



GVSLL OFFICIAL RULES & POLICIES

2026 Edition

**GVSLL updates our Official Rules & Policies as rules change.
Please feel free to download the Little League Rulebook app on your phone.**

THE PURPOSE OF LITTLE LEAGUE

Little League Baseball is a program of service to the youth. It is geared to provide an outlet of healthy activity and training under good leadership in the atmosphere of wholesome community participation.

The purpose of amateur sports programs is basically to instill in our youngsters those attitudes and characteristics which will make them better adjusted adults in the years ahead. This can be accomplished by teaching them to prepare themselves physically and mentally before competition so they have every chance to succeed.

**BETTER THAN ANY OTHER ACTIVITY,
BASEBALL EXPRESSES THE HEART AND CHARACTER OF THIS NATION!**

LITTLE LEAGUE OATH

I TRUST IN GOD,
I LOVE MY COUNTRY AND WILL RESPECT ITS LAW,
I WILL PLAY FAIR AND STRIVE TO WIN
BUT WIN OR LOSE,
I WILL ALWAYS DO MY BEST

Mailing
PO Box 660
Goleta, CA
93116

Site
4540 Hollister Ave
Santa Barbara, CA
93110

Phone
(805) 967-1467

GOLETA VALLEY SOUTH LITTLE LEAGUE LOCAL RULES

The following rules and policies consists of the Local Rules of the Goleta Valley South Little League (“Local Rules”) and various selected Official Little League Playing Rules and Regulations (“Little League Rules”). The Local Rules shall be applicable and apply commencing the day after they are adopted by the GVSSL Board of Directors (“Board of Directors”) and shall remain in effect in subsequent seasons, unless either modified by the Board of Directors or superseded by Official Little League Playing Rules and Regulations. If a conflict exists between any Local Rule and another provision in this document or a official handout, then the Local Rules shall govern. If there is any conflict between any Local Rule and any Official Little League Rule, then the Official Little League Rule shall govern and control.

Managers and coaches set the tone and the example for having fun and developing good sportsmanship. If a call is close or controversial it is fine to discuss it calmly with the other Manager or the Umpire, but at the end of discussion be the bigger man. Everyone will respect you more for that than for winning with controversy and confrontation

A. GENERAL RULES FOR ALL DIVISIONS

1. All managers shall read, be familiar with, and are presumed to have knowledge of the Official Little League Rules and these Local Rules.
2. No glass is allowed in the dugout at any time. No player shall have any food or other substance in his or her mouth such as seeds or gum while on the playing field, during practices or games. No gum is allowed at the facilities. Sunflower seeds are NOT allowed outside of the dugout, this includes coaching boxes on the field.
3. Dugouts shall be kept in a clean condition at all times. Each manager is responsible to ensure that, after completion of a game, the players pick up and remove all paper, trash, bottles and containers from the dugout area and place them in the trash containers and that all equipment is removed from the dugout.
4. Home team is responsible for setting up the field pre-game, and the visiting team is responsible for field maintenance after the game.
5. The home team is responsible for providing an announcer at each game. The visiting team is responsible for providing the scorekeeper at each game. The home team will also be responsible for providing a person to maintain an official pitch count sheet and the pitcher’s information affidavit in accordance with the Little League pitching rules applicable for the season. The pitch count and pitcher information shall be maintained on the forms provided by the League for this purpose. The announcer must be 13 years old or older for Major, Minor and Mini-Minor games. Announcers must refrain from using nicknames, game commentary and attempt to be objective at all times.
6. Permission for any player to leave the dugout/bench area during a game must be obtained from the team manager. During a game, players may only leave the dugout for purposes of using the restroom or for injuries and for no other reason. Concession stand visits are not

permitted at any time during a game. When leaving the dugout area, a player will go directly to the restroom and then return to his team's dugout/bench area.

7. Players, managers, and coaches shall not sit in the stands during a game in which they are engaged. A player may leave the dugout and sit in the stands if that player is injured and can no longer participate in the game.
8. Managers and coaches may warm up the pitcher at home plate, in the bullpen, or in the outfield prior to game, in between innings, or during innings for pitching changes if needed. Any other non-team player, whether a child or adult, are strictly prohibited from warming up a pitcher at home plate, in the bullpen or in any other area on the League premises at any time before or during a game.
9. Mandatory practices during pre-season cannot exceed two practices per week. After games commence in the regular season, mandatory participation in practices cannot exceed one practice and two games per week. During pre-season, a team may have more than two practices per week but mandatory attendance at the additional practices is not required and cannot be used as a basis of discipline of a player for failing to attend practice. Failure of a player to meet the minimum practice requirements as set forth in these guidelines can result, at the manager's discretion (Manager must obtain Division VP approval prior to reducing a player's innings played requirement) and with prior notification to the player, the player's parents, and the League Player Agent, in disciplinary action including limited playing time or prohibition from playing in a game. In such an event, the scorekeeper, umpire and parents shall be notified by the manager prior to the commencement of the game of the playing restrictions for a disciplined player.
10. Managers are to notify players that participation in the mandatory practices is a condition of play in the games for conditioning, safety and fairness to the other players who attend practices. A persistent absence and failure to attend practices on a regular basis may constitute a basis for removal of a player from a team after approval of the Board of Directors or any sub-committee appointed for that purpose. A manager or coach does not have the authority to unilaterally remove a player from the team roster without the consent of the Board of Directors first being obtained.
11. Any player who wears prescription glasses must have safety glasses with a head strap. Plastic sunglasses may be worn by players for the purpose of shading their eyes from the sun but, if such are prescription glass lenses, then a strap must be worn. A player may not wear watches, jewelry, pins, pendants, or other items of personal adornment during practices, pregame or any game.
12. Little League Rules require all male catchers to wear a protective molded cup at all times while playing catcher during practices, pre-game warm-up or a game. Protective molded cups are required for all players in every division but T-ball.
13. If a game is canceled or rescheduled, notice shall be given by the rescheduling team's manager to the opposing manager, umpires, concession manager, and scorekeepers. Inclement weather or field conditions are acceptable reasons for cancellation. The unavailability of a manager, coach or "key-player" is not a valid reason for cancellation of a game. Canceled games may be re-scheduled depending on the reason for the cancellation,

the significance of the game in the standings or on the championship rankings and the availability of the field for the rescheduled game.

14. If a team is unable to field nine players for a particular game, a pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game within their respective division or one division below, who are age appropriate and have been assessed capable. Pool players may return to their respective division and all other guidelines must be followed as outlined.

EXAMPLE: Minors to Major Division, Major Division to Juniors Division, etc.

Players may not be "borrowed" from an opponent. They must be assigned by the player agent. Guidelines as follows:

- i. The league's player agent will create and run the pool. The league's player agent will use the pool to assign players to teams that are short of players on a rotating basis.
 - ii. Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
 - iii. Under this option, when a player participates in a game on a team other than his or her own team, such player will not be permitted to pitch in that game.
 - iv. Pool players that are called and show up at the game site must play at least nine (9) consecutive defensive outs and bat once.
15. Only the manager, two adult coaches, and the players shall occupy the bench/dugout area during a game or pre-game. For Mini-Minors there is an additional coach allowed in the dugout during the games. The bases may be coached by two adults or by one adult and one player (one coach/one player base coaching does not apply for Mini Minors or T-ball). At no time shall two players coach the bases at the same time and at least the manager or one adult coach shall act as a coach on the bases at all times. A player who is coaching a base shall wear an approved batting helmet at all times.
16. Managers, coaches, and players will comply with the GVSLL guidelines on the use of the GVSLL batting cages. All use must be directly supervised by a league approved adult volunteer.
17. If not otherwise stated in these rules, policies or agreed upon by the Board of Directors or unanimously by all managers in the division, the Mandatory Play Rule shall be as stated in the Official Little League Rules. Managers are urged to read this rule very carefully and abide by it. The penalty for not following these requirements may result in penalties, as hereinafter set forth, against the manager. The League may alter the minimum play time for a player for each season and managers will be notified of any changes in the requirements.
18. For the benefit of the manager in each Division, the local playing rule regarding playing time is set forth as follows: Every player on a team roster shall participate in each game for a minimum of six (6) consecutive defensive outs plus 6 additional defensive outs (four innings total). All Divisions from Juniors to T-Ball will bat the entire roster (all players bat) during the entire game. Defensive substitutions are unlimited.

19. Only a team member may be used as a bat-person for the purpose of picking up bats on the field left by the prior batter. No other person, other than a manager or coach, shall act in such capacity.
20. At the end of the season, if two teams have the same win/loss record, a playoff game shall occur. If three or more teams have the same win/loss record, head to head competition shall eliminate one or more teams until only two teams remain. A playoff shall occur between the remaining two teams. Playoffs are subject to field availability. The League may institute a different playoff or tournament schedule for the end of the season and managers will be notified of such changes.
21. The players on any team participating in a game may, on the day of the game and as part of their pre-game preparation and warm up on the field, participate in wiffle ball batting practice or soft toss or "T" hitting practice into a portable batting net designed for that purpose to catch the balls being hit. At no time shall any team hit any balls other than wiffle balls into the field fence or backstop as part of the pre-game batting practice and shall always use a portable net for such purpose.
22. Games called for darkness: Especially early in the season, a game might be called for darkness. For these instances, we have the following "Light Rule" set in place:

There is a light on the first base side of the minor field and a light on the third base side of the major field. These lights come on when the ambient light reaches a certain level. They are on separate sensors and both lights will not come on at exactly the same time. When the light on the minor or Major field comes on the following scenarios will happen:

- i. The batter will complete his/her at bat
- ii. If the game is in the top half of the inning, the game will end, and the score will revert back to the beginning of the inning.
- iii. If the game is in the bottom half of the inning and the home team is behind, the score will revert back to the beginning of the inning.
- iv. If the game is in the bottom half of the inning and the home team is ahead, the game will end, and the official score will be what the score is at that time.
- v. If the game is in the bottom half of the inning and the game is tied, three different outcomes are possible:
 1. If the visiting team was ahead at the beginning of the inning, then the game ends in an official tie. Whether or not this game is made up at the end of the season is up to the competition committee.
 2. If the home team was ahead at the beginning of the inning, then the game reverts back to the score at the beginning of the inning.
 3. If the game was tied at the beginning of the inning, then the game is a tie and the final score was the score at the beginning of the inning.

This is all about safety for the kids, so GVSLL will always err on the side of safety

B. UMPIRE RELATED RULES

1. Balks will not be called on a pitcher in the Minor or Major leagues, with the exception of 50/70 play in the Major Division. For the Senior and Junior Divisions, balks will not be called during

the first half of the season. If a pitcher in those divisions' balks, the umpire shall call time and explain the balk to the pitcher in order for the pitcher to learn the balk rule. If the pitcher persists in the same conduct on a repeated basis, then the umpire may call a balk and advance runners in his sole and absolute discretion after first advising the manager of the defensive team that he will call a balk if the pitcher persists in the conduct after being advised and warned by the umpire.

2. Managers are responsible for their team's spectators and visitors in the stands or in the field area. If one or a group of spectators become rude, abusive (No Heckling, Crescendos, or Shrieking), or in any other way disruptive of the game, the manager, upon warning from the umpire, shall talk with the spectator(s) and advise them to cease and desist from such further conduct. If the manager cannot rectify the situation, the umpire will suspend play and with the assistance of the Manager(s) order the violating spectator(s) off the League's property. The game will not resume until such removed spectator(s) has/have left the League's property. A refusal or failure by such spectators to leave the League property shall result in a forfeiture of the game by the team responsible for such spectator(s).
3. For the Major, Minor and Mini-Minor Divisions, a player who is not in contact with a base prior to the pitch crossing the plate, must return to that base as soon as the pitcher is in contact with the rubber and catcher and umpire are ready for the next pitch. If the ball is batted, that runner may only advance one (1) base on the play, with the exception of a home run hit over the fence.
4. If there is no field umpire, it is the responsibility of the adult base coach to advise the plate umpire that a base runner has left early from any base.
5. Only the umpire can call a time-out. Manager, coaches, or players may request the umpire to call time-out and, if the umpire grants a time-out, the ball is dead and all play will cease. At all other times the ball remains "live" and play continues unless time is automatically out under the Little League Rules (i.e. a foul ball). There is no "safe" area around the pitching mound or home base if the pitcher or catcher has possession of the ball as there is in T-Ball. Umpires are encouraged not to call a time-out until play has come to a conclusion and until all runners have returned to their respective base or bases. A time-out is not allowed during a play at the request of a manager, coach, player or any other person. Only the umpire can call time-out during a play for limited purposes under the Little League Rules.
6. Judgment calls by an umpire are not to be contested by a manager, coach, or any player. No appeals from a judgment call are permitted at any time. All appeals from a non-judgment call or rule violation or issue shall be handled and dispensed with in accordance with the Little League Rules for appeals.
7. Only the manager may question the call of an umpire when the call constitutes a rule violation or a non-judgment call. No coach is permitted on the field to contest or object to a call and only the manager may enter the field area for such purpose after time is out. A coach violating this rule is subject to ejection from the game by the umpire or other lesser discipline as established by the umpire at his sole discretion.
8. Any player, manager, coach or spectator who is ejected from a game is barred from participating in the next successive game and is also precluded from being physically present

anywhere on the League property for the balance of the game from which he or she was ejected. The ejected manager or coach may not participate in any way in the pre-game warm up activities or the game play for the next successive game. Any violation of this provision shall subject said person to further ejection or suspension from following games.

9. The intentional walk rule is in place so that a player may only be intentionally walked by announcing such a decision to the plate umpire one time during the course of the game. This would not restrict a team from throwing four balls outside of the strike zone to this batter at another time during the game. The batter becomes a runner and is entitled to first base without liability to be put out (provided said runner advances to and touches first base) when:
 - i. (a)(2) ALL DIVISIONS: the defense elects to “Intentionally Walk” the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat. A player may only be intentionally walked by announcing such a decision to the home plate umpire one time during the course of the game. This would not restrict a team from throwing four balls outside of the strike zone to this batter at another time during the game.
 - ii. NOTE 1: Such notification must be made by the defensive manager. The manager must request and be granted “time” by the umpire and then inform the umpire of the defense’s intent to walk the batter.
 - iii. NOTE 2: The ball is dead, and no other runners may advance unless forced by the batter’s award. The appropriate number of “balls” needed based on the count on the batter at the time of the manager’s request to complete the Intentional Walk will be added to the pitch count.

C. LEAGUE AGE AND DRAFT REQUIREMENTS

1. The Senior League shall consist of two divisions: the Senior Division (ages 14 through 16) and the Junior Division (ages 13 and 14). Under no circumstances shall a 13-year-old and a 16-year-old player be permitted to play in the same division. Little League shall consist of two divisions - the Major Division (ages 11 and 12) and the Minor Division (ages 9 and 10). The Mini-Minor Division shall consist of players ages 7 and 8. The T-Ball Division shall consist of players ages 4, 5, 6 and 7. All 12 year-old players shall be drafted into or placed into the Major Division, unless determined otherwise by the Executive Committee based on safety or other considerations. There is no try-out evaluation or draft for 4, 5, or 6 year olds. All 7-year-old players may tryout for the Mini-Minor Division and, if they do not participate in the try-out evaluation, then they will be placed in the T-Ball Division. The age of each player shall be determined in accordance with the Little League Rules. Majors/Intermediate (50-70) Baseball Division/Junior/Senior League: Any candidate failing to attend the spring tryout sessions (Evaluations), shall forfeit league eligibility unless an excuse is presented which is accepted by a majority of the Board of Directors.

D. REPLACEMENT OF PLAYERS IN MAJOR AND MINOR DIVISIONS

1. Managers must immediately report the loss of any player to the Player Agent. Players that are injured, quit, or will not be completing the season or any part of the season for any reason, must be reported to the Division VP as soon as the player communicates such a fact to the Manager, coach, Player Agent or any member of the Board of Directors. Failure to report a

player issue such as this may result in disciplinary action against the Manager and/or forfeiture of all games played prior to the notification. All actions regarding the replacement of players shall be coordinated through the Player Agent. If a Majors team loses a player then the first replacement will come from the waiting list. If there are any 11 or 12 year old players on the waiting list they will be the replacement. Manager will be notified by the Player Agent of any players on the waiting list. Manager will tell the Player Agent which player on the waiting list has been selected and the Player Agent will contact the player. The Manager is to have no contact with possible players at any time. For the Minors division the same process will apply except they will choose from 9 or 10 year olds. If no players are on the waiting list then the Majors Manager will pull an 11 year old from Minors. Manager will make no contact (direct or indirect) with the player, his family, or manager of the player he wishes to pull up. All communication will go through the Player Agent. If a player does not wish to be pulled up, Player Agent will contact Manager and Manager will give Player Agent their next player to be contacted. This process will continue until a player agrees to move up. If a Minors team loses a player (through leaving/injury/being pulled to Majors) and there are no players on the waiting list then the Minors Manager will pull a 7 or 8 year old from Mini-Minors. Manager will make no contact (direct or indirect) with the player he wishes to pull up. All communication will go through the Player Agent. If a player does not wish to be pulled up, Player Agent will contact Manager and Manager will give Player Agent their next player to be contacted. This process will continue until a player agrees to move up.

E. SENIOR/JUNIOR DIVISION RULES.

1. Special rules relating to the Junior Division may be contained in an Addendum distributed to the managers at the Junior Division Manager's Meeting.

F. RUN RULE FOR ALL DIVISIONS.

1. Mini- Minors and Minors shall have a 5 run per inning "Run Rule", excluding the final 6th inning in which the team may bat through the batting order regardless of how many runs. Any Batter may only bat once in the 6th inning. There is no "Run Rule" for Tee Ball, Majors, or Juniors.
2. "Run Rule" / "Mercy" in the case of leads as follows (Mini-Minors, Minors, Majors ONLY): 4th inning fifteen (15) run lead, 5th inning ten (10) run lead, 6th inning as above bat through the batting order.
3. Junior division, Mercy Rule.
 - i. If after five and one-half innings, the home team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
 - ii. If after four and one-half innings the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
 - iii. If after three and one-half innings the home team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

NOTE: (1) If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more respectively, the home team must bat in its half of the inning. (2) A game determined by the 15 run rule, 10-run rule, or 8-run rule shall be considered a regulation game.

G. INFIELD PLAY RULE (TEE BALL, MINI-MINORS, MINORS ONLY)

1. **TEE BALL & MINORS ONLY:** All players must play at least three (3) consecutive outs of infield play by the end of the 4th inning. If not followed, players **MUST** play six (6) consecutive outs of infield play the following game.
2. **MINI-MINORS ONLY:** All players must play at least 2 innings (three consecutive outs each) of infield play by the end of the 5th inning.

H. PITCHING RULES, LIMITS AND RESTRICTIONS (SENIOR, JUNIOR, MAJOR, MINOR AND MINI-MINOR DIVISIONS ONLY)

All managers and coaches shall follow, adhere to and comply with the rules, policies and guidelines adopted and enacted by Little League Baseball for pitchers.

1. Eleven & twelve year old players may not pitch in the Minor Division at any time. All pitchers shall comply with the rest periods, the pitcher/catcher restrictions and the maximum pitch count rules adopted by Little League for the age of each pitcher. All pitchers must comply with the maximum pitch count requirements and other limitations irrespective of the number of innings allowed to pitch.

Each manager and coach is responsible to ensure that each pitcher complies with the pitching rules. Forms to be used to track pitch counts and other information related to pitchers are included in the Addendum. The League may provide additional or other forms to be used for tracking pitch counts. Each manager is urged to confirm the pitch count at each inning with the scorekeeper or other person in charge or tracking pitches for the game. It is important to remember that all pitches, except warm up pitches but including foul balls and intentional walks, are to be included in the total pitch count for the inning.

2. The pitching limitations are as follows:
 - i. Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
 - ii. A pitcher once removed from the mound cannot return as a pitcher.
 - iii. If a discrepancy exists between manager and official pitch counter, pitch counter rules.
 - iv. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
 - v. The official pitch count recorder shall inform the umpire when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire, and/or the failure of the umpire to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

- vi. Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.
- vii. A player may not pitch in more than one game in a day. (Exception: In the Junior League Division, a player may be used as a pitcher in up to two games in a day.

REVISED PITCH COUNT LIMITS

League Age	Pitches Allowed Per Day
17-18	105
13-16	95
11-12	85
9-10	75
7-8	50

REST DAYS REQUIRED

Number Of Pitches In A Day	Rest Days Required
66 or more pitches	4
51-65	3
36-50	2
21-35	1
1-20	None

NOTES:

- The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
- Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.
- In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
- **Example 1:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

- **Example 2:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.
- **Example 3:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.
- **Note:** The use of this regulation negates the concept of the “calendar week” with regard to pitching eligibility.
- Managers who fail to abide by the pitch count rules and regulations shall be subject to appropriate disciplinary action by the League.
- All Minor or Mini-Minor Division games must end one half hour before the next scheduled game. This is a drop dead time limit, and the game shall be called even if it is in the middle of an inning. The score reverts back to the last full inning played. The umpire will keep the official time. In this regard, tie games shall have extra innings to break the tie, but shall not encroach into the half hour gap between the current game and the next scheduled game. The final game of any day can be played until finished or the game called due to darkness.

I. MAJOR DIVISION.

1. Dropped Third Strike – We will be playing with the dropped third strike rule.
2. Infield Fly Rule – A fair fly ball (not including a line drive or a bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second, and third bases are occupied before two are out.

J. MINOR DIVISION.

1. Substitution of players is unlimited.
2. Batting order will include all eligible team members in order to form a team “bat around line up.” No eligible player shall be excluded from the batting order at any time unless ill or injured. The maximum number of batters in any inning will not exceed the number of players on the team with the greater number of players at the start of the game.
 - i. For this Division, eleven-year-old pitchers may pitch in any game subject to the pitching limitations and restrictions contained the Little League Rules as adopted for this year. All pitchers must comply with the maximum pitch count requirements and other pitching restrictions adopted by Little League.
 - ii. Base stealing by base runners is permitted as allowed in the Little League Rules. No base runner may lead off from a base until the pitched ball reaches the front of home plate.
 - iii. No infield fly rule in the Minor or Mini-Minor Divisions.

- iv. If a team has scored 5 runs in a single inning, that inning shall end and the opposing team shall come to bat. There is no run limit during the last inning of any game but the maximum number of batters rule is still in effect.
3. Each Minor Division team will be required to provide umpires as required by the league (other than in their own game).
4. Playoffs
 - i. All teams in the division will be included in an end of season single elimination playoff bracket.
 - ii. Teams will be seeded in a playoff bracket by random draw completed by the Manager Committee.

K. MINI-MINOR DIVISION.

1. Except as changed or modified herein, the rules for the Minor Division apply to the Mini-Minor Division.
2. Three adult coaches (two adult base coaches and one adult coach feeding the pitching machine) and ten defensive players (an outfield rover who must start with both feet on the outfield grass and must remain there until the ball has crossed the plate or has been hit) are allowed on the field at any one time during play of the game.
3. Either player, coach or machine pitch is allowed. The type of pitching shall be determined by the Board of Directors prior to the commencement of the season. If a coach or machine pitches, a player shall receive no more than 5 pitches. There shall be no walks. If the fifth pitch results in a foul ball, another pitch or pitches will be made until the player either fails to hit the ball (swinging or not), makes contact with the ball and is put out or hits the ball in fair territory and reaches base. If a batter reaches 3 swinging strikes before 5 pitches have been delivered, the batter is out.
4. Base stealing is not allowed in the Mini-Minor Division. If a player is leading off and a play is made on that player (example: catcher throwing to first base to try and put the runner out), the player is free to advance to second base and the ball is "live." If, however, a player is leading off and no play is made on that player, under no circumstance is the player allowed to advance to the next base because of a bobbled ball or for any other reason.
5. Pitching Machine.
 - i. The speed of the pitching machine shall be determined by agreement between the home team and visiting team managers or a coach designated by the manager to make the decision. The speed and angle must be agreed upon before the first pitch is made to the first batter. The speed shall not be adjusted for an individual batter and shall remain the same for the entire game unless adjusted by agreement of the managers. If the pitching machine speed needs to be adjusted for any reason during the game, time is to be called and both managers will agree on the adjusted speed of the machine. The speed of the pitching machine can only be adjusted after one full inning.

- ii. If a batted ball hits, touches or deflects off the pitching machine or the person running the machine, the batter is awarded first base and any runners shall advance one base.
 - iii. The person operating the pitching machine shall not block or interfere with the defensive player's attempt to make a throw or play on a ball. If the person feeding the pitching machine interferes (intentionally or unintentionally) with a defensive player, the offensive player on whom the play was attempted is out.
6. Umpiring Teams will be responsible for providing an umpire for games assigned by Scheduler at the beginning of the season.
 - i. If no umpire is available then the coach running the pitching machine is the umpire on the field, shall make all calls normally made by an umpire and has the final call on all plays in the field. If such person wishes to defer a call to a coach closest to the play, he may do so but upon doing so, must accept the call by that coach. No appeals of any call are permitted in this Division and all calls are final.
 - ii. No spectator, scorekeeper, announcer or opposing coaches shall make or influence any call on the field. The scorekeeper shall honor all calls made by the coach operating the pitching machine. Only managers should speak with each other regarding a call.
7. Scorekeepers, Coaches, Rovers and Bunting.
 - i. The home team is to provide the announcer and the visiting team is to provide a scorekeeper. See Local Rule A.4.
 - ii. There are a maximum of four adult coaches in the dugout at any one time. All adults in the dugout must have submitted to the League a completed League Volunteer Application and have passed the League background check.
 - iii. The defensive team may have a tenth player on the field, which plays in the position of outfield rover anywhere in the outfield area on the grass.
 - iv. There will be NO bunting in the mini-minor division. Players who successfully put down a bunt will be called out and any base runners will not be allowed to advance.
8. Playoffs
 - i. All teams in the division will be included in an end of season single elimination playoff bracket.
 - ii. Teams will be seeded in a playoff bracket by random draw completed by the Manager Committee.
9. Additional Local Mini-Minor Rules
 - i. PITCH COUNT
The batter is out after 5 pitches or three swinging strikes. The first 4 pitches count no matter what, the last pitch does not count if the ball bounces on or in front of the plate, or goes over the batter's head. However, if the batter swings it is considered a strike. The idea here is that an excessively high or low pitch would not end a player's at bat.

ii. HIT BY PITCH

Batters who are hit by a pitched ball (coach or machine), do not receive 1st base. If hit by a pitch (coach or machine), the batter will receive (1), additional pitch for each time said batter was hit.

iii. PLAYER POSITIONS

A player cannot play the same position more than (3) innings per game. All players are required to play at least 1 inning of infield. For this rule, the catcher position will be considered an infield position

iv. PITCHER POSITIONING

The pitching machine should be positioned on the front side of the mound so that the front legs are at the front of the mound in the dirt but not too far forward. If the machine is too far forward, the pitcher cannot get around the machine for a ball hit on the opposite side of the machine (usually the pitcher will be on the first base side). The pitcher must be even with or behind the machine and have one foot in the dirt of the mound when the ball is being pitched.

v. STOPPAGE OF PLAY

Once an infielder has control of the ball in the infield, if a runner has already passed a base, but has yet to reach the next base, the runner may advance at their own peril to the next base but no farther. IF the player who has control of the ball elects to throw the ball in an attempt to get an out, players may advance at their own risk and play is considered "live" again.

vi. BASE RUNNING

Runners may advance (1) base on an OVERTHROW. ONLY (1) OVERTHROW per play is allowed. NO runners may advance due to additional OVERTHROWS. Runners who attempt to advance more than (1) base on an OVERTHROW are deemed ILLEGAL and must return to the previous base. NO ILLEGAL runner MAY BE PUT OUT in an attempt to advance illegally OR return to the previous base.

vii. OVERTHROW DEFINITION An OVERTHROW is any ball thrown by one defensive player to any other defensive player (excluding a pitch) not caught cleanly and out of reach of said defensive player. An overthrow may be over, in front of, or to either side of a defensive player.

viii. Players may not advance on a caught infield pop fly.

L. TEE- BALL DIVISION RULES ("COACH PITCH")

1. No official score will be kept for any game and a record of the game scores shall not be maintained. There are no league standings and no play-offs for this Division.
2. The batting order shall include the entire roster of eligible players for that game.
3. The side is retired when the entire roster has batted around one time.
4. Each base runner must stay in contact with the base until the ball is hit and may not lead off prior to the batter making contact with the ball.

5. Time will be called when the pitcher has control of the ball on the mound or when a player steps on home plate while in control of the ball.
6. A foul ball is a ball that (a) travels less than feet from home plate after being struck by the batter (b) falls from the tee after the batter strikes the tee and not the ball and (c) a ball that is hit by the batter and defined as a foul ball in the Little League Rules.
7. Ten defensive players will be permitted on the field including one outfield rover or, if the managers agree prior to the commencement of the game, all eligible players may play defense in the field. A maximum of three adults are allowed on the field during play to assist and instruct the defensive players. Those adults shall not interfere with the play in any way. Only approved coaches will be allowed on the field to help direct their defensive positioning and plays.
8. The pitcher shall remain on the mound until the ball is hit at which time he or she becomes a defensive player.
9. An overthrow at any base will permit the runners to advance at their own risk no more than one base.
10. T-Ball games shall last 3 innings or a maximum of one hour and 15 minutes, whichever occurs first.

M. CROSS TOWN GAME

1. The winners of the Major and Minor Division playoffs will represent GVSSL in the annual "Cross Town Game" against DPLL.

N. THE MANAGER COMMITTEE/AUTHORITY OF COMMITTEE.

1. The Manager Committee ("the Committee"), and its authority, is established by the Board of Directors and embodied in the Local Rules.
2. The purpose of the Committee is to oversee the issues described below, to mitigate problems arising in these areas, and to take action on any other appropriate issues as assigned by the Board of Directors:
 - i. The conduct of players, managers, coaches, spectators, and umpires on the field.
 - ii. Disagreements between players/parents and managers/coaches.
3. The Committee shall be composed of the following Board Members:
 - i. League President (President can only vote in case of a tie).
 - ii. League Vice President
 - iii. Junior League Vice President.
 - iv. Major League Vice President.
 - v. Minor League Vice President.
 - vi. Mini-Minor Vice President.
 - vii. T-Ball Vice President

4. The Committee will be chaired by the President, and will meet as needed, allowing the appropriate amount of time necessary to thoroughly review and resolve issues in a timely manner. During the review process, any and all of the parties involved will be required to provide information to the Committee or its members.
5. The decisions of the Committee shall be based on a majority vote. Where appropriate, meeting minutes and/or a written brief of a disposition will be made and distributed as necessary to the Board of Directors and President of the League. Should the Committee determine that disciplinary measures are appropriate, the Committee will make recommendations to the League President, who will take the appropriate action based on the recommendation of the Committee.

O. SELECTION OF MANAGERS AND COACHES

1. General Little League Regulation 1(A) applies to this process.
 - i. There is no seniority or tenure in serving as manager or coach in Little League.
 - ii. All appointments to serve as manager or coach expire on September 15th of the year following the end of the season for that year.
 - iii. The power to appoint all managers and coaches annually is the sole responsibility of the League President and the Board of Directors.
 - iv. The Board of Directors shall review and approve or disapprove any appointment of a manager or coach made by the President.
 - v. Each Division Vice President will investigate all candidates and establish a list of potential appointees for consideration by the Board of Directors and League President.
 - vi. Selection of managers, coaches, and umpires is within the jurisdiction of the League and is not subject to review or intervention by District 63, the Western Region or Little League Headquarters.
2. Manager Selection Process:
 - i. For each new season and annually, all prospective managers and coaches must submit a completed GVSSL "Application for Manager or Coach" to the Vice President of the Division in which they wish to manage or coach.
 - ii. The Vice President for each Division will review all applications and conduct interviews with applicants as necessary.
 - iii. Each Division VP will develop a list of eligible candidates and will make recommendations to the Manager committee for appointments of Managers. The Division VP may base his/her recommendations on the following criteria:
 1. Knowledge of the game of baseball;
 2. Coaching skills;
 3. Leadership ability;
 4. Prior experience, including assistant coaching;

5. Record with the League;
 6. Service and contribution to the League.
 7. League President is eligible to Manage in any division.
- iv. Candidates will be rated in each category on a scale of one to ten (ten being the highest). This method can be used as a guideline to group candidates into eligibility pools for selection purposes.
 - v. The Division Vice Presidents will present their eligibility lists to the Manager committee for confirmation. The League President will present these selections to the Board of Directors for a final vote. Manager/ positions will be filled from the eligibility list in the order of the best qualified candidates.
 - vi. Tee Ball –There is no player draft in Tee Ball and the teams are assigned by the Player Agent who will assign players to the teams with deference given to having players who attend the same school play on the same team to the greatest extent possible and practicable.

P. ALL-STAR PLAYER AND MANAGER SELECTION

1. ALL STAR CANDIDATE SELECTION PROCESS

All Star candidates will be eligible to participate in the All Star team corresponding to their official league age. Any request to have an All Star candidate to play up must be submitted to the Manager Committee for review and referral to the Board for official Board approval by a majority vote

- i. Managers within a Division (Mini-Minors, Minors, Majors, and Juniors) shall submit names to the Player Agent of the top sixteen (16) players by league age (if Junors by Division, not League Age).
- ii. Mini-Minors Managers will select top sixteen (16) league age 7 players to participate in the 7U tryouts. Mini-Minor Managers will also select the top sixteen (16) league age 8 players to participate in the 8U tryouts.
- iii. Minors Managers will select top sixteen (16) league age 9 players to participate in the 9U tryouts. Minor Managers will also select the top sixteen (16) league age 10 players to participate in the 10U tryouts.
- iv. Majors Managers will select top sixteen (16) league age 11 players to participate in the 11U tryouts. Majors Managers will also select the top sixteen (16) league age 12 players to participate in the 12U tryouts.
- v. Juniors Managers will select top sixteen (16) Division Age players to participate in the Juniors tryouts.
- vi. The top sixteen (16) nominated players by Division Managers will be invited to tryout.
- vii. Each All Star Team Manager may, and is encouraged to invite up to six (6) additional candidates to evaluate within their league age. Note: all requests to consider adding a player to play outside of their league age must be submitted to the Manager Committee for review and consideration for submission to the Board for official approval.

- viii. Player Selection- Manager chooses the team based upon the following three areas: (1) regular season performance (2) prior baseball experience, and (3) player performance at the evaluation
2. ALL STAR MANAGER SELECTION PROCESS
Those persons interested in applying for a position as an All Star Manager or Coach must submit an All Star application. Applicants will be submitted to the Manager Committee for consideration. The Manager Committee will be composed of the League President, League Vice President, all five Division VP's and up to two additional Board Designates. Final approval of candidates to be determined by the Board of Directors, based on the recommendations of the Manager Committee. The selection of the All Star manager is based on the following criteria:
 - i. Skill and knowledge of baseball
 - ii. Coaching Skills
 - iii. Display of actions representative of the League during the regular season
 - iv. Prior Experience coaching at the All Star level.
 - v. Has managed the preceding season, in the appropriate division.
 3. Little League All Star Manager Selection Process
 - i. The Manager Committee reviews all Manager and Coach applications. Based upon Manager Committee recommendations, the Board votes for and approves the All Star manager for each Division from the candidates.
 - ii. Based upon Manager Committee recommendations, Board votes for and approves the list of acceptable Assistant Coaches for each Division.
 - iii. Managers are free to select any Assistant Coaches from the list approved by the Board.

Q. PENALTIES AND SANCTIONS FOR VIOLATIONS OF THE RULES

1. The purposes of Little League are "to assist youth in developing qualities of citizenship, discipline, teamwork and physical well-being, with proper guidance and exemplary leadership." The Goleta Valley South Little League ("GVSSL") has instituted this Code of Conduct to ensure that the behavior and conduct of all participants in GVSSL activities are consistent with and further these purposes.
2. Players, managers, coaches, parents, league officials, umpires, scorekeepers, announcers and spectators all share in the responsibility to display proper behavior at all times. Unsportsmanlike conduct or disrespect for the game, league officials, opposing coaches and teams, the umpires and game officials, the scorekeepers and the spectators will not be tolerated in GVSSL during any of its activities.
3. The President of the GVSSL or the Board of Directors may take disciplinary action against any participant in the league, including players, coaches, parents, umpires, league officials, and spectators, whose conduct is detrimental to the operation and purpose of the GVSSL. While this Code of Conduct enumerates certain conduct that would result in automatic disciplinary action, it is not exhaustive and other conduct not specifically identified in this Code could also result in disciplinary action.

4. Disciplinary action includes reprimands, game ejections, suspensions, or expulsion from the league.

THE MANAGER

1. Demonstrates an understanding of the age group he/she supervises.
2. Is aware that he/she is an ever-present, living example to the players with whom he/she works.
3. Reveals that he/she has an appreciation of the ideals, objectives, and the philosophy of Little League Baseball, and cooperates with others in making the program of mutual benefit to all players.
4. Shows by example that he/she respects the judgment and the position of authority of the umpire. Instills in his/her players a respect for the authority of adult leaders in the league.
5. Exercises his/her leadership role adequately, but leaves the ball game in the hands of the players.
6. In so far as possible, and within the regulations of his/her own league, Little League Baseball provides an opportunity for each child to participate.
7. Encourages his/her players at every opportunity. Attempts to learn home background, and to know the players' parents.
8. Instills a desire to win, improve skills and develops good sportsmanship.
9. Encourages good health habits, good grooming and a care of uniforms.
10. Instills in his/her players a respect for the rules of the game.
11. Is instrumental in shaping acceptable behavior patterns, whether the team wins or loses.
12. Knows the playing rules of baseball, and particularly the playing rules and regulations of Little League and is able to interpret them correctly. Plays by the rules, and adheres to the intent of the rules, making no attempt to circumvent the rules or regulations.
13. Is well acquainted with the player selection system used in his/her league, and selects players for his/her team according to their abilities.
14. Is cautious and uses sound, reasonable judgment in a protest situation.
15. Has had an opportunity to participate in a preparatory training program concerning his/her responsibilities before being assigned to his/her position.
16. Enjoys working with children, and always keeps in mind that it is a game they are playing and that he/she should do his/her best to make it an enjoyable experience for them.
17. Has basic knowledge of first aid and safety.
18. Strives to impart all of the baseball knowledge at his/her command to every player on his/her team.
19. Shall select coach(es) to assist him/her during practices and in the dugout during league games. Shall also encourage parents of his/her players, or other responsible adults, to assist during practice.
20. Shall ensure that the bases are put away and the field raked (home plate, mound, and vicinity of bases) following the game.
21. Shall ensure that all equipment is returned to the equipment manager following completion of the season.
22. Shall ensure that the dugout is cleaned of all litter after games.
23. Shall ensure that team players/parents are made to assist in the preparation of the playing field prior to the start of the league season.

The manager and coaches shall be knowledgeable about the contents of these OFFICIAL RULES & POLICIES. Direct all questions to the Division Vice President or to the League Vice President.

CHECKLIST FOR LITTLE LEAGUE MANAGERS

The following checklist is proposed as an aid to Little League managers so they can personally evaluate themselves with respect to those attributes regarded as important for a youth leader. You can obtain an estimate of YOUR rating by checking in the most appropriate blank to the left of each question, then totaling up your score at the end of the checklist. If YOUR answer is "seldom or never," give yourself 1 point, "usually" 2 points, and "always" 3 points.

Excellent: 130 and over
Average: 90 to 119
Unsatisfactory: 79 and below

Above Average: 120 to 129
Below Average: 80 to 89

PERSONAL ATTRIBUTES: The manager's personality is important in the success of Little League Baseball.

Appearance – Do You:

- _____ Dress suitably
- _____ Groom properly

Poise - Do you:

- _____ Have self-control
- _____ Behave in an adult manner

Disposition - Do you display:

- _____ Pleasantness
- _____ A sense of humor
- _____ Courtesy
- _____ Even temper
- _____ Enthusiasm
- _____ Sympathy

MANAGERIAL DUTIES: The manager should have knowledge of the game of baseball, of its fundamentals, and its strategy.

Coaching Procedures - Are your:

- _____ Practice sessions well planned, and conducted as coaching and learning situations
- _____ Practice sessions snappy, everyone kept busy
- _____ Players properly taught fundamental skills and game strategy through the use of drills
- _____ Instructions given at the player's level of understanding
- _____ Practice sessions ended before players become bored or disinterested
- _____ Practice sessions spaced so they do not become a chore for players and managers alike
- _____ Adequate precautions taken to prevent accident or injury
- _____ Items of protective gear are used and in good repair
- _____ Players kept from reaching extreme limits of physical and emotional fatigue
- _____ Players continually encouraged

Development of Desirable Habits in Players - Do you:

- _____ Encourage promptness
- _____ Encourage clean living and good health habits
- _____ Encourage responsibility and leadership
- _____ Encourage sportsmanship and fair play at all times
- _____ Teach good manners and courtesy
- _____ Congratulate opponents after each game
- _____ Accept defeat gracefully
- _____ Accept victory humbly

Character - Are you:

- _____ Sincere
- _____ Truthful
- _____ An example of Little League ideals

Leadership - Do you:

- _____ Accept responsibility
- _____ Have the ability to plan and organize
- _____ Have a good understanding of the emotional and psychological characteristics of pre-adolescents (9 thru 12 years of age)
- _____ Have good rapport with each player
- _____ Try to understand the personal needs and problems of players and adjust accordingly
- _____ Have discipline suited to the age level of the players
- _____ Discipline fairly and impartially
- _____ Temper discipline with good judgment and humor

RELATIONS WITH OTHERS: The nature of a manager's position brings him/her into close contact young people.

With Parents do you:

- _____ Seek their cooperation and understanding to achieve the goals of the Little League program
- _____ Show consideration for their opinions and feelings
- _____ Display friendliness and courtesy

With colleagues are you:

- _____ Friendly
- _____ Cooperative
- _____ Courteous
- _____ Considerate

MANAGERS AND UMPIRES

1. Managers, coaches, parents and players -- remember that the umpires are Little League volunteers performing a very important task. Please work with them and support them in a cooperative manner for the benefit of the players.
2. The home plate umpire will expect that the manager of each team will prepare an official batting order before the start of a game and will be responsible for ensuring that each player plays as required.
3. Managers and coaches are not to enter the field of play during a game until the Home Plate Umpire grants permission. You are to draw the attention of the Umpire from the dugout, indicate your intention and wait for his signal that you may go onto the playing field. This procedure will be enforced.
4. Ensure that every player who warms up a pitcher is outfitted with catcher's gear, including a facemask, chest protector, shin guards and for male catchers a protective cup.
5. Managers, coaches, and players shall not object to any judgment calls of the umpires (such as: whether a pitch is a ball or strike, whether a runner is safe or out, etc.).
6. An umpire's call, which appears to be in conflict with the rules, may be appealed by the manager to the umpire involved - play resumes. Be tactful, but state your case and express yourself clearly and calmly.
7. The umpires expect to see only the players, the manager, and two (2) coaches in the dugout a game.
8. The umpires expect that each team, when batting, shall refrain from throwing their bats, or leaving them on the field after a turn at bat.
9. Headfirst slides by the players are not allowed in T-Ball, Mini-Minors, Minors or Majors. Anyone sliding headfirst in those leagues will be called out.
10. Umpires expect the game to be played expeditiously. Players shall hustle on and off the field between innings. While important at all times, this is especially important early in the season, before daylight savings, when the playing time is short.

Manager and Coach Code of Conduct

The following is the Code of Conduct all managers, coaches and other adult volunteers are obligated to follow in the GVSLL, or at any GVSLL activity (such as tournaments or games played in other Little Leagues). Violation of any rule may result in ejection, reprimand, suspension and/or expulsion.

The use of tobacco, alcohol, or illegal drugs anywhere on or in the vicinity of the playing fields is strictly prohibited. Violation of this rule will result in immediate expulsion from the league.

The following behavior will result in immediate ejection from the game or GVSLL-approved activity, a mandatory two game suspension from the next regularly scheduled games, and such other action as the GVSLL deems appropriate:

- arguing with umpires or other game officials;
- engaging in offensive behavior;
- trash-talking to opponents;
- unsportsmanlike conduct;
- abusive, harmful or unwarranted disruptions to the game;
- throwing bats, helmets, gloves, or other equipment in anger;
- using profane, obscene or vulgar language;
- verbal disrespect directed towards an umpire, game official, league official, another player, manager, coach or spectator.

Managers and coaches shall never threaten to or physically harm or abuse any player, umpire, game official, league official or spectator at any time for any reason. This type of behavior will result in immediate dismissal from the GVSLL for the remainder of the season and subject that individual to a permanent ban from the GVSLL.

It shall be mandatory for all managers and coaches at the completion of their game to participate in a post-game cheer and handshake ceremony with the opposing team on the field of play. In addition, all managers and coaches must thank the umpiring crew and any other game officials present. Any manager or coach not participating shall be suspended for the following two regularly scheduled games and be subject to further suspension at the discretion of the President or Board of Directors of the GVSLL.

Any manager or coach who deliberately circumvents any of the GVSLL rules or regulations, especially the mandatory playing rules, is subject to suspension or expulsion from the GVSLL. The President or Board of Directors of the GVSLL has the right and discretion to suspend any manager, coach, or player for any part of or for the entire season for any conduct violation which results in an ejection or is deemed by the Board of Directors to be detrimental to the operation and purpose of the Goleta Valley South Little League.

Managers and coaches who are ejected from a game twice in any season are subject to a mandatory suspension for the remainder of the season. This individual will automatically lose their eligibility to participate in any post-season tournaments. In addition, the manager and/or coach shall be subject to a permanent expulsion from the GVSLL at the discretion of the Board of Directors.

A manager or coach ejected from a game will not be allowed to remain in the dugout or the spectator area and must immediately vacate the proximity of the baseball field. Failure to do so in a timely manner without further argument or delay may result in forfeiture of the game.

The President of the GVSLL shall promptly report the suspension of any player or coach to the Board of Directors, although there is no right to appeal of any discipline instituted under this provision. The suspensions will begin immediately upon notification to the offending party by the President of the GVSLL and take effect before the next scheduled game of the offending player.

Player Code of Conduct:

The following is the Code of Conduct players are obligated to follow in GVSLL, or at any GVSLL activities (such as tournaments or games played in other Little Leagues). Violation of any rule may result in ejection, reprimand, suspension and/or expulsion from the GVSLL.

The use of tobacco, alcohol or illegal drugs anywhere on or in the vicinity of the playing fields is strictly prohibited. Violation of this rule will result in immediate expulsion from the league.

The following behavior will result in immediate ejection from the game or GVSLL activity, a mandatory one-game suspension from the player's next regularly scheduled game, and such other action as the GVSLL deems appropriate:

- arguing with umpires or other game officials;
- engaging in offensive behavior;
- trash-talking to opponents;
- unsportsmanlike conduct;
- abusive, harmful or unwarranted disruptions to the game;
- throwing bats, helmets, gloves, or other equipment in anger;
- using profane, obscene or vulgar language;
- verbal disrespect directed towards an umpire, game official, league official, another player, manager, coach or spectator.

There shall be no fighting whatsoever at any GVSLL activity. Any player who either suggests or threatens to fight, or initiates and/or participates in a fight before or during a game or touches or threatens to touch anyone else in a violent or offensive manner, shall be immediately ejected from the game and suspended from the next three games. If the incident occurs after the completion of a game or at any other GVSLL activity, that player(s) shall be suspended from the next four games.

It shall be mandatory for all players at the completion of their game to participate in a postgame cheer and handshake ceremony on the field of play. In addition, all players must thank the umpiring crew and any other game officials present.

Any player not participating (with the exception of injury) shall be suspended from the following game and will be subject to further suspension at the discretion of the President of the GVSLL or the GVSLL Board of Directors.

Players who are ejected from a game twice in any season shall be subject to a mandatory suspension for the remainder of the season. The player will automatically lose their eligibility to participate in any post-season tournaments. In addition, the player shall be subject to a permanent ban from the GVSLL at the discretion of the GVSLL Board of Directors.

A player ejected from a game may be allowed to remain in the dugout or asked to leave the proximity of the playing field at the discretion of the umpire.

The suspensions will begin immediately upon notification to the offending party by the President of the GVSLL and take effect before the next scheduled game of the offending player.

Spectator Code of Conduct:

The following is the Code of Conduct all spectators are obligated to follow in the GVSLL, or at any GVSLL activity (such as tournaments or games played in other Little Leagues). Violation of any rule may result in disciplinary action.

Spectators shall not incite or participate in any form of unsportsmanlike conduct in the GVSLL or at any GVSLL activity.

Spectators shall not use abusive or profane language or gestures at any time at any game or other GVSLL activity.

Spectators shall not criticize, belittle, antagonize, berate or otherwise incite any players, managers, coaches, adult volunteers, umpires, league officials or other spectators by word of mouth or by gesture.

Spectators shall accept all decisions of the umpires and game officials as being fair and judged to the best of their ability.

Any spectator exhibiting unsportsmanlike conduct, disruptive, profane, rude and/or abusive behavior towards any player, manager, coach, umpire, game official, league official or other spectator shall be subject to removal from the spectator area and the immediate vicinity of the game by an umpire or league official.

Any spectator who fails to comply with this request in a timely manner, without further argument or delay, may subject the team to which they are affiliated to forfeiture of the game and must be reported to the Board of Directors.

The President or Board of Directors of the GVSLL shall be empowered to suspend any spectator from attending any GVSLL games or other GVSLL approved events for engaging in conduct detrimental to the operation and purpose of the GVSLL.

PARENT - PLAYER MEETING OUTLINE

It is important for all managers for all levels to communicate with parents and players regarding the league, the team requirements and expectations, scheduling of practices and games and the participation of the players. As part of this communication, the League requires that each manager conduct an initial pre-season team meeting with all players and all parents. This meeting should take place prior to the first scheduled practice. The following is a suggested outline of subjects to be covered at this initial meeting.

1. Introductions.
 - a. Yourself and your expertise
 - b. Your coaches and their duties
 - c. Players
2. Information About The League and Your Division.
 - a. Ages and experience of team
 - b. Other teams names in the division
 - c. Any other informative facts
3. Practices.
 - a. Where, when
 - b. What to wear
 - c. Ask for car pool parents
 - d. Handout practice and game schedule
4. Team Goals.
 - a. Conditioning
 - b. Baseball fundamentals
 - c. Your philosophy and Little League philosophy
5. Sportsmanship
 - a. Other goals that you may have
6. Team Rules.
 - a. Parents Practice and games on time.
 - b. How positions are chosen.
 - c. What to do if you cannot attend a practice or game.
 - d. Discipline for rule violations or misbehavior.
 - e. Uniform and practice dress requirements.
 - f. Other rules as needed
 - g. Demeanor in dugout and during games.
7. Parents
 - a. Come to games, yell and cheer, positive only.
 - b. Support the umpires officiating your game. Yelling at, arguing with or otherwise not respecting an umpire is unacceptable and will not be tolerated by the League.
 - c. Timeliness to practices and games and communication regarding inability to attend.
8. Schedule of Upcoming Events - Handout the League Calendar
9. Complete the Medical Release Forms

LITTLE LEAGUE INSURANCE INFORMATION

(For Parents, Managers and Coaches)

Little League Medical and Health Insurance (“Little League Insurance”) is designed to afford the best possible protection and coverage for all participants at the most economical cost to the League. It supplements other insurance programs and policies carried by families under a family health insurance policy or coverage provided by the parents' employer(s). If there is no other health or medical insurance coverage available to cover injuries or medical claims, then the policy of Little League Insurance, which is purchased by the League, usually takes over as secondary coverage and pays for the cost and expense of medical treatment for covered injuries and claims up to the maximum benefits and the coverage limitations under the policy.

This unique insurance plan makes it possible for Little League to offer unmatched low cost protection with assurance to parents that adequate coverage for injury claims is in force at all times during the season.

If a participant child sustains an injury while taking part in Little League Baseball, here is a summary of how the secondary Little League Insurance operates to provide coverage.

1. First file a claim under the family or player's insurance policy. Should such an insurance plan not fully cover the injury treatment, the Little League Insurance will usually help pay the difference up to the maximum stated benefits. This includes any deductibles or exclusions in your family or other private primary insurance.
2. If a child is not covered by any family or other private policy of insurance, the Little League Insurance usually becomes primary and will provide benefits for all covered injury treatment costs up to the maximum benefits of the policy.
3. Treatment of dental injuries can extend beyond the normal 52 week period if dental work must be delayed due to physiological changes of a growing child. Benefits will be paid at time treatment is rendered, even though it may be some years later. Maximum dollar benefit is \$500.00 for eligible deferred dental treatment after the normal 52 week period. Written certification is necessary, from a dentist, physician or surgeon, stating that necessary treatment must be delayed until the boy or girl's mouth matures.
4. The League Safety Officer should handle insurance claim forms and accident investigation forms. The doctor should never submit claim forms. The claim forms should be reviewed by the League and will be sent to Williamsport by the League.

The League hopes this brief summary has been helpful in better understanding of an important aspect of the operation of the Little League Insurance program. This is only a summary of the insurance program and is not to be relied upon as controlling or determinative of any provision of the applicable policy. Any conflicts between this summary and the Little League Insurance will be governed by the terms and conditions of the insurance policy.

ASSISTANT SAFETY OFFICER/ MANAGER AND COACH

Each manager and coach from each team is to act as an Assistant Safety Officer.

Each team has been issued a sport medicine related first aid kit. These kits are to remain in the equipment bag and be taken to each practice and game. Please follow the instructions inside the front flap of the first aid kits for replacing supplies.

The duties of the Assistant Safety Officer are as follows:

1. Complete the accident/injury investigation forms, and turns them in to the League Safety Officer no later than 24 hours after the accident,
2. Check the playing field for unsafe conditions before practice or scheduled games. Report unsafe conditions to the League Officer in charge.
3. Stop all unsafe acts and horse play by his/her team and inform the Safety Officer before allowing a player to return to practice or a game for safety purposes.
4. Be sure a doctor's release has been turned into the Chief Safety Officer before allowing a player to return to practice or game.
5. Check players and players' equipment before each practice or game for safe conditions.
6. Have your Parent Medical Release forms at every team activity.
7. Instruct all players on safety rules and safety program throughout the season.
8. Home Team Assistant Safety Officer will act as League Safety Officer during absence of League Safety Officer at a regular scheduled game.

SAFETY IS ALWAYS FIRST

Each manager and coach in the League is charged with the duty and responsibility of ensuring that safety concerns are primary and that they come first during practices and games. The following safety guidelines should be followed and adhered to by all managers and coaches.

1. If necessary, call for emergency medical services.
2. First aid kits should be available at the field.
3. No games or practices should be held when weather conditions are not good, particularly when lighting is inadequate.
4. Grass field areas should be inspected frequently for holes, damage, stones, glass and other foreign objects (every game and practice).
5. Dugouts, bat racks and helmets should all be behind screens. No on-deck batter!
6. Only players, managers, coaches and umpires should be permitted on the playing field during scheduled games and practice sessions.
7. Responsibility for keeping bats and loose equipment off the field of play should be that of a regular player.
8. Procedure should be established for retrieving foul balls batted out of the playing area.
9. Inspect playing equipment often for being unsafe, such as dented bats. Inspect bats for correct diameter, length, etc. Inspect helmets, chest protectors, shin guards, bases, etc. Make sure equipment fits players properly.
10. Batters must wear approved protective helmets during batting practice as well as during games.
11. Catchers must wear athletic supporters with cups of the metallic, fiber or plastic type, during both practice and games, and it is recommended that all male players be provided with supporters and cups.
12. Except when a runner is returning to a base, headfirst slides are not allowed in T-Ball, Minors or Majors.
13. During sliding practices, bases should not be strapped down.
14. At no time should "horse play" be permitted on the field.
15. Parents of players who wear glasses shall provide safety glasses and an elastic retaining strap to keep the glasses from falling off.
16. Players shall not wear watches, rings, pins, or other items of personal adornment.
17. Select those boys and girls whose lack of coordination or physical handicap might make them susceptible to injury and if time permits give them extra attention and training.

18. Catchers must wear full gear (mask, helmet, chest protector, and protective cup and shin guards) in warming up pitchers during practice, scheduled games, and bullpen or between innings. Recommend chest protector be worn as well. The chest protector or mask shall have a throat guard.
19. No playing equipment should lie around the playing field at practices, or games.
20. Don't forget safety relates to the spectators, especially to small children.
21. Bicycles should be parked in a designated area at the ball field.
22. No metal cleats shall be worn.
23. Baseball shoes with rubber cleats molded to the sole, or tennis or gym shoes are authorized.
24. Follow up on all accidents in order to discover the cause and to take corrective action, if possible.
25. Fill out and complete the Accident Investigation Form and deliver it to the League Safety Officer.
26. Do not allow players to throw bats or helmets.
27. Inspect players for uniforms: cap, shirts, pants, belt, socks, etc.
28. Recommend that all players pass an annual physical examination.
29. Safety Officer of each League should institute or maintain a safety program, in writing, and present it to the President of the League and the Board of Directors for their approval.
30. The League Safety Officer should devise or carry forward a continuing safety program geared to local requirements.
31. The Safety Officer should make a report to the Board of Directors of the local league as needed.
32. Be sure to check out all claim forms. Be sure all questions are answered before signing the claim form and sending it to Williamsport.

ACCIDENT CLAIM PROCEDURE

The following procedure is to be employed and followed in case of an injury or accident which results in an injury or potential injury to any manager, coach, player or any other person involved in a Little League activity.

1. Obtain full names, street and city addresses of persons sustaining injury or damage.
2. Obtain full names, street, and city addresses of all witnesses.
3. Express no opinion as to who was at fault or the cause of the occurrence or accident.
4. If an accident results in serious personal injury, call a doctor or EMS immediately.
5. Complete an Accident Investigation Report and submit it to the League Safety Officer.
6. Your interests will be best served if you are courteous and refrain from engaging in any controversy concerning the occurrence or accident.

INSURANCE SUMMARY

The following is provided for informational purposes only and a guideline for insurance coverage provided by Little League and the procedure for submitting accident or injury claim forms. Nothing contained in these Official Rules & Policies or herein shall replace, modify, supersede, amend or change any provision of any insurance coverage offered by Little League or the League and the provisions, terms, limitation and restrictions contained in such policies shall govern and apply in all respects irrespective of what is contained in these Official Rules & Policies. Any person desiring a summary of such coverage or a copy of any Little League policy of insurance is advised to contact Little League in Williamsport, PA.

1. Little League Insurance does not pay any type of income or workman's compensation as a result of an accident.
2. A doctor should never send in the accident claim forms. Claims should be checked by a League Official and then sent to Williamsport by the League Official.
3. The League Safety Officer is to handle insurance claim forms and accident investigation forms.
4. A player's personal insurance must pay first on claims as Little League insurance is secondary type coverage and will pay the remainder of the claim, if any and to the extent that coverage is available for the claim. Little League Insurance will usually pay the deductible part of a personal insurance claim to the extent that coverage is available.
5. A parent should notify the League's Safety Officer concerning those boys and girls who have physical problems, including but not limited to such conditions as limited vision, one eye, hearing limitations, physical limitations or handicaps, dentures, glasses, seizure disorder, dizzy spells, headaches or any other physical or mental condition that might interfere with, hamper, limit or otherwise have an impact on a player's ability to participate in practices or games.

Parents should know how Little League Insurance pertains to these cases. A physician's release should be obtained so there will be no doubt about the extent of insurance coverage. If a coverage issue exists by virtue of any physical, mental, or medical condition, then it should be submitted to the League for determination.

6. Protect your League by asking for a Doctor's release after a player has been injured and has been under a doctor's care – before the player resumes playing ball at practice or in games.
7. Little League practices are not covered by insurance unless they are supervised by a manager, coach or other League official approved by the President.
8. Little League players are allowed a reasonable length of time to and from a practice field or a game field by Little League insurance coverage. Otherwise, such insurance policy may not provide coverage for such activity.
9. Official scorers, volunteer umpires, player agents, managers, coaches and safety officers are insured under the volunteer workers accident insurance coverage provided by Little League as secondary medical insurance coverage.
10. The carrier of the master insurance policy for Little League is:

**INTERSTATE FIRE & CASUALTY COMPANY
NATIONAL UNION FIRE INSURANCE COMPANY OF PITTSBURGH, PA
AIG SPECIALTY INSURANCE COMPANY
MARKEL AMERICAN INSURANCE COMPANY**

Keystone Risk Managers, LLC
1995 Point Township Drive
Northumberland, PA 17867

PRE-GAME PREPARATION

(Home Team)

Each manager will appoint a field maintenance coordinator who shall enlist the assistance of team parents, as needed, to perform the following pre-game field maintenance activities.

PRE-GAME FIELD PREPARATION

- Drag the infield and water lightly, avoiding mud puddles.
- Place the bases on metal base posts.
- Remove the rubber protective mats over the pitching mound and batter's box. Store the mats in the bullpen area. They will be replaced after the game.
- Pack and prepare the pitcher's mound and batter's box.
- Spray the batter's box and pitcher's mound lightly with water.
- Rake and spray the areas again so they will moisten.
- Inspect the infield and outfield for rocks, glass, trash and other debris,
- Fill and pack any holes in the outfield (ground squirrels or gophers).
- Assure that the foul line and batter box chalk are clearly marked at the beginning of the game.
- Raise the flag.

PRE-GAME INFIELD PRACTICE

- The visiting team takes infield first.
- Infield begins 30 minutes before game time.
- Each team is allowed 10 minutes for infield warm ups.
- All infield should be completed 10 minutes before game time to allow for the managers/umpire meeting at home plate.
- During warm ups the catcher should be positioned in front of the plate or to the side in foul territory to avoid erasure of the batters' boxes and foul lines.
- Home team dugout is on the 3rd base line.
- Visitor team dugout is on the 1st base line.

MAINTAINING THE PLAYING FIELDS

(Visiting Team)

Home Plate Area:

After every baseball game lightly moisten (don't get it too wet, or it will be too muddy to compact) the entire skinned home plate area. Rake the soil that has been displaced by the batter and the catcher back into the divots that were made during the game. If the divots are deeper than 1" use the 8" x 8" soil tamper to compact the material, making it flush with the surrounding soil.

Important Note On Divot Repair: If it is necessary to use the tamper to repair divots in the soil you will have to be careful not to get the soil too wet. Only MOIST soil will compact successfully when using the tamper. If the soil is "mud-like" it will just crack when it dries out. Obviously, if it is dry and "powder-like" it will not compact at all. A little water goes a long way when tamping. I suggest that you first clean all the dust out of the divot and place it to the side. Spray a fine mist of water into the cleaned area --the moist substrate soil will act as a binder. Spray a fine mist of water on the dry soil that has been placed aside. Run the rake through it a few times and get all the soil moist. Rake it in the divot then tamp it flush. If the moist soil "sticks" to the tamper there is a bit too much water in the mixture. Rake just a little more "dry" soil or clay in the divot and tamp again.

Once the soil has been rendered smooth, by raking the soil from the outside toward the home plate, it is ready to be dragged with the small screen drag. Using the small screen drag, start from the outer edge of the home plate area and work clockwise to the home plate. The next time the area is dragged, start from the outer edge and work counter clockwise. (M-W-F could be clockwise and T-Th.- Sat could be counterclockwise.) Dragging in opposite directions eliminates small swales that develop from constantly dragging in one direction.

Rubber Mats: Replace the rubber mats over each of the batters boxes after the area has been soaked with water. The object of the mats is to keep the area moist at all times and to protect it from abuse.

Important: Roll the drag up from the trailing edge to the front of the screen, where the rope is attached. It is important that the drag be rolled that way. It protects the trailing edge of the drag. You can also keep rocks and loose dirt out of the grass by using a rake. Rake the dirt towards the plate.

Pitcher's Mound:

After every baseball game inspect the Pitcher's Mound for any damage. If there is Damage, notify the Division VP ASAP. Place cover back over the Pitcher's Mound.

Rubber Mats: Replace the rubber mats over the pitching mound. Place one mat over the pitcher's rubber, the other mat in the "foot strike" area. The object of the mats is to keep the area moist at all times and protect the area from abuse.

Important: Do not pull the screen drag over the grass area. Roll the drag up from the trailing edge to the front of the screen, where the rope is attached. It is important that the drag be rolled that way. It

protects the trailing edge of the drag. You can also keep rocks and loose dirt out of the grass by using a rake. Rake the dirt towards the pitcher's plate.

Base Paths:

Do not rake across the base path. Rake in the same direction as the baseball player runs. We don't need a groove in the center of the base path. We want it flat -flat -flat! We also want to keep the rocks out of the grass! The narrow screen drag is preferred. The narrow drag is stored in the Major League equipment room.

Use the narrow screen drag on the base paths. Make sure the screen drag does not overlap in the grass on either side of the path. Overlapping the screen on the grass will cause a rough lip to form in the grass. Rakes can also be used on the base paths, but do not rake across the base path, drag the rake parallel to the foul line in the same manner as the drag screen.

Infield (Skinned Area):

Use the screen drag to smooth the large skinned area of the infield. The large screen drag can be pulled by hand or by a lightweight tractor. Start on the 3rd- base side of the outfield grass line. Pull the drag parallel to the grass line toward the first base foul line. As the drag approaches the foul line make a gradual right turn until the drag is being pulled along the infield grass line. Lap the infield by making gradual turns at each foul line. Reverse the pattern on the next day.

Important: Do not pull the screen drag over the grass area. Remember - we want to keep all stones and rocks out of the grass. Roll the drag up from the trailing edge to the front of the screen, where the rope is attached. It is important that the drag be rolled that way as it protects the trailing edge of the drag. You can remove rocks and loose dirt from the grass by using a pressure nozzle on the water hose.

Watering the Infield, Home Plate Area and Pitching Mound:

Watering the Sand Infield Area cannot be overemphasized. It is usually the case that after a game everyone is in a hurry to get out of the yard. So a thorough watering is not likely. The entire Infield Sand Area and Home plate area must be heavily watered if we expect the field to remain in top shape. The lack of water allows the infield to dry and bake. The resulting surface is not a pleasure to play on. Spray water, in small droplets and multiple passes, to the point where the water is standing on the surface. Avoid a full stream of water on the infield as the result is similar to water erosion. The infield will absorb a substantial amount of water before saturation. It will drain quickly as long as it does not get packed and hard.