

**DEER VALLEY LITTLE LEAGUE**  
**2010 LOCAL LEAGUE POLICIES AND BYLAWS**  
**3/7/2010**

This manual defines the responsibilities, conduct and procedures of the Player Agents, Managers, and Coaches in conducting the field operations of Deer Valley Little League, (DVLL). The contents of this manual are intended to define the options provided to DVLL by Little League Baseball, Inc. (LLB INC.) rules and regulations and are intended to augment the LLB Inc. rules and regulations, not modify them. In all cases, it is the intention of DVLL to follow the rules and regulations of LLB. Therefore, should there be a conflict between the contents of this manual and the LLB Inc. Regulations and/or rules, the LLB Inc. rules and or regulations will prevail. This manual has been approved by the DVLL Board of Directors and hereby becomes a permanent document in the operation of the league. This manual will be reviewed annually and is subject to revision with the approval of the DVLL Board of Directors.

**I. RESPONSIBILITIES AND MANAGER APPOINTMENT**

- A.** Managers, Coaches are under the direction of the General Manger (Vice President – Field Operations) of DVLL.
- B.** Players are under the direction of the Divisional Player Agent. Divisional Player Agents are responsible to the Chief Player Agent, General Manager, DVLL President, and Board of Directors.
  - 1. **DIVISION PLAYER AGENT:** Responsible for the general operation of his/her respective division. The Division Player Agent should be the first point of contact for any questions or issues that arise from Managers/Coaches or parents. If unresolved, the Divisional Player Agent will contact the Chief Player Agent and/or the President and Board for a resolution. Player Agents will observe managers and coaches in their handling of children; maintain a list of players who are eligible to be elevated to the next division throughout the season; holds Division Manager Meetings; is a member of the manager selection board for their respective divisions and answers the concerns/questions of the parents and manager protests. Minor & Major Player Agents assist with tryouts and draft; and act as an intermediary when trades are undertaken; allocates practice fields (as made available by the Field Coordinator) for Minor and Major divisions; maintains a weekly and overall win/loss record for each team.
  - 2. **CONFLICT OF INTEREST:** If a player agent has a spouse who is a manager or coach, he/she will defer any decisions involving complaints or disciplinary action affecting his/her spouses team to the Chief Player Agent, Vice-President, or President.
- C.** Manager and Coaching appointments for all divisions will be for a period of one (1) season. The one season period shall begin from the date of appointment by the League President.
  - 1. Any person desiring to manage a Team shall submit an application, consenting to undergo a limited background check.
  - 2. All applicants for Manager Positions shall be interviewed.
  - 3. Interview Committee will be comprised of Pres. or VP, Chief Player Agent, Divisional Player Agent, and one Board member who is not a manager or coach. Whenever possible, at least one member of the interview committee will be a previous manager/coach.
- D.** The DVLL Manager Committee will recommend managers, Coaches and Umpires in all Divisions, to the DVLL President who will present them to the DVLL Board of Directors for approval. A majority vote will accept each position.
- E.** Each Manager will be held responsible for the conduct and ethics of coaches and players on his team and their parents.

- F.** Each Manager shall present the name of the requested assistant coach for their team to the President. Names of assistant coaches in the Minors Division must be submitted prior to the first tryout to receive consideration. All other coaching appointments in the Minors and Major Divisions shall not be made until after the draft.
- G.** Team name assignments for the Minor Major and Jr./Sr. Divisions will be made by a “Blind Draw” out of a hat prior to tryouts.
- H.** Each manager must conduct a parents meeting to discuss the purpose of Little League. The manager must also obtain the names of the Team Mom/Team Dad, and scorekeeper(s). The manager must turn in the above information and signed letters, and keep it current, with their respective Division Player Agent.
  - 1. All Managers and coaches are required to participate in one coach’s clinic (paid for by DVLL) prior to the start of the season. Managers and coaches who do not participate, as required by the District II Administrator, will not be eligible to manage or coach an All-Star team.
- I.** Team Scorekeepers will be responsible to keep the official score of the game. Home Team: Provides the official scorekeeper who shall utilize the “Official League Score Book”, and fill out the “Game Summary.” The Home Team is responsible for updating the Information Officer with final scores for the game by 12:00pm the following day via email. The Visiting Team: Provides the person to keep pitch count and fill out the “Pitching Sheets.” The scorebook and summary sheets can be obtained in the snack shack. The completed “Official League Scorebook” and the “Game Summary and Pitching Sheets” will be placed back into the Manager’s Box in the snack shack upon completion of the game.
- J.** Teams will be responsible for coordinating assistance from the other Parents for Field Maintenance and special projects.
- K.** All Volunteers interfacing with players on a continual basis will be required to submit the LL (Little League) Volunteer Application based on the following:
  - 1. Managers/Head Coaches in the Major, Minor, Jr., Sr.’s must submit form prior to draft.
  - 2. Managers and Coaches of Farm & T-ball divisions must submit form prior to issue of League Equipment. Coaching personnel that have not completed form prior to Opening Day will not be allowed on the field.
  - 3. Any other volunteers interfacing with children on a continual basis must submit the form prior the first game of the season.
- L.** Background checks will be performed by the League President and/or Safety Officer, using the following guidelines:
  - a. Anyone with a prior conviction of crime or violence, sexual nature, or against children will be removed.
  - b. Anyone with a conviction of a non-violent felony will be referred to the Board for approval.
  - c. General background check will include felony convictions within 3 years of application.
  - d. The Manager Committee will be responsible for obtaining all of the background checks prior to the start of the season and turning them over to the President and/or Safety Officer.

## **II. EQUIPMENT**

- A.** Managers are responsible for the safe keeping, maintaining good condition and preventing loss of all equipment issued to them. It is the responsibility of the Manager to request issue of replacement or additional equipment from the Equipment Manager during the season.
- B.** Managers will be required to sign out equipment at the beginning of the practice season.

- C. Managers must return all equipment issued to their team at the time and place designated by the Equipment Manager. Failure to return league property may result in suspension from the league and further action, if necessary.

### III. **DIVISION ELIGIBILITY**

Any players L.L. age as of April 30<sup>th</sup> of the current year

All age determination shall be in accordance with “League Age” determined by rules set by Little League Baseball, Inc.

#### **T-BALL DIVISION 5-7 yr. Olds**

1. All 5 yr. Olds; 6 yr. Olds with 1 season of T-ball or Less; 7 yr. Olds with no prior baseball (or by request of parents/guardian and discretion of the Chief Player Agent).
2. 6 yr. Olds with 2 seasons of T-ball or relative experience will be placed in T-ball or Farm according to parent’s choice.
3. 7 yr. Olds with 1 season of T-ball or relative experience will be placed in T-ball or Farm according to parent’s choice.

#### **FARM DIVISION (Coach Pitch) 6-8 yr. Olds**

1. 6 yr olds with 1 or 2 seasons of T-ball or relative experience; 7 yr olds with 1 season of T-ball or relative experience; 8 yr. Olds with no coach pitch experience.
2. 8 yr olds with 1 season of Coach Pitch or relative experience will be eligible to try out for placement on a Minor Division team but are not guaranteed placement.

#### **MINOR DIVISION 9-11 yr. Olds**

1. All players will be placed using the draft system.
2. All 9-10 yr. Olds must tryout for Minor Division.
3. Any 11 yr. Olds with no prior baseball experience may be designated as Minor only, if parent requests. Player must tryout with Minors; player is not eligible to pull up to Majors during the season without Chief Player Agent approval.
4. 8 yr olds may tryout for Minors per set guidelines.

#### **MAJOR DIVISION 11-12 yr. Olds**

1. All players will be placed using the draft system.
2. All 11-12 yr. Olds must tryout for Major Division
3. Player’s requests for the Minor Division will still be required to tryout for the Major Division.
4. Request will be noted on Tryout & Draft Sheet. There is no guarantee of Division of Play.
5. 11-12 year old players requesting Minor only will be honored only if no prior organized baseball experience. Player must tryout with Minor Division. 11-12 Players requesting Minors only must be approved by Chief Player Agent and/or any other Little League procedures as outlined in the Operating Manual. (Chief Player Agent will make decision after discussing with the Executive Board.)
6. 9/10 yr olds may be drafted for placement (with parents consent) on a Majors Division team if the player grades out at an acceptable competency at tryouts

and there is room on major player rosters. Competency will be based on the Chief Player Agent's grading.

### **JUNIOR/SENIOR DIVISION**

1. All players will be placed using the Draft System.
2. 13 yr. Olds must attend tryouts and will be placed on a Junior Team.
3. 14 yr. Olds must attend tryouts and will be placed on a Junior or Senior Team.
4. 15 & 16 yr. Old players must tryout and will be placed on a Senior Team.
5. Returning Juniors Division players will be required to tryout and be drafted.
6. Returning Senior Players are considered property players and do not need to tryout.
7. There are no "Property Players" at the Jr. Division.

All Divisions: Requests for specific division based on siblings will be considered, but not guaranteed.

### **IV. REGISTRATION**

- A.** The DVLL Board of Directors will establish registration dates and fees.
- B.** The Vice President of Administration, Chief Player Agent and Divisional Player Agents shall assist in coordinating registration on the dates scheduled.

### **V. TRYOUTS**

- A.** Tryouts will be scheduled by the Board of Directors and will be held for the following divisions: Minors, Majors, Juniors, and Seniors.
- B.** All players, ages 11-12, are required to tryout for the Major Division Draft.
- C.** Any players L.L. age of 8 (April 30<sup>th</sup>) of the current year will be eligible to be considered for the Minor Draft. Parents must sign a waiver and the player must meet Chief Player Agent's grading requirements and DVLL Board approval based on a tryout session.
- D.** Any player L.L. age 9/10 of the current year will be eligible to be considered for the Major draft if an acceptable competency score is achieved according to the Chief Player Agent and Major rosters have vacancy. Parents must sign a waiver and the player must meet DVLL Board approval based on a tryout session
- E.** Any player, age 11 or 12, who does not tryout in accordance with LLB rules, will be eligible for Major draft only. Any player, age 9 or 10 who does not tryout in accordance with DVLL rules will be eligible for the Minor Draft. The DVLL Board of Directors will be provided updated Team Rosters reflecting the player(s) replacement. All exceptions will require approval by the DVLL Board in addition to LL Operations Manual procedures.

### **VI. SELECTION OF PLAYERS**

- A.** A player draft will be held within fourteen days after the divisional tryouts. The Chief Player Agent will schedule the draft.
- B.** Selection of Players for the Major, Junior and Senior divisions of DVLL will follow the LLB rules and regulations.
- C.** The Chief Player Agent shall recommend for approval to the DVLL Board, the number of teams per Division and the quantity of players each Division. Generally, 12 players per team in Major Division, and 12-14 players per team in Minor, Farm and T-ball. Recommendation must be made prior to the Minor & Major divisional team drafts.
- D.** If expansion of the Major Division is deemed necessary in the Spring 2010 Season, DVLL will utilize Option 4, as listed in the Operating Manual: Each existing Major team will place a certain number of players in a player pool from which the expansion teams will draft. Exact number of players from each team, and number to be selected by the expansion teams is outlined in the current year Little League Operating Manual, and will be determined by the Major Player Agent and Chief Player Agent after final registration.

Players not selected by the expansion team(s) will return to their original team. Only one (1) player from each team can be selected for re-assignment and placed on the expansion team(s) during the expansion draft. Each team must lose one (1) player before a second player from any team may be chosen.

- E.** If it is determined that either the Minor or Major Division will exceed 10 teams, DVLL will utilize a Divisional Format, Option 4, Common Pool Draft.
- F.** DRAFT METHOD FOR MAJOR DIVISIONS (REF: Current year Little League Operating Manual, Plan B). DRAFT METHOD FOR MINOR DIVISIONS (REF: Current year Little League Operating Manual, Plan A) Procedures governing the draft and will be covered in the Divisional Player Agents' meeting with the divisions' managers prior to the respective tryouts. The Manager's child(ren) will be protected until Round No. 5 and every subsequent round for additional siblings until all eligible siblings are drafted. (Example – triplets would need to be taken in rounds 5 – 7 to remain protected.)
- G.** Board Approval is required for all draft selection changes.
- H.** Major and Senior order of draft choice is determined by the Operations Manual and the previous year's final standing, in reverse order-last place team picks first. Players not selected in the Major and Senior player draft are automatically placed in the Minor and Junior player draft as allowed by the Operations Manual.
- I.** The Minor, Major and Jr./Sr. player draft will be scheduled by the Chief Player Agent and run by the respective Divisional Player Agent not later than 7 days after the respective Major and Senior player draft. The order of draft will be determined prior to the draft using the following method: Division Player Agent or Chief Player Agent will conduct the draw for draft numbers. Each Manager will draw a number out of a "hat" which will determine the draft order. The serpentine method will be used for player selections throughout the entire draft.
- J.** Minor & Junior Draft: Minor Managers will be advised at the start of the draft as to the number 11yr. Old players that must be evenly distributed among teams. The Minor Player Agent reserves the right to stop the draft at a reasonable point and instruct Minor Managers to select the remaining 11 yr. Olds before proceeding with the selection of 9/10 yr. Olds. 8 yr. old players not selected in the Minor Player Draft will be placed in the Farm (Coach Pitch) Division.

## **VII. PLAYERS AND TRANSFERS**

- A.** Player transfers will not take place from Minors to Majors, or Farm to Minors, with less than two weeks remaining in the season.
- B.** Managers must replace a player who has moved, quit or becomes injured to a degree which would prohibit his or her return during the remainder of the season. Reasons for a player being lost to a team during the playing season:
  - 1. Moves to another city or state too distant to commute for practice or play.
  - 2. Injured and will not be able to return to play within a reasonable period of time.
  - 3. Personal reasons decided to terminate his/her association with the team.
  - 4. Any other justifiable reason reviewed and approved by the Board of Directors.
- C.** The Manager shall notify the Player Agent within 48 hours of the loss of a player. Failure to do so will result in a violation being issued. Player Agent shall advise the President and the Board. If loss of a player is approved, the President will send a letter of release to the player and the parents. This action creates an opening for replacement on the roster.
- D.** The Manager shall review the available player list with the Chief Player Agent and shall select a replacement. Major Division will select a qualified player from the Minor Division; Minor Division will select a qualified player from the Farm Division. The replacement becomes a permanent member of the team.

- E. The Manager must select the replacement within seven days following the loss of the player. If a Manager does not replace a player within 7 calendar days, Chief Player Agent or Divisional Player Agent will choose the player to be drafted up.
- F. If a player misses two consecutive games or practices, without notification to the Manager, the Manager shall attempt to contact said player to estimate the player's participation status. The Manager shall notify the Divisional Player Agent within two days of the second consecutive game or practice missed if he is unable to contact the player.
- G. The Division Player Agent will then investigate the status of the player. If the Player Agent determines the player has abandoned his participation status, the Manager will be notified that his team has an official vacancy and paragraph 7D will apply.
- H. Major teams must pull up 11 year olds from the Minors who have attended a tryout. Minor players designated "Minor Only" will not be eligible to be pulled up to Majors.
- I. Replacement players of the Minor Teams will be chosen from the Farm Division players. Farm players designated "Farm Only" at registration will not be eligible to be pulled up to Minors.
- J. Only one player from a team can be selected for re-assignment. Each team must lose a player before a second player from the team can be chosen.
- K. Managers may request the availability of certain players through the Divisional Player Agent. Managers or any person affiliated with the team will not make contact with the parents of the player being considered. The Divisional Player Agent will coordinate all details of the transfer.
- L. Players filling vacancies must remain with their new team a minimum of five played games before moving to the next higher division.
- M. Should an eligible Minor or Farm Division player refuse to fill a vacant roster position, the requesting Manager may make an alternate selection from the remaining eligible players. The Player who refused to fill the vacant roster position will be moved to the team to fill the vacancy created by the alternate player moving to the higher division.
- N. Should a Manager be found in violation of these selection rules, the request for a specific player will be denied and the Chief Player Agent will assign a player to fill the vacant roster position.

### VIII. GAME OPERATIONS:

- A. Managers will play each player on their team who reports to the field by game time at least six (6) defensive outs per game. Players who arrive after game time will be added to the end of the batting order. Manager discipline for violations of the Players' rights will follow LLB, Inc. regulation.
- B. Teams in the T-Ball, Farm, Minors & Majors Divisions will bat the entire roster offensively throughout the entire game.
- C. GAME TIME/INNING LIMITS Farm, Minor & Major Divisions: Early games will start at 5:30 PM. No new inning after 7:10 PM. Late games will start at 7:30 PM. No new inning after 9:10 PM. No new batter after 10 PM. Once a new inning is started, it will be continued until completion (home team completing its at bat). **Note that the new inning begins at the moment the 3<sup>rd</sup> out is made.** Time limit rules will not be used in the post-season games unless designed by the Board of Directors.
- D. The Home Plate Umpire will enforce a 1 minute 30 second inning change over rule. From the time the third out is scored, both teams must complete their side change.
- E. The Official Time will be governed by clocks, which will be maintained by the home plate umpire. Should the Chief Umpire not have a timepiece, the official shall designate one of the Official Scorekeepers to be the Official Timekeeper.
- F. Team Managers will consult the umpires to determine the official starting time, which will be recorded in the Official Scorekeeper's scorebook prior to the start of the game.

- G.** 10 RUN RULE. The 10 run rule will apply to the Minor, Major, Junior and Senior Divisions.
- H.** LEADING OFF, STEALING, SLIDING Prohibited in the Farm and T-Ball Divisions.
- I.** PROTESTS in the Farm and T-Ball Divisions are not allowed.
- J.** OVERALL DIVISION STANDINGS Applies only to the Minor, Major, Junior & Senior Divisions. Standings will be determined by overall divisional record.

In case of a tie in the Major, Junior or Senior Divisions the following tiebreakers will be used (In order):

1. Overall record.
2. Head to head record against the team tied with.
3. Total runs for vs. total runs against, against the team tied with.
4. Lowest overall runs allowed for the entire season. If there is a forfeited game in the regular season that affects the teams in question, the overall runs will be the average allowed in non-forfeited games played.
5. Coin Flip.

In case of a tie in the Minors Division the following tiebreakers will be used (In order):

1. Overall record.
2. Head to head record against the team tied with.
3. Total runs for vs. total runs against, against the team tied with.
4. Utilizing a Rating System: Each team will be given a point value based on the standings (not including the 2 tied teams). (i.e. 10 teams, 2 are tied, in order of finish points assigned: 8,7,6,5,4,3,2,1). Points will be tallied for the losses of the tied teams, and the team with the most points would win the tie.
5. Coin Flip.

- K.** SUBSTITUTION: Juniors, and Seniors must follow substitution rules as outlined in the Official Regulations and Playing Rules. Free substitution in the T-Ball, Farm, Minor & Major Divisions.
- L.** MAJOR DIVISION – Complete Rules in Addendum “A”
- M.** MINOR DIVISION – Complete Rules in Addendum “B”
- N.** FARM DIVISION – (Coach Pitch) Complete Rules in Addendum “C”
- O.** T-BALL DIVISION - Complete Rules in Addendum “D”

## **IX. FORFEITURES**

Due to the limited field availability and scheduling conflicts games will not be rescheduled due to the inability of a team to field 9 players for a game. Start of a game may be delayed a maximum of 15 minutes to wait for the 9<sup>th</sup> player to arrive. Should a team be unable to field a team of 9 after waiting the 15 minutes, the team will forfeit the game. In this case, Managers are encouraged to play an un-official game, in an effort to afford players at the field playing time. Games will not be rescheduled if any team is unable to field a legal team. The forfeit will stand.

## **X. PLAYING FIELD**

- A.** Managers and coaches shall arrive in sufficient time to prepare the field and ensure the game begins at the designated time. Umpires will be instructed not to start the game until the field is considered to be in playing condition.
  1. The Home Team prepares the field for play/ base lines, batter boxes, placing bases, etc.

2. Visiting Team: Cleans up the field and puts away equipment upon completion of play. Including raking field, mound, and watering as needed at appropriate fields.
  3. Both Teams are responsible for cleaning up their “side” of the field, disposing of all trash, and ensuring that dugouts @ seating areas are clean.
- B.** For the Minor and Farm Divisions: Two adults (Manager/Coach) may function as base coaches RULE XIV, FIELD DECORUM (REF: Operating Manual pg.88-89)
  - C.** For the Major Division: Two adults (manager/coach) will be allowed on the playing field as base coaches, provided that there is one adult manager/coach in the dugout.
  - D.** Three adults (Manager and 2 coaches) will be allowed in the dugout with the players while on defense during regular season DVLL games for all Divisions.
  - E.** Each team manager will coordinate with their team’s parents to prepare the field for play. The field maintenance coordinator will provide the duties at the beginning of the season.

## **XI. GAME SCHEDULES**

- A.** The DVLL Scheduling Coordinator will create all division game schedules based on field availability. Subsequent game changes due to rainouts, etc. will be coordinated through the Divisional Player Agent & Field Coordinator, based on field & team availability and presented to the Executive Board for review.
- B.** RAINOUTS: In the event of a rainout, each Manager will be contacted on game day by 3:00 PM. If fields are not closed, all teams are expected to show up ready to play. For Major, Minor, Junior and Senior divisions, the Head Umpire for a game has sole authority to terminate a game. Games may be halted temporarily to wait for weather to clear. Any team that leaves the field before the Head Umpire officially terminates the game will forfeit. For all other divisions, the Divisional Player Agent, Chief Player Agent, Vice President or President has authority to terminate a game.

## **XII. ETHICS AND CONDUCT**

- A.** Managers will conduct themselves and see that the coaches conduct themselves in a manner befitting the players of the league at all times.
- B.** A player who argues with an umpire, league official, manager, or coach, will immediately be voluntarily removed from the game by his manager.
- C.** The conduct of the players on the bench and their vocal attitude toward opposing players or team are the responsibility of the manager. “Bench Jockeying” or heckling the other team will not be allowed at any time. The home plate umpire or any of the officiating staff has the authority to halt the game and give the team manager a warning concerning inappropriate conduct of his players. Should the umpires need to stop the game a second time, due to a team not heeding the first warning, the umpire may suspend the game and file a full report with the Divisional Player Agent, League President and Umpire in Chief. The report, in writing, shall consist of:
  1. Date, time, inning, score and teams involved.
  2. All personnel involved: managers, coaches, players and spectators (if applicable).
  3. A full description of the events leading up to the game suspension.
  4. All umpires who were part of the umpiring crew are to sign the report. If concurrence among the umpires is not possible, then those umpires not concurring must still sign the report and note the areas with which they do not concur.
  5. The report must be filed within 24 hours of game suspension to the Chief Player Agent.
  6. Should the umpire crew not provide a report, the DVLL Board Member on duty shall submit a report.

- D.** Smoking and use of tobacco will not be permitted at any DVLL function.
- E.** Alcoholic beverages are strictly prohibited from all DVLL functions and the adjacent parking lots. Use of alcoholic beverages prior to practices or games is strictly prohibited. Should there be indications of alcohol use, i.e. breath, instability, obnoxious behavior, etc. the person may be ejected from the premises.
- F.** All managers and coaches will refrain from the following: **NO FOUL LANGUAGE** will be used toward players, umpires, opposing team personnel, or spectators. Managers or coaches will not reprimand, belittle, or physically discipline any player. Subject to reprimand as described in Section X11.J.
- G.** Managers and coaches are required to hold **regularly scheduled practices** with their teams to prepare for games. The team manager or coach will notify all team players regarding practices, game schedules, field days, re-scheduled or makeup games and other league business as the Divisional Player Agent makes them aware. It is the intent of DVLL to not require DVLL players to play games or practices on Sundays. Therefore, games and practices on Sundays are optional and cannot be considered mandatory.
- H.** **A MAXIMUM OF 4 SCHEDULED PRACTICES/GAMES MAY BE HELD IN 1 WEEK.** 3 game week – 1 practice; 2 game week – 2 practices; 1 game week – 3 practices. Pre season maximum of 4 practices per week. All practices limited to 2 hours. Farm & T-ball may not go past 9 p.m. Minor, Major, Junior and Senior practices are not to go past 10 p.m. (9:30 preferred)
- I.** No Manager, Coach, or representative of the League shall transport players in the open bed of a pick up truck. All players transported must have an available seat belt.
- J.** **POLICY VIOLATIONS:** Any manager violating LLB rules or DVLL Local League Policies will be issued a violation. Reprimand for such violations as follows:
  - 1<sup>st</sup> Violation – Written warning
  - 2<sup>nd</sup> Violation – Suspended from Managing/Coaching next game
  - 3<sup>rd</sup> Violation – Subject to multiple game suspensions and/or removal from the team. Any removal from the team must be approved by the Board of Directors. Suspensions for gross violations of these rules may be imposed by concurrent agreement of the President and the Chief Player Agent. The President and Chief Player Agent with the approval of the Board of Directors shall determine length of suspensions. Multiple suspensions may result in permanent removal as a manager or coach.

### **XIII. PLAYER DISCIPLINE AND CONDUCT**

- A.** Players are required to actively participate in all Official practices and games scheduled by their managers and DVLL. In the event that a player is unable to participate because of prior commitments, vacations, or illness or injury, it is the player or his parents' responsibility to notify the manager, coach or Player Agent of their inability to participate.
- B.** Any player willfully destroying or stealing DVLL property can be suspended for the balance of the season. This includes painting or altering any League issued equipment.
- C.** Players shall not use foul language, obscene gestures, or instigate disruptions among other players or teammates. Fighting will not be tolerated. All players will report to the field for scheduled games in full uniform. No unauthorized uniforms will be allowed for league players without prior approval of the DVLL Board of Directors. All uniform shirts must bear the Little League patch at the left shoulder.
- D.** No customized jerseys and/or pants, jackets, or undershirts not recognized as baseball undershirts, will be allowed. Player names are not permitted on any part of the uniform.
- E.** No decals or paint is allowed on the batter's or catcher's helmet.
- F.** Players shall not report for a game in dirty or torn uniforms, damaged hats or steel cleats. Metal cleats are acceptable for the Junior and Senior Divisions.
- G.** Manager shall notify the Div. Player Agent 24 hours prior to game time regarding any player to be disciplined. Notification will be in the form of a letter to the Divisional Player Agent. A copy of the notice will be forwarded to the parents of the player. Actions resulting from notice of discipline are as follows:

1. First Notice – Player to play only minimum requirement time.
2. Second Notice – Player will not play the next scheduled game.
3. Third Notice – A referral to the DVLL Board of Directors will be made to determine the player’s eligibility to continue participation in the program.

**XIII. ALL STAR POLICY**

All rules that pertain to Tournament at any level as outlined by Little League Baseball, Inc., either in the Official Regulations & Playing Rules, the Operations Manual, or any other Official Publication will supersede any policy.

**A. PLAYER ELIGIBILITY**

1. A player must have played in at least half of the scheduled games during the season to be eligible. Sixty percent of games include post-season play (i.e. a player who joined the team mid-season, or who was ill or injured and did not play in at least 60% of the games, would not be eligible.)
2. Any player who has had any formal disciplinary action during the season. (i.e. ejected from a game by an official, benched by a manager for unsportsman-like conduct or suspended by the DVLL Board of Directors), will be subject to Board Approval prior to being eligible for All Stars.
3. Parents will be expected to purchase a portion of the All-Star uniform (i.e. pants, belts & socks).
4. Parents will be expected to provide the All-Star Manager (within the time frame as set forth by the Manager) with all required birth and proof of residence documents as required by LLB for Tournament Affidavit purposes. Failure to comply will result in removal of the player from the team.
5. In accordance with the Little League and Local League policies, “A player may participate in other youth baseball programs prior to the first game involving that player’s team. Once play begins for a tournament team, players named on that tournament teams’ affidavit may not participate in any other youth baseball program until that team is eliminated from tournament play.”

**B. TEAM AND DIVISION ELIGIBILITY**

1. Players ages 11-12 who have fulfilled the minimum requirement listed above in the Major Division are eligible for 11-12 All Star Team.
2. Players ages 11 who have fulfilled the minimum requirement listed above in the Major Division are eligible for the 11 Yr. Old All Star Team.
3. Player’s ages 9-10 who have fulfilled the minimum requirement listed above in either the Minor or Major Division are eligible for the 9-10 Year old All Star Team. Player’s age 10 who played in the Major Division will only be considered for the 9-10 Year Old All Star Team.
4. Players age 13-14 who have fulfilled the minimum requirement listed above in the Junior Division are eligible for the Junior All Star Team.
5. Players age 14-16 who have fulfilled the minimum requirement listed above in either the Junior or Senior Division are eligible for the Senior All Star Team.

**C. ALL STAR TOURNAMENT TEAM PLAYER SELECTION**

1. All dates/times for voting will be determined by The Board of Directors, at the recommendation of the President, Chief Player Agent and Divisional Player Agents.
2. The tournament teams will consist of up to **13** players selected by the method outlined below:
  - a. **PLAYER VOTING** – Every player of each Team will vote for 4 players from his/her own team. (Junior & Senior players will vote for 6) The Divisional Player Agent will collect the ballots, tally the votes for each team, and give the list of the 4 players with the most votes to

the Manager to be placed on the Division Player Selection Ballot. Each team Manager will have the option of inserting the player of his choice into the fourth position in exchange for the player receiving the least number of votes. All 10 year old players in the Major Division are automatically included in the 9/10 All-star pool.

- b. **EVALUATION PRACTICE** – If deemed necessary and approved by the DVLL Board, a special practice/evaluation session of all players voted to the Divisional Player Selection Ballot will be held prior to the All Star Selection Voting. Attendance will be mandatory for all Managers in the respective division.
- c. **ALL STAR SELECTION VOTING** - All Managers in their respective Division will vote for 9, 10 or 11 players from the Division's All Star Player Ballot using the following process: (Based on 8 Managers voting).

**1<sup>st</sup> Round:** Each Manager will vote for 9, 10 or 11 players depending on the amount of players being voted to the team as predetermined by the All-Star Manager. Players receiving 8 votes will be placed on the Roster.

**2<sup>nd</sup> Round:** Players with a minimum of 7 votes will be placed on Roster. Number of players voted on by each Manager will be determined based on available Roster slots. (i.e. If 5 players had 8 votes in the 1<sup>st</sup> Round, Managers will each vote for 7.)

**3<sup>rd</sup> Round:** Players with a minimum of 6 votes will be placed on Roster.

**4<sup>th</sup> Round:** 5 Votes needed.

Additional rounds (if needed, will follow same format)

\*If during any round, there are more players meeting the vote requirement (of that particular round) than All-Star slots available, manager will re-vote on those particular players only, and the process above will be repeated until the roster contains 9,10, or 11 names (depending on the amount of players being voted to the team as predetermined by the All-Star Manager).

\*In the extremely rare event of a vote tie for the 9, 10, or 11<sup>th</sup> player slot, the respective All Star Manager will cast the tie-breaking vote.

Special Circumstances: If there are more than four 10 year old players in the Major division, the Major Managers will have equal voting rights in the 9/10 All-Star team voting.

**After selection of the Major Division All-Star Team, each manager will nominate two eleven year-old players to the 11 Year-old Tournament Team Pool. The selection of the 11-13 players to the 11 Year-old All Star Team will follow the same format as listed above.**

**\* The Division All-Star Manager will be given the final two (2) discretionary picks.**

**\* The All Star Committee and Board of Directors must approve all Players selected to the All Star Team.**

**\* No "Alternates" will be named.**

**\* ALL VOTING OF ALL STAR PLAYERS IS STRICTLY CONFIDENTIAL!!!!!!**

**\* At No time shall any Manager divulge the round a player was selected.**

**\* ALL STAR PLAYERS CANNOT BE ANNOUNCED UNTIL THE DATE AS SET FORTH IN THE LLB RULES.**

The Board, based on direction from Arizona District II, establishes this date. Violation of this rule can subject the League to disqualification.

#### **D. ALL-STAR MANAGER & COACH SELECTION**

The Manager of each All Star Team will be nominated through voting of all respective division managers with a recommendation to the DVLL All Star Committee for approval. The All Star Committee will be made up of five members. The All Star Committee will consist of the President, Chief Player Agent and three board members appointed by the President. The All Star Committee will take the final recommendation to the Board of Directors for final approval. Criteria to be eligible to Manage may include but are not limited to the following:

1. Ability to manage in an competitive tournament environment
2. Knowledge, experience, and ability to conform to LLB Tournament rules
3. Interviews with umpires
4. Interviews with coaches in the same division
5. Feedback taken from the Manager/Coach evaluations by parents
6. Fulfillment of ALL managerial duties including but not limited to the following: Attendance of Coach's Clinic, Opening Day Booth, Attendance of DVLL Field Day, Candy Sales/Fundraiser Sales, Minimum Sponsorship Obligations & Team Snack Shack Duties and Responsibilities
7. Disciplinary Infractions

The All Star Manager will select his Head Coach and Assistant Coach; both of which must be a Manager or Coach from their respective Division. The 9/10 and 11 year-old All Star Coaching Staff may include a Manager/Coach from either the Minor or Major Division. All selections are subject to Board approval. Any Manager/Coach who has been ejected by an umpire during the season will be reviewed by the All Star Committee and the Board of Directors to determine eligibility.

#### **E. REMOVAL OF A TOURNAMENT PLAYER**

The All Star Manager has the right to remove a player from the All Star Team, only under certain circumstances. The manager should establish and distribute to all players those rules that pertain to his team. Failure of a player to conform to these rules can be grounds for removal from the team. Should a Manager feel it necessary to remove a player from the team; he must inform the League President, Chief Player Agent, and Board of Directors in writing. Manger shall list all pertinent details, and reasons for requesting removal. The DVLL Board of Directors will vote on removal. If removed, the Chief Player Agent will notify the Manager. The Manager will inform the player.

#### **F. REPLACEMENT OF A TOURNAMENT PLAYER**

Upon removal of a player from the All Star Team, the Manager shall inform the League President and Chief Player Agent of his player selection for placement on the All Star roster. The All Star Committee will vote and approve the player. The Manager will inform the player.

#### **G. TRAVEL EXPENSES**

If an All Star Team advances to the State Level, requiring travel beyond the Phoenix metropolitan area, the League will pay \$25.00 or more (depending on League Funds) per player/coach per day to offset travel expenses.

#### **H. ALL STAR UNIFORMS**

The League will provide jerseys, hats and undershirts to All Star players. Jerseys are required to be returned clean after tournament play has ended. Parents will be expected to be responsible for purchasing pants, belts and socks.

## ADDENDUM “A” – MAJOR DIVISION RULES

All rules set forth in the Little League Baseball Official Regulations and Playing rules for the current year apply with the following options:

1. All players present at the start of the game will be listed on the line up card and shall bat in continuous rotation. Should a player arrive after the game has started, the manager shall notify the Chief Umpire of the player’s arrival and add the player to the bottom of the line up. Should a player leave in the middle of the game, the player is simply “skipped over” for the remainder of the game.
2. There shall be no run limit per inning.
3. Every player on a team line-up for each game will participate in the game for a minimum of six (6) defensive outs. **PENALTY: The player(s) involved shall start the next scheduled game and play no less than the mandatory time limit for both games.**

### PENALTY TO MANAGER:

First Offense – receive a written warning.

Second Offense – a suspension from the next scheduled game.

Third Offense – Refer to Section M.j

Note: If the violation is determined to have been intentional, a more severe penalty may be assessed by the Board of Directors. However, forfeiture of the game may not be invoked.

### GAMES AND INNINGS

1. A minimum of four (4) innings shall be played and a maximum of six (6) innings or the time limit.
2. Time Limit: No new inning after 1 hr. 40 min. Once an inning is started, it must be completed. Note that a new inning begins the moment the 3<sup>rd</sup> out is made.
3. If game is tied after 6 innings, and time permits, game will continue until tie is broken in a complete inning. If game is tied at the end of time limit, game will be completed on Saturday of that week. Game time will be determined by the Divisional Player Agent.

### NUMBER OF PLAYERS ON THE FIELD

1. Nine defensive players will be allowed on the field.
2. Two adults are allowed as base coaches; provided an adult coach is in the dugout. If no adult coach is available, a player must be used as a base coach.

### PLAYER REQUIREMENTS

1. Each player listed on the team must play at least two (2) defensive innings.
2. Free substitution of players.
3. Teams must bat their entire roster and then begin at the top of the roster once a cycle has occurred. Late arriving players must be added to the end of the roster.

### HOME TEAM

1. Bats last in each inning.
2. Completes field duties as outlined in the Manager’s Binder.
3. Sits in the 3<sup>rd</sup> base dugout.
4. Provides an Official Scorekeeper. Required to report to the Information Officer by 12:00pm the following day the final score of the game via email.

### VISITING TEAM

1. Bats first in each inning.
2. Provide an individual to keep pitch count. Ensuring that the Official Pitching Sheet be filled out properly, signed by both Managers after the game and placed in the Manager's Box in the concession stand after the game.
3. Completes field duties as outlined in the Manager's Binder.
4. Sits in the 1<sup>st</sup> base dugout.

### BOTH TEAMS

Managers shall be responsible for ensuring that all trash is picked up from the area. This includes all papers, bottles, etc. in the dugouts, stands, and surrounding area.

### BATTERS AND BASERUNNERS

1. Protective helmets must be worn at all times.
2. There shall be no leading off.
3. Base coaches must stay within the marked coach's box; if not marked, at least 4 feet from the base line.
4. Interference will be defined in the Little League Rule Book.
5. No running on a 3<sup>rd</sup> strike if the ball is missed by the catcher after the batter swings and misses.
6. A batted ball that goes over the fence on the hop, or through or under the fence, will be considered a ground rule double.
7. Base runners may continue advancing until the pitcher is in possession of the ball and standing on the rubber ready to deliver the next pitch and/or the umpire has called time out.

### PITCHERS

1. Any player on a team roster may pitch.
2. All Regular Season Pitching Rules option number 1 of the current L.L. Rulebook will be followed for the Regular Season as well as the End-of-Season Tournament. L.L. Tournament Pitching Rules will not be used.
3. A Pitcher may only pitch the maximum allowable pitch count in one day and/or calendar week. Required rest is outlined in the LLB Rules. A player may pitch all six innings in one game as long as pitch count rules are observed.
4. A player once removed as a pitcher may not pitch again in the same game.

### OTHER

1. Players are allowed to chatter to one another, but not to the batter, and must not be in a rising tone as to distract the pitcher as the ball is pitched. Catchers may not talk/chatter to the batter when the batter is in the batter's box awaiting delivery of a pitch.
2. Catchers must wear an athletic supporter and cup. All players are encouraged to do the same.
3. Managers must stay in the dugout during the game, except when base coaching, and are not to be mingling with spectators & parents.
4. The manager is responsible for the conduct of his team and his parents. Badgering the umpires and taunting the other team will not be tolerated.

**End of Addendum**

## **ADDENDUM “B” – MINOR DIVISION RULES**

All rules set forth in the Little League Baseball Official Regulations and Playing rules for the current year apply with the following options:

1. All players present at the start of the game will be listed on the line up card and shall bat in continuous rotation. Should a player arrive after the game has started, the manager shall notify the Chief Umpire of the player’s arrival and add the player to the bottom of the line up. Should a player leave in the middle of the game, the player is simply “skipped over” for the remainder of the game.
2. Every player on a team line-up for each game will participate in the game for a minimum of six (6) defensive outs. PENALTY: The player(s) involved shall start the next scheduled game and play no less than the mandatory time limit for both games.

### **PENALTY TO MANAGER:**

First Offense – receive a written warning.

Second Offense – a suspension from the next scheduled game.

Third Offense – Refer to Section M.j

### **GAMES AND INNINGS**

1. A minimum of four (4) innings shall be played and a maximum of six (6) innings or the time limit.
2. The inning changes after 3 outs or 5 runs have scored.
3. Time Limit: No new inning after 1 hr. 40 minutes. Note that a new inning begins the moment the 3<sup>rd</sup> out is made.
4. If game is tied after 6 innings, and time permits, game will continue until tie is broken in a complete inning. If game is tied at the end of time limit, game will be completed on Saturday of that week. Game time will be determined by the Divisional Player Agent.

### **NUMBER OF PLAYERS ON THE FIELD**

1. Nine (9) defensive players will be allowed on the field.
2. Two adults are allowed as base coaches; provided an adult coach is in the dugout. If no adult coach is available, a player must be used as a base coach.

### **PLAYER REQUIREMENTS**

1. Each player listed on the official team line up for that game, must play at a minimum six (6) defensive outs.
2. Teams must bat their entire roster and then begin at the top of the roster once a cycle has occurred. Late arriving players must be added to the end of the roster.

### **HOME TEAM**

1. Bats last in each inning.
2. Completes field duties as outlined in the Manager’s Binder.
3. Sits in the 3<sup>rd</sup> base dugout.
5. Provides an Official Scorekeeper. Required to report to the Information Officer by 12:00pm the following day the final score of the game via email.

### **VISITING TEAM**

1. Bats first in each inning.

2. Completes field duties as outlined in the Manager's Binder.
3. Sits in the 1<sup>st</sup> base dugout.
4. Provide an individual to keep pitch count. Ensuring that the Official Pitching Sheet be filled out properly, signed by both Managers after the game and placed in the Manager's Box in the concession stand after the game.

#### BOTH TEAMS

Managers shall be responsible for ensuring that all trash is picked up from the area. This includes all papers, bottles, etc. in the dugouts, stands, and surrounding area.

#### BATTERS AND BASERUNNERS

1. Protective helmets must be worn at all times.
2. There shall be no leading off.
3. Base coaches must stay within the marked coach's box; if not marked, at least 4 feet from the base line.
4. Interference will be defined in the Little League Rule Book.
5. No running on a 3<sup>rd</sup> strike if the ball is missed by the catcher after the batter swings and misses.
6. A batted ball that goes over the fence on the hop, or through or under the fence, will be considered a ground rule double.
7. Base runners may continue advancing until the pitcher is in possession of the ball and standing on the rubber ready to deliver the next pitch and/or the umpire has called time out.

#### PITCHERS

1. Any player on a team roster may pitch except those who have attained League Age 12.
2. All Regular Season Pitching Rules option number 1 of the current L.L. Rulebook will be followed for the Regular Season as well as the End-of-Season Tournament. L.L. Tournament Pitching Rules will not be used.
3. Pitcher may only pitch up to the maximum amount of pitches as outlined in the Little League pitch count rules. Required rest is outlined in the LLB Rules. A player in the Minor Division may only pitch the maximum numbers of pitches allowed per Little League pitch count rules.
4. A player once removed as a pitcher may not pitch again in the same game.

#### OTHER

1. Players are allowed to chatter to one another, but not to the batter, and must not be in a rising tone as to distract the pitcher as the ball is pitched. Catchers may not talk/chatter to the batter when the batter is in the batter's box awaiting delivery of a pitch.
2. Catchers must wear an athletic supporter and cup. All players are encouraged to do the same.
3. Managers must stay in the dugout during the game, except when base coaching, and are not to be mingling with spectators & parents.
4. The manager is responsible for the conduct of his team and his parents. Badgering the umpires and taunting the other team will not be tolerated.

**End of Addendum**

## ADDENDUM “C” – FARM DIVISION RULES

All rules set forth in the Little League Baseball Official Regulations and Playing Rules for the current year apply with the following options:

### 1. GAMES & INNINGS

- A. A. Minimum of three (3) innings shall be played and a maximum of six (6) innings, or the time limit: 1 ½ hours.
- B. Start time is 5:00PM or 5:30 PM (per the schedule); No new inning may start after 6:45 PM. Game shall end promptly at 7:00 PM. (1 hour 30 minute maximum time, games starting late must still end by 7:00 PM)
- C. Innings End:
  - 1. After three (3) outs – Either fielded by the defense or batter strike out.
  - 2. After five (5) runs have been scored.
- D. **NO SCORE SHALL BE KEPT.**

### 2. NUMBER OF PLAYERS ON THE FIELD

- A. Ten (10) defensive players will be allowed on the field. Four (4) players must be positioned as outfielders. (no short fielder)
- B. Teams must have a minimum of eight (8) players to begin a game.
- C. Two (2) adult base coaches are allowed.

### 3. PLAYER REQUIREMENTS

- A. Each player listed on the official team line-up must play at least two (2) defensive innings and bat at least once.
- B. Free substitution of players is allowed. No player shall sit more than 2 consecutive innings.
- C. Teams must bat their entire roster and then begin at the top of the roster once a complete cycle has occurred. Late arriving players must be added to the end of the roster for batting.

### 4. HOME TEAM

- A. Prepares the field for the game: Set bases in place, place cones at 160’ from home plate.
- B. Bats last in each inning.
- C. Sits on the 3<sup>rd</sup> base side of the field.
- D. Supplies two (2) game balls.

### 5. VISITING TEAM

- A. Bats first in each inning.
- B. Sits on the first base side of the field.
- C. Is responsible for the return of bases and cones at the end of the game.

### 6. BOTH TEAMS

Managers and team parents shall be responsible for ensuring that all trash is picked up in spectator areas, and dug-outs. **EMPTY TRASH CAN - & PLACE BAG OF TRASH IN DUMPSTER IN THE PARKING LOT AT THE END OF EACH GAME.**

### 7. BATTERS AND BASE RUNNERS

- A. Protective helmets must be worn at all times.
- B. There shall be no base stealing, leading off or bunting.
- C. Base runners may only advance on a batted ball.
- D. Base coaches cannot touch or physically assist a base runner at any time. Should this occur, the runner is automatically out.
- E. Base coaches must stay within the marked coach’s box, or if not marked, at least four (4) feet from the baseline.

- F. In order to help speed up the pace of the game, the defensive team shall position a coach at the backstop to retrieve passed balls from the catcher and return them to the coach who is pitching. The coach shall make every attempt to stay out of the way in the event of a catcher attempting to catch a foul ball or on plays at home plate.
- G. Interference will be as defined in the Little League Rule Book.
- H. A batted ball that passes the cones with a roll or hop of any kind will be considered a ground-rule double. All base runners will advance two bases from their original base at the time the ball is put into play.
- I. A home run will only be awarded if the batted ball in the air lands past the cones.
- J. Base runners may continue to advance until the baseball is controlled by the player in the pitching position near the mound.
- K. Should a ball be thrown to a defensive player and the ball goes beyond the backstop fence line, the ball is considered "dead" and the runner shall be awarded one (1) base.

8. COACH PITCH

- A. The offensive Manager shall pitch to their team.
- B. There are no walks.
- C. Each batter is entitled to five (5) pitched baseballs or three (3) swinging strikes. Should the batter make no attempt to swing at any of the pitched balls, or the 5<sup>th</sup> pitch, the batter shall be declared out. Should the batter foul off a pitched ball, it shall be counted as a strike, as in normal pitching situations. Until a third swing or fifth pitched ball completely misses the bat, the batter is still alive and at bat.
- D. The player in the Pitcher position must play thirty-six (36) feet from home plate within ten (10) feet of the coach/pitcher at the start of the pitch.

9. UMPIRES

- A. Base coaches will serve as umpires and will make all calls.
- B. Calls can not be protested!

10. OTHER

- A. Distance from the back of home plate to the pitching rubber is 36 feet.
- B. Defensive players including the catcher are not allowed to chatter to the batter.
- C. Catchers must wear an athletic supporter and cup during the game. All players are encouraged to do the same.
- D. No Protests! This is an instructional league. Do not get caught up in the sticky rules and arguments.

**End of Addendum**

## **ADDENDUM “D” – T-BALL DIVISION RULES**

1. GAME TIME
  - A. Minimum of three (3) innings shall be played and a maximum of six (6) innings, or the time limit: 1 ½ hours.
  - B. Start time is 5:00 PM or 5:30 PM (per the schedule); No new inning may start after 6:45 PM. Game ends promptly at 7:00 PM. (1 hour 30 minute maximum time, games starting late must still end by 7:00 PM).
2. NUMBER OF PLAYERS
  1. 10 Defensive players, 4 outfielders. All players on the roster are allowed to play in the field as extra outfielders to allow 100% participation.
3. PLAYER REQUIREMENTS
  1. Each player must play defense for half the game.
  2. All players bat in same order throughout the game.
4. BATTERS & BASE RUNNERS
  1. Must wear protective helmet.
  2. No stealing, leading off, or sliding.
  3. If bat is thrown outside the batters box: 1<sup>st</sup> time warning, 2<sup>nd</sup> time batter is out.
  4. Ground rule double if ball rolls past the cones (cones at 140’ from Home Plate).
  5. Home run if ball is clearly hit over the cones. (5 run rule still applies)
5. GENERAL
  1. Inning shall end when 3 outs have been made, or 5 runs have scored or managers may decide before the game to bat their entire roster to complete the inning.
  2. Batter & base runners may advance until the ball is thrown to the pitcher, inside the circle. (If runners are half way, they may continue to the next base.)
  3. **OVERTHROWS:** One base is allowed, if an overthrown ball rolls out of play.
  4. **UMPIRES:** Base coaches will serve as umpires.
  5. **BASE COACHES:** Two coaches are allowed in the outfield during defense. Two coaches for base coaches (1<sup>st</sup> & 3<sup>rd</sup>) one coach is permitted at the tee to assist the batters on offense. **NOTE:** Coaches may not touch or physically assist a base runner at any time. Should this occur, the runner is automatically out.
6. HOME TEAM
  1. Bats last in each inning.
  2. Prepares field (Provide & Put out throw down bases, set up cones in the outfield).
  3. Supply 2 new balls.
  4. Sits on 3<sup>rd</sup> base side.
7. VISITING TEAM
  1. Bats first in each inning.
  2. Cleans up field at the end of the game (Pick up bases and cones, clean up field)
  3. Sits on the 1<sup>st</sup> base side.

**NOTE: PLAYERS SHOULD BE TAUGHT PROPER FORM IN THROWING AND HITTING. FIELDERS SHOULD BE TAUGHT TO THROW THE BALL TO A BASE TO MAKE AN OUT, NOT JUST BACK TO THE PITCHER.**

**End of Addendum**