

**2018 General Information and Procedures**  
**Danville Little League**  
**2018**

1. All Managers and Coaches are representatives of Danville Little League. Each Manager and Coach is responsible for knowing all rules, policies, guidelines, procedures and game schedule for the day. Each Manager and Coach is also required to sign a conduct policy letter and volunteer application form. Managers are responsible for the safety of their players and the conduct of themselves and their team's Coaches, players, parents, and fans.
2. PRE-SEASON: Teams are allowed one Manager and one Coach to be designated prior to team selection, excluding Majors. (Majors does not allow for a named coach prior to the selection of the team.) The 2<sup>nd</sup> Coach is selected after the teams are established. All Managers and Coaches must attend all mandatory training. The training may include Positive Coaching Alliance, Pitching and Hitting Clinics, and any other required training.
3. PRE-SEASON DRAFT: One Manager and one Coach (per team) only may attend the draft of their team in all Divisions except Majors where only the Manager is allowed. Division Directors may approve, if a Manager is unavoidably absent, to call in the Coach to attend the draft. In such a case, only one person representing the team is allowed to be at the draft in person but is permitted to be on the phone with the Manager.
4. PRE-SEASON DRAFT: All draft information is strictly confidential including, but not limited to, evaluations of players, draft order, trades and verbal discussions. No trades will be made or allowed after leaving or communicating outside the room where the draft is held.
5. PRE-SEASON DOCUMENTS: All League mandated documents, such as insurance and medical information, volunteer applications and policy letters must be submitted to the League prior to the start of practice.
6. PRE-SEASON – FIELDS: All Danville fields are usually closed until March 1<sup>st</sup>. Games and practices will take place ONLY when the Town of Danville has declared the fields open for use.
7. ALL SEASON – FIELDS: Only Danville Little League approved fields or facilities are to be used for team practices or trainings. Use of fields or facilities other than those approved by Danville Little League is prohibited, and may subject the manager to disciplinary action by the league conduct committee.
8. ALL SEASON: Absolutely NO determination of the field availability for a game or practice will be permitted without approval from the Town of Danville. Status can be determined by calling the Town of Danville field status recording at (925) 314-3484. When the recording states the dirt and grass fields are closed, NO activity, including warm-up and practice, can take place on any part of the field.
9. ALL SEASON: In Farm, A, AA,AAA, and Majors Divisions the Home team occupies the first base dugout and supplies three new game balls.

10. ALL SEASON: Managers, Coaches, and Players will remain inside the dugout when the game is being played, unless the Manager, Coaches, and/or player (with a proper helmet) are a base coach.
11. ALL SEASON: Prior to warm-ups both teams shall not use the infield except to prep it for the game. If the field is prepped and vacant the Visiting team may warm up for 10 minutes on the playing field beginning 30 minutes prior to game time. Upon completion by the Visiting team the Home team may take the field and warm up for 10 minutes. Both teams will vacate the field and be in their dugout 5 minutes before game time. Managers and Umpires should meet 5 minutes before game time. Games must start on time even if it means shortening field preparations and team warm-ups. This is especially critical anytime there are following games on the same field on the same day.
12. ALL SEASON: The winning team is responsible for submitting all game results to the League.
13. ALL SEASON: In divisions with player pitchers, Managers must list on all line-up cards all players in the game that are ineligible to pitch. All measures should be taken to avoid ineligible pitchers from pitching, including Umpire notification by the Scorekeeper. Both Managers shall sign the pitch count log immediately after each game.
14. ALL SEASON: All Managers are encouraged to promote equal playing time for the players on their team and must meet all mandatory play requirements indicated in the Local Ground Rules.
15. ALL SEASON: Managers must report immediately to the Player Agent any player that misses two successive games for any reason. The Player Agent shall determine if roster modifications are necessary. Failure to report will result in conduct committee review.
16. ALL SEASON: If you have any player that is injured during the season and they miss 6 consecutive games then that player may be replaced, as determined by the division's Player Agent.
17. ALL SEASON: If any Majors/Minors team loses a player during the season for any reason, that player must be replaced in a timely manner, except that no replacements will be made during the last two weeks of the regular season schedule. Danville Little League employs a Player Call-up Process administered by the Player Agent as outlined below.
18. ALL SEASON: Call-Ups
  - Once a player has been officially released from a team for any reason, the Player Agent will consult the Division's wait list. (Any player who registered after the draft is placed on a waiting list for the next available slot within his division). In the case of the Majors, the wait list will consist of 12 year-olds who registered too late to be drafted. The manager of the affected team will be assigned the first person from the wait list to fill the vacancy.
  - In the event that no 12 year-old players are wait-listed, the manager of the affected team will be presented a list of eligible 11 year-olds by the Player Agent. 'Eligible' means the player attended tryouts, did not submit a waiver to remain in AAA, and has not turned down a previous call up offer. The manager will select an eligible AAA player. No team can lose more than one player to a call up until at least one player from every other team has been

called up.

- The AAA team that loses a player must now find a replacement using the same steps:
    - If there is an 11 year old wait-list, the first wait-listed player fills the slot.
    - If no wait list exists, the AAA manager is given a list of eligible 10 year-olds by the Player Agent.
    - The manager selects an eligible AA player to join the team.
  - The AA team that loses a player is now required to complete the same process, giving preference to wait-listed 10 year-olds then AA eligible 9's (currently playing in Single A).
  - The process stops at the Single A level. The only replacements available to Single A teams are wait-listed 9 year-olds. That means that during the season there may be an imbalance to rosters on competing teams in the Single A division.
  - If a player declines a call up:
    - A player from a different team will be called up, and the player who declines will be immediately moved to fill that player's roster spot on a different team.
    - The declining player will not be eligible to be called up at any point later in the season.
    - The declining player will not be eligible to participate on post season.
19. ALL SEASON: A team with an insufficient roster (<9 players) must notify the opposing Manager, Division Director, and Player Agent no less than 48 hours prior to game time. The Player Agent will assign a player(s) from the player pool to ensure the team meets the 9 player minimum. A game that cannot be played because of the inability to place 9 players on the field is not grounds for automatic forfeiture, but shall be referred to the Board of Directors. Managers should immediately notify the Division Director and Umpire Director when any scheduled game is not played due to a shortage of eligible players. Umpires should notify the Umpire Director on all suspended games or games not played.
20. REGULAR SEASON ONLY: Called, suspended, or tie games will NOT be scheduled to be continued at a new time regardless of how they stop, even if it is not a regulation game, UNLESS determined by the Division Director as NECESSARY to be continued to completion. Any game that is continued at a later time shall be played at the first available time on the first available field as determined by the League Administrator and Division Director (after reviewing field and umpire availability). Scheduling will be done fairly with all Divisions having equal rights to any field. Any Division may play on any field with the goal of maximizing the available fields to all Divisions. In continued games held the same or next day, all official pitching rules will still apply except the pitchers at the suspension of the first game may continue as if there was no interruption to the original game. All official rules on continuation of non-regulation tie or suspended games will apply.
21. REGULAR SEASON ONLY: MINORS: Individual weekday games cancelled because of weather will be made up at the earliest possible time. No makeup games will be scheduled if a complete week's (Mon – Thurs.) scheduled games or a complete Saturday's scheduled games are cancelled due to weather. MAJORS: An attempt will be made to make up as many majors games as field time allows.

22. REGULAR SEASON ONLY: A Protest Committee made up of the Division Director and the Umpire-In-Chief will decide the outcome of proper protests that they are informed of before either team's next game.
23. DIVISION PLAYOFFS: All Division playoff games should be scheduled to provide enough time to be played to completion. Any game that does not complete and cannot continue will be rescheduled so a winner can be determined. All pitching rules will apply, except if played the next day the pitcher at the time of suspension may continue where they left off when play continues. Following games scheduled on the same field that same day that are delayed do not have priority even if the playoff game goes longer than scheduled. Division Director will have sole authority over game scheduling while keeping within all official and local rules.
24. DIVISION PLAYOFFS: In Division playoffs, the Home team is always the higher seeded team. In the championship game the team from the winner's bracket is the Home team. In the case of a second championship game the team from the loser's bracket is the Home team.
25. DIVISION PLAYOFFS: The Umpire-In-Chief, using any resource with the input from whomever they want, will decide all protests of the playing rules. Playoff Umpires are expected to seek help from the UIC even if it delays the game. Their decision must be made prior to continuation of play and is final.
26. FIELDS: Both team's managers are responsible and accountable for field maintenance before and after the game. This includes picking up all trash in the dugouts and bleachers, chalking, raking, setting up and putting away the bases and sponsor banners, watering the field between games and always after the last game of the day, filling holes, and tamping of the mound and home plate area. Any field and equipment problems should be reported immediately to the Division Director and Facilities Director. Both team's players, parents, Managers and Coaches are expected to participate equally in all field maintenance.
27. FIELDS: Warm-up pitching mounds and pitching screens must be stowed off the grass after the last game of each day.
28. FIELDS: Metal cleats are not allowed on portable pitching mounds. Non-metal cleats are allowed.
29. SCOREKEEPING: Majors and AAA - GameChanger is the official scoring system and league supplied iPads should always be returned to the snack shack at end of game. AA and A – Official scorebooks should always be stored in the equipment bin at each field.
30. SCOREKEEPING: The Home team provides the official scorekeeper and should have a second scorekeeper to keep the Home team's scorebook. All scorekeepers must sit together to reconcile the score at the end of each half inning.
31. SCOREKEEPING: Scorekeepers shall not provide any information, other than a) pitch count, b) 10<sup>th</sup> batter is up, c) 7<sup>th</sup> pitch, d) the inning, e) the score, or f) a warning that an ineligible pitcher is pitching, to either team directly or indirectly. Managers and Coaches are expected to track who made the last out and who should be batting. Teams are not allowed to receive information from outside the dugout, except from the Umpires.

32. SCOREKEEPING: For pitching divisions, the official scorekeeper shall record pitch counts on the official pitch count log, and have both managers sign the log immediately after the game.

### **Single A and Farm Divisions Only**

33. Teams are allowed a Manager and two Coaches to be designated prior to team selection due to the requirement that these teams have four adult Manager and Coaches. (Pitcher, 1<sup>st</sup> base Coach, 3<sup>rd</sup> base Coach, bench Coach.) The 3<sup>rd</sup> assistant coach is selected from the parents after the teams are established.
34. The defensive pitcher must be positioned in the pitching circle, or next to the coach pitcher if there is not a pitching circle being used, and must remain there until the ball is released. "Next to" can be interpreted as within an imaginary circle centered 46 feet from home plate with a diameter of 10 feet.
35. Bunting is not allowed. Managers and Coaches are reminded that bunting is a skill that is assessed during AA Division and higher tryouts and should only be introduced when the player's skill level is appropriate.
36. Pylons may be used to mark the limits of the outfield at 150 feet

### **Single A Only**

37. The Official scorekeeper is responsible for tracking pitches and strikes for each batter and must announce to the Umpires the 7<sup>th</sup> pitch to a batter. Managers should remind their scorekeepers of this responsibility prior to the start of the game.
38. Bases on Overthrows: The entire fence beyond the dugout will be designated as "out of play". If a thrown ball makes contact with the fence down either base line, beyond the dugout opening, the umpire will call "Time Out" and award bases per the official rule book.

### **Farm Division Only**

39. Each team provides one umpire. Managers are encouraged to establish an Umpire schedule among the team parents prior to commencement of games to ensure availability. League umpires may be provided for Jamboree games. Umpires are responsible for making all rule and judgment calls or the entire game. Prior to the game the umpires should talk and agree on their responsibilities. If an umpire responsible for making a call requests help they should discuss it with the other umpire first, and if they chose, include the Managers too. All efforts should be made so that the Umpire responsible for making a call does so quickly. Umpires may consult the rules or make a quick call to the Division Director or Umpire Director. Manager protests are allowed per the official rules.
40. No score shall be kept.