

Quartz Hill Little League 2023 Standing Rules

**Approved by the Board of Directors on January 9, 2023*

Notice to Managers/Coaches/Players/Parents

The following local league policies and rules have been adopted for Quartz Hill Little League (QHLL). These rules complement both national and local rules. The Board of Directors shall strictly follow national and local rules when situations arise during the year. When a situation occurs which is not covered by national and local rules, the Board of Directors' decision shall be based on what is best for Quartz Hill Little League and for the players.

1.1 General

QHLL's goals and objectives in this document are to promote good sportsmanship, honesty, loyalty, courage, respect for each other, and to help shape good moral standards for Quartz Hill Little League players.

QHLL will not tolerate physical contact, intimidation, verbal attacks or assaults by any member. If anyone believes inappropriate behavior is being exhibited by anyone, either at a practice, game, or any other league event, they should submit their complaint or allegation in writing to the Board of Directors. The Executive Committee will conduct a preliminary investigation and if the Executive Committee believes there is sufficient evidence to warrant disciplinary action, the recommendation shall be presented to the Board of Directors for a final decision. QHLL will exercise zero tolerance.

1.2 Snack Bar

A parent of a player participating in Quartz Hill Little League's regular Spring season is responsible for one (1) snack bar shift for each player registered in the league. Volunteers can sign up for their snack bar shift(s) via the Sign-Up Genius link made available via the QHLL website and/or email. The snack bar duty schedule shall be maintained by the Concessions Director.

- Responsible teens may work in the snack bar. The Concessions Director will exercise discretion when scheduling teens for snack bar coverage. If a parent wishes to send a teen, they must be 14 years or older, to work their snack bar shift, they shall inform the Concessions Director 48 hours prior to shift start. There is a maximum of two (2) teens per shift, so if there are already two teens scheduled for that shift, they shall provide an adult rather than a teen to work their shift or cancel and reschedule.
- The Concessions Director or their designee will create and maintain a list of approved snack bar workers. If a parent fails to show up for their scheduled snack bar duty or they arrive more than 10 minutes late, the parent forfeits their snack bar deposit and an approved snack bar worker from the list shall be called in to cover their shift.
- If a parent fulfills their snack bar duty, the parent shall be refunded their Snack bar deposit from the Treasurer within 21 days after the duty was fulfilled. Snack bar deposits will be returned every 2 weeks unless otherwise communicated.

- The cut off for snack bar refunds will be June 15 of each year for the Regular season. Regular season snack bar refunds will not be available during the All-Star season. The cut off for snack bar refunds will be two weeks after the end of the Fall season.
- The Board Member on duty shall provide each umpire per game (up to two) umpire meal tickets. The Concessions Director shall provide the umpire meal tickets. Umpires must use a ticket to claim a meal. The snack bar will provide drinks for 2 umpires per field per game upon request. Scorekeepers are eligible for one drink during the game they are scorekeeping.

1.3 Prohibited Items

Food, glass containers, and gum are prohibited in the dugout and on the field during a game. Sunflower seeds shall be disposed of in a trash can. Cups can be obtained by request at the snack bar.

2.0 Board of Directors Voting Guidelines

Any changes to the Standing Rules after the 1st scheduled game, requires a 3/4 vote. A motion approved by the Board of Directors shall require a 3/4 vote of the Directors in attendance to be overturned.

3.0 Westside Union School District Agreements

Westside Union School District and Quartz Hill Little League have an agreement for the use of the playing fields and property. The Quartz Hill Little League President is responsible for meeting all conditions of that agreement.

3.1 Smoking, chewing tobacco, and any e-cig devices are not allowed on any Westside Union School District property (State law). The entire QHLL site, including the parking lot, is Westside Union School District property.

3.2 Alcohol and illegal substances are not allowed on any Westside Union School District property (State law). The entire QHLL site including the parking lot is Westside Union School District property.

3.3 Pets are not allowed on Westside Union School District property. The entire QHLL site including the parking lot is Westside Union School District property.

3.4 Scooters, bicycles, and skateboards are not permitted to be ridden on the QHLL site.

4.0 Registration

Registration will open in the month of October and will continue through the final tryout or upon reaching the maximum capacity, as defined by the Board of Directors. QHLL will make every effort to place all registered players on a team. For players on school baseball or softball teams, registration continues until 5 days after their release from the school team, if there is room available in their division.

4.1 Roster sizes for each division will be established in accordance with Little League Regulation III by the Board of Directors prior to the draft. The number of players on a roster in a particular division shall not vary by more than one (1).

4.2 A waitlist may be formed for any or all divisions at the Board of Directors' discretion. No player will be added to a roster from the waitlist until registration fees (less the Opportunity

Ticket fee, if after Opening Ceremonies) have been paid in full and residency documents have been collected and verified.

4.3 Proof of residency shall be established by original documents, dated or in force between February 1 (previous year) and January 31(current year) in accordance with Little League International Residency Guidelines. A copy of the State birth certificate is required, abstracts shall not be accepted.

4.4 Registration fees may be refunded per the following schedule:

- On or before February 15 - full refund (with return of Opportunity Tickets), minus a \$30 administrative fee.
- February 16 through March 15 - half refund minus \$30 administrative fee.
- After March 15 - no refund.

There will be no refund of the Opportunity Tickets fee after Opening Ceremonies.

There will be no refund of the \$3 Sports Connect credit card processing fee.

All refunds are contingent upon the return of the uniform jersey.

4.5 No player will be added to a roster in a competitive division after $\frac{1}{3}$ of the regular season games have been played. Players may continue to be added to tee ball and coach pitch divisions until $\frac{1}{2}$ of the regular season games have been played, provided registration has been paid in full (less the Opportunity Ticket fee).

5.0 Draft (all divisions except tee ball and coach pitch)

President, Registrar, Player Agent, and managers shall be present at their division's draft. The President shall determine who, if anyone, else should be present. Coaches may not attend the draft.

5.1 All divisions' teams shall be re-drafted. Alternate Method for Plan B of the Little League Rulebook shall be used for drafting players. For majors and higher divisions, returning and new players shall be in the same draft pool for their respective division.

5.2 Determination of team name selection by managers shall be at the discretion of the Vice Presidents. Priority for selection shall be as follows:

1. Board Members returning as a manager in the same division.
2. Returning managers in the same division.
3. Board Members returning as a manager in a new division.
4. Returning managers in a new division.
5. Previous coach returning as a manager (any division).
6. New managers (random selection).

5.3 Draft order will be determined by pulling a number from a hat (no sooner than 15 minutes prior to each Divisions' draft) and will be serpentine after the first pick.

5.4 Only players that attend at least 1 tryout will be eligible for the draft. Players that do not tryout may be assigned to teams if allowed by Little League rules as space becomes available by the Player Agent with Board of Directors approval, based on the date of player registration. Any

player who does not attend a tryout will be placed on a team in a blind selection process at the end of that division's draft.

5.5 A Manager who has more than one child on his/her team does not need to exercise the sibling option, but does need to draft both players in the round designations in the rule book by League Age.

5.6 During the draft there may be a 1-minute time limit for choosing a player. Any manager failing to comply within this time limit may lose his/her turn. The Vice President has the authority to change the imposed time limit at the time of the draft if the conditions warrant.

5.7 There will be NO coach's option(s) allowed in the Major Division or above.

5.8 Farm and Minor coaches' names and coaches' options must be submitted to the Player Agent prior to the date of the draft and must be drafted in the first round. Player protection expires at the end of the first round. All named coaches exercised as a coach's option must coach for the regular season. That coach must be at 60% of the scheduled practices/games. Failure to comply will result in ineligibility of manager and coach for an all star team.

5.9 Players eligible for the major draft are protected as a coach's option in the minor division. Players must attend tryouts to be eligible as a coach's option.

5.10 If a manager drafts a player with a sibling, the manager may draft the sibling in the next round. The sibling is protected for the next round however, sibling protection expires at the end of the following round. For the purposes of this rule, a sibling is defined as a brother, sister, step-brother, or step-sister.

6.0 Player Eligibility

All League Age 12 year old players shall be drafted to a major team. All other age groups will be eligible for draft based on evaluation of their abilities and can be drafted to a team within the following little league age determinations:

- Junior baseball - League Ages 12-15
- Major baseball - League Ages 11-12
- Minor baseball - League Ages 9-10 & 11 (if not drafted to a Major team)
- Farm baseball (a subdivision of minor baseball) - League Ages 6-8 & 9 (if not drafted to a Minor team)
- Major Softball - League Age 10-12
- Minor Softball - League Age 6-9 & 10 (if not drafted to a Major team)

League-Age 6 year olds who wish to play in Farm baseball or Minor softball must attend a tryout and be selected in the draft.

Any player who is not drafted in the division designated to their age group will fall to the division below and made eligible in that draft.

- Coach Pitch - League Age 5-6 & 7 (if not drafted to a Farm baseball or Minor softball team)

- Tee Ball - League Age 4-6

7.0: Player Trades

Trades should be kept confidential by all parties involved. There should not be any communications outside the Managers involved and the Player Agents.

7.1 Official communications regarding trades shall be made from the Team Manager to the Player Agent.

7.2 All trades shall be completed within 24 hours of the completion of the draft and trades must be made within the same number of picks in that division. (Example: If the division has 12 picks per round, the players traded must have been picked within 12 picks of each other.)

8.0 Call Up Protocol

Major team rosters will carry the roster size established by the Board prior to the draft throughout the season. If a roster drops below the minimum before $\frac{1}{3}$ of the regular season's scheduled games have been played, a player will be added from the waitlist, if one exists. The procedure for adding a player from the waitlist will be to randomly draw a name from a hat containing the names of all players on the waitlist. All Major managers shall be given the opportunity to be present for the random selection of the waitlist player.

If no waitlist exists, or there are no players on the waitlist, the manager shall be given the option to exercise a call-up from the Minor division or play one player down, provided a roster variation of 1 player is allowed by Little League rules.

If a roster drops below the minimum after $\frac{1}{3}$ of the regular season's scheduled games have been played, but before the last 4 weeks of the season, the manager shall be given the option to exercise a call-up from the Minor division or play one player down, provided a roster variation of 1 player is allowed by Little League rules.

If a manager elects to play one player down, that decision shall stand for the remainder of the season. If additional players drop from a team whose manager chose not to exercise a call-up previously, that manager may be allowed to exercise a call-up to bring the team's roster up to the minimum required by Little League at the discretion of the Board of Directors.

8.1 If a Major manager elects to exercise the option to call-up a player, said manager has 10 days to select a player or the Player Agent will select a player to place on the team. Once notified, the player will report to the Major team immediately and will not appear in any additional minor division games.

8.2 If a minor player refuses the call up to majors, the player loses eligibility to be called up to a major team for the remainder of the year and shall be placed on the minor team whose player was moved in his/her place. Placement will be made by the Player Agent.

8.3 Parents of Minor baseball siblings on the same team may refuse the call up to the majors if this creates a family hardship. If the parents refuse the call up to majors, the sibling will stay on their team, however, the sibling will not be eligible to be called up to the majors for the remainder of the year.

8.4 The manager's child, the coach's option, and one other dugout coach's child, provided they have been submitted in writing to the player agent and in attendance 60% of games & practices, are exempt from a call up to Majors. If a manager or coach agrees to his/her child to be eligible for a call up, the manager can grant permission in writing to the Player Agent.

8.5 A maximum of 2 players may be called up from any one team but not before other teams within the same division lose a player to the call up process. If all teams within the same division have lost 1 player to a call up, then a second player from any team may be selected. All league age 11 year old players shall be called up before any other league age, unless that player was determined to be a safety risk prior to the draft. The Major Player Agent will maintain a list of players determined to be a safety risk based upon assessment at tryouts.

8.6 An eligible player not attending at least 1 tryout may be called up to a major team if: 1) a major team has fallen below the minimum number of players on their roster, and 2) the Board of Directors approves the call up

8.7 Players shall not be called up to the majors within the last 4 weeks of the regular season. Playoffs are not considered regular season for this rule.

9.0 Practices

All practices shall be conducted under the direct supervision of a Board approved Manager/Coach. Medical releases shall be in possession of the manager/coach when conducting practice.

9.1 Teams are only permitted to practice on Board-approved practice fields.

9.2 Home or Commercial batting cages or Commercial practice facilities must be approved and documented by the Safety officer and/or Operations Director and must meet the requirements that the League has established.

10.0 Games

Every effort should be made to start games on time. The Board Member on duty is responsible for ensuring that games start at the scheduled time.

10.1 The umpire may establish the official time at the start of the game by announcing the start time to both managers and the scorekeepers and informing them of what clock they will reference. The start time must be recorded in the scorekeeping book. It is the responsibility of each manager and the umpire to ensure the official start time is documented by the

scorekeeper. The start time may be delayed by not more than 5 minutes by the umpire at his/her discretion. If an umpire wishes to start a game more than 5 minutes beyond the scheduled start time, the Board Member on duty must be consulted and agree to the start time while considering the schedules of the remaining games.

10.2 If the official time is not established, a clock in the score booth will be used as the official game clock and the scheduled game time will be referenced.

10.3 Game time limits

Once a game is started, the game will be played until it is ended in one of the ways described below. There is no drop dead in effect.

- Major baseball and Major softball – no new inning shall start after 10:00 pm or 15 minutes prior to the start time for the next scheduled game.
- Minor baseball/Minor Softball and Farm - no new inning shall start after 1:50 from scheduled/established official start time. (Inning starts when the third out is made at completion of previous inning)
 - Once the home team has the lead and visitors have completed their at-bat after the 1:50 mark, the game is over.
 - The moment the game clock strikes the 1:50 mark, no new inning may be started.

10.4 The Home team must provide an official scorekeeper for all scored divisions. The official score will be kept in the league scorebooks. The visiting team must provide a volunteer to operate the scoreboard.

10.5 The official scorekeeper and scoreboard operator shall sit together in the score booth to ensure accurate records and to prevent disputes by managers and/or coaches.

10.6 Both teams are responsible for picking up trash and cleaning out their dugout after each game.

10.7 The home team is responsible for preparing the field for play, removing tarps from the field completely, placing the bases, watering the dirt (if needed), and painting the field.

10.8 The visiting team is responsible for cleaning up the field, dragging the infield, putting away all QHLL equipment if they are the last game of the day, and replacing tarps on the pitcher's mound and home plate. At the conclusion of the last game, the visiting team should have a representative stay with the Board Member on duty until they have locked up and gotten to their car. This is to ensure everyone's safety. Failure to do so will result in disciplinary action.

10.9 For Games played on the Lower Fields (T-Ball/Coach Pitch):

- Managers, coaches, parents who have the first game of the day must pull out benches and equipment to set up fields.

- Managers, coaches, parents who have the last game of the day must put away benches and equipment and ensure all trash is picked up.
- The home team sets up the field before each game and the visiting team sweeps the infield after each game.
- BOTH teams are responsible for picking up all trash and cleaning up their area after each game.

10.10 Managers, coaches, and umpires shall be dressed in an appropriate manner. Shirts, jackets, caps, and/or hats depicting alcohol, a sexual nature, tobacco, or illegal substances are prohibited. No sandals or open-toed shoes are permitted.

10.11 Games will not be rescheduled for any reason other than inclement weather or facility safety/functionality concerns.

11.0 Standings

Quartz Hill Little League will use a point system for determining league standings.

- Two (2) points will be awarded to the winning team of each game.
- One (1) point will be awarded to each team for a tie.
- No points are awarded to the losing team of any game.

The team with the most accumulated points at the end of the regular season in each division is awarded 1st place. In the event there is a tie for points at the end of the regular season, the tie breaker will be as follows:

- Most wins
- Head to head
- Runs allowed (total for the season)
- Runs scored (total for the season)

12.0 Uniforms

Quartz Hill Little League provides uniforms to be worn for QHLL games, not for practices. A player wearing a uniform other than a QHLL uniform will not play in the game until approved by the QHLL Board Member on duty. A player changing or altering the number on a QHLL uniform will not play in the game until the uniform is approved by the Board Member on duty.

12.1 If a player's uniform is damaged during the season, the player/parent must provide the damaged uniform to the team's manager and the manager shall provide the damaged uniform to the Player Agent. The Player Agent will determine if the uniform should be repaired or replaced and handle as deemed necessary. Parents could be held financially responsible for the replacement jersey depending on the cause.

12.2 If a player's uniform is lost, the player/parent should notify the Player Agent and the league will do its best to get it replaced at the player/parent expense.

13.0 Umpires

Rule interpretation questions can be addressed by the Board Member on duty who will confer with the Umpire in Chief. Questions that cannot be resolved may be referred to the Rules Committee for clarification or review. Rulings are binding based on a majority vote of the Rules Committee. The Rules Committee will consist of at least President, Vice President Baseball, Vice President Softball, Umpire in Chief (UIC), and Major Baseball Player Agent.

13.1 All protests for Major Divisions and above will be handled in accordance with Little League International Rule 4.19.

13.2 All protests will be resolved before the next pitch in farm, minor baseball and minor softball. A protest committee for farm and minors will consist of the Board Member on duty and one parent from each team who witnessed the play. If the Board Member on duty is affiliated with either team, either directly or indirectly, they will abstain and a call will be placed to the Umpire in Chief to vote in their place. This decision will be final.

13.3 Managers/coaches and all volunteer umpires must attend the District Umpire Clinic or be approved by the UIC based on experience umpiring within the league. Managers will be required to attend the QHLL hosted Rules Meeting, the QHLL hosted Manager Meeting, and the District Umpire Clinic in order to receive any refund. The only exception to this rule is that the District Umpire Clinic is only required every 2 years.

13.4 Each Team will be responsible for meeting or exceeding the umpire requirements to be eligible for postseason play. The number of games required is equal to one half (1/2) of the number of scheduled games the team plays during the regular season. The UIC will create the umpire schedule online and will manage the availability. The UIC will notify volunteers as dates become available. Volunteer umpires have the ability to self-schedule games for the first five days that slots are open, then the UIC will begin to assign vacant games. Teams with no assignments and/or the least umpire participation will be assigned first.

13.5 Two volunteers are required for each game. A plate umpire and an umpire on bases must be provided for each game and both must be approved volunteers.

13.6 Volunteer umpires may not umpire in the division they are participating in as a Manager or Coach. Additionally, the league prefers that you not umpire in the division your child is participating in.

13.7 If no trained umpires are available/scheduled, the Board Member on duty will ask parents/spectators from each team for a volunteer.

13.8 Managers who fail to supply two umpires to a scheduled or assigned game may receive a 1 game suspension (the next physically played game) for the 1st offense. The 2nd offense could result in possible termination. All missed assignments will be rescheduled.

* The QHLL UIC will invite District 51 umpires to umpire as many games as possible and post a District 51 umpire schedule whenever possible. If District umpires show up to umpire games, they will take precedence as the game umpire officials. Scheduled volunteer umpires are welcome to assist in umpiring the game on the field, if they like, but are not required to, and will still receive game credit. (Note: District umpires will have a uniform with D-51 bear logo over their left pocket.) However, failure of a District 51 umpire to show up for a scheduled game does not relieve the manager of his/her responsibility to furnish the required number of umpires for the game.

**Any Board Member and/or manager may submit a written request to the QHLL Umpire in Chief to ask for District 51 Umpire support for a game where there may be manager/coach/player/parents behavior challenges or any other situation where it may be challenging for a volunteer umpire(s) to control. If District 51 umpires are not available, the QHLL Umpire in Chief is encouraged to umpire these games if possible.

14.0 Youth Umpires

Youth umpires have an opportunity to learn and grow in their leadership skills, their decision making abilities, and enhance their knowledge of the game. They are also being taught to give back and participate in their community. QHLL is excited to train and leverage youth umpires whenever they are interested in participating and expect that the Managers, coaches, parents, and spectators will treat those children with respect. There will be zero tolerance for abuse to any youth umpire and immediate disciplinary action will be taken against anyone who treats a youth volunteer poorly.

14.1 The following guidelines will be strictly adhered to with all Youth Umpires

- Youth Umpires must be currently in, or have completed, the Major division.
- Youth Umpires must be 12 years of age.
- Youth umpires must umpire with an adult.
- Youth umpires may only umpire divisions below the division they participate in.
- Youth umpires must be 16 years old to umpire behind the plate but **MUST** have a responsible adult on the field or in the stands.

15.0 Managers and Coaches

All managers and coaches are appointed by the President through the recommendation of the Manager Selection Committee and subject to approval by the Board of Directors. Managers will select 2 coaches per team and submit their names in writing along with a completed volunteer form and a copy of the driver's license to the division Player Agent within 1 week after the draft for President and Board of Directors' approval.

15.1 Managers must be at least 21 years old and coaches must be at least 18 years old. Coaches for Junior and Senior divisions should be at least 21 years old.

15.2 Managers will be considered based on the outcome of the Selection Committee's recommendation and approval of the board of directors.

*ALL are subject to review of previous season's performance, parental feedback, discipline, etc.

15.3 Managers who complete the season in good standing will be eligible to receive a refund of one player registration fee per team managed. Refunds will be issued at the end of the season and after prompt return of all borrowed equipment to the league (if applicable). To be considered in good standing managers must attend, or send a representative to attend on their behalf:

- The QHLL hosted Manager meeting;
- The QHLL hosted Rules meeting;
- The QHLL Manager field clean up day(s);
- Team assigned field clean up day(s); and
- The District Umpire Clinic (once every 2 years).

Managers also must have fulfilled all required umpire duties and not have any major disciplinary issues as determined by the Board of Directors.

15.4 The Manager should attempt to resolve any discipline problem with a player prior to considering benching. If that cannot be done, the manager should notify the Player Agent of the issue and the PA and VP will meet with the player/parents and the Manager and will determine actions to be taken if any. Managers can notify the Player Agent of their intention to “bench” a player but may not do so without PA consent. “Bench” is defined as the player not being allowed to participate in the next game. Any player benched should be listed on the line-up card as being benched.

15.5 The President has the authority to suspend any manager or coach for inappropriate behavior on or off the playing field. If the President suspends a manager or coach, said manager or coach is suspended for not more than five (5) calendar days for the Executive Committee to meet. If the Executive Committee determines further disciplinary action is warranted beyond the 5 days, the Executive Committee recommendations shall be presented to the Board of Directors for a final decision. The manager will remain on suspension until a final decision has been determined by the Board of Directors.

15.6 A suspended manager should not have any contact with any team prior to or during the game(s). This includes warm-up drills. Suspensions for flagrant offenses may result in more severe consequences at the Board’s discretion, including but not limited to, complete suspension from the QHLL premises for the duration of the suspension.

15.7 A Manager/coach ejected from a game shall not be at the game site for the remainder of the game and are automatically suspended from their next physically played game, no exceptions. The plate umpire is responsible for reporting any ejection in writing to the President within 24 hours. The ejected manager or coach is also required to report in writing the circumstances of the ejection to the Player Agent within 24 hours. Failure to do so will result in additional disciplinary actions.

- Ejection penalties
 - 1st ejection = 1 game suspension
 - 2nd ejection = 3 game suspension and review by Executive Committee which could result in removal from the team.

- 3rd ejection = automatic removal from team as manager or coach permanently.

15.8 Managers are responsible for their team's participation in field maintenance day and must supply at least 6 volunteers on their assigned day. Failure to do so will result in 1 game suspension. Any missed assignments will be rescheduled.

15.9 Managers must report any player missing 7 consecutive days to the Player Agent immediately. Failure to report will result in 1 game suspension for the 1st offense. The 2nd offense may result in possible termination.

15.10 Managers must report any player injury (practice, game, home, etc.) to the Player Agent and may require a note from a medical provider in order to return to practice or game.

15.11 Managers that fail to comply with mandatory playing time for a player (exception; a game shortened for any reason, unless it is deemed as intentional by the Board of Directors) is subject to the following disciplinary actions in accordance to Little League Rule Regulation IV(i) Note 2:

- 1st offense: Both a Verbal and written warning
- 2nd offense: One (1) game suspension
- 3rd offense: Manager removed from position. Board of Directors will impose disciplinary action

15.12 Managers that fail to comply with the pitch count or pitcher regulations will result in 1 game suspension and any additional offenses may result in possible termination.

16.0 Division Specific League Rules

16.1 Major Divisions

16.1 (a) Each player will play a minimum of six (6) defensive outs. Teams will bat their entire roster of players consecutively throughout the game. A violation of this local modification can result in protest. If the violation resulted solely because the game ended before six (6) complete innings, compliance is excused and there is no violation or penalty. If the violation resulted from intentional or negligent disregard of this regulation by the manager and/or if there is a pattern of violations regardless of shortened game, the manager shall be disciplined by the Board of Directors.

16.2 Minor Divisions

16.2 (a) Any Minor Division team roster will consist of the number of players established by the Board of Directors prior to the draft. If a team roster goes below the minimum number of players before the last 4 weeks of the season, the team may be assigned a player if possible by the Player Agent. All placements are subject to approval by the Board of Directors.

16.2 (b) An inning will end once three (3) defensive outs are made, five (5) runs are earned, or each player in the lineup bats one time in the inning. If a player hits an over the fence homerun or a ground rule double occurs all runs will count.

16.2 (c) The last inning will be completed regardless of the time. Guidelines for declaring the last inning (minors/farm) is no new inning can begin after the 1:50 mark of the official start time. If the previous inning ended between the 1:40 and the 1:50 mark of the official start time, the next inning will be declared the last inning and the 5 run rule is suspended. However, each player may still only bat one time in the inning. See section 10.0 for more on time limits.

16.3 Farm Division

16.3 (a) The Farm division is a training division (within the QHLL Minor division) and an emphasis will be placed on the development of the younger players.

16.3 (b) Up to four coaches including the manager may participate in each game in the Farm division locally, however, District 51 does NOT acknowledge or allow this amendment to Little League's 3 coach maximum.

16.3 (c) Any Farm baseball team roster will consist of the number of players established by the Board of Directors prior to the draft. If a team roster goes below the minimum number of players before the last 4 weeks of the season, the team may be assigned a player if possible by the Player Agent. All placements are subject to approval by the Board of Directors.

16.3 (d) No stealing of home plate either on a wild pitch or an errant return throw from catcher to pitcher. This includes subsequent throws in an attempt to return the ball to the pitcher without attempting a play on a runner. Note: Runners may advance if a play is made on any runner. Example: Runners on 1st and 3rd; the 1st base runner attempts to steal 2nd and catcher throws to 2nd then the runner on 3rd can advance home.

16.3 (e) An inning will end once three (3) defensive outs are made, five (5) runs are earned, or each player in the lineup bats one time in the inning. If a player hits an over the fence homerun or a ground rule double occurs all runs will count.

16.3 (f) The last inning will be completed regardless of the time. Guidelines for declaring the last inning (minors/farm) is no new inning can begin after the 1:50 mark of the official start time. If the previous inning ended between the 1:40 and the 1:50 mark of the official start time, the next inning will be declared the last inning and the 5 run rule is suspended. However, each player may still only bat one time in the inning. See section 10.01 for more on time limits.

16.4 Pool Play will be allowed in the Farm and Minor Divisions. Pool players are players that volunteer to play with other teams (within their same division) when a team cannot field a team of 10 and would otherwise have to forfeit. It is a great chance to get to play some extra baseball/softball for kids. Anyone playing for a team other than their own in pool play may not be used as a pitcher or catcher in those games, must be placed at the end of the batting order, and must meet mandatory play requirements.

- The player agent manages the list of eligible pool players and assigns upon request.
- A team must have 9 or less players to request a pool player.
- A team with 9 or less may only use a maximum of 1 pool players in any given game and must be able to field 9 to start the game.
- A team with 8 may request a maximum of 2 pool players in any given game and only if they feel they are at risk of falling short of a full roster.
- Players will be chosen to play on a first come first serve basis.

16.5 Pool Play will be allowed in the Major Division. Pool players are players that volunteer to play with other teams (within their same division) when a team cannot field a team of 8 and would otherwise have to forfeit. Anyone playing for a team other than their own in pool play may not be used as a pitcher or catcher in those games, must be placed at the end of the batting order, and must meet mandatory play requirements.

- The player agent manages the list of eligible pool players and assigns upon request.
- A team must have 9 or less players to request a pool player.
- A team with 9 may request 1 pool player. A team with 7 or 8 may request 2 pool players. A team with 6 will be required to forfeit.
- Players will be chosen to play on a first come first serve basis.

Teams using pool players in more than 4 games will not be eligible for TOC or to be considered for All-Star Manager or Coach.

17.0 All Star Selection General Guidelines

All Star interest applications must be completed by Managers/Coaches/Players prior to the established due date to be considered for a QHLL All Star Team. All league members in eligible divisions will be notified via email and on the league website of the timeline for consideration. All all-star selections including Managers and Coaches will be determined prior to June 1st.

17.1 All Star Manager Selection: Managers will be considered in the order in which they finish the season according to the standings. The Board will review the Manager's performance and behavior both on the field and off the field and determine if they fulfilled their obligations to the players, families and League for the season. All Star Managers will be appointed by the President in collaboration with the Board of Directors.

17.2 All Star Coach Selection: Once appointed, the All-Star Managers will submit their desired coaches for approval. Coaches must be in good standing to be considered.

17.3 All Star Player Selection: Managers will nominate players who played well and demonstrated strong sportsmanship and leadership to represent the league in All Stars. Managers will vote for up to 10 players from the list of nominees. A player must receive a minimum of 3 votes to be appointed to the team in the Top 8. The top 8 players selected will be

appointed to the All-Star team (in the event of a tie, the All-Star Manager will have discretion) and the remaining roster spots may be appointed by the All-Star Manager.

18.0 Tournament of Champions/City Series

The 1st and 2nd place regular season teams for all divisions, excluding coach pitch and t-ball, will represent the League in the District 51 Tournament of Champions. The 1st place team will play as the #1 seed and the 2nd place team will play as the #2 seed. District 51 will supply official tournament rules. Pitching restrictions carry from regular season into the tournament regarding pitch counts/innings and days of rest. Teams may not add players for this tournament if they lose a player for any reason. If a team cannot field a team due to a shortage of players, the third-place team may be sent in their place. The District 51 District Administrator will determine the number of tournament teams invited from each league

19.0 Fall Ball Specific Rules

19.1 League Age will be consistent with the previous spring season.

19.2 League Ages permitted in each division will be as follows:

- Junior baseball will be 12-15
- Major baseball will be 10-12
- Minor baseball will be 8-11
- Farm baseball will be 6-9
- Tee ball and coach pitch will be 4-7
- Minor softball will be 6-10
- Major softball will be 9-12

*Softball may be combined into one minor division with ages 6-12.

19.3 The Fall Refund Policy will be as follows:

- Prior to the first game - refund will be equivalent to the registration fee and snack bar deposit.
- After 2 games - refund will be equivalent to ½ of the registration fee. Snack bar deposit will be refunded provided a player is added from the waitlist.
- After 3 games - no refunds will be issued.

*A \$30 administration fee will be deducted from any refund issued in accordance with this policy. All refunds are contingent upon the return of the jersey and hat.