



The following rules are not meant to replace any rules in the Little League Baseball Regulation and Rulebook as published by Little League Baseball, Inc. These rules shall be considered the policy of this League, per Article XI, Section 3 of the Constitution, and shall be voted upon per the Constitution.

ARTICLE I - GENERAL LEAGUE POLICY

Section 1. Season and Official Communication Definition

The League Season shall begin January 2024 and terminate no later than November 2024, which includes the Fall Ball Season.

The official League communication will be email.

Section 2. Number of Games per Season

The Spring season will consist of a minimum of ten (10) scheduled games for Tee Ball and Rookie, twelve (12) scheduled games for Single A, and a minimum of fifteen (15) scheduled games for AA, AAA, Majors and Intermediate. Juniors will have a minimum of twelve (12) scheduled games and Seniors will have a minimum of ten (10) scheduled games.

For draft level divisions (AA and up), there will be an end of season tournament to determine the 1st and 2nd place team for the Spring baseball season. For AAA and above divisions, rankings from the regular season will be used to establish the bracket seeding for the end of season tournament. Rankings shall be determined on a points-based system, whereby 2 points are earned for a Win, 1 point is earned for a Tie, and 0 points earned for a Loss. Tie-breaker will be Head-to-Head, then Run Differential.

For the AA division, bracket seeding for the end of season tournament will be determined based on the total number of umpire points earned during the regular season (including any applicable bonus points) subject to the provisions of the LFLU Umpire Point System Policy. Tie-breaker for teams with an equal number of umpire points shall be rankings from the regular season (determined as defined above for AAA and above divisions). Further tie-breaker will be Head-to-Head, then Run Differential.

The Fall season will consist of a minimum nine (9) scheduled games for all divisions. There are no end of season tournaments for the Fall season at any levels.

Any game that is delayed, suspended, or postponed shall have the potential to be rescheduled based on time, field availability, game count necessity, and manager availability.

Section 3. Registration

Registration consists of 1) submitting an online registration form through the league's established registration platform, 2) submitting the child's original/certified birth certificate for age verification, and 3) submitting the required residency verification documents from each of the 3 groups as defined by the Little League Rulebook (or applicable waiver in lieu of residency verification documents). Registration is not considered complete until all 3 steps have been completed, and the player shall not be placed on a team or be deemed eligible for the draft until registration is complete.

Lake Forest Little League (LFLL) will require a Registration Fee for each child participating in a Little League program. This fee will be collected every season during the registration period. The fee amount will be set at the time of the annual budget by the Treasurer and the President and approved by the Board of Directors and may include early registration or special discounts and/or late fees. These fees are required, regardless of the program levels. Players in the Challengers Division will pay a Uniform Fee should they need a new uniform. The League President must allow for individual hardship cases, where it can be clearly established that a family cannot afford to pay the registration fee. Under no circumstances will a child be denied the opportunity to participate in Little League due to financial hardship.

Spring registration will be waitlist-only for all draft level divisions after team counts have been finalized by the Board of Directors. Players will be accepted from the waitlist on a first-come, first-served basis prior to the draft as deemed appropriate by the Player Agent based on predetermined criteria set forth by the Board of Directors. Players will be accepted from the waitlist after the draft only as vacancies arise (see further discussion below in ARTICLE II – PLAYERS, Section 3. Replacement Players), and will only be eligible to be placed on a team at the lowest division they are able to play based on league age. AA, AAA, and Majors divisions will have a maximum roster of twelve (12) players.

Spring Registration for Tee Ball, Rookie, and Single A will have open registration after team counts have been finalized by the Board of Directors until each team reaches a roster of eleven (11) players or two weeks after the games have begun, whichever happens first. A waitlist will begin for any of these divisions that is at full capacity before the first game, and players will be accepted from the waitlist as vacancies arise on a first-come, first-served basis until the third week of games after which no further roster additions will be made.

Fall Registration for all divisions will have open registration after team counts have been finalized by the Board of Directors until each team reaches a roster of eleven (11) players (Tee Ball, Rookie and Single A) or twelve (12) players (AA and above) or two weeks after the games have begun, whichever happens first. A waitlist will begin for any of these divisions that is at full capacity before the first game, and players will be accepted from the waitlist as vacancies arise on a first-come, first-served basis until the third week of games after which no further roster additions will be made.

Section 4. Volunteers

Each player must provide a Snack Bar volunteer each season who completes two 3-hour shifts, with the exception of those who are Managers, rostered Assistant Coaches, Team Parents, Umpire 3+ games*, or Scorekeep/Operate Scoreboard for 6+ games**. Additional volunteer

opportunities in lieu of the Snack Bar may be determined by the Board of Directors periodically throughout the season on an as-needed basis. Players may opt out of the Snack Bar volunteer requirement at the time of registration, but payment of the opt-out fee during registration does not reduce any shared team duties, including but not limited to field preparation/teardown and team umpire quotas. Players that do not fulfill the Snack Bar volunteer requirement will be assessed a \$125 non-volunteer fee for each unfulfilled shift. The non-volunteer fee must be paid before the player and any other family member can participate in any future seasons.

*Umpiring only applies to Single A and above division games. Tee Ball and Rookie volunteers may umpire 3+ AA and above division games to qualify for the exemption. Single A volunteers may umpire 3+ AA and above division games or 6+ of their own child's Single A games to qualify for the exemption.

**Scorekeeper and Scoreboard Operator exemption is only applicable to Spring season AA and above divisions where score is officially kept.

Section 5. Fundraising

LFL will conduct fundraiser(s) throughout the season.

Section 6. Codes of Conduct

Any alleged violation of the LFL Codes of Conduct by a player, coach, umpire or parent/spectator shall be subject to review and potential discipline by the LFL Board of Directors. Any alleged violation of the LFL Code of Conduct by a board member shall be subject to review and potential discipline by a subset of the LFL Board of Directors.

If the LFL BOD determines that there was a conduct infraction, they will determine the appropriate course of disciplinary action, which may include, but is not limited to the following:

- Verbal/written warning
- Expulsion/suspension from one or more league events
- Expulsion/suspension from the League Season
- Lifelong ban from the league

All individuals shall have the right to appeal the Board's decision on a year-by-year basis. Any appeal shall be submitted in writing to the LFL President at president@lfl.org, and a hearing before the LFL Board of Directors shall be granted if requested. The LFL Board of Directors will review and determine whether the individual shall be reinstated.

Section 7. Little League Supplies/Equipment/Property

The League will not lend equipment for use at non-Little League functions. All teams will receive equipment from the Equipment Manager before the start of the Spring and/or Fall season. The Manager must sign an itemized list of equipment upon receipt. All equipment is due back to the Equipment Manager after the conclusion of each season. The Manager is responsible for a fee of up to \$250 per team for any equipment that is not returned.

Emergency equipment purchases must be pre-approved by the Treasurer and President.

Section 8. Background Checks/LiveScan

All volunteers are required to complete a background check through J.D. Palatine (JDP) which grants permission for a criminal background check. Background checks are required once during the period October 1, 2023 through September 30, 2024. A list of approved volunteers will be kept and maintained by the Safety Officer.

Certain volunteers, as required by the State of California, shall also submit to a LiveScan fingerprint-based background check. LiveScan is required once during a volunteer's service with LFL. A list of volunteers who have completed LiveScan will be kept and maintained by the Safety Officer.

Volunteers may be subject to additional safety requirements as mandated by Little League International or California/Federal law.

ARTICLE II - PLAYERS

Section 1. Draft Level Teams

- a. AA, AAA, Majors, Intermediate, Juniors, and Seniors will draft teams.
- b. Lake Forest Little League will use Plan B – Redraft (*Alternate Method*) as outlined in the Little League Baseball Policies for Local League Draft Methods, within the section entitled Methods for Existing Leagues.
- c. The Draft order will be determined as follows: Managers draw numbers out of a hat, and then, in that order, they will select their preferred draft position. The draft will be conducted in serpentine order.
- d. All managers must be in attendance for the draft. If a manager is unable to attend, a substitute for the manager may be appointed with the President's approval.
- e. If a manager has children eligible for the draft and wishes to draft them, he/she must submit the option in writing to the Player Agent prior to the draft. If so stated, the manager must draft his/her child on or before the round shown in the chart below. If there are two or more children of a manager that were to play on the same team, the first child must be drafted by the round specified below. Siblings will be protected for one (1) round.

Draft Round	League Age			
	AAA, AA	Majors	Intermediate	Juniors
5	10, 9, 8	10	-	-
4	11	11	12	13
3	-	12	13	14 & 15

- f. Draft manipulation will not be tolerated. If draft manipulation is discovered, the President may remove the offending manager(s).

Section 2. Trading Players

Drafted Divisions:

- a. All trade proposals must be player for player only, by mutual agreement of the managers, and will be considered on a case-by-case basis by the Player Agent.
- b. All trade proposals must be submitted to the Player Agent within 24 hours following the

completion of the division draft. Managers will be notified of all approved/completed trades within their division as a courtesy, but shall not have any veto right to the trade.

- c. Parents of drafted division players who become managers after their children have been drafted to a team may not automatically claim their sons or daughters, but must trade for their child.
- d. Final Rosters will be submitted to the managers the day after the AA trade deadline .
- e. Managers may not notify players of team placement until the Player Agent has given explicit permission to all managers.

Tee Ball/Rookie/Single A:

- a. Draft rosters will be submitted to the managers after the AA draft is complete.
- b. Managers will have 24 hours to submit trade requests to the Player Agent. All trades must be by mutual agreement of the managers and will be considered on a case-by-case basis by the Player Agent.
- c. Managers may not notify players of team placement until the Player Agent has submitted final rosters to the managers, after the 24-hour trading period has passed.
- d. Trade/team change requests submitted by parents after team placement notifications are sent by the league and/or managers will only be considered for extenuating circumstances on a case-by-case basis by the Player Agent. Managers will be notified of changes to their rosters as a courtesy, but shall not have any veto right to the trade.
- e. No trades/team changes shall be made after uniform orders have been submitted (usually within 24 hours of team placement notification).

Section 3. Replacement Players

Majors roster sizes must remain at 12 players. Roster vacancies will result in the addition of players through the call up procedure. Minor rosters may drop below 12 players, however roster sizes must comply with LLI Regulation IIIA/Note: “the number of players on a roster in a particular division shall not vary by more than one (1).”

- a. If a player leaves a team, the manager must notify the Lake Forest Little League Board of Directors via the Player Agent in writing within five (5) days. **Note: failure of manager to report absence will result in disciplinary action.** The player will be removed from the roster and a player replacement / call up procedure will take place IF one of the following is true:
 - i. A player will miss the remainder of the season,
 - ii. A player has been absent for 7 days and does not intend to return to the team, or
 - iii. The Executive Board determines there is a roster vacancy. The Executive Board will determine there is a vacancy if a player will be unable to play, or it is reasonably understood that a player will not be able to play in a game for a minimum of 14 consecutive days. That period begins with the date of the first missed game, whether for injury or any other reason. The vacancy is declared at the end of the 14th day. (It can be declared prior to the 14th day if it is reasonably understood that the player will not be able to play within 14 days.)
- b. If the division with the player vacancy has a waitlist, a player will be moved from the waitlist to the team with a vacancy. If there are no players on the waitlist, the Call-Up Procedure will begin.
- c. In Majors, the manager **MUST** select a replacement player from the AAA division who is age-eligible to play in the Majors division.

- d. In AA and AAA, the manager **MAY** select an age-eligible replacement player from the division immediately below, but is not required to, and may operate with a reduced roster of 11.
- e. For Single A and below, the manager **MAY NOT** select a replacement player and will operate with a reduced roster (unless registration is still open and a new player registers and is placed on their team by the Player Agent).
- f. Players lost during the last 14 days of the division's regular season schedule shall not be replaced unless the affected team now has 10 players or less on its roster.

Call-Up Rules and Procedures

- a. Immediately following the announcement of team assignments (i.e. within 24 hours), the Player Agent will ask all Single A, AA, and AAA players who are league age eligible to play in a higher division to opt in to be considered for call up in the event such need arises. Players must opt in within 2 weeks of the Player Agent sending the opt-in survey in order to be included in the list of call-up candidates.
- b. The Player Agent must authorize the manager to search for a replacement player. A list of candidates who opted in to be considered for call up shall be provided to the manager.
- c. The Player Agent will give the manager a timeline to search for a replacement player to which the manager **MUST** adhere. Failure to do so could result in the Board selecting a replacement player to fill the roster vacancy.
- d. The manager **MAY NOT** talk to parents or players regarding their need to fill a roster spot, or about specific players.
- e. The manager may scout games to assess players, but should do so discreetly.
- f. The manager shall provide the Player Agent with the name of their selected replacement player.
- g. The Player Agent will notify the parents of the selected replacement player of their call-up. The player **MUST** accept the call-up team assignment or forfeit their eligibility to play on any team for the remainder of the season.
- h. A Minors manager is not required to call up a replacement player and may decide to keep their roster at 11.
- i. Managers who interfere with this process in any way are subject to disciplinary action from the Board of Directors, up to and including suspension for the remainder of the season.

Pool Players (applicable to AA and above divisions only)

A pool of players from existing regular season teams will be created from registered 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 the division above.

In the event a team has nine or fewer confirmed rostered players for a regular season game, they may request from the Player Agent to utilize a pool player from the other regular season teams in the league, in accordance with Little League Regulation V(c). This procedure only applies to regular season games and may NOT be utilized for playoffs.

1. Creation & maintenance of the Player Pool:

- a. The Player Agent will create and run the pool. The Player Agent will use the pool to assign players on a rotating basis within their respective division to teams that are short of players.

- b. Managers and/or coaches will not have the right to randomly pick and choose players from the pool within their respective division. (LL Regulation V.c.2)
- c. A new player pool will be created for each season (i.e. Fall and Spring) and players must register for the player pool each season regardless of whether they have previously been a part of the pool.
- d. Following the close of registration and prior to the first regular season game the Player Agent will solicit registered players to join the player pool.
- e. During the season, players can choose to opt-out or opt-in by contacting the Player Agent.
- f. Upon written request of a player's parent and approval by the Player Agent, players may also be entered to play in the player pool for the division above theirs, as long as they are League Age eligible to play in that division (e.g., a Minors AA player may be placed in the AAA pool or a Minors AAA player may be placed in the Majors player pool).
- g. All players will be listed in a spreadsheet ("Player Pool List") in the order that they registered for the player pool. The Player Agent will be in charge of creating and monitoring the Player Pool List.
- h. Once the pool player is utilized, his/her name will be moved to the bottom of the pool for any future games until all players have been called to play. This will prevent the same player being utilized over and over again.

2. *Adding players to a team from the Player Pool:*

- a. Whether a request for a pool player will be granted is at the discretion of the Player Agent.
- b. To request a pool player, the manager must send an email to the Player Agent with 1) team name/division, 2) number of players needed, 3) name(s) of missing rostered player(s) and reason for their absence, and 4) game date/time. The email must be sent by 8pm two nights before the game in which a pool player is needed (e.g., 8pm on Thursday before a Saturday game).
- c. Players will be contacted in the order they appear on the Player Pool List. Starting at the top, the Player Agent shall contact the parents of the player to see if they are able to play. If the player can play, they will be instructed to show up and play in their own team's normal regular season uniform. This is to allow pool players to be identified on the field. If the player cannot play in the game after being asked, the Player Agent shall move to the next player on the Player Pool List and the player who declined will remain in the same spot on the Player Pool List for any future needs.

3. *Playing Rules for Players coming from the Player Pool:*

- a. A pool player is not permitted to pitch (LL Regulation V.c.3).
- b. Pool players that are activated and show up at the game site prior to game start must play at least nine (9) consecutive defensive outs (LL Regulation V.c.4) and follow any other required field playing time rules. A pool player must be last in the batting order lineup.
- d. The purpose of the player pool is to enable a team to avoid having to forfeit a scheduled game. While player pool players must be given the requisite playing time, coaches should not provide preference to player pool players that may have more "skill" than rostered players in attendance.
- e. Games that occur utilizing pool players are official games and count for purposes of standings and statistics just as any other game would.

Section 4. Player Agent Responsibility

All players shall come from the Player Agent.

Section 5. Required Forms

Required forms must be obtained from all players in all divisions of the league prior to participation in clinics, practices, or games.

Section 6. Division Age Structure

The following will be age ranges for the divisions of Lake Forest Little League as determined by the Little League Age Chart:

Division	League Ages	Team Assignment
Tee Ball:	4, 5, 6	Assigned by Player Agent
Rookie:	5*, 6, 7	Assigned by Player Agent
Single A:	6**, 7, 8	Assigned by Player Agent
AA:	8, 9, 10	Evaluations and Draft
AAA:	9, 10, 11	Evaluations and Draft
Majors:	10, 11, 12	Evaluations and Draft
Intermediate:	12, 13	Evaluations and Draft
Juniors:	13, 14, 15***	Evaluations and Draft
Seniors:	14, 15, 16	Evaluations and Draft

* Players who are league age five (5) with verified Little League Tee Ball experience may play Rookie under the discretion of the Player Agent.

**Players who are league age six (6) with verified Little League Rookie experience may play single A under the discretion of the Player Agent.

***Players who are league age fifteen (15) must submit a waiver request to and receive approval from Little League International in order to play in the Juniors division.

ARTICLE III - Manager Selection

Section 1. General

All individuals who are interested in being considered for a Manager position must submit their volunteer application questionnaire through the online registration system.

The Coaching Commissioner shall obtain a list of all manager candidates through the applications submitted within the registration system and present the entire list to the President for tentative approval.

All drafted division manager candidates will have their player(s) attend an evaluation prior to manager selection by the Board of Directors. The inability to attend this special evaluation will not automatically disqualify the candidate from consideration to be a manager, but may negatively impact the candidate's consideration by the Board of Directors.

The list of all approved manager candidates shall be presented to the Board of Directors. The

Coaching Commissioner, with assistance from the Information Officer, shall compile pertinent information for each candidate, including but not limited to application questionnaire responses submitted by the candidate and prior season player survey results.

Board Members who are manager candidates or family members of any manager candidate will be asked to leave the board meeting when their division's candidates are discussed.

ARTICLE IV – Umpires

Section 1. General

No official umpires shall be required for Tee Ball division games. An on-field manager/coach shall be responsible for calling foul/fair balls and doubles/homeruns.

No official umpires shall be required for Rookie division games. An on-field manager/coach shall be responsible for calling foul/fair balls, doubles/homeruns, and outs on the base paths.

Managers/coaches/parents may umpire their own team's games in the Single A division. If umpiring from behind the plate (recommended), they must wear protective umpire gear including helmet, chest protector/shield, and leg guards. The plate umpire shall call balls/strikes and determine safe/out at all bases. If no coach/parent is available to be the plate umpire, then the offensive coach shall stand behind the player pitcher to call balls and strikes and determine safe/out at home and second base. The first and third base coaches will determine safe/out at their respective bases. A liberal interpretation shall be applied, keeping in mind that although score is kept, there are no standings or playoffs in Single A.

(Spring season – Upper Divisions AA and above)

1. Every AA, AAA, Majors, Intermediate, Juniors and Seniors division game must have at least ONE umpire in order to be played as an official game. If only one umpire is available, that umpire MUST be an adult (18+) and may take any position on the playing field that allows them to officiate the game to the best of their abilities (Rule 9.03a).
2. The Umpire in Chief shall be responsible for maintaining the list of approved umpires.
3. If no adult umpire is available for a game and a team of junior umpires is used exclusively, the Umpire in Chief must assign an adult Game Coordinator who will oversee the conduct of all players, managers, coaches, and umpires throughout the game. The Game Coordinator cannot be the manager/coach of either team in the game, cannot be assigned as Game Coordinator for more than one game at a time, and must remain at the game at all times (Rule 9.03d).
4. Umpires may not be immediate family members of any player or manager/coach on either team. Immediate family member is defined as parent/legal guardian, grandparent, child or sibling. Exception: If no umpire has signed up for the game or is otherwise not present by the scheduled game start time (or only has a base umpire who is not willing/able to act as the sole umpire for the game), each Manager will be granted the opportunity to identify an approved umpire from their respective teams without regard to their relationship to anyone on the team. If both teams are able to identify an approved umpire, a coin flip shall determine which umpire will be designated as the plate umpire. If only one team is

able to identify an approved umpire, then that umpire will be designated as the plate umpire. If a team declines to play after a plate umpire has been identified, they shall be deemed to have forfeited the game.

(Fall Ball – Upper Divisions AA and above)

1. Managers/coaches/parents may umpire their own team's games, as no official score is kept and there are no standings/playoffs.
2. Plate and base umpires shall be identified for each game in accordance with the approved Playing Rules for the Fall Ball season.

Section 2. Team Quotas (Spring season only)

The Umpire in Chief shall determine the appropriate team quotas for each season in order to ensure that all upper division games have adequate umpire coverage. Such policy shall be approved by the Board of Directors prior to the start of the season.

Teams who fail to achieve the established team quotas may be subject to penalty at the discretion of the Board of Directors, including but not limited to ineligibility for end of season playoffs and/or the Tournament of Champions.

ARTICLE V – Tournament Play

Section 1. All-Star Manager Selection

All managers and rostered assistant coaches in Minor League and above divisions (Single A and above), will have the option to be on the All-Star Manager Ballot. Each upper division (AA and above) manager and executive board member will be entitled to one (1) vote for each age division. (Note: An executive board member who is also an upper division manager will only be allowed one vote.) The top vote getter for each age group will be selected as the All-Star manager.

Section 2. All-Star Assistant Coach Selection

The Manager of each All-Star team shall choose two (2) assistant coaches. All upper division managers and rostered assistant coaches are eligible to be assistant coaches for All-Stars. The All-Star Manager may select a maximum of one (1) rostered coach from their regular season team for divisions with four (4) or more teams, subject to Executive Committee approval to serve as the rostered assistant coach.

Section 3. All-Star Player Selection

All eligible players must first fill out a letter of intent to be placed on the All-Star ballot.

Each division's players will select two players from each of the other teams within their division. The top two vote getters per division will become All-Stars or play in the Commissioners Game.

Managers from each division will be invited to a roundtable meeting with the selected All-Star managers to discuss players and select five (5) players for the All-Star team. The players will be selected with a majority vote from the managers. The five (5) players must be selected during this meeting. The All-Star managers are allowed to choose the remainder of the roster.

A fee will be charged for all players that are selected for All-Stars. This fee will only be waived if a hardship is determined and approved by the President.

All-Star teams in the Majors division and below will be composed of age-specific players (example: 10-year-olds must play 10U, 11-year-olds must play 11U). The exception is Small Stars which may be composed with 8- or 9-year-olds.

ARTICLE VI - Fall Ball

Section 1. Fall Ball Team Placement

Since there is no draft process for upper divisions in Fall Ball, draft level teams (AA and above) shall be formed by a committee of Board Members who have the knowledge to assess each player's skill level and/or prior playing experience in order to better form evenly skilled teams within each division. Coach, player, and friend requests will also be considered. Tee Ball, Rookie, and Single A teams will be formed by the Player Agent with consideration for coach, player, and friend requests.

Section 2. "Practice Only" Teams

Upon request by a manager and with agreement from all players on the team, a team may elect to operate as a "practice only" team for the Fall Ball season. A practice only team will not participate in any Fall Ball games.

The election to be a practice only team must be made no later than four (4) weeks prior to the scheduled first Fall Ball game, to allow for proper interleague and game schedule planning.

A practice only team will be provided with the same uniforms and access to fields and batting cages as the other Fall Ball teams within their division. Note, however, that Little League insurance will not extend to any activities that the team may partake in outside of LFLL (e.g. scrimmages with non-Little League teams, tournaments, etc.).

ARTICLE VII - Other

- a. All division levels must recite the Little League Player Pledge before each game.
- b. No tobacco products of any kind are allowed on the field or in the dugout during any team event (including practices and games).
- c. There will be no on deck batter in divisions below Intermediate.
- d. Any complaints regarding managers, coaches, umpires, other volunteers, parents, spectators or players should be reported to the appropriate Division Commissioner and/or League President within two weeks of the incident and must be done in writing via email.
- e. Protests must be resolved before the next pitch or play per rule 4.19 (g).
- f. Dugout Orientation
 - i. The home team shall occupy the dugout on the 3rd base side and the away team shall occupy the dugout on the 1st base side, *except for*
 - ii. At Heroes Park, Pollard Field (#2), the home team shall occupy the dugout on the 1st base side and the away team shall occupy the dugout on the 3rd base side.