

UPPER MORELAND LITTLE LEAGUE LOCAL RULES FOR CONDUCT AND PLAY

The local rules for Little League Baseball and Softball in Upper Moreland are hereby set forth as a guideline for Little League (Majors), Minor and Tee Ball Divisions (unless otherwise stated), which are governed by the "Official Regulations and Playing Rules" published by Little League Baseball, Incorporated, each year. Local rules should in no way conflict with the "Official Regulations and Playing Rules". **Further, there shall be no agreement by any party at any level to set aside the "Official Regulations and Playing Rules" that govern Little League Baseball and Softball, or the local rules that follow.**

(A) DIVISION AND LEAGUE STRUCTURE:

- A. Upper Moreland Little League Baseball and Softball shall be divided into the following divisions:
- (a) Upper Moreland Little League Baseball shall be divided into six divisions: Little League Baseball (Majors) division, Minor League Baseball division, Tee-Ball division, Intermediate 50/70 Baseball division, Junior/Senior League Baseball division, and Big League Baseball division.
 - (b) Upper Moreland Little League Softball shall be divided into four divisions: Little League Softball (Majors) division, Minor League Softball division, Junior/Senior League Softball division, and Big League Softball division.
- B. Each Baseball and Softball division shall be further divided into leagues, with corresponding eligible league ages as outlined below:

Division	League	Eligible League Age*
Little League Baseball	Majors Baseball	10, 11, 12**
Minor League Baseball	Triple A ('AAA') Baseball	10, 11, 12**
	Double A ('AA') Baseball	8, 9
	Rookie Baseball	6, 7
Tee-Ball	T-Ball	5
Intermediate 50/70 Baseball	50/70 Baseball	13
Junior/Senior Baseball	Senior Baseball	14, 15, 16
	Junior Baseball	13, 14
Big League Baseball	Big League Baseball	16, 17, 18
Major League Softball	Majors Softball	10, 11, 12
Minor League Softball	Minors Softball	8, 9, 10
	Rookie Softball	6, 7
Junior/Senior Softball	Senior Softball	14, 15, 16
	Junior Softball	13, 14
Big League Softball	Big League Softball	16, 17, 18

* - 'League Age' is defined in Section B of the local rules below.

** - Little League Regulation V (a) requires that all players who are league age 12 **must** be drafted to a Majors Baseball league team. Exceptions for a league age 12 player to play on a Triple A Baseball league team in the Minor League Baseball division can only be made with written approval from the District Administrator, and only if first approved by the Upper Moreland Little League Board of Directors upon completion of a written waiver request from the player's parent or legal guardian. A player who has attained league age 12 is not permitted to pitch in Triple A. Note: this rule applies to the Baseball division only.

- C. In accordance with Regulation III (a) of the "Official Regulations and Playing Rules", no team at any league may have more than 15 rostered players, or fewer than 12 rostered players, except for Big League teams, which may carry up to 18 rostered players.

- (a) The UMLL Board of Directors may, at its discretion, permit teams in leagues other than Major League Baseball, to carry fewer than 12 rostered players where necessary due to limits in the number of registered players at that given league level. Every effort should be made to maintain equality in the number of rostered players amongst teams in a given league.

(B) PLAYER AGE & ASSIGNMENT:

Refer to Section IV of the "Official Regulations and Playing Rules"

1. In accordance with changes to Baseball league age eligibility requirements communicated by Little League Baseball effective November 13, 2015, Baseball league age is determined as follows:
 - (a) For players born on or before April 30, 2005: The new age determination date of August 31st will be effective starting with the 2018 Little League Baseball Season. For the 2016 and 2017 seasons, these players will use the April 30th age determination date.
 - (b) For players born between May 1, 2005 and August 31, 2005: The new age determination date of August 31st will be effective starting with the 2019 Little League Baseball Season. For the 2016, 2017, 2018 season, these players will use the April 30th age determination date.
 - (c) For players born on or after September 1, 2005: The August 31st age determination date will be effective immediately, starting with the 2016 season. This was the implementation used for the 2015 season, with players turning 4 to 9 years old during the 2015 calendar year to use the December 31st age determination date. That implementation remains in place, except instead of using December 31st, you will use August 31st. (Note: The UMLL Board of Directors elects not to allow league age 4-year olds to register or play.)
2. Softball league age is that age attained by the previous **December 31st** of any given season. Any player who will attain the age of six (6) years on or before the previous **December 31st** or who will not attain the age of 19 on or before the previous **December 31st** of the year in question shall be eligible to register and compete in the Upper Moreland Little League Softball program.

(C) PLAYER SELECTION AND REMOVAL:

1. The selection of players for the various teams within the Little League Baseball and Softball shall be in compliance with the Little League Draft Selection System as presented in the Little League Operating Manual and detailed below.
 - (a) For the Major League Baseball & Softball and Minor League Baseball & Softball divisions, where players of two or more league ages are combined: The player draft is in two separate parts. The first part involves the oldest league age players and all players returning to that league from the prior year that have registered for the current season. The first part of the draft must be completed before the second part commences, and all oldest league age players and returning players must be drafted. Managers are not permitted to waive a draft choice. The second part involves all non-returning players who are eligible for selection and have attended the required tryouts (if applicable). The draft rotation is determined through a random number draw and follows the serpentine method throughout both parts of the draft. (Note: this draft method does not apply to the Tee-Ball division, Junior League division, Senior League division, or Big League division. For those leagues, player selection will be made from one combined pool of players, regardless of league age.)
 - (b) If a manager has a child or grandchild eligible for the draft, refer to the UMLL Draft Policy under Appendix A for further instruction.
 - (c) When there are two or more siblings in the draft, and the first brother or sister is drafted by a manager, that manager automatically has an option to draft the other brother or sister as per the Assistant Coach rules in the UMLL Draft Policy under Appendix A.
2. In the event a league or team is experiencing difficulty getting enough players for its regular season games, the league or team may draw from an established pool of players that are willing to participate in extra games during the regular season from the league beneath the one with a player shortage.

The league's Player Agent will create and run the pool, and be responsible for assigning players to teams that are short of players on a rotating basis. Managers or coaches will not have the option to randomly pick and choose players from the pool. Any pool player selected from the pool must start and play at least nine (9) consecutive defensive outs and bat once before being replaced. Any pool player who participates on a team other than his own will not be permitted to pitch in the game. (Note: for Softball, Interleague Softball rules supersede this rule.)

3. Player absences are governed by the following set of rules: (formerly General Rule, Section K)
 - (a) If a member of any league has been absent for two scheduled *regular* season games without a legitimate excuse, the player's manager shall notify, in writing, both the player and the League Director that action will be taken should a third scheduled game be missed without a legitimate excuse. Should said player miss the next scheduled game, the manager will notify the League Director who will advise the League President to take action to drop said player from the team. When such a player is dropped from the team, the player will be replaced by following General Rule C, Item 4 (Majors or Triple A).
 - (b) Any player who misses 50% of his or her team's practices may forfeit further eligibility for that season. The player's manager must submit the player's name to the Review Committee for action.
 - (c) Any player who misses any league, playoff or tournament game for any non-school activity may be subject to suspension with the approval of the league director for the next game played by his/her team at which he/she is present. Should a second infraction occur, the player would be subject to review by the Review Committee for possible disciplinary action up to and including the forfeiture of eligibility for the remainder of the season.
 - (d) A player may be dropped from a team because of an extended illness (three weeks or more), injury or other causes, which specifically render the player unable to participate in league activities. When such a player is dropped from a team, the player will be replaced by following General Rule C, Item 4 (Majors or Triple A).
 - (e) If illness or injury occurs after team selection (draft) and the recovery period will extend beyond twenty (20) days after Opening Day, the situation may be referred to a review committee. If the review committee determines that the player must be replaced, General Rule C, Item 4 applies.
 - (f) Any player being dropped because of an extended illness and/or injury after team selection, will not lose their eligibility, but will be held in a reserve status until the next legal opening occurs.
4. When it becomes evident that a player from a Major or Triple A league team will no longer be able to participate in league activities because of injury and/or other causes, the manager of this team must notify the League Director IMMEDIATELY. The League Director, in turn, notifies the appropriate Player Agent so that a player from the next lower league (who is classified as a ten year old or older) will have the opportunity to move-up. Players who are moved up should be of the same age group as the injured player, if possible.
 - (a) No team will lose more than one rated player in each age group through move-up until all teams in that league lose one rated player in that age group.
 - (b) When a player moves up, the player will play in complete games equal to 25% of his NEW team's remaining games.
 - (c) The Player Agent will give the names of the eligible players of the same age as the player being replaced, if possible, from this lower league to the League Director. If no players are available from the same age group, the Player Agent must submit eligible players from a lower age group and exhaust all possibilities of a lower age player moving up before a player older than the player being replaced is made available. The League Director gives the names to the manager for IMMEDIATE ACTION. If the manager does not take action to fill the roster vacancy within seven days, the Player Agent will take the necessary action to

fill the vacancy.

- (d) Under no circumstances should the players under consideration for move-up be made aware of the action of any Manager, Player Agent or League Director concerning the pending situation.
 - (e) When all other options have been exhausted, the next player from the waiting list will be assigned to the team by the Player Agent.
 - (f) Player replacement below Triple A level will be assigned from the waiting list by the Player Agent.
 - (g) The next eligible player on the waiting list shall be determined by the date and time the player agent assigns the player to the waiting list.
5. If a player is notified of a move-up to a higher league it is the player's option to move up or stay with the present team. If the player declines the option to move up, the next eligible player on the waiting list will be contacted.
6. The notification procedure concerning a player move-up is as follows:
- (a) When a manager has made the selection of a player, the manager will notify the League Director, who will notify the proper Player Agent.
 - (b) Player Agent then notifies: (1) the lower League Director; (2) the manager losing the player; (3) the player moving up.
 - (c) It is imperative that notification be made as quickly as possible to the manager losing the player and the player moving up. Under no circumstances may a manager interfere with a player move-up.
7. A player move-up to a higher league is in effect at 11:59 PM on the day that the player is notified of the move-up by the Player Agent. However, if the option as stated in General Rule C Item #5 is applicable the player will have 48 hours from the time of notification to decide whether to exercise this option.

(D) PITCHING:

1. Pitching will follow the rules for pitchers as prescribed within Section VI of the "Official Regulations and Playing Rules" for Little League Baseball and Little League Softball, particularly with respect to pitch limits and calendar days rest, **except that for all Minor Baseball leagues and Minor Softball leagues, a pitcher may pitch a maximum of only three innings in any one game, regardless of pitch count or limit.**
- (a) If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is retired; or 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.
2. Refer to Upper Moreland Little League's League Playing Rules for more specific rules re: pitching.

(E) GAME SCHEDULES:

1. The schedule of games for the regular season shall be prepared by the Board of Directors and must provide for not less than twelve (12) games per team per regular season, where practicable, exclusive of playoff and tournament games, and should provide for not less than two (2) games per week per team, where practicable.
2. Little League (Majors) division teams may play one doubleheader in a calendar week. Minor League division and Tee Ball division teams may not play more than one game per day. Junior/Senior

League division and Big League division teams may play two games on the same day, with no limitation on the number of doubleheaders played in a given calendar week.

3. There shall be no time limit on Little League (Majors) division, Junior/Senior division or Big League division games, except where the following curfews apply:

(Note: Game time limits for Minor League divisions and Tee-Ball divisions are specified under Upper Moreland Little League's League Playing Rules.)

- (a) For Tee-Ball division, no new inning shall begin after 9:00 p.m. local time, and no game shall extend beyond 9:30 p.m. local time
- (b) For Little League (Majors) division and Minor League division, no new inning shall begin after 10:00 p.m. local time, and no game shall extend beyond 10:30 p.m. local time.
- (c) For Junior/Senior League division, no new inning shall begin after 10:30 p.m. local time, and no game shall extend beyond 11:00 p.m. local time.
- (d) For Big League division, no new inning shall begin after 11:00 p.m. local time, and no game shall extend beyond 11:30 p.m. local time.
- (e) For ALL night games played on-site at the Upper Moreland Little League complex, no announcements will be permitted over the public address system after 10:00 p.m. local time.

(F) GAME PRELIMINARIES AND FIELD DECORUM:

1. Dugout Assignments: Home Team – **1st Base**, Visiting Team – **3rd Base**
2. Managers and players will be present for all scheduled games at least fifteen (15) minutes prior to scheduled starting time. No batting practice is permitted. This time will be allotted for fielding practice (game time minus 15 minutes for the visitors and game time minus 10 minutes for the home team) and umpires/managers conference at home plate (scheduled game time minus 5 minutes). Director(s) on Duty will enforce this rule.
3. EACH playing team shall provide one (1) volunteer (two (2) volunteers where Inter-league play is involved and only one UMLL team is involved in a game) to work in the refreshment stand. Further, the HOME team shall provide at least one base umpire, and the VISITING team shall provide a qualified official scorekeeper who must keep score from the appropriate scorekeeper's booth. The game will NOT begin until these volunteer positions have been filled.
4. At the umpires/managers conference prior to the start of the game:
 - (a) Ground rules are to be discussed for clarification.
 - (b) Entire team rosters are to be exchanged between both managers and the home plate umpire. Entire rosters are to include the batting order plus alternates with player's names, positions and shirt numbers. Absent players and ineligible pitchers for that game are to be listed.
 - (c) Should a player listed on the team roster as "absent" arrive after the rosters are exchanged, the player may be allowed to play in the game at the discretion of that player's manager only. However, the player may not enter the game until all players in the starting batting order have completed one time at bat and played defensively for a minimum of six consecutive outs. This rule applies to Double A League and above.
5. No adult may warm-up a pitcher at any time. (Rule 3.09, "Official Regulations and Playing Rules")
4. The home team manager is responsible for having all playing and umpire equipment (bases, coaches helmets, etc. - supplied by the league) on the field before the first game of the day. It is the responsibility of BOTH MANAGERS to clear the field of players after games, see that the dugouts and

surrounding areas are clean of trash and debris.

5. It is each manager's responsibility to see that all playing equipment is kept in its proper place during a game and to cooperate in every respect with the home plate umpire to see that proper field decorum is maintained at all times.
6. Upper Moreland Little League will schedule a home plate umpire for each league game, with the exception of the Tee-Ball and Rookie divisions.
 - (a) The Umpire-in-Chief will assign the home plate umpires by leagues and furnish a schedule of umpiring responsibility to each team manager.
 - (b) It is the responsibility of each manager to supply the Umpire-in-Chief with the name of their designated home plate umpire three weeks prior to Opening Day. The team umpire must attend one of the umpire clinics, or be approved by the Umpire-in-Chief. Failure to comply with this rule will result in a managerial review.
7. Only the following personnel of the participating teams will be allowed in the dugout before, during and after a ball game: (1) Players participating in the game; (2) Player(s) under disciplinary action; (3) Approved manager; (4) Two (2) approved volunteers, or the appropriate number of approved volunteers, as specified by individual league rules.
8. Before a manager can come out of the dugout to speak with any umpire, he must ask the umpire for "time out" from the dugout. When the umpire has called "time out", and only then, may the manager leave the dugout to speak with said umpire. Any manager who comes out of the dugout before the umpire has called "time out" will run the risk of immediately being ejected from the game by any umpire with approval of the home plate umpire.
9. It is the responsibility of all Little League officials, managers, umpires and official scorekeeper's to take the necessary precautions to prevent protests. (Rule 4.19,f,2 "Official Regulations and Playing Rules)

(G) MANAGER / ASSISTANT MANAGER RESPONSIBILITIES:

1. **There shall be no agreement to set aside the rules that govern Little League Baseball for any age group.**
2. Any manager who fails to play his players according to league rules will be **immediately suspended** by the League President. The manager will be considered suspended until a Review Committee meeting is held.
3. Teams are not allowed to have practice with teams outside their division (i.e. - Majors vs. Triple A). Insurance covers only players registered in Upper Moreland Little League. Players not registered in the league may NOT participate in any practices.
4. The trading of players in UMLL is prohibited, unless it is recommended by the player agents and approved by the Board of Directors.
5. No managers can be approved unless all equipment from the previous season that was signed out of the equipment room by that manager has been paid for or returned to the equipment room.
6. No managers can be approved unless all ratings from the previous season had been submitted to the player agent (in writing on the proper form) at the June Manager's Rating Meetings.
7. All managers **MUST**, at least once every two years attend an UMLL approved Coaches Clinic. Any manager failing to comply forfeits their right to manage.
8. Any manager whose team volunteer does not attend his/her scheduled duty is subject to a meeting held before a Review Committee in accordance with the Upper Moreland Little League Constitution and By-Laws.

(H) PLAYER'S EQUIPMENT...UNIFORMS / GLOVES / BATS / HELMETS / BALLS

1. The following rules relating to player and coach game uniforms shall apply:
 - (a) The uniform provided by UMLL must be worn in its entirety at all scheduled league games.
 - (b) If a players' name is to be put on the shirt - only the FULL LAST NAME may be used.
 - (c) Pitchers may not wear sweatbands on wrists. (Rule 1.15c, "Official Regulations and Playing Rules")
 - (d) Any part of an undershirt exposed to view shall be of a solid color (not white) for ALL pitchers on a team. (Rule 1.11a, "Official Regulations and Playing Rules")
 - (e) Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item or hard decorative item. EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible.
2. All catchers must wear protective equipment as specified by Rule 1.17 of LL "Official Regulations and Playing Rules". The catcher MUST wear a mask with throat protector and helmet during fielding practice, pitcher warm-up and games. Further, male catchers MUST and all other male players are encouraged to wear the protective metal, fiber or plastic type cup during all practices and all games.
3. All batters, base runners, and base coaches MUST wear a helmet that has been issued by the league. (Rule 1.16, "Official Regulations and Playing Rules) Note: Use of a helmet by an adult base coach is optional.
4. All bats supplied by the league or used by individual players must meet Little League specifications and standards, as prescribed under Rule 1.10 of LL "Official Regulations and Playing Rules".
 - (a) Any bat that has been altered must be removed from league play.
5. ILLEGAL BATS. Rule 1.10 in the Baseball Rule book and Softball Rule book have been amended to read:
 - (a) Majors Baseball and below: it shall be no more than thirty-three (33) inches in length nor more than two and one-quarter ($2 \frac{1}{4}$) inches in diameter, and if wood, not less than $\frac{15}{16}$ inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less. EXCEPTION: Composite bats are prohibited unless approved by Little League International. A list of approved and licensed composite bats can be found on the Little League website at www.littleleague.org.
 - (b) Majors Softball and below: it shall be no more than thirty-three (33) inches in length nor more than two and one-quarter ($2 \frac{1}{4}$) inches in diameter, and if wood, not less than $\frac{15}{16}$ inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.20.
 - (c) Junior League: it shall not be more than 34 inches in length; nor more than $2 \frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths ($\frac{15}{16}$) inches in diameter ($\frac{7}{8}$ inch for bats less than 30") at its smallest part. For baseball, the bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch long bat cannot weigh less than 30 ounces). All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the

bat in any contrasting color. For softball, non-wood bats shall be labeled with a BPF (bat performance factor) of 1.20.

- (d) Senior/Big League: it shall not be more than 36 inches in length (baseball) or 34 inches in length (softball), nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. For baseball, the bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot weigh less than 30 ounces). All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color. Aluminum and composite bats shall be marked as to their material makeup being aluminum or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side and located on the barrel of the bat in any contrasting color. For softball, non-wood bats shall be labeled with a BPF (bat performance factor) of 1.20.

In all divisions, wood bats may be taped or fitted with a sleeve for a distance not exceeding sixteen (16) inches (18 inches for Junior/Senior/Big League baseball) from the small end. A non-wood bat must have a grip of cork, tape or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited.

Regarding use of an illegal bat, Rule 6.06(d) has been amended to read:

A batter is out for illegal action when –

- (d) The batter enters the batter's box with one or both feet entirely on the ground with an illegal bat (see bat specifications rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter's box.

Note: If the infraction is discovered before the next player enters the batter's box following the turn of bat of the player who used an illegal bat:

1. The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.
2. For the first violation, the offensive team will lose one eligible adult base coach for the duration of the game.
3. For the second violation, the manager of the team will be ejected from the game. Any subsequent violation will result in the newly designated manager being ejected.

The manager of a team using an illegal bat may be called to a review board meeting.

(I) DIRECTOR ON DUTY:

1. Any member of the Board of Directors, while on duty, has full authority (after receiving permission from the home plate umpire) to enter the playing field when said Director feels their presence is necessary. However, said Director may not OVER RULE the home plate umpire on any interpretation of a baseball rule. This does not mean that said Director should not be treated with respect by any umpire, manager or assistant manager.
2. Any Director on Duty, prior to turning the game over to the home plate umpire, will insure that EACH playing team has provided someone to work in the refreshment stand and at least one certified base umpire. Also, said Director is to insure that the VISITING team has provided a qualified official scorekeeper who must keep score from the appropriate scorekeeper's booth. Said Director(s) have the authority to hold up the start of the game until each team has complied fully.
3. Any Director on Duty shall have the authority to suspend a game due to the time limits established in accordance with UMLL League Rules.

4. All Major or above league games will start with two new balls supplied by the league and one used ball to be supplied by the HOME TEAM. All Minors league games will start with one new ball supplied by the league and two used balls to be supplied by the HOME TEAM.

(J) STARTING/STOPPING OF A GAME:

1. Starting and stopping of games shall be governed in accordance with Rule 4.00 and it's sub-sections of the LL "Official Regulations and Playing Rules".
2. The official clock at the Fairhill Street complex is the one in the refreshment stand.
3. With inclement weather conditions prior to any scheduled game, the grounds crew will make the decision as to whether or not games will be played and they will then inform the Director on Duty with their decision. Once the game is turned over to the home plate umpire, he/she will have sole responsibility as to when play might be suspended.
4. All games on all fields will "stop play" at the minute a bolt of lightning is sighted. Play will be halted for 10 minutes. All fields will be cleared and all players shall remain away from all fences. Each bolt sighted will require a 10-minute wait. "Stop play" can be called by any umpire; however, any Director sighting said lightning should inform the home plate umpire of same, compelling the home plate umpire to announce to the official scorekeeper that the game is being halted.
5. Postponed or suspended games will be rescheduled on the first Sunday following the postponement or suspension, subject to field availability and weather permitting. If a team is unable to field a team for the rescheduled game, the game may be considered a forfeit if the opposing team has nine players, in uniform, at the playing field at the scheduled starting time of the rescheduled game. If neither team is able to field a complete team, a double forfeit may be declared and recorded.
6. If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, this shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision. Note: A game may not be started with less than nine (9) players on each team, as per Little League Baseball and Softball official playing rules. All approved forfeited games shall count as a 6 to 0 victory. (LL Rule 4.16 "Official Regulations and Playing Rules")
7. With all called forfeited games, no records will count towards minimum playing time requirements. However all innings pitched will count for that week's pitching in accordance with LL Rule VI (b) "Official Regulations and Playing Rules". A game report must be filled out for all pitchers who pitched in all Forfeited games.
8. The home plate umpire, using reasonable judgment, will be the sole judge as to whether the game shall be suspended or terminated by reduced visibility due to darkness. This is implied by Rule 3.10b, "Official Regulations and Playing Rules".
9. Reference LL Rule 4.10(e) (i.e. - the "10 Run Rule"): In all UMLL play, manager "may not" concede victory to the opponent. Exception: Junior and Senior softball.

(K) END OF GAME:

1. The official score page is to be signed by BOTH managers, home plate umpire, and the official scorekeeper, attached and turned in with the GAME REPORT. (Excluding Senior and Big League) Both team managers are responsible for ensuring that the **GAME REPORT** is properly filled out. The home team manager is responsible for filing said report in its proper place in the Snack Stand.
2. The manager or manager's assistant is to post or note on the official game report of the game just completed the names of those players who played a complete game, who was absent and ineligible to play. This information is to be agreed upon and verified by BOTH managers prior to their signing of the game report. Game Reports will always be turned in for all forfeited and suspended games and any other game that has had one pitch thrown.
3. It is EACH manager's responsibility after the last game for that day, to see that all equipment is returned to its proper place and that both dugouts and the field are clear of trash and debris.

(L) PLAYER DISCIPLINE:

1. On recommendation of the manager and with the approval of the League Director, or at the discretion of the League Director or the Director on Duty, a player may be disciplined to the extent that said player must sit on the bench throughout an entire game or games.
 - If, in the judgment of any umpire, and with the approval of the home plate umpire, any player has thrown a bat while batting, a warning will be issued to both teams' manager. The next time a bat is thrown by any player while batting, said player will be removed from the game as a disciplinary action. Removal will not take effect until no further action is possible in that play. The removed player must remain on the bench. A substitute player as outlined in 4.17 of the "Official Regulations and Playing Rules" will assume any existing count.

(M) PLAYER / MANAGER GAME EJECTION'S:

1. Managers, Manager's Assistant and/or players will be ejected from the game, at the discretion of any umpire and with the approval of the home plate umpire, for unsportsmanlike conduct.
2. Any Manager and/or Manager's Assistant ejected from a game shall leave the complex immediately.
3. Any Manager or player ejected from any game for unsportsmanlike conduct will be suspended from participating in his/her next scheduled game.
4. Anyone ejected from a game, at the discretion of the home plate umpire, will be subject to discipline as outlined in the Constitution & By-Laws of the Upper Moreland Little League. The home plate umpire MUST file a report immediately after the game to the President of the League and the Umpire-in-Chief. The President MUST call a special meeting of the Review Committee to review and evaluate this report before the next scheduled game of the team involved.

(N) PLAYER RE-ENTRY DUE TO ILLNESS/ INJURY:

1. Is covered by Rule 3.03, LL "Official Regulations and Playing Rules"
2. In case of illness or injury during a scheduled league game, the player's fitness for eligibility for further playing time will be at the discretion of said player's manager and the home plate umpire. If agreement cannot be reached, then the Director on Duty should be consulted. In special cases the player's parent(s) should be consulted.
 - (a) If a medical professional, Umpire in Chief, the player's coach, the player's manager or the player's parent has determined a player sustains a possible concussion, the player must be, at a minimum, removed from the game and/or practice for the remainder of that day. The league must also be aware of its respective state/provincial/municipal laws with regards to concussions and impose any additional requirements as necessary. His/her return to full participation is subject to:
 - The league's adherence to its respective state/provincial/municipal laws,
 - An evaluation and a written clearance from a physician or other accredited medical provider, and
 - Written acknowledgement of the parents.

APPENDIX A

UPPER MORELAND LITTLE LEAGUE DRAFT POLICY

(A) DESIGNATION OF ASSISTANT COACH

Managers in all leagues are permitted to designate one pre-selected assistant coach at the player selection draft. This arrangement must be made between all parties prior to the start of the draft. It should be done in advance of the draft date. This would not be mandatory; in other words, a Manager could decide on his assistant coaches after he/she drafts the team or at his/her team meeting. But, if any of the other coaches in that draft would like to pre-select one assistant coach - they have that option.

(B) PLAYER SELECTION – MANAGER/COACH CHILD

The Manager's child and the assistant coach's child must be drafted where they fall ratings-wise in the draft. These players **CANNOT** be taken out before the draft starts.

Managers **MAY NOT** draft any players rated lower than their child until after their child is selected. Managers may select players with the **same rating** as his/her child before picking his/her own child.

Managers **MAY NOT** draft any players rated equal to or lower than then their pre-selected assistant coach's child until after that child is selected.

Remember: There are no "Gentlemen's agreements" permitted that would circumvent these rules.

(C) DRAFT ATTENDANCE

It is the **SOLE RESPONSIBILITY** of the Board-selected Manager to attend the scheduled draft and select his or her team.

In the case of an **"Extreme Circumstance,"** i.e.; a Family Crisis, Medical Emergency, or Work Conflict, the following courses of action will apply in the order shown:

- 1) Every attempt will be made to reschedule the draft in a timely manner, provided all Managers are in agreement. This is the preferable course of action.
- 2) Allow a pre-selected assistant coach to select the team in the Manger's absence.
- 3) Allow that league's Player Agent to draft the team by selecting according to the ratings available.
- 4) Allow that league's Director to draft the team by selecting according to the ratings.

(D) DRAFT TIME LIMITS

During the draft, a time limit of 1-2 minutes per selection may be placed into action by the designated Board Member running the draft if he or she feels it is necessary. The time limit can only be placed into action before the start of the draft or at the start of another round of selections starting at pick #1.

APPENDIX B

UPPER MORELAND LITTLE LEAGUE **VOLUNTEER SCREENING POLICY**

(A) PURPOSE

We will use volunteer screening to determine if any Upper Moreland Little League (UMLL) volunteer has a criminal history that could jeopardize the safety and welfare of any child participating in the league.

Volunteer screening involves a manual or data base search of federal, state, and/or local government records to determine if the individual applying to volunteer has had a past criminal conviction. Volunteer screening must be sufficiently comprehensive to ensure that all convictions are revealed. To be effective, volunteer screening must occur before the volunteer is permitted to associate with children and must be performed annually on all applicable volunteers regardless of their position or the number of years they have been involved in the league.

(B) POLICY

It is the policy of the Upper Moreland Little League that all volunteers that have direct regular contact with players, shall comply with the PA Child Protective Services Law (CPSL) (PA Title 23; Chpt. 63) and applicable requirements of Little League Baseball, Incorporated.

The following volunteer positions are required to complete the CPSL screening process:

- UMLL Board Members
- Managers, Coaches, and Assistant Coaches
- Umpires
- Team Parent(s)
- Any other adult that has regular direct contact with players

Any adult that has indirect or irregular contact with players (ie. snack stand, fill-in base coach, etc.) shall be under the supervision of screened volunteers at all times.

The CPSL screening is in addition to Little League, Incorporated Volunteer Application/Screening.

No adult volunteer will be selected or appointed to any Team or Volunteer position without first complying with this policy. Any volunteer who refuses to submit to volunteer screening will be immediately terminated or eliminated from consideration for any volunteer position. This includes individuals with many years of service to UMLL.

(C) PROCESS

Volunteers who are required to complete the CPSL screening process shall log on to the following web site:

<https://www.compass.state.pa.us/cwis/public/home>

Volunteers shall check the "**Volunteer having contact with children**" check box. This is a free service, once every 57 months. Volunteers having completed this process with another team or organization shall provide their clearance to UMLL.

The UMLL Board of Directors or its designee will be responsible for completing the volunteer screening process required by Little League, Incorporated.

(D) HANDLING OF INFORMATION / FINDINGS

The UMLL Board of Directors will appoint a Volunteer Screening Subcommittee to administer the volunteer screening process. This subcommittee will be responsible for ensuring that all volunteers complete the Volunteer Screening Process, where required, and for reviewing all information received.

All information received as a result of the screening process will be kept confidential. The results will not be disclosed to anyone other than the volunteer in question, the UMLL Volunteer Screening Subcommittee and the UMLL appeals committee, when or where applicable.

Should information be found that would prevent a volunteer from being accepted, the UMLL President or designee from the UMLL Volunteer Screening Subcommittee will notify the volunteer in a confidential written manner. The volunteer is responsible for taking appropriate action to have the results of the criminal check report corrected if they believe information was reported in error.

(E) DISQUALIFICATION FROM VOLUNTEER SERVICE

A person will be disqualified and prohibited from serving as a volunteer for UMLL and having any contact with players if he/she has been found guilty of the following crimes. UMLL may, also, at its sole discretion, prohibit said person from entering property owned by UMLL. Guilty means the individual was found guilty following a trial, entered a plea of guilty or nolo contendere, entered a no contest plea accompanied by court's finding of guilty, regardless of whether there was an adjudication of guilt (conviction) or a withholding of guilt or the record has been expunged. This policy does not apply if criminal charges resulted in acquittal or dismissal.

1. All sexual offenses, regardless of the amount of time since the offense. Examples include, but are not limited to: Child molestation, rape, sexual assault, sexual battery, sodomy, prostitution, solicitation, indecent exposure.
2. Any crimes involving children, regardless of the amount of time since the offense.
3. All felonies that constitute offenses against the person, regardless of the amount of time since the offense. Examples include, but are not limited to: murder, manslaughter, aggravated assault, kidnapping, robbery, aggravated burglary.
4. Any misdemeanor within the past 5 years that could be considered a potential danger to children or is directly related to the functions of the applicant. Example of this is theft if the person is handling money.

In addition, volunteers will be disqualified if they have:

5. Been adjudged liable for civil penalties or damages involving sexual or physical abuse of children.
6. Been subject to any court order involving sexual abuse or physical abuse of a minor, including but not limited to a domestic order or protection.

All other offenses within the past 5 years, beyond those described above, are subject to further review and action by the UMLL President and/or UMLL Volunteer Screening Subcommittee. Examples include, but are not limited to: drug and alcohol-related offenses, theft, fraud.

Should the background check indicate that a volunteer has criminal charges pending that fit the description of charges in our detailed infractions list; the volunteer may be suspended from volunteer service until there is a resolution of the charges. Should an approved volunteer subsequently have any criminal charges brought against him/her that are listed in the detailed infractions list during their term of service to UMLL, the volunteer will be required to immediately disclose the nature of the charges to the UMLL President or designee and agree to suspend his/her volunteer service until a determination is made by UMLL regarding the effect of the pending charges on the volunteer's functions within the program.

(F) APPEALS

Any volunteer disqualified from volunteer service by UMLL may request an interview/review by the Volunteer Screening Subcommittee in accordance with the appeals process as outlined in the UMLL Constitution. The vote of the committee regarding the appeal will be final.