



Greater Fauquier Baseball Little League By-Laws



I. DEFINITIONS

A. *Timelines*

1. Pre-season
 - a) The period of time from the release of team rosters prior to the first Regular Season game in a given Division.
2. Regular season
 - a) The period of time from the first game in a given Division to the last scheduled Regular Season game in a Division.
3. Post-season
 - a) The period of time from the last scheduled Regular Season game in a given Division until the last game of that Division's end-of-season tournament, if applicable.

B. *Playing Seasons*

1. Spring
 - a) The period of time extending from open evaluation through the end of regular season or post-season play; typically runs Feb 1 through June 15.
2. All Star
 - a) The period of time commencing with the announcement during the Spring season of Tournament Team (All Star) rosters and extending until all tournament teams are eliminated from tournament play; typically June 15 through potentially end of August.
3. Fall
 - a) The period of time beginning with opening of fields by Fauquier County Parks and Recreation (FCP&R) and extending through the end of regular season and any post-season play; typically runs August 1 through second weekend in November.



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C. *Evaluation*

1. An evaluation conducted by the League to determine the skill level of each Player who wishes to be considered for a draft Division with a ranking of 1 (highest) to 5 (lowest)
2. The evaluation shall consist of objective and subjective components, to be scored and recorded by League volunteers and outside observers whenever possible. While standards may be adjusted depending on available facilities and manpower, the following illustrates typical evaluation criteria:
 - a) Batting
 - (1) Contact
 - (a) Objective evaluation
 - (b) Mechanics
 - (c) Strength
 - b) Fielding, Grounders
 - (1) Success
 - (a) Objective evaluation of ability to field ground balls cleanly
 - (2) Mechanics
 - (a) Subjective evaluation of fundamental mechanics of fielding ground balls
 - c) Speed – Running timed by the evaluator
 - d) Fielding, Fly Balls
 - (1) Success
 - (a) Objective evaluation of ability to field fly balls cleanly
 - (2) Mechanics
 - (a) Subjective evaluation of fundamental mechanics of fielding fly ball
 - e) Throwing
 - (1) Accuracy
 - (a) Objective evaluation of ability to hit a child target
 - (2) Mechanics
 - (a) Subjective evaluation of fundamental mechanics of throwing, including transition from fielding ground balls to throwing.
 - (3) Strength
 - f) Pitching (optional)
 - (1) Accuracy
 - (a) Objective evaluation of ability to hit the strike zone from 46' (Intermediate 50' & Junior/Senior League: 60' 6")
 - (2) Mechanics
 - (a) Subjective evaluation of fundamental mechanics of pitching



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II. POLICIES

A. *Payment*

1. On-time registrations must be paid within 24 hours of Registration

B. *Refunds*

1. Refund of Registration (less \$15 processing fee) if the request is received
 - a) On or before the end of the Registration period
2. Refund after the end of Registration (Fee minus \$50 processing fee)
 - a) After Registration period has ended

C. *Insurance Deductible Reimbursement*

1. The League will reimburse an individual up to the full amount of the \$50 Little League Accident Insurance deductible, upon presentation of sufficient documentation to the League Safety Officer and Treasurer.

D. *Unscheduled Practices and Events*

1. Only those practices and other events officially sanctioned by the League, and scheduled by the League scheduler shall be covered by League and Little League insurance.
2. The League scheduler shall be responsible for the official coordination and scheduling of all events through the League website; if an event is not scheduled through the website, it does not exist for League and insurance purposes.
3. Managers, Coaches, and any other League Members shall not use the official League website to communicate with Members about unofficial events.

E. *Rescheduling Games, Practices, and Events*

1. In the event that inclement weather, player availability, field blackout, or other just causes force the cancellation of League event(s), the League scheduler shall work with the affected Managers to reschedule those events as expeditiously and as fairly as possible.
2. To ensure that Little League objectives relating to mandatory games scheduled for All Star qualification purposes are met, the priorities below shall be used to establish an order of precedence for rescheduling where availability of appropriate fields is an issue.



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NOTE: Since Junior & Senior League events take place on the larger baseball diamond, they do not currently conflict with any other Division and are not listed here.

- a) Regular Season
 - (1) Majors games
 - (2) Intermediate games
 - (3) AAA games
 - (4) AA games

3. If a game or other event listed above would normally be cancelled, and a suitable field remains available with a lower-priority Division event on it, the League Scheduler will move the to-be-cancelled event to the other field.

F. Umpire Scholarship

1. Youth

- a) The League shall issue a scholarship credit for and applicable to only the registration fee for one (1) league player for the following Spring or Fall season for a series of games worked.
- b) One scholarship for each 5 games worked in the Spring Season.
- c) One scholarship for each 4 games worked in the Fall Season.
- d) Scholarships are redeemable at the conclusion of the season.
- e) **OR**, Compensation of \$125 for the purchase of personal umpire equipment.
- f) If b, c, or d - League equipment **MUST** be returned to the UIC at the end of the season.

2. Adult

- a) *The League shall issue a scholarship credit equal to and applicable only to the registration fee for one (1) League player for the following Spring or Fall season for a series of games worked:*
- b) *Spring season*
 - (a) One (1) scholarship for each five (5) games worked.
- (2) *Fall season*
 - (a) One (1) scholarship for each four (4) games worked.
- c) Scholarships are redeemable at the conclusion of the season.
- d) **OR**, Compensation of \$125 for the purchase of personal umpire equipment.
- e) *If b, c, or d - League equipment **MUST** be returned to the UIC at the end of the season.*



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Tournament-All GFBLL Volunteer umpires, Adult and Youth will be eligible for umpiring Little League District Tournament games. Adult umpires that have completed Little League Umpire Certification Training and evaluation by the D16 UIC will be eligible to Umpire at Little League State, Regional, and National levels.

G. Attendance

1. Umpires
 - a) One (1) unexcused absence from an umpire assignment (“no show”) shall be cause for removal from the Umpire List at the sole discretion of the Umpire-in-Chief.
 - b) ***Repeated late arrival and/or failure to be properly attired may be cause for removal from the Umpire List at the sole discretion of the Umpire-in-Chief. No show umpire rule (see below).***
 - c) Both game managers recruit a volunteer from each team to umpire.
 - d) Ball/Strike umpire will call from behind pitcher
 - e) Umpires will switch positions each half inning.
 - f) Team at bat will be umpire from other team volunteer.

H. Mandatory Play

1. Responsibilities

It shall be the responsibility of each manager to ensure that all players on the team meet mandatory play in each game played, including all mandatory play set forth in the Little League Official Rules and Regulation as well as any local League rules established for that Division. It shall be the responsibility of each manager to report any known violations of mandatory play by the opponent in each game played.

2. Penalties

- a) First offense – Written reprimand.
- b) Second offense – Suspension for the next physically-played game.
- c) Third offense – Suspension for the remainder of the season



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III. PLAYER SELECTION

A. *Spring Season*

1. Beginners Division Group
 - a) The Player Agent shall have complete authority as to the makeup of the teams within each respective Division in this group.
 - b) The Player Agent shall allocate players to each Division and in then in turn to each team within that Division based on the criteria above.
 - c) Unless otherwise requested by their parents, all siblings that are eligible for the same Beginners Division (e.g., all in T-Ball, or all in Instructional, etc.) will be placed on the same team.
 - d) At the Player Agent's discretion, all reasonable requests for specific coaches, teammates, or teams may be honored.
2. Minor League/Little League/Intermediate/Junior/Senior League Division Groups
 - a) Eligibility
 - (1) Each Division within the Minor League, Little League, Intermediate, Junior, and Senior League Division groups shall conduct a player selection draft to fill the roster of each team. All Managers and coaches are to attend the draft for ranking prospective players for potential draft selection.
 - b) Pre-selection of Coaches
 - (1) A manager shall select coaches from the ranks of eligible approved adult volunteers of those players drafted or from other eligible adult members of the League.
 - (2) A manager may select two (2) coaches to assist with player review and selection, after Board approval of all managers and coaches.
 - c) All Division Groups
 - (1) The selection order of the first round shall be administered by the Player Agent or league designated official.
 - (2) The evaluation ranking for the Manager's player and Assistant Coach player(s) shall be the cumulative score factor determining first round selection as set by the Player Agent.

The first round pick may require two picks if needed to balance the cumulative score, two will be given to each team as needed to balance a team as the draft is conducted.

 - (a) The selection order shall then proceed in a serpentine fashion through the remaining rounds of the draft.
 - (b) The last team selecting in the 1st round shall be the first team selecting in the 2nd second round.
 - (3) Upon the completion the draft will be closed.



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- d) Minor League Division Group
 - (1) AAA Division
 - (a) All players league age 11 on the draft sheet must be selected.
 - (b) The number of players league age 10 selected must at least equal the total number of players league age 10 on the draft sheet MINUS one player for each team in the AA Division. EXAMPLE: There are 19 players of league age 10 on the AAA draft sheet; there are six (6) AA teams. In this case thirteen (13) players league age 10 must be drafted; only six (6) 10 year olds may remain undrafted in the AAA draft.
 - (c) If at any time the number of remaining draft slots is equal to the number of players league age 11 PLUS the number of must-draft players league age 10 still on the draft sheet, then all teams must draft 10 and 11-year old players.
 - (d) If at any time the number of remaining draft slots is equal to the number of players league age 11 still on the draft sheet, then all teams must draft 11 year old players.
 - (2) AA Division
 - (a) All players league age 10 on the draft sheet must be selected.
 - (b) The number of players league age 9 selected must at least equal the total number of players league age 9 on the draft sheet MINUS one player for each team in the Single-A Division. EXAMPLE: There are 14 players of league age 9 on the AA draft sheet; there are eight (8) Single- A teams. In this case at least six (6) players league age 9 must be drafted; only eight (8) 9 year olds may remain undrafted in the AA draft.
 - (c) If at any time the number of remaining draft slots is equal to the number of players league age 10 PLUS the number of must-draft players league age 9 still on the draft sheet, then all teams must draft 9 and 10-year old players.
 - (d) If at any time the number of remaining draft slots is equal to the number of players league age 10 still on the draft sheet, then all teams must draft 10 year old players.
 - (3) Single-A Division
 - (a) All players league age 9 on the draft sheet must be selected.
 - (b) The number of players league age 8 selected must at least equal the total number of players league age 8 on the draft sheet MINUS one player for each team in the Beginners Rookie Division.
 - (c) EXAMPLE: There are 22 players of league age 8 on the Single-A draft sheet; there are seven (7) Single-A teams. In this case fifteen (15) players league age 8 must be drafted; only seven (7) 8 year olds may remain undrafted in the Single-A draft.
 - (d) If at any time the number of remaining draft slots is equal to the number of players league age 9 PLUS the number of must-draft players league age 8 still on the draft sheet, then all teams must draft 8 and 9-year old players.
 - (e) If at any time the number of remaining draft slots is equal to the number of players league age 9 still on the draft sheet, then all teams must draft 9 year old players.
- e) Little League/Intermediate/Junior/Senior/ League Division Groups
 - (1) Intermediate, Junior, and Senior League Division
 - (a) No restrictions



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- (2) Majors Division
 - (a) THIS DIVISION WILL BE DRAFTED FIRST
 - (b) No more than eight (8) players of league age 12 may be on any team. All 12 year olds on the draft sheet must be drafted.
 - (c) If at any time a team has eight (8) players of league age 12 on its roster, it may draft no additional 12 year olds.
 - (d) If at any time the number of remaining players league age 12 on the draft sheet is equal to the number of remaining draft positions available to 12 year olds – i.e., the number of Majors teams TIMES 8 MINUS the number of players league age 12 who have already been selected in the draft – then all teams are required to draft 12-year old players.
 - (e) Major League teams shall remain intact until the player's league age to move up, players may option to re-enter the draft or play up, but must declare at the time of the draft. The league reserves the right to redraft should League expansion be necessary or if the League determines to implement a yearly new draft due to inequity or player volumes that exceed the number of available teams.
 - (f) For the Spring Season, consideration should be given for as many qualified 10 year old players as possible to play in Majors. This allows for continued consistent skills development and player development.
NOTE 1: The proceedings of each draft shall remain secret.
NOTE 2: The players selected and rosters established by the draft, including coach candidates, shall remain secret until released by the Player Agent.

B. Fall Season

1. All Division Groups
 - a) The Player Agent shall have complete authority as to the makeup of the teams within each respective Division in the League.

NOTE: Prospective manager input may be sought at the Player Agent's discretion.
 - b) The Player Agent shall allocate players to each Division and in then in turn to each team within that Division based on the criteria defined above.
 - c) At the Player Agent's discretion, all reasonable requests for specific coaches, teammates, or teams may be honored.
 - d) Managers will retain the spring teams in the Fall season. If a manager is not assigned or does not manage in the fall, the GFBLL President, Vice President, or Coaching Coordinator may assign a manager for the fall season at their discretion.



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IV. REGULAR SEASON PLAY

A. *Standings*

1. All competitive Divisions (Senior, Junior, Intermediate, Majors, and Minors) shall keep standings for each team.
2. Each Manager or his designee is responsible for entering into the League website the score, pitch count, and catcher innings caught for each game within 24 hours of completion.
3. Standings shall be calculated using the following criteria, in descending order of importance:
 - a) Overall Wins
 - b) Head-to-head record
 - c) Runs allowed
 - d) If teams remain tied after all tie-breakers are factored in, a coin-flip shall be used to determine the higher standing.

B. *Pool Players*

1. Beginners Division Group
 - a) Pool players will not be provided.
2. Minor League/Little League/Intermediate/Junior/Senior League Division Groups
 - a) If a team has ten (10) or fewer players available for a game, the Manager may request pool player(s) from the Player Agent.
 - b) The Player Agent will identify and attempt to assign to that team Player(s) from the pool, based solely on Player availability until the game-time roster size reaches ten (10) Players. Each Player so assigned:
 - (1) Shall wear their existing team uniform and cap.
 - (2) Shall meet all mandatory play requirements for pool players:
 - (a) Play nine (9) consecutive defensive outs.
 - (b) Bat at least once.
 - (c) Meet any mandatory infield/outfield play.
 - (3) Shall not pitch.
 - (4) Shall bat last in the lineup.
 - (5) Shall catch for no more than two (2) innings (Minors only).
 - c) Any pool Player requested who accepts and arrives at a game site must meet pool player mandatory play EVEN IF the roster player(s) being replaced are also present.



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V. POST-SEASON PLAY

A. *Spring Season*

1. All competitive Division groups (Minor League, Little League, Intermediate, Junior, and Senior) shall have a tournament at the conclusion of the Regular season.

NOTE: The Intermediate, Junior, and Senior Division may conduct their tournament in accordance with any established interleague agreements. The League champion shall be the Regular Season champion as determined by the overall standings, and will be seeded into the end of season tournament, and established interleague tournament.

2. Regular season standings shall be used to seed the teams.

3. Throughout the playoffs, the higher seed shall always be the home team.

4. The playoffs shall culminate with a championship ("World Series") pitting the final two teams in each Division against one another.

VI. ALL STAR/SPECIAL GAMES TOURNAMENT SELECTION

A. *League Participation*

1. The League shall participate in the annual Little League International Tournament ("All Star Tournament") in the 9-10, 10-11 Year Old, Little League, Intermediate, Junior, and Senior Divisions. The League may also optionally field additional team(s) to participate in local Special Games tournaments (both All Star Tournament and Special Games Tournaments shall be referred to as "All Star" for the purposes of these by laws). Each team shall consist of twelve (12) or more players, a Manager, and two (2) Coaches, up to the maximum roster size permissible per Division.

B. *Manager/Coach/Player Participation*

1. Any Player, Manager, or Coach desiring to participate as an All Star must complete a League application prior to the May 15 deadline each year by the Board of Directors.

2. The application shall constitute the commitment of the applicant to remain available for all practices, games, and events, from the announcement of All Star Teams on or about June 1 of each year, through the end of the tournament for that team, which may be as late as September 1.

NOTE: events, including practices and tournament games may be scheduled as early as 9:00 AM to accommodate schedules.

3. Completion of an application does not guarantee selection to any team; however, failure to complete an application may result in being left off a team.

4. Each applicant MUST list any and all planned absences (vacation, day/overnight camp, wedding, etc.) throughout the entire duration of the tournament, or any other constraint that may keep the individual from full participation during the tournament.

5. Applicants are required to divulge this information, but its inclusion on the application shall not represent automatic disqualification of the applicant from any All Star team. However, failure to divulge known absences may be grounds for exclusion from an All Star team or immediate dismissal from an All Star team once announced.



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NOTE: Each All Star Team shall be formed from the following League Members, who must appear on the official League rosters as filed with Little League and be in good standing with the League:

6. Manager

- a) The Intermediate, Junior, and Senior League All Star team Manager shall be a Manager of a Regular Season Intermediate, Junior, and Senior League team.
- b) The Little League All Star team Manager shall be a Manager of a Regular Season Majors team.
- c) The 9-10 and 10-11 All Star team Manager shall be a Manager of Regular Season Majors or Minors teams.

NOTE: The Board of Directors reserves the right to expand the pool of eligible Manager Candidates to include Coaches in their respective Divisions should a shortage of qualified or suitable Manager candidates apply.

7. Coaches

- a) Intermediate, Junior, and Senior League All Star team Coaches shall be Coaches of Regular Season teams.
- b) Little League All Star team Coaches shall be Coaches of Regular Season Majors teams.
- c) 9-10 and 10-11 All Star team Coaches shall be Coaches of Regular Season Majors or Minors teams.

8. Players

- a) All Players must be eligible for participation by virtue of having played in 60% of their Regular Season team's scheduled and completed games, or have been officially waived by District, Regional, or Charter Committee direction as necessary for participation.
- b) Players for each All Star team shall be drawn from the League as follows:
 - (1) Intermediate, Junior, and Senior League All Star team Players shall be Players on Regular Season teams.
 - (2) Little League All Star team Players shall be Players on Regular Season Majors teams.
 - (3) 9-10 and 10-11 All Star team Players shall be Players on Regular Season Majors or Minors teams.



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C. All Star Selection Process

1. Manager

- a) The President of the League shall issue a "call for candidates" to be due by date decided upon by the Board of Directors, but not later than May 15 of each year.

NOTE: the call for candidates shall be addressed to all qualified individuals as indicated in the Little League Rule Book.

- b) The President shall collect/review each application, and present to the Board of Directors.
- c) Each manager applicant may be interviewed by the Board of Directors or committee.
- d) The Board of Directors will select All Star team managers.

2. Coaches

- a) The President of the League shall issue a "call for candidates" to be due by date decided upon by the Board of Directors.

NOTE: the call for candidates shall in compliance with the Little League Rule Book.

- b) The President shall collect/review each application and present to the Board.
- c) The Board of Directors shall review the candidates.
- d) Each Manager shall select two (2) prospective Coaches from the list of eligible Coach Applicants at the time of player selection.
- e) The Board of Directors shall approve all Managers and Coaches selected.

3. Players

- a) The Player Agent shall distribute All Star commitment forms to all Players league ages 9-18 in the AAA, Majors, Intermediate, Junior, and Senior League Divisions, and collect them by the due date established by the Board of Directors, but no later than May 15.

NOTE: Those Players league age 12 who have waived down to the AAA Division are not eligible for All Star play.

- b) **Player Agent shall prepare a ballot for each Division fielding an All Star team for that season Senior, Junior, Intermediate, Majors, and AAA and provide to Managers for distribution to each team Manager, or a tryout shall be held for All Star Team selection by the Manager, Player Agent, and designated League Officials.**

- (1) Each player shall indicate their top four (4) player selections on the ballot. Players may vote for themselves.

- (2) Ballots shall be returned to the Player Agent by the deadline specified, no later than May 31.

- (3) Player Agent shall review and tally ballots adding the four players with the greatest amount of votes to the proposed All Roster.



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- c) Player Agent Shall provide Regular Season Managers a list to include the four players receiving the greatest number of votes and list of remaining All Star committed players.
 - (1) The Regular Season Division Managers shall collectively review All Star Candidate list and choose four additional players to be recommended for addition to the All Star Roster.
 - (2) These recommendations will be returned to the Player Agent by the deadline specified, no later than May 31.
- d) Player Agent shall provide All Star Manager with a list of the 8 players selected by player vote and Division Manager selection.
 - (1) Player Agent shall provide All Star Manager with a list of remaining All Star Candidates.
 - (2) All Star Manager shall select a minimum of 4 players up to division player limit from the remaining candidates, plus two alternate players, and shall provide these selections to the Player Agent by the deadline specified, not later than May 31.
- e) Player Agent shall submit this list to President for review.
- f) The President will present the All Star teams to the Board of Directors for final approval.
- g) If the Board of Directors does not approve a team, the Board of Directors shall provide the manager of that team with its rationale, and the manager shall re-submit. If manager is not in agreement with team manager may appeal to Board of Directors within specified deadline providing rationale.
- h) The President shall publicly announce each All Star team on the date on which, by Little League regulation, each respective Division can be announced.

NOTE 1: The Little League-(Majors - 11/12) All Star team shall have priority in player selection.

NOTE 2: In the event that a player thought to be an All Star candidate has not submitted an application, has indicated that he will not be available, or has indicated that he does not wish to participate. The President shall confirm the player's intentions with the parents and player.

NOTE 3: It shall be the desire of the League that players with continuing participation in the League shall have preference for selection to a team over those with participation gaps, unless such gaps are for medical or residence reasons.



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Appendix (A) - Local Rules *Blast Ball and Tee Ball Divisions*

The most current Little League Baseball Rules and Regulations will govern all play not specified below.

- The ball used at this level is a "softer" version of a regulation baseball, which greatly reduces the potential for serious injury.
- The score shall not be kept.
- Games are permitted to begin with less than ten (10) players (but no less than 6)
- Four Coaches are allowed in Tee Ball and Blast Ball, one Coach must remain in the dugout at all times.

Mandatory Play

- All players shall be listed in the batting order and shall bat once every inning.
- All players shall play in the field every inning.
- Coaches should teach the basic fielding position and not line all the kids up in the infield in a rainbow pattern.
- All players must play at least one inning in the infield and one inning in the outfield.

The Defense

- All players shall play on defense every inning. The extra players must be positioned in the outfield.
- All outfield players shall be positioned at least 15 feet off the base path.
- A player in the outfield may not make a putout in the infield unless acting as a back-up on a run down. The outfield player must throw to an infielder for an out.
- Two (2) defensive coaches may be positioned on the outfield grass in order to reposition and coach players after the completion of a play. They may coach the players during live play. No other defensive coaches shall be on the playing field.
- The pitcher and first baseman may wear a batting helmet with a protective facemask while on defense.
- The pitcher shall be positioned either on the pitching mound or within 3 feet of either side of the pitching mound, even with the pitching plate.
- The catcher shall be positioned in such a way that a potentially thrown bat poses no danger. For example, in the case of a right-handed batter, place the catcher a few feet behind and to the right of home plate. Reverse this for left-handed batters.

The Tee

- The tee shall be placed directly in front of home plate. It shall not be placed on the plate. This serves two purposes: it teaches players proper hitting technique and it also provides for a much safer environment as runners advance between third base and home.

The Offense

- The batting order will consist of all eligible players.
- All players in the batting order shall bat every inning. Although runners are removed when they are put out, the side does not retire until all players listed in the batting order have completed their turn at bat.
- One (1) adult coach shall operate the tee and determine whether the ball is fair/foul.

The Batter

- The batter swings at a ball placed on the tee until the ball travels into fair territory.
- Strikes shall not be recorded.



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The Runner

- Stealing is not allowed.
- The runner is removed from the base when he/she is put out. In T-Ball Division only after three runners have been put out bases are cleared and play continues with next batter.
- There is no advance on an overthrow. For balls hit to the outfield, base runners may advance until the ball is "under control" (in possession) in fair territory in the infield by one of the infielders. If a base runner is more than half way to the next base, then the runner is entitled to try to reach that base. Otherwise, the base runner must return to the last base legally occupied. A fielder still has an option of making a play on the runner and if tagged, the runner is out; otherwise the above rules apply as to whether the runner was half way or not when the ball was originally "under control". In order to fairly judge this, a mark should be placed half way between first and second, second and third, and third and home plate.
- During the last batter of an inning, the batter and all runners can run on overthrows and can continue to run until an out has been made. The last batter will be treated as if there are two outs and the defense is trying to make the third out. The defense should try to get an out on any of the runners or the batter. Once an out is made or the last batter scores, the inning is over.

Starting and Ending the Game

- A maximum of three (3) innings shall be played at this level.
- A new inning shall not begin after one (1) hour.
- The game shall not continue after 1 ½ hours.



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Appendix (A) - Local Rules Minors "A" Division

The most current Little League Baseball rulebook will govern play not specified below.

Mandatory Play

- No player shall sit out two (2) consecutive innings, nor shall any player sit out a second inning prior to all eligible players having sat out an inning. No player shall sit out a third inning prior to all eligible players having sat out two (2) innings.
- All players must play two (2) innings in the infield and two (2) innings in the outfield or catcher.
- Infield positions are defined as 1st, 2nd, 3rd base, shortstop, catcher, pitcher for mandatory play purposes.
- Four coaches are allowed in this division, one coach must remain in the dugout at all times.

The Defense

- The defense shall field a maximum of ten (10) players. The extra player must be positioned in the outfield. All outfield players shall be positioned at least 15 feet beyond the outfield grass cut. The third baseman and shortstop must be positioned at the time of the pitch no closer than one step in from a straight line running from second to third base. The second baseman and first baseman must be positioned at the time of the pitch no closer than one step in from a straight line running from first to second base.
- A player in the outfield may not make a put out in the infield unless acting as a back-up on a run down. The outfield player must throw to an infielder for a put out.
- The pitcher position shall be within 3 feet of either side of the pitching mound, even with the pitching plate.
- The catcher shall wear all regulation protective gear to include a catcher's mitt, and be positioned properly behind the plate in the catcher's box.

The Pitcher

- A coach from the offensive team will operate the pitching machine to their team's respective batters.
- **Pitching machines are to be set 38-40 feet from the plate or slightly in front of the mound. Settings are position A3, B4, C7. Pitch speed is 36-40mph.**
- **The coach may coach the batter between pitches, but may not coach after delivery of the pitch, while the ball is in play, or coach the base runner. Should two base runners be caught on the same base, the lead runner will be called "out" by the umpire.**
- If a ball comes into contact the coach, after the ball is hit, the ball is considered live and in play.

The Offense

- Each of the first five innings shall end after three outs or five (5) runs, whichever comes first.
- The top and bottom of the 6th will end when either three (3) outs are made or when everyone in the line-up bats once, whichever comes first. It does not matter if the teams have a different number of batters.

The Batter

- Bunting is not allowed
- Strikes are recorded. A batter will be called out with three (3) swinging strikes or seven (7) total pitches. The out is recorded towards the "3 outs an inning."
- Bunting is not allowed. If the 7th pitch is fouled off, the batter will be awarded another pitch. If the pitch is deemed unhittable by the umpires judgment he may awarded another pitch, **(examples: ball hits the batter, ball several feet outside the strike zone, etc.)**



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The Runner

- Stealing is not allowed.
- Runners may advance one (1) base on an overthrow at their own risk with only one advance on the overthrow on the same play. **If the defensive team chooses to try make a play on the runner taking the additional base which results in ANOTHER overthrow, then one (1) additional base may be taken for each subsequent attempt made against a runner.**
- Runners cannot advance to another base once the ball reaches the infield and is under control by an infielder or if the runners are contained. The runner may continue to the next base in this situation, but must return to the previous base if they were no more than half the distance to the advancing base at the time of the ball entering the field. **(judgment call by the umpire)**
- For balls hit to the outfield, base runners may advance until the ball is "under control" (in possession) in fair territory in the infield by one of the infielders (in this instance the catcher is considered an infielder). If a base runner is more than half way to the next base, then the runner is entitled to try to reach that base. Otherwise, the base runner must return to the last base legally occupied. A fielder still has an option of making a play on the runner and if tagged, the runner is out; otherwise the above rules apply as to whether the runner was half way or not when the ball was originally "under control."

Starting and Ending the Game

- A maximum of six (6) innings shall be played at this level.
- No new inning may start after 1 ½ hours.
- The game shall not continue after 2 hours.



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Appendix (A) - Local Rules *Minors "AA" Division-Introduction to Player Pitching*

The most current Little League Baseball rulebook will govern play not specified below.

Mandatory Play

- No player shall sit out two (2) consecutive innings, nor shall any player sit out a second inning prior to all eligible players having sat out an inning. No player shall sit a third inning prior to all eligible players having sat out two (2) innings.
- All players must play at least two (2) innings in the infield and two (2) inning in the outfield. If a player does not have an opportunity to fulfill these requirements due to a shortened game, it must be fulfilled in the 1st inning of the subsequent game.
- Infield positions are defined as 1st, 2nd, 3rd base, shortstop, catcher, pitcher for mandatory play purposes.
- Four coaches may be allowed in this division. One Coach must remain in the dugout at all times.

The Defense

- The defense shall field a maximum of ten (10) players. The extra player must be positioned in the outfield. All outfield players shall be positioned at least 20 feet beyond the outfield grass cut.
- **A player in the outfield may not make a put out in the infield unless acting as a back-up on a run down. The outfielder must throw the ball to an infielder for an out.**
- **During machine pitched innings the pitching machines are to be set 41 feet from the plate or slightly in front of the mound. Settings are position A3, B4, C7. Pitch speed is 40-42 mph.**
- The pitcher position is located even with the mound and within three (3) feet on either side of the pitching plate.
- The catcher shall wear all regulation protective gear to include a catcher's mitt and be positioned properly behind the plate in the catcher's box.
- No coaches are permitted in the field of play.

The Pitcher

- **Player pitch will be throughout the season with the emphasis being on pitcher and catcher development. Specific pitch count limitations may be set for the first four games of the season.**
- **The pitcher must adhere to pitch count as allowed by the Little League Rule Book. The pitcher may be limited to 30-40 throws per game, or one inning, which is preferred to promote additional pitcher development. The Manager shall acknowledge player limitations due to pitcher arm strength, and pace of the game, and promote pitcher and catcher development for multiple players. The pitcher must sit out the next inning to comply with mandatory play, as outlined if two innings are played at the pitcher position.**
- **Player pitch shall be from 41'. PB Smith and Pearson # 2 have removable pitchers rubber for this, other fields will need to be measured and marked.**
- **Innings 1 and 2 are designated as player-pitch innings. For the 3rd and subsequent innings the pitching machine shall be used to pitch to the batters on their own offensive team. After GAME 6 game of the season innings 1, 2, and 3 shall be player pitch to help promote and develop the pitches/catchers.**
- **The pitcher position is within five (5) feet of the pitcher's plate in a straight line between home plate and second base. A good reference for positioning for the pitcher to begin the throwing motion is at the base of the 46' mound, approx. 41 feet. (Please be aware that there may be more than one place for a pitcher's mound and at different intervals)**
- **The coach may coach the batter between pitches, but may not coach after delivery of the pitch, while the ball is in play, or coach the base runner. Should two base runners be caught on the same base, the lead runner will be called "out" by the umpire.**
- If a ball comes into contact the coach, after the ball is hit, the ball is considered live and in play.
- Development of pitchers and catchers is fundamental to moving to AAA Division in the fall or the following spring.



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The Batter

- During machine pitch innings, the batter shall be given a maximum of seven (7) pitches. If the batter does not swing at the 7th or subsequent pitch, the batter shall be called out. A foul ball on the 7th or subsequent pitch cannot be counted at the last pitch. Strikes shall be called during coach-pitched innings. There are no walks or bases awarded due to the batter being hit by a machine pitch ball. The batter is out upon three (3) strikes.
- Strikes are recorded. A batter will be called out with three (3) swinging strikes or seven (7) total pitches. The out is recorded towards the "3 out of an inning."
- If the 7th pitch is fouled off, the batter will be awarded another pitch. If the pitch is deemed unhittable by the umpires judgment he may awarded another pitch (examples: ball hits the batter, ball several feet outside the strike zone, etc).
- Bunting is not permitted during machine pitch innings. Bunting is permitted during player pitch innings.

The Runner

- **Runners may advance one (1) base on an overthrow at their own risk with only one advance on the overthrow on the same play. If the defensive team chooses to try and make a play on the runner taking the additional base results in ANOTHER overthrow, one (1) additional base may be taken for each subsequent attempt made against a runner, each overthrow may result in an additional base including home plate.**
- **Runners cannot advance to another base once the ball reaches the infield and is under control by an infielder or if the runners are contained. The runner may continue to the next base in this situation, but must return to the previous base if they were no more than half the distance to the advancing base at the time of the ball entering the field. (judgment call by the umpire)**
- **Runners are permitted to steal during player pitch on passed balls.**
- Runners are not permitted to steal during machine pitch innings.
- Runners are not permitted to steal home.

Starting and Ending the Game

- In the sixth inning, each half inning shall end after three offensive players are legally put out, called out by an umpire or when all players on the roster have batted one time in the half inning. (No five run limit)
- For innings other than the sixth inning, each half inning is limited to five (5) runs or three (3) outs.
- Each half of a player-pitched inning is limited to three (3) runs or three (3) outs.
- No new inning may start after two (2) hours.
- An inning begins immediately upon the end of the preceding inning.
- The game will end and there will be no pitch after 2 ½ hours.
- There will be no time limit in playoff games.

Team Responsibilities, Pre and Post Game

- The home team will sit in the first base dugout.
- Pre-game practice time between games shall be divided equally between home and visitor when consecutive games are played on the same field in the same day.
- 10 minutes before game time shall be reserved for grooming the field and discussing ground rules with the umpire.
- The home team is responsible for raking/grooming the field, lining the field, repairing the pitching mound, repairing the batter's box and putting away the bases.
- Although the home team has the responsibility for field maintenance prior to and after games, the visiting team should have volunteers to assist with getting the field ready for play and repairing the field at the end of the game.
- The home team scorekeeper shall be the official scorer and is designated as the official pitch count recorder for each game.
- Both teams shall clean up the dugouts and spectator areas after each game. However, the Home team has the final responsibility to ensure the cleanup has occurred.



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Appendix (A) - Local Rules Minors "AAA" Division

The most current Little League Baseball Rules and Regulations will govern all play not specified below.

Mandatory Play

- No player shall sit out two (2) consecutive innings, nor shall any player sit out a second inning prior to all eligible players having sat out an inning. No player shall sit out a third inning prior to all eligible players having sat out two (2) innings.
- All players must play at least one (1) inning in the infield and one (1) inning in the outfield. If a player does not have an opportunity to fulfill these requirements due to a shortened game, it must be fulfilled in the 1st inning of the subsequent game.
- Infield positions are defined as 1st, 2nd, 3rd, base, shortstop, catcher and pitcher.

The Defense

- The defense shall field a maximum of nine (9) players.
- All outfield players shall be positioned at least 20 feet beyond the outfield grass cut.
- A player in the outfield may not make a put out in the infield unless acting as a back-up on a run down. The outfielder must throw the ball to an infielder for an out.

The Offense

- Each of the first five innings shall end after three outs or five (5) runs, whichever comes first.
- The runner may attempt to steal after the pitch has passed the plane of the batter.
- In the sixth inning, each half inning shall end after three offensive players are legally put out, called out by an umpire or when all players on the roster have batted one time in the half inning. (No five run limit)
- **Only one steal attempt at home is allowed per inning, successful or unsuccessful. If a runner attempts to steal home after one steal attempt is made in the same inning, the runner is considered live and must return before being tagged out. (coaches note: runners will not be allowed to freely return to 3rd base)**
- **If the catcher makes an errant throw returning the ball to the pitcher, it is a live ball, runners may attempt to advance as outlined above. If a runner scores as a result of an errant throw, it shall not be considered a steal attempt.**

Starting and Ending the Game

- Time limit 2.5 hrs. No new inning after 2 hours 15 minutes, within GFBL boundaries, no time limits in playoffs.
- All non-regulation games or tie games that are stopped due to the time limit will be resumed as described in the Little League Baseball Rules and Regulations.

Team Responsibilities, Pre and Post Game

- The home team will sit in the first base dugout.
- Pre-game practice time between games shall be divided equally between home and visitor when consecutive games are played on the same field in the same day.
- The home team is responsible for raking/grooming the field, lining the field, repairing the pitching mound, repairing the batter's box and putting away the bases.
- Although the home team has the responsibility for field maintenance prior to and after games, the visiting team should have volunteers to assist with getting the field ready for play and repairing the field at the end of the game.
- The home team scorekeeper shall be the official scorer and is designated as the official pitch count recorder for each game.
- Both teams shall clean up the dugouts and spectator areas after each game. However, the Home team has the final responsibility to ensure the cleanup has occurred.
- The home team is responsible for providing the game balls. A minimum of two new balls must be provided at the start of each game, and any additional balls as needed.



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Appendix (A) - Local Rules Little League Major Division

The most current Little League Baseball Rules and Regulations will govern all play not specified below.

Mandatory Play

- No player shall sit out two (2) consecutive innings, nor shall any player sit out a second inning prior to all eligible players having sat out an inning. No player shall sit out a third inning prior to all eligible players having sat out two (2) innings.
- Every rostered player present at the start of the game will participate in each game for a minimum of six (6) defensive outs (one (1) inning must be the infield) and bat at least one (1) time.
- For the purposes of this rule "six defensive outs" is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies such position while six outs are made; "bat at least one (1) time" is defined as: A player enters the batter's box with no count and completes that time at bat by being retired or by reaching base safely.

Batting

- Continuous batting order will be implemented within GFBLL boundaries
- Continuous batting order will be optional when playing D16 or Intra-District games. See D16 Interleague Rules for further details, if any.
- The dropped third strike rule will be in effect for all regular season and post season games.

The Offense

- Each of the first five innings shall end after three outs.
- A Majors Division game is 6 innings, no run limit in the sixth inning
- The runner may attempt to steal after the pitch has passed the plane of the batter.

Starting and Ending the Game

- Major time limit 2.5 hrs., no new inning after 2 hours 15 minutes, within GFBLL boundaries
- All non-regulation games or tie games that are suspended will be resumed, as described in the Little League Baseball Rules and Regulations Rules.
- There will be no time limit in playoff games.
- Major Double Header games, no new inning after 2 hours, a break will be observed between games for players and umpires.



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Appendix (A) - Local Rules Intermediate, Junior, and Senior League Division

The most current Little League Baseball Rules and Regulations will govern all play not specified below.

Mandatory Play

- The League encourages Middle School and High Schools athletes from ages 13-16 to play in the Divisions as identified above. These Divisions have specific game count and field size requirements 50-70, or 60-90 as determined by the Little League Rule Book. The Middle School and High School games may count towards the eligibility requirements by those participants that are selected for All Stars Tournament play based on the specific rules and regulations for the respective Division of play in the Little League Rule Book.
- Every rostered player present at the start of the game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
- For the purposes of this rule "six defensive outs" is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies such position while six outs are made; "bat at least one (1) time" is defined as: A player enters the batter's box with no count and completes that time at bat by being retired or by reaching base safely.

Virginia High School League Ruling

- 28B-6-1 INDEPENDENT TEAM RULE
- Student responsibility for sports participation.
- During the sports season for the relevant sport, a student may, while a member of a school squad or team engaged in interscholastic sports become a member of or participate with an organized team in the same sport which is independent of the school's control so long as such participation does not conflict with the scheduled activities of the school squad or team. No school or student shall be declared ineligible for participation in interscholastic sports because of participation by a student as a member of an organized team in the same sport which is independent of the school's control during the sports season for the relevant sport.



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Appendix (B) - Commissioner Duties

The Commissioners duties and responsibilities shall include the following but are not limited to:

- Perform duties as specifically set forth and such duties, which may be assigned by the President or the Board of Directors
- Assist the Player Agent with appropriate player evaluations and makeup evaluation for their age group.
- Assist the Player Agent and President with the player draft if applicable for their age group.
- Assist the Player Agent with formation of teams for their age group, if applicable.
- Assist the President and Player Agent in checking residency, age eligibility, receive and review applications for players for their age group.
- Assist Player Agent with player trades and draft play-ups.
- Encourage managers and coaches to attend organized coaching clinics.
- Develop system with managers to collect game information. Keep accurate records of game scores, innings pitched and other agreed statics for each game and post standings weekly.
- Keep abreast of player-related issues including roster changes, vacancies, long-term injuries, etc. and communicate immediately to Player Agent.
- Observe the conduct of Managers and Coaches during practices and games throughout the season.
- Investigate all complaints and concerns of play, in your division. Commissioners have the authority to settle disputes, but may request assistance from Player Agent, Chief Umpire or President.
- Seniors, Juniors, Intermediate and Major Commissioners to coordinate and assist in interlocking/inter league schedule with other leagues.
- To serve as a communicator/facilitator between the Board and Managers/coaches in their respective division.
- To serve as the focal point for the distribution for their respective division's equipment, pictures, trophies, fund- raiser, newsletters and other items which need to be distributed to each team.
- To assist the Coaching Coordinator in the procurement of managers and coaches for each team of their division who have properly registered with GFBL.



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Field Maintenance Requirements

Appendix (C) - Field Supervisor Duties

Responsibilities

- It shall be the responsibility of all members of the League to ensure that all fields allocated to and used by the League are properly cared for.
- All members of the League must abide by field closure decisions made by FP&R, Fauquier County Public Schools, the League, or other responsible authority. Failure to comply shall result in disciplinary action by the League or other authorities.
- Issues with field conditions such as overgrown grass or weeds, standing water, insect infestations (bees, wasps, ants, ticks, etc.), needed repairs, or other unsafe playing conditions shall be reported in writing to the Facilities Director as soon as possible after their occurrence.
- Missing or damaged field equipment should be reported in writing to the Facilities Director as soon as possible.

Duties

- The actual field maintenance activities required shall be coordinated through the League Facilities Director, and shall be communicated to all managers at the semi-annual Coaches Meeting prior to the start of a given season.
- The manager of each team shall be responsible to ensure that all players, coaches, and parents adhere to all required field maintenance and upkeep duties.

Penalties

NOTE: As all fields used by the League are owned by organization other than the League, proper field maintenance and care is vital to continued access to these facilities. All League members, volunteers, and parents may be subject to the penalties for failure to comply with any written League, school, or county policy, which shall be:

- First offense - a written reminder shall be issued to ALL members of the League, reminding everyone of their responsibilities with respect to field upkeep.
- Second offense - a written warning shall be issued to the manager of the offending team and team members, stating the nature of the offense(s) and reiterating expectations of compliance and possible penalties.
- Third (and subsequent) offense - the offending team shall lose one (1) practice slot, irrespective of the violation, location, or circumstances.
- EXCEPTION: If any violation is determined to be deliberate, the Board of Directors reserves the right to impose more severe penalties, including removal from the League.



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Appendix (D) - Safety

- All male and female players shall wear required protective equipment. See Rule Book for specific requirements.
- Electronic devices are not to be used on the field of play, and should be used outside the fence if needed. Score keepers will be allowed to address discrepancies between innings if scoring via Gamechanger or similar scoring tool is used, from the field gate, but should first review with the opposing score keeper.
- Intentionally thrown equipment (bats, helmets, baseballs, water containers, etc.) will result in player ejection if it occurs twice in any game, regardless of the player who committed the first offense, a warning will be given on the first offense.
- Accidentally thrown bats will result in a verbal warning on the first offense, if a second offense occurs the player will not bat in his batting position for the remainder of that game, no out will be called, and the player continues to play a defensive position for the remainder of the game.
- All managers and coaches must complete the CDC Concussion Awareness Training.
- If there are safety concerns for any player, play time may be less at specific positions at the discretion of the Team Manager.
- All players are subject to removal for possible concussion by an umpire, coach, parent, or league official.



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Appendix (E) - Coaching Etiquette

- All managers and coaches will demonstrate good sportsmanship at all times.
- Use of foul language or verbal altercations with officials, or any other action(s) viewed by GFBLL as detrimental to the Players and/or GFBLL, will result in immediate removal from the game by the umpire and/or league officials.
- GFBLL has the right to suspend any Manager or Coach..
- **All appeals are through the plate umpire, their ruling is final.**
- **Coaches are to keep a scorebook, submit a roster including batting lineup and field lineup to the opposing scorekeeper prior to the start of the game with proposed substitutions by inning.**
- **Coaches shall, assist with field preparation, grooming, equipment clean up, and trash removal before leaving the field. Field maintenance is an important issue for GFBLL. Those Managers/Coaches who do not share in the responsibility state above could be subject to loss of field and practice time priority as well as consideration to Manage/Coach in future season.**
- Player substitutions will be strictly adhered to unless a player is injured, or cannot continue play. In that case the next available player shall be placed in that position.
- **Managers and Coaches are responsible for the decorum and conduct of parent/other spectator's adherence to the Parent Code of Conduct.**