

Hazel Dell Little League (HDLL) By-Laws

Little League # 4470413

Federal ID # 91-1506224

LOCAL LEAGUE RULES FOR BASEBALL

- a. Local Rules are the addition to regular Little League rules to reflect the playing rules, conduct, safety conditions, special field conditions, All-Star selection, and other league management. These rules are defined for a greater understanding of HDLL baseball games by managers, coaches, players, and fans alike.
- b. Local rules apply only to games being played between HDLL teams. Games played between HDLL teams and teams from other leagues in inter-league play are governed by Little League rules and the district's adopted inter-league rules.
- c. **MANDATORY PLAY:** Regular seasons play - all divisions – every player present at the start of the game will participate in each game for a minimum of 6 consecutive defensive outs and bat at least 1 time. One at bat is defined as a batter who enters the batter's box with a 0-0 count and completes that time at bat by being retired, retired as a batter-runner or runner, scores, reaches base safely, or, after reaching base safely, the inning or game ends. In short, to be considered an official at bat – the player cannot just make it to a base safely and then be substituted for or courtesy ran for.

HDLL DIVISIONS (BASEBALL)

- a. **TEE BALL (TB)** 5/6 yr old's: non-competitive, basic instruction. Players that are age 7 may participate in the TB division based upon a recommendation of the safety committee.
- b. **PAC COAST (PC)** 7/8 yr old's: non-competitive, introduction to player pitch, intermediate instruction. Players that are in the league age 9 may participate in the PC division based upon a recommendation of the safety committee.
- c. **American League (AL)** 8/9/10 yr old's: introduction to competitive baseball. An 8-year-old player may be advanced enough to play in the AL based upon the approval of the safety committee. Players that are league age 11 may participate based upon recommendation of a safety committee but may not be able to pitch at this level. No 12-year old's are allowed in this division.
- d. **National League (NL)** 10/11/12 yr old's: competitive baseball. A ten-year old may be advanced enough to participate in the NL based upon the approval of the safety committee.
- e. **Intermediate:** 50/70 (**INT**) 11/12/13 yr old's: intermediate division, competitive baseball on a full-size field. A twelve-year-old may be advanced enough to participate at this level based on the approval of the safety committee. ***This division may not be offered if the Junior division is offered by the league.***
- f. **Juniors (JR):** Ages 13/14 yr old's: competitive baseball, regulation rules and full-size field. 15-year old's may play in this division but may be limited to being able to pitch and will not be eligible for post season tournament play. ***This division may not be offered if the Intermediate division is.***
- g. **Seniors (SR):** Ages 15/16 yr old's: competitive baseball, regulation rules and full-size field.
- h. **NOTE:** Safety committee is comprised of the Division Commissioners, Safety Officer, Vice President, President and any appointed coaches with many years of experience.

HDLL DIVISIONS (SOFTBALL)

- a. Hazel Dell Little League has been granted a waiver by Little League International allowing us to combine our boundaries with Salmon Creek Little League for all softball divisions of play. All participants should register with Salmon Creek Little League from now on.

PLAYER ELIGIBILITY

- a. Baseball players must reside within HDLL boundaries, attend a school associated with HDLL or have an approved waiver in effect (conditions may apply).
- b. Players in all divisions will be drafted using a board approved Little League drafting method.
- c. Players who do not attend one of the scheduled player evaluations will not be drafted, but instead be placed on a team in their division in draft order by the player agent or president at the end of the regular draft. If more than one player needs to be placed – then the names will be drawn from a hat and placed accordingly at the end of the normal draft.
 - Exception: TB and PC players will be assigned by the Player Agent and their respective Division Commissioner while making every effort to consider buddy and coach requests.

MANAGER/COACH SELECTION

- a. **Those who want to be considered to coach must notify the President in writing by the last Saturday in January.** Requests to coach will be reviewed by the board, and any person applying to coach that receives objections from a majority vote (50% + 1) of the voting members of the Board of Directors will not be appointed to coach for that season. Coaching is a one-year commitment, and no one is guaranteed a position for more than one year at a time, once approved and appointed. All coaches and ALL other volunteers must complete a background check every year.

MANAGER/COACH RESPONSIBILITIES

- a. Only allowed to manage or coach multiple teams if one of the teams is PC or TB.
- b. Complete online mandatory concussion training, Abuse Awareness and Sudden Cardiac Arrest online training courses plus any additional required by LL International or HDLL.
- c. Attend mandatory coach's clinics, minimum of 1 per year.
- d. Present manager/coach/player/parent code of conduct at a team family meeting. Expectations for the season must be presented and explained for clarification.
- e. Attend a mandatory meeting with the division commissioner to discuss the leagues expectations for the season.
- f. Ensure equipment used by players is safe and always conforms to LL Int'l requirements.
- g. Make every reasonable effort to collect all HDLL issued equipment at the end of the season.
- h. Managers are responsible to report:
 - Injuries immediately (see injuries section).
 - **Pitch counts are to be recorded immediately by Home Team after each game in master record book located in division tower. THIS IS MANDATORY AFTER EVERY GAME AT AL, NL & JR DIVISIONS.**
 - Game scores, if applicable.

- i. Managers and coaches may serve as umpires if there is no umpire available. This should only be considered as a last resort (see umpire section).

MANAGER/COACH CONDUCT

- a. Managers and coaches are responsible for their conduct and the conduct of their team.
- b. Disrespectful acts, gestures or language from players, fans, coaches or managers toward the officials, opposing coaches, fans, or players will not be tolerated. Chanting or yelling, which interferes with the play of an opposing player, or verbal abuse of any player, is not permitted.
- c. Team members, the manager and two coaches (with approved background checks) are the only people allowed in the dugout. Approved persons with approved background checks may substitute for a missing coach or manager in the dugout.
- d. Managers and Coaches who come to practices or games suspected under the influence of alcohol or drugs will be immediately sent home and their actions will be reviewed by the league.
- e. Smoking, chewing tobacco or vaping by anyone in contact with the players on or near the field during practice sessions or games is prohibited. Failure to meet these requirements may lead to an ejection from the game and/or ballpark as well as dismissal from any role within HDLL.
- f. If a manager or coach is ejected from a game, they are suspended from the following game.
- g. After the second ejection, there will be the possibility of further suspension or dismissal, if warranted.
- h. Serious misconduct will result in immediate ejection from a game by an umpire. Future games are subject to disciplinary policy procedures commensurate with the misconduct displayed.
- i. Managers, coaches, parents and fans are reminded that a person ejected from a game or ballpark will immediately leave the ballpark, this includes the parking lot and surrounding park area. If the offender is the only parent of the player, they may remain in their vehicle in the parking lot.
- j. HDLL will not tolerate unsportsmanlike conduct. If a parent or fan is ejected from a game or ballpark for any reason, they may be subject to further disciplinary actions by the executive Board of Directors.

DRAFT PROCEDURES (AL, NL & Higher Divisions)

- a. HDLL does not keep standings and the draft order will be a blind draw to determine the order each season. HDLL follows draft "Plan B" utilizing the alternate method for Plan B under methods for existing leagues.
- b. Players will attend evaluations and be ranked according to their performance by managers, coaches, the division commissioners, and the safety officer (or designated substitute). These scores will be recorded by the Player Agent and will be provided to any coaches that would like them.
- c. Managers and coaches may use the Player Agent's list to draft teams within each division.
- d. Post draft situations, adding of players and movement of players from one division to another.
 - The safety officer and president will determine movement of players, unless one or both has a child in the respective divisions. Every effort must be made to have unattached board members making these decisions and adjustments.
 - Late signups will be placed in the next available slot, if the need arises that there could be a safety concern, then that player must be evaluated by the safety officer and player development board member at a minimum.

- Having a player play up a division is never a decision made by the parents – only by the safety officer, player development board person and the president. Coach input can also be included.

PLAYER CONDUCT

- a. Players will follow the Little League Code of Conduct and HDLL Player Code of Conduct Contract; depending on the severity of the violations, they could result in:
- Written notice from manager and/or coach to family.
 - Reduced playtime during a future game.
 - Sitting a game out (but must attend in uniform and stay on the bench)
 - Suspension of a game (no attendance permitted at the game site)
 - All-Star eligibility may be reviewed and removed by the Executive Board of Directors.

TEAM FIELD RESPONSIBILITIES & LEAGUE PLAY

- a. The **HOME TEAM** is responsible for the following:

Pre-game Duties:

- Unlock the gates for both dugouts and field tower.
- Chalk batter's box and foul lines in dirt. Foul lines in grass are done with paint and with the use of a string line. Place bases and keep track of base plugs.
- **Provide a scorekeeper and a person to track pitch counts for both teams.** This is the official pitch count for BOTH teams and will be utilized by the umpire to make decisions. This is best accomplished by using two different people, one on scorebook and one on pitch count. **The score MUST be kept in the MASTER SCOREBOOK from the tower, no matter how else it may be being scored, even if electronic means are used. There is to be just one score book for each division, unless the division is inter-leaguing of AL and NL.**
- Provide someone to run electronic scoreboard. Instructions are posted in each field tower.
- Provide the visiting team with a **line-up card 15 minutes prior to the scheduled start time.**
- After warm-ups, line up players' bats, helmets and catcher's equipment outside of dugout for equipment inspection.
- **Take the field 30 minutes prior** to the start of the game, for 10 minutes of infield/outfield practice.
- Managers and team captains from both teams meet at home plate for an umpire's meeting 10 minutes prior to the start of the game.
- Ensure a third adult (background checked, and volunteer approved) is always in the dugout with players during the game. Players are not allowed to mingle outside the dugouts. There must always be an adult in the dugout, if only two coaches are available then the team must use a player as a base coach.

Post-game Duties:

- Line up players on third base line and conduct post-game handshake.
- **Record official pitch count at threshold reached in the division tower for BOTH teams.**
- Put away scoreboard equipment in tower.

- Clean your dugout, fan area, and empty garbage can next to dugout.
- b. The **VISITING TEAM** is responsible for the following:
- Pre-game Duties:**
- Provide the home team with a **line-up card 15 minutes prior to scheduled start time.**
 - After warm-ups, line up players' bats, helmets and catcher's equipment outside of dugout for equipment inspection.
 - **Take the field 20 minutes prior** to the start of the game for 10 minutes of infield/outfield practice.
 - Managers and a player representative from both teams meet at home plate for an umpire's meeting 10 minutes prior to the start of the game.
 - Ensure a third adult (background checked, and volunteer approved) is always in the dugout with players during the game. Players are not allowed to mingle outside the dugouts. There must always be an adult in the dugout, if only two coaches are available then the team must use a player as a base coach.

Post-game Duties

- Line up players on first base line and conduct post-game handshake.
- Clean your dugout, fan area, and empty garbage can next to dugout.
- Rake or drag field so it is flat and without holes that will hold water. Put away all three bases into the designated tower and replace them with base plugs.
- Tarp home plate and pitcher's mound even if rain is not expected.
- **Ensure field is secure prior to departing (all gates and field towers locked and lights off).**

PLAYER EQUIPMENT

- All players should wear consistent uniforms including a hat and jersey provided by the League. Players may not wear jewelry, watches or bracelets while playing. Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item or hard decorative item. (EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible.)
- All players should wear tennis shoes or all-purpose shoes with plastic cleats. Metal cleats are allowed at the 50/70, Junior and Senior levels, however they are NOT allowed on portable pitching mounds, if used.
- Catchers will wear a mask with "dangling" type throat protector and catchers helmet (per LL Rules 1.17) during infield/outfield practice, pitcher warm up and games which includes all bullpens. Managers and Coaches cannot warm up a pitcher at any time (per LL Rules 3.09).
- In AL Division and above all catchers must use a "baseball style catcher's mitt"
- All players will have equipment inspected for serviceability prior to each game by the umpire crew.
- All bats must have a "USA BASEBALL" approved stamp and/or meet the current regulations set by Little League International.
- All players should have helmets, catchers helmets and bats inspected utilizing the approved bat rules. Illegal bats will be removed from dugout and not approved for future games or practices.

PITCHERS - GENERAL

- a. Pitchers must adhere to guidelines set forth by Little League Baseball Official Rules and Regulations. HDLL has elected to have stricter rules at certain levels and during certain times of the season.
- b. Pitchers may wear a batting glove while pitching, provided the batting glove is not white, gray or optic yellow (Rule 1.15) and is on their glove hand only. Pitchers may not use a white, light gray or any distracting glove, exclusive of the piping.
- c. Pitchers are allowed a maximum of eight (8) warm up pitches. There is no limit to the number of pitchers a team may use in a game.
- d. The manager or his/her designee may verify the pitch count with the scorekeeper at any time. It's the manager's responsibility to comply with the pitch count rules. When and if the scorekeeper realizes there is a pitch count violation, they shall immediately notify the umpire. Managers can request pitch counts from the umpire. It is not the umpire's responsibility to monitor the pitch count.

PAC COAST – COACH/KID PITCH (Typically 7/8 yr old's)

- a. A game may be played with 8, the 9th spot will be passed by without penalty, not an out.
- b. Coaches will pitch until **April 30th**. **May 1st** and beyond, players will pitch.
- c. **No more than 7 pitches or 3 strikes per batter.** The pitcher will throw a maximum of 4 pitches per batter with the coach pitcher throwing the remaining 3 pitches. The batter keeps the count as pitched by the player when the adult assumes the pitching role. At any time during the at-bat, if the batter reaches 3 strikes the batter is out and receives no more pitches. Batter is out after seven pitches, **UNLESS the seventh pitch is a foul ball. A batter may continue the at bat until he or she puts the ball in play or strikes out. A NO swing is a strike.**
 - There are no walks in Pac Coast
 - Coaches pitching should be no closer than the front dirt of the mound circle.
 - Taller coaches are encouraged to sit on bucket or take a knee to pitch to keep ball angle low.
 - This is to help facilitate the game moving along in a timely fashion.
 - Helps players learn that there are outs in baseball, one of the many adversities in the sport.
- d. If batter hits legitimate double, in air to outfield, without an infield error then a 2-base maximum for batter and all runners is allowed.
- e. Maximum of 5 runs per inning, per team, including the last inning. Game time limits are in effect.
- f. **Through April 30th**, Pitchers will be allowed a **maximum of 30 pitches and are limited to a maximum of one inning per game.**
- g. **May 1st and beyond**, Pitchers will be allowed a **maximum of 40 pitches and are limited to a maximum of two innings per game.** Note days of rest required before pitching again.
- h. If 21 or more pitches are thrown, there is a mandatory minimum 1-day rest required before the player can pitch again. The pitcher may finish the batter when he reaches 20 pitches, and it will revert to the 20-pitch threshold.
- i. Batters are awarded first base if hit by pitch. If a pitcher hits 3 batters during the game, they will be replaced as a pitcher on the third infraction.
- j. Base runners are not allowed to run on an overthrow or passed ball.
- k. Base runners cannot run unless the ball is put in play by the batter, **NO STEALING ALLOWED.**

I. Record all pitch counts for every player who pitched.

- Required rest for pitches thrown:

- **1-20** No days rest **21-35** 1-day rest **36-50** 2-days rest

- The pitcher may finish the batter when he reaches 20 pitches, and it will revert to the 20-pitch threshold.

AMERICAN LEAGUE (MINOR BASEBALL) (8/9/10 yr old's)

- Continuous batting order (Rule 4.04, Note 1: The continuous batting order is mandatory for all Divisions) with the following additions:
- No stealing home on a passed ball or wild pitch through April 30th.** Advancing to home is allowed if forced **or** if there is an attempted play in the field, such as a throw to catch a runner attempting to steal a base or a back pick.
- Throwing back to the pitcher is not considered a play.
- Through April 30th, the pitcher with the ball on the mound will freeze all runners from advancing.**
- One Double header per week is allowed at this level, though we rarely schedule these.
- There will be a 5-run limit per inning for the first 5 innings. Unlimited runs will be allowed in the 6th inning and beyond.
- 15-run, 10-run and 8-run rules remain in effect throughout the game** (15-run rule after 3 innings or 2 ½ if home team is ahead, 10-run rule applies after 4 innings or 3 ½ if home team is ahead and 8-run rule applies after 5 innings or 4 ½ if home team is ahead).

AMERICAN LEAGUE (MINOR BASEBALL) PITCHERS

- There will be a maximum of 30 pitches allowed in any one inning of play for the regular season.** The pitcher can finish the batter when this threshold is reached, and then must be removed from the mound and replaced and may not return to the mound.
 - Through April 30th,** the pitch count is limited to **40 pitches per pitcher or 2 innings.** Additionally, a pitcher may play catcher for only 1 inning if pitching the same day. The pitcher can finish the current batter before being removed and pitch count will revert to threshold reached. One pitch constitutes an inning pitched.
 - May 1st and beyond** the pitch count is adjusted to **60 pitches or 3 innings maximum.** Again, one pitch constitutes an inning. Additionally, a pitcher that has reached 41 pitches will not be allowed to play catcher. A pitcher can finish the current batter before being removed and the pitch count will revert to threshold reached.
 - Pitchers once removed from the mound may not return as pitchers for that game.
- **1-20** 0 days rest **21-35** 1-day rest **36-50** 2-days rest **51-65** 3-days rest **66 +** 4 days rest

AMERICAN LEAGUE (MINOR BASEBALL) CATCHERS

- Through April 30th,** catchers may catch for a maximum of 3 innings **if not pitching that day.**
- May 1st** through the remainder of the regular season, catchers may pitch on the same day that they catch unless they have played catcher for four (4) or more innings. Receiving one live ball in the

fourth inning constitutes an inning, and at this point, catcher may no longer pitch for the remainder of that game. Warm up pitches between innings do not count.

- c. A pitcher that has reached 41 pitches will not be allowed to play catcher. No reverting to a threshold in this case.

UMPIRES

- a. If a League Umpire is not scheduled or fails to appear, both Managers must agree on one parent or preferably one from each team to umpire the game. **Under no circumstances will anyone be allowed to umpire a game from behind the plate without proper protective equipment.**

TIME LIMITS FOR GAMES

- a. TB: No new inning after 45 minutes. Drop dead at 1 hour.
- b. PC: No new inning after 1hour. Drop dead at 1 hour 15 minutes.
- c. AL: No new inning after 2hours. Drop dead at 2 hours and 15 min.
- d. NL: No new inning after 2hours. Drop dead at 2 hours and 15 min.
- e. Int/Jr/Sr: No new inning after 2hours and 30 min of play. Drop dead at 2 hours 45 minutes.

- **NOTE: Time starts from “scheduled game time” and there are no time limits during tournament play. During the regular season, if there is no game after the scheduled game, then you may complete the game (e.g., weeknights and last game on Saturday’s). [Inter-league rules supersede the above times.](#)**

ALL-STAR SELECTION PROCESS

- a. The mission of the All-Star selection process at HDLL is to: **First** - put forth the best possible 10/11/12 year old team. **Secondly** – put forth the best possible 8/9/10 year old team. **Thirdly**, is to put a 9/10/11 year old team together of the remaining players **if** the Board supports this level **and** there are enough coaches to manage the team.
- b. **MANAGER ELIGIBILITY:** All approved HDLL Managers who have managed or coached for at least one-half of the regularly scheduled season are eligible to serve as an All-Star manager or coach in their respective division. To be eligible for selection, managers or coaches interested in being on the ballot must submit their name in writing or email to the league President by the **1st Saturday in May**. Eligible managers and coaches *may* manage or coach at a lower division if no volunteers are available.
- c. **MANAGER SELECTION PROCESS:** The All-Star Manager will be selected by a vote of Managers and one coach from each team in the respective division at a **mandatory** meeting to be held no later than the **2nd Saturday in May**. The President shall cast one vote in case of a tie. All votes will be tallied by the President. The person with the most votes will be notified and appointed as Manager. The Player Agent may also assist the President in this process. The manager will then choose coaches to assist

him. Coaches will be picked by **the 3rd Saturday in May**. *All efforts must be made to ensure that those involved in the vote tallying process do not have a player involved in any level of All-Stars.*

d. **PLAYER ELIGIBILITY:** Players wishing to be eligible for All-Star selection must submit their names to the Player Agent when instructed to by the player agent. All boundary and residency requirements and/or granted waivers must be in order. They must also have played in a minimum of 8 games of a minimum of 12 scheduled games during the regular season. Must be willing to follow the set guidelines and expectations of the league if voted on or awarded a roster position on the All-Star team.

e. **PLAYER SELECTION PROCESS:**

- **AL (8/9/10 yr old's)** – The players will not vote. The manager and one coach from each AL (8/9/10) team will vote for 12 players. Each coach voting must vote for 12 players, or the ballot is deemed invalid and is not considered. The five players with the most votes will earn the first five roster spots on the 8/9/10 yr old All-Star Team. If there is a two-way tie for the 5th spot – both will be placed on the roster. If there is a three-way or more tie, then the President will determine who gets the 5th spot. The remaining players will be chosen by the All-Star manager and his coaches until the desired roster number is reached. Roster may have 12 – 14 players.
- **NL (10/11/12 yr old's) / 50-70/ JUNIORS / SENIORS** – The players, manager and one coach from each team will vote. Each person voting must vote for 12 players, or the ballot is deemed invalid and is not considered. The five players with the most votes will earn the first five roster spots on their respective divisions All-Star team. If there is a two-way tie for the 5th spot – both will be placed on the roster. If there is a three-way or more tie, then the President will determine who gets the 5th spot. This vote occurs on or near the last league games for the regular season. The Player Agent will prepare ballots, which contain the names of all eligible players. Ballots will be placed in an envelope for each team by the Player Agent. Players will be instructed to vote for their twelve (12) choices for All-Star players in their respective division. The team manager, and one coach from each team will also vote for 12 players. After the voting is complete any extra ballots from absent voters will be discarded and the ballots will be placed in a sealed envelope. The President will be responsible for the tallying the votes and will have at least one other person to assist with this tallying process, the assistant must not have a player eligible for any level of All-Stars. If one or both does, then other executive board members must be utilized for this process.

Once every team in the League has been counted twice and signed, the All-Star voting process will be complete. At a mandatory meeting, (usually held during year end tournaments) the coaches will have a chance to offer information to the All-Star coaching staff prior to the roster being finalized. The All-Star Manager will be provided with a list of the players who were voted to the All-Star Team and an alphabetic roster of all eligible players in the Division. ONLY the President, Player Agent, All-Star manager and his coaching staff will be present to choose the remaining players for the roster until the desired number is reached. The roster may contain 12-14 players. No alternates will be named.

This final roster will not be revealed to anyone, these results will be kept in strict confidence until they are released by the President. All Managers and Coaches must understand that this

information must be kept completely confidential by everyone including spouses and children. If after selection, any player is unable to participate, the All-Star Manager may choose another eligible player to fill the vacancy.

- **9/10/11** – An 9/10/11 year old All-Star team will be considered on a year-to-year basis. Depending on the number of available players in the league that would be eligible. The Board of Directors will vote whether to support one. If a 9/10/11 year old team is to be formed, the manager will be picked from volunteers wanting to manage it. If there is more than one person that expresses the desire to manage, the Board of Directors will vote and appoint the manager of the 9/10/11 year old team. He may pick his coaches, and the coaching staff may then pick the team from the remaining players that were not chosen on the 8/9/10 or 10/11/12 year old All-Star rosters to pick fill their roster of 12 to 14 players.

f. **PUBLIC ANNOUNCEMENT OF TEAM:**

- The names of the players selected to the All-Star Teams will not be announced until the designated Little League National release day or during our closing ceremonies

g. **ALL-STAR UNIFORMS:**

- Hats will be provided by HDLL. HDLL will determine jerseys, pants, belts and socks to be selected and these items will be purchased by the player's families. Jackets and any other apparel can be purchased at the discretion of the player's families.

h. **CLUB TEAM PARTICIPATION:**

- **Players who are rostered on a current HDLL All-Star team are prohibited from playing in any additional games or tournaments from the date All Star teams are announced to the end of their Little League All-Star season.** Excluded from this are scheduled scrimmages against other Little League All-Star teams, as allowed by LL Int'l. Coaches and/or players not adhering to this may be subject to disciplinary action by the Executive Board and could be removed from the remainder of the All-Star season. *Rationale: The goal of this section is to NOT allow anyone to play in extracurricular tournaments or games outside of their All-Star team's participation during the All-Star post season practices and tournaments.*

END OF SEASON TOURNAMENT GAMES

- a. All-Star tournament rules will apply for end of year tournaments, except for mandatory play. **Mandatory play will remain as it is with regular season rules (see first section above).** The president and division commissioners will decide the format indicating any special rules such as time limits and how ties are broken. Seeding will be as recommended by the division commissioner. If a seeding is used, then the home team in the first round of the bracket games will be the highest seed, second round and beyond will be a coin flip to determine home team prior to game – before occupying the proper dugout. All tournament games are subject to time restraints and weather since they occur

near closing ceremonies. A simple flip of a coin may have to be used to determine a winner if time or weather becomes an issue but should be avoided at all costs.

INJURIES

- a. The Manager is responsible for reporting all injuries to the President and the Safety Officer within 24 hours of occurrence. Injuries to player or team personnel which require hospital or physician care must be reported to the President and Safety Officer within 24 hours, and an accident form must be turned in. Forms can be found on the HDLL website. The description should include the time, place and circumstances at the time of the injury. Any injured player missing 2 consecutive games must be reported to the Player Agent within 24 hours of the second missed game. Any player that required medical attention is required to provide the Manager with a doctor's release. The Manager must provide it to the President and the Safety Officer before the player will be allowed to resume play.

PLAYER POOL FOR SUBSTITUTE PLAYERS

- a. The purpose of the Player Pool is to allow teams that may not have enough players on a given game day to field a team. HDLL will follow the guidelines as outlined in Section V: Selection of Players (subsection C) in the Official Regulations with the following additions/ exceptions: **Pool Players must bat last** and after all regular players except for late arriving regular rostered players. **Pool Player cannot play catcher or pitcher and must play his/her first two innings in the outfield.** Players going to play must wear their regular team uniform. If a player shows up the Manager MUST play that player even if more of the team's regular rostered players show up (**if the Player Pool player shows up, he/she plays**). **Teams in need must notify the player agent 45 minutes prior to scheduled game start.** The player agent will then allocate the next eligible player on the player pool list. (Provide ample notification and travel time for players to make game start). **EXCEPTION:** A player registered on the player pool list at the park may be brought into game prior to start **only if the Player Agent is unable to provide next available player and both managers agree.**
- b. Games can be played with 8 players; the 9th spot is just skipped over without penalty.

INCLEMENT WEATHER

- a. In the event of inclement weather, the head of Field Maintenance shall inspect all fields to determine fitness for play. This is determined both with a review of current field conditions and predicted weather via radar and forecasting. If the head of Field Maintenance is unable to access the fields, a designated board member shall do so in their place. If games are canceled, the President and Information Officer must be notified to disseminate the determination to the league. **In Inter-League games it is the responsibility of the home team manager to contact the visiting leagues manager ASAP if the game is cancelled.**
- b. If there is a question as to the ability to play, it will be considered a game-time decision, to be made by the umpire. **Coaches shall not call a game due to weather,** unless no one else is available to do so and conditions are such that it would be unsafe for players or harmful to the field to proceed. **Please note, if fields are deemed closed for games, they are also closed for practices.**

- c. Canceled league games are to be rescheduled into the next available time slot by the Division's Commissioner. For interleague games that are canceled, it will be the responsibility of each team's manager to reschedule the game with the opponents coaches and coordinate with their Division's Commissioner regarding field availability.
- d. The league will strive to notify all team members of cancellation at least one hour before the game is due to start. Otherwise, it will be deferred to the umpire at the scheduled start of the game and be considered a game time decision. If field requires extra maintenance that pushes back the original game start time, the time limits will also be pushed back accordingly.

HB FULLER LIGHT PROCEDURE

- a. American League, Pac Coast and T-Ball fields: once it is determined that there is not enough light for the game to safely continue – a hard stop must occur, and the game is over. Scores may need to be reverted to last full inning played. Since no standings are kept for these age groups (TB, PC & AL), it is not imperative that a winner be determined. **National League Field: Monday through Thursday: No inning will start after 9:00 pm. Fridays and Saturdays: No inning will start after 10:00 pm. Junior/Senior/Big Leagues: Monday through Thursday: No inning will start after 9:45pm. Lights off at 10:00 pm. Fridays and Saturdays: No inning will start after 10:45 pm and lights off at 11:00 pm. All-Star tournaments may run until midnight for Junior baseball.**

PROTESTS

- a. If a formal protest is lodged, the protesting Manager should request that the official scorekeeper enter the time, inning and number of outs at the time of the protest on the official score sheet. If not resolved prior to next pitch, the game is to continue "under protest" and the protesting manager must submit a written description of the play and the basis of the protest to the Division Commissioner and League President within 24-hours of completion of the game. The home plate umpire must submit rebuttal letters regarding the protest within 24-hours of notification to the League Commissioner and President. The protest will be resolved by the Protest Committee. **Every effort must be utilized to get the rule in question right during the game to avoid lodging a formal protest.**
- b. **During the year end tournaments – no protests will be allowed.** All issues will be resolved immediately on the field of play, due to time constraints. The onsite Protest Committee will consist of the UIC, Division Commissioner and the President – all of which should be present, the Vice President may also be utilized if they have no related player in the contest. ***Everyone must acknowledge that we are all volunteers and mistakes are made and we must set the example to remain calm and handle conflicting situations as reasonable adults, keeping in mind that we are all at the instructional age of baseball.***

DISCIPLINARY ACTION PROCEDURE AND POLICY

- a. To initiate consideration by the Executive Board of Directors for disciplinary action, a written complaint shall be filed with the HDLL President setting forth grounds upon which the complaint for action is based. The complaint shall contain a brief statement of the violation or violations of the specific rule and/or regulation, the alleged violator's name and the date, time and location of the

alleged violation. This must be submitted directly to the President. The Executive Board of Directors shall discuss the complaint and determine whether disciplinary action should be initiated. This may include an interview with a complainant to elaborate on the complaint. If less than a 2/3rds majority of the Committee finds that adequate grounds exist for disciplinary action, the complaint shall be dismissed. If a 2/3rds majority of the committee finds that adequate grounds exist for disciplinary action, then the committee shall discuss proper disciplinary actions to impose and penalize the infraction ('s). The President will issue a written decision setting forth the rule, regulation or policy violated, and the sanction ordered because of the violation.

ABUSE AWARENESS & MANDATORY REPORTING

- a. **ANYONE** witnessing any type of misconduct by anyone is legally obligated to report it to the authorities within 24 hours. This includes hearing about any of the following, even if they did not witness the act itself. You must also notify the President and Safety Officer of the league immediately.
- Bullying
 - Cyberbullying
 - Emotional Misconduct
 - Physical Misconduct
 - Hazing
 - Sexual Misconduct
 - Harassment