



MANAGER'S MANUAL

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SCOPE

This manual is to be used as a guideline and only the Local Rules within this manual will supersede the Little League Rule Book.

General Guidance of Baseball Divisions

T-Ball:

Ages 4-6. The T-ball Division is an instructional, non-competitive league dedicated to teaching the basic fundamentals of baseball. Scorekeeping is not permitted. The T-ball division does not utilize tryouts as team rosters will be developed by the league.

Farm:

Ages 7-8. The Farm Division is an instructional, non-competitive league dedicated to teaching fundamentals and continuing the development of baseball skills. The league will utilize a pitching machine for the purpose of giving each player quality, consistent at bats in order to develop a fundamentally sound swing. The use of a pitching machine will also help players in the field be more active as more hit balls will be in play. The Farm Division does not utilize tryouts as team rosters will be developed by the league.

Rookie:

Ages 9-10. The Rookie Division is an instructional, league dedicated to teaching fundamentals and continuing the development of baseball skills. The league will utilize a combination of machine pitching and kid pitching. The integration of kid pitching is for the purpose of giving the batting team an opportunity to see live pitching. In turn, it gives the fielding team an opportunity to develop baseball knowledge of throwing from the mound. All players will receive instruction at both infield and outfield positions. Players will participate in a tryout for the purpose of determining potential for playing in the Rookie Division. The Rookie Division rosters will be developed by the league. The season will conclude with a tournament in which all teams will participate. 9 and 10 year olds will be eligible for the 9/10 All-Star team at the end of the tournament.

Minors:

Ages 9-11. The Minors Division is a more competitive division than the Rookie Division with continued emphasis on training and development of the players. Players will pitch and will receive instruction in both infield

and outfield positions. Players will participate in a tryout for the purpose of selecting and balancing the teams and the team managers will choose the teams in a draft. The season will conclude with a tournament in which all teams will participate. 9 and 10 year olds are eligible for the 9/10 All-Star team and 11 year olds are eligible for the 11/12-year old All-Star team.

Majors :

Ages 10-11-12. The Majors Division is the most competitive division where we strive to impart as much baseball knowledge as possible to each player, while instilling a desire to win and improve. Players will participate in a tryout for the purpose of selecting and balancing the teams and the team managers will choose the teams in a draft. The season will conclude with a tournament in which all teams will participate. In addition, it is this division where the 11 and 12 year olds are chosen for the Majors All-Star team.

Juniors:

Ages 13-14. The Juniors Division is a competitive division that is dedicated to continual learning of baseball tactics and skills. In the Junior Division, players move to a larger playing field. Players will participate in a tryout for the purpose of selecting and balancing the teams and the team managers will choose the teams in a draft. The season will conclude with a tournament in which all teams will participate. In addition, the Junior Division will field an all-star team for purposes of competition at the district level and beyond.

Seniors:

Ages 15-16. The Seniors Division is the highest division offered and is a competitive division that is dedicated to continual learning of the baseball tactics and skills. Players will participate in a tryout for the purpose of selecting and balancing the teams and the team managers will choose the teams in a draft. The season will conclude with a tournament in which all teams will participate. In addition, the Senior Division will field an all-star team for purposes of competition at the district level and beyond.

TRYOUTS

Tryouts will be held for the Rookie, Minor, Major, Junior and Senior Divisions. Minor and Major tryouts will be done over three sessions with grading of talent and ability being done by Board Members. We also encourage each manager to participate in this rating system. The caveat is

that each participant in the grading process must be there for all three sessions for scores to be utilized. The scores will then be consolidated and all information will be shared among all participating managers.

The Minor Division will require all returning and new players to participate in the Tryouts. There will be no returning Teams allowed in the Minor Division. Managers may be allowed to return to manage in the Minor Division based on the Application Process.

All divisions will redraft each year. All players will be required to participate in the tryout process.

DRAFT PROCEDURE

1. All Major and JR teams will be disbanded at the conclusion of each season. The draft process will be conducted for each new season.
2. To facilitate the draft process and to attain an evaluation rating, ALL players MUST participate in a tryout. This includes all returning Majors and JR's players. Exception: Managers with only 1 child in Majors/JR's, that child does not have to tryout.
3. All returning Majors players MUST be drafted back into Majors division.
4. Per Little League mandate, all 12 year olds MUST be drafted into the Majors division.
5. The Majors draft is ability driven. As the Majors division of play is the pinnacle of Little League, teams are selected based on players ability to compete at this high level. Therefore, players 10 & 11 years of age are not guaranteed selection into the Majors division (exception: see rule 3 above).
6. Managers may NOT select more than 8 players of any one age for their respective team.
7. Each Manager with a child in the Major/JR division will automatically have said child placed on his team, and will draft in rounds 1-11. Managers without children in the Major/JR Division will draft in rounds 1-12. Managers with 2 or more children in the Majors/JR's division must have each of his children participate in the tryout process. The child with the highest rating will become the automatic pick to his team and the remaining child(ren) will also become automatically assigned filling draft position(s) respective to their rating. If any one of this manager's children falls out of the prescribed Majors ratings limit* for automatic assignment, the Majors division committee will make a final determination on that player's eligibility.

8. Each manager will be allowed to declare one Assistant coach prior to the tryout process. The Assistant coach's child(ren) will be automatically assigned to his declared team filling a draft position respective to the child's rating. If a child should happen to fall out of the prescribed Majors ratings limit* for automatic assignment, the Majors division committee will make a final determination on that player's eligibility. **A declared coach's child in the JR's will automatically be slotted in the 3rd round.**
9. A declared Assistant coach **MUST** complete and sign a letter of intent for that respective team **PRIOR** to tryouts. Once this letter has been remitted and approved by the GALL board, the player(s) of that Assistant coach are committed to that team and will not be allowed to reenter the draft.
10. A manager that does **NOT** have his Assistant coach declared by the first tryout session forfeits his right to do so. No exceptions.
11. Any 10 and 11 year olds not drafted onto a Majors team will be placed into the Minors draft.
12. All 12 year olds will play in Majors and are not eligible to play Minors without petitioning the league for an eligibility waiver based on special circumstances.
13. The league will provide a group of evaluators who will rate all tryout sessions using a prescribed rating system. Other managers, coaches or subsequent volunteers are welcomed to participate but of these only those who attend every tryout session will have his evaluations added into the rating averages. Players will be rated on individual performance in areas of hitting, speed, infield defense, infield arm, outfield defense and outfield arm. Individual averages will be assessed for each of these areas per player. One overall rating will be assessed for each player as the average of his combined individual averages.
14. The Player Agent will prepare a draft sheet based on the stack rating scores. All ten year olds within the prescribed Majors rating limit* will be contacted to receive confirmation of Majors intent. Any 10 year old not considering Majors will be removed from the Majors draft sheet. This draft sheet will be issued to each manager within 48 hours prior to the Majors draft.
15. At the Majors draft, only league assigned managers will be allowed to represent their team. The manager will be the only individual allowed into the draft session for his team...no children, spouses, assistant coaches or others will be admitted.
16. The Major draft will be administered and monitored by the League President, Player Agent and Major Director/Committee. Minors draft will

be monitored by League President, Vice President, Player Agent and Division Director. Rookie draft will be administered by League President, Vice President, Player Agent and Division Director.

17. The draft order will be selected via random draw of numbers from a hat. This hat-pick selection will take place at the first tryout session. A manager may designate his declared assistant coach to draw for him. Any manager without representation at the hat-pick will have his pick selected for him by a member of the GALL board.
18. The draft order will begin from #1 and follow a serpentine format until all selections have been made. The serpentine format alternates every other round between a front to back order (first to last) and a back to front order (last to first). There will be draft requirements instilled regarding mandatory 12 year old selections and these will be presented prior to the onset of the draft process.
19. When called upon, each manager will have a 2 minute time allowance to make each round selection. If the manager cannot make their selection within that time, they will move to the end of that round and be given 1 minute to render a selection. If already at the end of the round that round's pick will move to the end of the next round to make their selection.
20. The "brother rule" will ONLY apply if said brothers reside within the prescribed Majors rating limit* and their parents request for them to play on the same team. In this situation, the manager selecting one brother is thereby obligated to take the other brother(s) onto his team filling his pick(s) for the round(s) respective to the brother's stacked rating.
- 21. The draft proceedings will be held in the strictest confidence by all attendees. Players and Parents are not to be told where their child was ranked or selected in the Draft**
22. At the conclusion of the selection process (all picks have been satisfied), managers will have a trade window of 30 minutes. **THERE WILL BE NO TRADES MADE OUTSIDE OF THE DRAFT SESSION.** Players may be traded among teams during this period in the spirit of maintaining equally competitive teams. Any player movements must be agreed to by both managers and approved by the Player Agent & League President.

***Prescribed rating limit: Defined as the range from the stacked ratings to fill all available draft selections. Ex: 6 teams x 12 players = 72 available slots. 6 managers with 1 child each will reduce the available selections to 66. The prescribed rating limit is #1 thru #66 in the stacked ratings.**

SPONSORSHIPS

As Gilbert American Little League is an entirely volunteer and non-profit organization, fundraising is an essential aspect in the continued ability for the league to provide a quality program. Therefore, each team has the responsibility of attaining a prescribed fundraising/sponsorship goal of \$300 prior to opening day. **Each manager accepts this requirement as part of taking control of a team. The league will require a \$300 check that will be held in lieu of a sponsorship check by Opening Day.**

Sponsorship forms and fundraising information are available on the GALL website at www.gilbertlittleleague.com under the “forms” menu option.

Teams that have met their fundraising / sponsorship requirement will receive the ability to select their team names in order of fulfillment. If multiple teams fulfill at the same time, a random method will be used to determine selection order.

Each team is also given the responsibility of providing a silent auction item (typically a gift basket) as a league fundraising item to be displayed and sold on Opening Day.

PLAYER POOL REQUIREMENTS

The Player Pool will be used during the spring and fall seasons and will strictly follow these rules.

Pool Play and Criteria for Pool Players

The purpose of pool play is to allow managers the option to utilize one or more players from other teams to field a team of 9 - 10 players to prevent forfeiture during regular season play.

1. The manager must contact the player agent as soon as he/she knows there are 9 or less players committed for a particular game. The intent is to field at least 9 players and no more than 10 per team when the pool is being utilized. More than 10 players are possible if regular players show up that originally planned to be absent. No players will

- be called within one hour of game time and no player may play with another team without notification by the player agent.
2. The manager may never request a specific player or call a player from another team to play.
 3. The player agent will call down the list of pool players until he/she receives an agreement to play. Players of the requesting and opposing teams will be skipped. The Player Agent will attempt to leave a voicemail when attempting to contact a player so that player will know they have been moved to the bottom of the list. When someone is reached, the player/parent must agree to time and day. The next request will start where the player agent left off from the previous request. In the rare event that no pool player is available, the team fielding less than 9 players will follow the format outlined in #16.
 4. If a pool player commits to playing and subsequently does not show for the game, they will be removed from the list for future opportunity.
 5. To sign up for pool play, the box on the registration form must be checked.
 6. There is no guarantee a player will receive a call.
 7. Players will only be called for the division in which they are registered.
 8. Players will be added to the pool list as registrations are received or a player's parent can email, fax and or mail a written request to the Player Agent and/or GALL's P.O. Box.
 9. Pool players must occupy an outfield position.
 10. Pool players must meet the minimum play requirements.
 11. Pool players may not play any more innings than any player on the regular team unless the game is shortened by run rule.
 12. Pool players will bat last in the lineup. (Exception: a regular player arrives late, i.e. after the lineup has been made and given to the scorekeeper).
 13. There will be no utilization of pool players during the end of season tournament in any division.
 14. Proper attire for pool players is their normal uniform for their assigned team.
 15. Once a pool player has committed to play, there will be no cancellation unless the game is cancelled due to weather.
 16. As described in #3 above, if no pool player is available, the team fielding less than 9 players will utilize the following process. They will bat through only their team's lineup (meaning 8 players or less,

depending on the amount of players they are short). The 9th spot will be considered an automatic out. They will then utilize the opposing team's roster to fill in the gaps for defensive purposes. The opposing team will give up the last out made in the previous inning. This player is required to play in an outfield position. If it is the beginning of the game and the team playing short is the visiting team, the defensive player that will be utilized is the last player in the batting order. The opposing manager **MUST** utilize this process in order to keep the game from becoming a forfeit.

PLAYER AGENT RESPONSIBILITIES

The Player Agent is responsible for handling any and all issues that may occur for a player. This includes but is not limited to tryouts, draft, and/or behavior problems involving the player, coach and/or parent. The Player Agent will also be managing the Player Pool.

UMPIRE PROTOCOL

GALL will provide umpires for all games from the Rookie Division and up. The Rookie & Minor Divisions will utilize Junior Umpires that will be trained and managed by the GALL Umpire Director or equivalent.

GALL has an expectation that all Umpires, Managers, Players and Parents will respect the game of baseball and play by Little League and Local Rules. Everyone will be expected to address each other in a respectful way. An umpire must submit a letter of explanation when a manager, coach or player is ejected.

The jurisdiction of the umpire shall be within the immediate playing field area, which includes dugouts. The spectator area is the responsibility of the Officer of the Day (OD) for all events. An umpire **CANNOT** eject a spectator from a game. They should first discuss the spectator with the appropriate manager as well as an Officer of the Day.

Using appropriate rulings and judgments, the umpire will have final and binding control of all events within his/her jurisdiction. Should any manager, coach or player not respond immediately to the umpire's determinations, the OD will be notified for enforcement.

In the event any person outside of the umpire's jurisdiction becomes hostile or abusive toward any person within the playing field, the umpire will delay game play and hold managers/coaches accountable until the concern is rectified. A manager/coach may be warned and then ejected for actions of his/her team's parents, spectators or supporters.

An umpire is responsible for using the following league protocol for any issues that arise:

- (1) Ramification noted in the respective scorebook at exact inning and batter.
- (2) A post-game written report from the umpire, delivered to the League President and/or the Umpire Director within 24 hours of the incident. The report should include all pertinent information with regard to the incident.
- (3) Verbal review- the GALL Board may need possible testimony from the umpire in helping determine the reinstatement of the person affected.

In the event that an Umpire is absent from his/her assignment the Officer of the Day should be immediately notified to resolve the absence.

GALL will continue to use Junior Umpires in the Rookie & Minor Divisions. They are NOT to be held to the same level of excellence as an adult umpire. Furthermore, ANY attempt by a parent, player or manager/coach to intimidate a Junior Umpire will NOT be tolerated and may result in suspension. The Junior Umpire's Judgment decisions are final and not subject to appeal.

LOCAL RULES

These local rules, including the attached Code of Conduct, are intended to supplement the LITTLE LEAGUE REGULATIONS and OFFICIAL BASEBALL RULES. Local League rules may be more restrictive than Little League rules, but may not be more liberal, nor change the intent. Any situation that is not covered by Little League Regulations, Official Baseball Rules or these standing local rules will be resolved by a vote of the Gilbert American Little League (hereafter known as G.A.L.L.), Executive Board.

As a manager, please remember that your primary responsibility is to create/maintain an environment to allow your players to learn the fundamentals of baseball, sharpen their skills and enjoy playing the game. Little League should be an experience that the Player, Parent and Manager will recall with fond memories.

GAME PRELIMINARIES

The left hand column shows what divisions are impacted by the rules

- | | | |
|------------|---------------|---|
| ALL | 1.1.1. | Managers are allowed a maximum of 2 officially registered coaches. Only officially registered coaches are eligible for post-season participation. The Executive Board may allow additional League approved coaches to assist the manager. All managers/coaches must have an application on file with the Executive Board. |
| ALL | 1.1.2. | All uniformed players must remain in the dugout or on the playing field for the duration of the game. Only approved managers, coaches and players are allowed in the dugout. |
| ALL | 1.1.3. | Home team will sit on the 3rd base side. |

SCOREKEEPING

- | | | |
|------------------------------------|---------------|--|
| T-BALL | 1.2.1. | Keeping of official score is not allowed. |
| FARM | 1.2.2. | Keeping of official score is not allowed. The Home team will keep track of runs each offensive half inning, up to a maximum of five (5). After the fifth run is scored, the half inning is over. |
| ROOKIE
thru SENIORS | 1.2.3. | Both teams are responsible for providing a volunteer to keep official scorebook and scoreboard. The two representatives can determine among themselves which duty they will participate in. |
| ROOKIE
thru
SENIORS | 1.2.4. | The official scorekeeper shall:
-record the sequence of batters
-record ball, strike and out counts
-record the player's scoring
-record the final score |

- record any protests, including time of protest and noting the game situation at such time
- record the official pitch count- (player pitch only)
- get managers to sign pitch count card/book

ROOKIE thru Minors **1.2.5.** 5 Run Rule - During innings 1-4 a team is allowed to score 5 runs. Innings 5 & 6 are unlimited.

MINIMUM PLAY REQUIREMENTS

ALL **1.3.1.** No player on any team shall sit more than one consecutive inning and each player must have at least one at bat and play 3 consecutive outs per game

PITCHER ELIGIBILITY

PLAYER-PITCH ROOKIE thru SENIOR **1.4.1.** Managers shall sign the official pitching record after each game. This folder shall be maintained and reviewed regularly by the Division Director.

PROTECTIVE EQUIPMENT

ALL **1.5.1.** Neither jerseys nor pants/shorts may be permanently altered. Specifically, player names may not be printed on jerseys or pants/shorts.

DISCIPLINARY ACTION

ALL **1.6.1.** Non-participation documented by the manager may be grounds for benching a player or removal of a player from a team roster for disciplinary reasons. Reason(s) will be presented to the Player Agent/Director within a week of the occurrence, which will be responsible for investigating the allegations and presenting the findings to the Executive Board for action.

PLAYER-PITCH ROOKIE thru SENIOR **1.6.2.** No manager/coach/player may leave the dugout to enter the playing field without permission of the umpire. The manager/coach in the dugout must control the field and non-field dugout exits. Penalty: Removal from that game.

ROOKIE thru SENIOR 1.6.3.

The dugout gates must be closed while the game is in progress. Penalty: repeated or flagrant disregard of this rule will result in the manager being removed from the game.

ALL 1.6.5.

Any person ejected from a game must exit to the parking lot immediately and is suspended for his/her team's next physically played game. The ejected person may have no communication with any participant in or around the playing field. Additionally, the ejected person may not come back to the park on the evening of the incident.

NOTE:

Any player, manager or parent that is ejected for a game must meet with the board no earlier than 2 days or later than 4 days before they will be allowed to return to the fields (Little League Rule). A minimum of 3 Executive Board members shall be present.

PLAYER INJURIES

ALL 1.7.1.

A player who receives professional medical treatment for any injury **AND/OR** who misses more than seven (7) continuous days of participation for an illness or injury must provide a medical release from a physician or other accredited medical provider to the Safety Director or Player Agent before he/she will be allowed to return to games or practice.

ALL 1.7.2.

The Safety Director & Player Agent shall be notified of any injury requiring professional attention. A written accident report must be submitted the night of to the OD by the manager/coach. The Safety Director will notify the Player Agent if it is anticipated that the player will miss any games as a result of the accident. The injured player is considered inactive until a doctor release to return to active play is received by the Safety Director or Player Agent.

PRACTICES

ALL 1.8.1.

Practice on Crossroads Park fields requires approval of the Board. Practices may be held on fields other than those at Crossroads Park, but GALL will not be responsible for any fees or damages caused during said practices.

FIELD RESPONSIBILITIES/DIMENSIONS

- | | | |
|--|---------------|---|
| ALL | 1.9.1. | Preparation of the field shall be the responsibility of both the visiting and home team & shall be completed at least 15 minutes prior to the scheduled start of the game. |
| T-BALL | 1.9.2. | Bases will be set at 50 feet. |
| ROOKIE-
PITCH thru
MAJOR
BASEBALL | 1.9.3. | Bases will be set at 60 feet. Pitcher's mound is set at 46-feet from home plate. |
| FARM-
PITCH MINOR | 1.9.4. | Bases will be set at 60 feet. Pitcher's mound is set at 35-feet from home plate. |
| ALL | 1.9.5. | General post game cleanup, including dugout, policing of playing field & spectator areas and putting equipment and material away are the responsibility of both teams under the direction of the managers/coaches. Penalty: Manager will be suspended from the next game. |

FARM DIVISION LOCAL RULES

1. FARM Machine Pitch will be available for players meeting the following criterion:
 - a) League age 7-8
 - b) League age 6 if that player has completed 1 full season with GALL T-ball. (This allowance will be on a request basis only.)
2. A pitching machine will be used exclusively during all games. There will be no live pitching. *Exception: If the machine fails to operate effectively and an alternate machine is not available, a coach may then pitch to his team.*
3. FARM Machine Pitch will use the "soft" type baseballs.
4. 10 defensive players may be used but may consist of only 6 regular position infielders & 4 outfielders.
5. Batters will receive no more than 5 pitches during an at-bat. However, an at-bat cannot end on a 5th or subsequent pitch that is fouled off the bat.

6. A player's at-bat will end prior to a 5th and/or final pitch on his third strike. Strikes will only be accrued through actual bat swings resulting in a fouled ball or a miss. There will be NO called strikes.
7. Any hit ball that makes contact with the pitching machine will be a live ball, and all runners may advance at their own risk.
8. There will be NO base on balls allowed to batters.
9. There will be NO hit by pitch advancement onto base.
10. Any hit ball traveling over the outfield boundary line without hitting the ground first will be judged a home run.
11. Any hit ball traveling over the outfield boundary line after having touched the ground will be deemed a ground rule double.
12. A defensive player may not position himself beyond the outfield boundary line to catch a ball. If this occurs, the judgment will follow rules 11 & 12 for FARM Machine Pitch respectively.
13. Each team's turn at bat will perform as follows:
 - a) They will hit through the entire batting order
 - b) Upon each third out of the turn at bat, the bases will be cleared of any base runners.
14. Each team's batting lineup will include every player present without omission.
15. If a defensive play is made on a base runner leading off of a base, that base runner may advance only 1 base regardless of the defensive teams efforts during that particular one pitch segment. This criterion is reset with each successive pitch.
16. Players may NOT steal home in any situation.

ROOKIE DIVISION LOCAL RULES

1. ROOKIE Machine Pitch will be available for players meeting the following criterion:
 - a) League age 9-10
 - b) League age 8 if that player has completed 1 full season with GALL Novice Machine Pitch. (This allowance will be on a request and review basis only.)
2. ROOKIE Machine Pitch will utilize "hard" Little League standard baseballs.
3. 9 defensive players will be utilized.
4. GALL junior umpires (Junior/Senior GALL players) will be utilized for each game and may be stationed at the pitchers mound or behind the plate.

5. Live kid pitching will be utilized as follows:
 - a) Each game will start with live kid pitching for the first 2 innings.
 - b) Each team must utilize a different pitcher for each of the 2 innings.
 - c) No player may pitch in more than 1 inning per week.
 - d) Normal rules will apply regarding balls and strikes.
 - Batters will advance to 1st base with a four-ball count.
 - Batters will advance to 1st base if hit by a pitch.
 - Batters will be called out on a third strike.
6. A pitching machine will be utilized as follows:
 - a) From the 3rd inning to the conclusion of the game the pitching machine will be utilized.
 - b) The pitching machine will be considered a fixture on the field during play and cannot be the cause of any type of interference determination. *The ball is deemed live regardless of its path after hitting the pitching machine.*
 - c) Batters will receive no more than 5 pitches during an at-bat. However, an at-bat cannot end on a 5th or subsequent pitch that is fouled off the bat.
 - d) A player's at-bat will end prior to a 5th and/or final pitch on his third strike. Strikes will accrue through foul balls or a swing and miss.
 - e) There will be NO base-on-balls with the machine pitching.
 - f) There will be NO hit-by-pitch advancements with the machine pitching.
7. Lead offs are allowed ONLY after the pitched ball crosses the plate.
8. Base runners may steal on any pitch.
9. Base runners may continue on to the next successive base if a defensive play is made to the initial stolen base and an overthrow occurs. If the defensive player stops the played ball at the initial stolen base, that base runner cannot advance further.
10. Base runners may NOT steal home on a passed ball from the pitcher.
11. A base runner may steal home ONLY if a defensive play is made on that particular runner at 3rd base.
12. Once the baseball is returned to the pitcher, NO base runner may steal ANY base.
13. A team's turn at bat will end on any third out per inning.
14. Each team's batting lineup will include every player present without omission.
15. A 3 run rule will be in effect through the initial 2 innings of live pitching.
16. A 5 run limit will be in effect for innings 3 & 4.

17. Innings 5 & 6 will have no run limit.
18. The defensive pitcher must have one foot on the dirt area of the pitchers mound when the pitch is being delivered from the machine. After the ball leaves the pitching machine and crosses home plate, the pitcher may move into any position. (This position is not meant to be a roving infielder).
19. If after the 4th inning one team has at least a 10 run lead, that team will be declared the winners and the scoreboard will be reset to 0 and reflect no score. If time still permits, the game will continue until official time is expired.
20. This division will host an end of season tournament with seeding to be based on the regular season records of each team respectively.
21. ALL teams will participate in the tournament.

OFFICER OF THE DAY

Officers of the Day (OD) are required to ensure that the games go smoothly, spectators and parents receive accurate answers, and protests are kept to a minimum. Due to the size of our league we require two officers. Managers will be required to assist Board members with this position or provide a knowledgeable replacement from their team.

- | | | |
|-----|---------|---|
| ALL | 1.10.1. | An Officer of the Day is scheduled by the League Scheduling Director and, acting on their behalf, presides over all field activities (other than games in progress, which are presided over by the home plate umpire), according to the Rules and Regulations of Little League Baseball, Inc. The Officer of the Day is the official timekeeper and shall resolve any timing disputes. |
| ALL | 1.10.2. | Members of the G.A.L.L. board & all team managers will be subject to appointment as Officer of the Day as scheduled by the Scheduling Director. Assignments will be done on a rotating basis. It is the assignee's responsibility to secure a replacement when conflicts of schedule arise.
(The league has enforced a 1 game suspension for missing a scheduled date and not showing |

up on time). This shall be the next game on the official schedule.

- ALL 1.10.3. Responsibilities include, but are not limited to, checking in with an OD Board Member, ensure OD Cart is in center of field complex, hang up first aid kit, have all fields properly equipped with scoreboard control, scorebook, pitch log, pencils/pens, hanging of signs (i.e. target for center field and sponsorship banner). This includes both the lower and upper field containers and all games as scheduled. During games, the Officer of the Day is responsible for making sure that park rules are being abided by (no skateboards, etc) as well as ensuring that all coaches and managers are following league regulations (number of coaches in dugout, no children in dugout, no on-deck batters except in Jr's & Sr's. Upon completion of the games, the OD should ensure that all teams have cleaned up their areas free of trash, all bases are put away, dugouts are cleaned and all equipment (such as bat caddies) are put away.

RULES CONCERNING GAMES IN PROGRESS

- ALL 1.11.1. The game clock starts at the time listed for that game on the official schedule regardless if the umpire or either team and or the field are ready for play.
- ROOKIE thru Majors 1.11.2. There will be no new inning after 1:45 minutes if an inning starts it must be completed.
- JUNIORS thru SENIORS 1.11.3. There will be no new inning after 2 1/2 hours minimum of 5 innings must be played to be considered a complete game. There is NO DROP-DEAD limit

OFFENSIVE HALF INNING

T-BALL 2.1.1. An offensive half inning ends when the offensive team has batted their roster. After three (3) outs have been made, the bases will be cleared and the inning will continue until all players have batted.

T-BALL 2.1.2. Sliding is not allowed. The first offense will result in a warning, any consecutive offense by the same player will result in the player being called out.

**thru
FARM**

MAKE UP GAMES

T-BALL 3.1.1. There will be no make-up games. In the event that numerous games are canceled due to weather/field conditions, the board may decide to reschedule some games.

THRU ROOKIE

MINORS 3.1.2. Every attempt will be made to reschedule games
THRU SENIORS Rescheduling will be at the discretion of the board.

CODE OF CONDUCT

1. At no time will physical or verbal abuse be tolerated among principals, officials, participants or spectators within the Gilbert American Little League jurisdiction. Officials are required to immediately suspend such person from further play and report, in writing, to the Division Director/League President. Such person shall remain suspended until his/her case has been resolved and a final report filed in writing with the League President.

Minimum Penalty: Removal from current game in process plus Suspension from the next scheduled and completed game; placed on probation for remainder of season.

Maximum Penalty: Suspension for remainder of the season.

2. All managers, coaches and players shall abide by any Official's decision. Officials are required to immediately suspend such person from further play and report to the Division Director/League President. Such person shall remain suspended until his/her case has been resolved and a final report filed with the League President.

Minimum Penalty: If, after an Initial Warning has not been satisfied there will be a removal from the current game plus a suspension from the next scheduled and completed game; probation for remainder of season.

Maximum Penalty: Suspension for remainder of the season.

3. No official, manager, coach, player or spectator shall appear upon the field of play at any time in an intoxicated condition. Officials are required to immediately suspend such person from play and report to the OD

Penalty: Suspension for remainder of the season.

4. No official, manager, coach, player, or spectator shall smoke or chew tobacco while in the ball-playing area of Crossroads Park.

Minimum Penalty: Warning from official.

Maximum Penalty: Suspension for remainder of the season.

5. No spectator shall appear on the field of play, unless requested by an Official. It is the manager's/coach's responsibility to control the spectators.

Minimum Penalty: Warning from official.

Maximum Penalty: Ejection of Manager and/or filing with the appropriate law enforcement agency.

6. No official, manager, coach, player or spectator shall use obscene or inappropriate language or gestures. It is the manager's responsibility to see that he/she, as well as coaches, players and spectators refrain from using obscene or inappropriate language or gestures.

Minimum Penalty: Warning from official.

Maximum Penalty: Suspension for remainder of the season.

7. In addition to the above rules, each Parent, Player, Manager & Coach will be required to read and sign a Code of Conduct form. Failure to abide by the rules and guidelines in these documents will result in disciplinary action.

PRACTICE GUIDELINES AND TIPS

Practice Frequency – No team shall be allowed to practice more than 4 times per week prior to the season’s official start. Once the season has begun no team shall practice, meet or play games for more than 4 times per week. We typically have 2 games per week therefore a team could only practice and/or meet 2 times in a week.

Length of Practices – It is recommended that practices should not exceed 3 hours in length.

Water, Water, Water! – Make sure your players have plenty of water at every game/practice.

Managers are not permitted to use public schools or any other facility that charges for usage, unless the Manager accepts responsibility for that charge. GALL will NOT be responsible for these charges or any damages that may occur.

PITCH COUNTS

GALL will continue to utilize Little League of America rules concerning pitch counts in helping to reduce potential injury to league pitchers.

• A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A pitcher who throws 40 pitches or LESS in a game may play the position of catcher.

• If a pitcher wishes to intentionally walk a batter, he/she must do so by pitching four pitches intentionally outside the strike zone that are not struck at by the batter, and are called “balls” by the umpire. All such pitches will count in determining that pitcher’s pitch count.

GALL will be utilizing the Little League mandated pitch count requirement for days rest as described below.

- Pitchers league age 16 and under must adhere to the following rest requirements:

- If a player pitches 61 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 41 - 60 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 21 - 40 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- Pitchers league age 17-18 must adhere to the following rest requirements:
- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 26 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 1-25 pitches in a day, no (0) calendar day of rest is required.

League Age	Maximum Pitches allowed per day
13-16	95
11-12	85
9-10	75
7-8	50

- Pitch count will include all foul balls.
- Only “live” pitches will be counted...warm up pitches will not be included.
- All intentional walks must be thrown and the pitch count will be counted.
- If a pitcher attains his pitch limit during a hitter’s at-bat, he may complete that at-bat without issue but must be removed from the mound thereafter.

FIELD MAINTENANCE

METHODS

Before any player takes to the infield, the areas around each base, the pitcher’s mound and home plate should be raked. If water is available, the infield should be watered for dust abatement and packing the dirt thus keeping it where it is supposed to be. This provides for the overall integrity

of the field as well as providing a safer environment for the players. When raking an area, the dirt should always be pulled AWAY from the grass (Extra dirt or mud is NEVER permitted in grass areas! Managers are responsible for well-meaning parents.). Pull the dirt to the center of the area filling any low spots and then spread and smooth.

If the infield is overly beaten, the use of a field drag mat is useful. This item is pulled by a rope or chain and evens out the dirt as it passes over. The method of use involves simply dragging the mat from one area to another and sweeping wider on each pass to encompass the entire surface.

Players should not be allowed to dig holes in the outfield grass. Often it is the case that an outfielder will create divots in the grass with a toe or heel of a shoe. This becomes a hazard as a player could twist an ankle when chasing a ball. It also creates a problem with keeping the grass in an optimum fashion.

Per Gilbert Park and Recreation regulations, there is NO SOFT TOSS allowed into the field fences. A portable backstop should be used.

PRE-GAME:

Field preparation is the responsibility of both teams. Each team should provide at least one parent to prepare the field.

Prior to the start of a game, the infield should be prepped. This includes dragging, raking, smoothing, and watering all areas as needed.

The batters box area will have to be established and marked by using the appropriate stencil. The stencils are located in the storage unit. This stencil is laid at the plate and an outline is scratched into the dirt. Follow the outline with chalk and repeat the process on the opposite side of the plate. Do not mark or chalk the catcher's box.

From home plate but not through the batter's box a first and third base lines should be chalked. For accurate lines, use the string line down each baseline. Try to hit the "foul" side of each base respectively for accurate lines.

For dugout prep a bat caddy can be attained from the storage unit, which is useful in organizing your team's bats.

In the scoring booth, the scoreboard electronic control should be brought out, hooked up and tested. The "official" scorebook for the game must be attained from the OD cart and completed prior to game start.

Each team shall also provide one parent to work the scoreboard and official scorebook. It is mandatory that pitch counts be kept.

POST-GAME:

Post-game maintenance is the responsibility of BOTH teams and includes the field, dugouts and spectator areas. This includes policing trash! Teams not collecting their trash (including all spectator areas) are subject to appropriate action.

At the conclusion of the final game of the day, the field and surrounding area should receive a thorough prep. All bases should be taken back to the storage unit and hung appropriately. The base sleeves at each field location MUST be plugged so as to keep the dirt clogs to a minimum. All disheveled infield areas (especially the pitching mound) should be adequately raked and/or dragged then tamped and a good quantity of water should be applied. This will keep the field in optimum condition and make it ready for the next game day.

The bat caddy should be returned to the storage unit along with the scoreboard controller. The official scorebook, controller and pitch count log for the game should be returned to the OD cart.

END of SEASON TOURNAMENT

There will not be any Pool Players allowed in this tournament. Not enough players = forfeit. However, a scrimmage game may be played between the two teams with their current personnel.

Regular season rules, including pitching rules, will apply to the end of season tournament. In the event of a tie after the completion of game innings or upon completion of time, California tiebreaker rules will apply.

The player who made the last out of the previous inning will start their offensive inning on 2nd base. The game will be played until there is a winner.

Major & Minor Divisions

All teams from their respective division will be included in the tournament.

The format of each Division will be determined during the regular season and is dependent on the number of teams as well as the financial integrity of the league.

The Tournament will be seeded using regular season results. If there is a tie in record, tiebreaker criteria is:

1. Head to head competition
2. Runs Differentials will be used: Runs Scored minus Runs Allowed
3. Coin Toss

The winner of the end of season tournament will be declared the championship team for that respective division.

Awards will be presented to the first and second place teams.

Junior / Senior Division

The Junior and Senior Division may combine with other leagues (if the need for inter league play is required) for an end of season tournament.

ALL-STARS

All Divisions

Selection to any of the GALL divisional All Star teams as a player, manager and coach is a privilege based on ability and as well as conduct throughout the regular season. As each All Star team is representative of the GALL program, the league will endeavor to promote the most competitive team possible without compromising integrity.

Using a process of regular season evaluations & ratings combined with a post-regular season tryout, All Star teams will be selected to compete in the Little League All Star tournament(s).

Towards the end of the regular season, each team manager will be required to distribute and return All Star commitment forms from each interested player on their team. This will help to expedite the All Star team selection process.

Manager eligibility and selection

Any league registered manager and coach from the current season is eligible to apply for an All Star manager position. Application must be in writing using the All Star Manager's application which can be found on the GALL website at www.gilbertlittleleague.com. No other forms of application will be accepted. First priority for selection will be given to those managers/coaches who actively participated in the age division for which he/she is applying. **Applicants with any violations of conduct throughout the season may be considered but will be subject to increased scrutiny and may be immediately rejected.**

All Star managers will be appointed by the league Executive Board as led by the league President. All applicants will be considered with an ultimate goal of placing the best possible managers in place based on ethics, ability and experience. The league will endeavor to have All Star manager selections completed within two weeks of the conclusion of the regular season allowing them ample time to evaluate potential All Star players

All Star assistant coach eligibility and selection

Any league registered manager and coach from the current season is eligible to be an All Star assistant coach. Application must be in writing using the All Star assistant coach application which can be found on the GALL website at www.gilbertlittleleague.com. The process for selection as an assistant coach involves:

- League provides manager with eligible coach applicants.
- Team manager interviews applicants looking for qualities to best serve his respective team.
- Manager declares his choice(s) to the league Executive board for approval.

- **Candidates with any violations of conduct throughout the season may be considered but will be subject to increased scrutiny and may be immediately rejected.**
- League reserves the right to deny any applicant for any reason.

Player eligibility and selection

All players who participate in at least 60% of the regular season games (to include league tournament games) are eligible to be selected onto an All Star team. As All Stars is the pinnacle of the Little League season and therefore highly competitive, merit will be placed on ability with a high level of personal conduct expected. Not every child will be considered. Of those considered, not every child will be selected. This is the end result for those that have worked hard and have excelled within Gilbert American Little League.

Evaluation process

Regular season team managers will have the task of providing the league two separate player evaluations and rankings to assist with the All Star player selections. The first player ranking report will be due after the first half of the regular season games have been played. The second ranking report will be due after the last game of the regular season has been played and before the season tournament begins. Each ranking report will include the following:

- List of players ranked 1 thru 10 (1 being the highest ranked) from all OTHER teams in division
- List of 4 players ranked 1 thru 4 (1 being the highest ranked) from OWN team
- Include any specific strengths or weaknesses of players listed

It is advisable for a Manager to solicit feedback from his coaching staff when preparing these rankings.

Any manager failing to provide the required ranking reports may become ineligible to participate in the post season..

Nomination process

All players listed on the SECOND manager's rankings will become nominated. The league will endeavor to announce these nominations in some format for recognition. The nominated players will be eligible to participate in the All Stars tryouts towards possible selection to a team.

Tryout process

All nominated players will be invited to participate in their respective team tryouts towards possible selection. It is NOT a requirement for a player to participate in the tryouts but is highly encouraged and offers the best opportunity for that player to be evaluated.

The tryout structure will be at the discretion of each individual team manager. The evaluation process for each tryout will be at the discretion of the team manager. The team manager will select his team after the conclusion of the tryout process.

Selection process

Each respective team manager will have discretion in selecting from eligible players those that he believes will make the most competitive and best representative All Star team. Managers may select a maximum of 14 players. If he wishes to select less than 12, however, he must have approval from the league Executive Board.

Note: A team roster of 12 or fewer players has implications on number of coaches that the team is afforded on game days.

- 12 or fewer players...only 2 coaches are allowed on the roster
- 13 – 14 players...3 coaches are allowed on the roster

Each manager will submit his proposed team to the GALL Executive Board for review and approval. Once approved, it will be the responsibility of that manager to notify all players involved with the All Star process of their status with the team.

Team validation

Once each All Star team is selected and approved, practices may commence. It will be the responsibility of each team manager to validate all players

residency and get the team affidavit completed and approved. The league board will support each manager with information as necessary.

LITTLE LEAGUE RULE CHANGES

See Little League Rule changes on GALL Website on the Links page.