



## Allied Gardens Little League Local League Rules (Bylaws)

Adopted December 8, 2016

### **Mission Statement.**

*Allied Gardens Little League strives to develop athletic skills, sportsmanship, and citizenship of the youth in our community in a manner that allows for competitiveness in a physically and emotionally safe environment.*

These local league rules are intended as a supplement to the Little League (hereinafter, "LL") Baseball Operating Manual and Official Regulations and Playing Rules (hereinafter, "LL Rules"). Allied Gardens Little League (AGLL) officials, managers, coaches, and volunteers shall adhere to these local rules in addition to the LL Rules. Violation could result in suspension or removal from league play or the league upon majority vote of the Board of Directors. In accordance with the Allied Gardens Little League Constitution, any Board discretion for rules stated herein shall be determined by a two-thirds (66 2/3%) majority of quorum. Quorum is defined as a simple majority (i.e., 50% plus one) of *all* current Board members.

1. Divisions: Intermediate Division ("Intermediate"), Minor Farm A ("Minor A"), Minor Farm AA ("Minor AA"), Minor Farm AAA ("Minor AAA"), and Tee Ball, including "Bubba Ball"<sup>1</sup>.
2. League ages of players (per LL age chart):
  - (a) Tee Ball: league ages 4<sup>1</sup>, 5, and 6
  - (b) Minor A: league ages 6<sup>2</sup>, 7, and 8
  - (c) Minor AA: league ages 8, 9, and 10
  - (d) Minor AAA: league ages 9, 10, and 11
  - (e) Intermediate: league ages 11, 12, and 13
3. The Draft Committee shall be made up of the Player Agent, President, and Coaches Coordinator. The Vice President(s) may participate in the Draft Committee as additional oversight in the event the President or Coaches Coordinator are also team managers.
4. Assignment to players in any division shall be determined by player tryouts and evaluation of the Draft Committee.
5. Player selection system (i.e., draft) shall follow the Alternate Method for Plan B from the LL Operating Manual. Intermediate and Minor A, AA, and AAA Divisions selections shall be by open draft only. Tee Ball Division player selections will be by a combination of "buddy requests" and experience at the discretion of the Draft Committee. In addition to the selected team managers, only the Draft Committee will be allowed in the draft. By LL waiver, the Draft Committee shall identify the round at which a manager selects their child in a draft for the Minor A, AA, and AAA and Intermediate divisions.
6. Home field rules will apply for any interleague games.
7. The maximum number of players on any team shall be no more than 12 in all divisions.

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<sup>1</sup> Bubba Ball is a form of Tee Ball available to age 4 or 5 players, typically age 4, as an introduction to LL. Any age 4 player may play in the standard Tee Ball division if ability and maturity warrant at the discretion of the Draft Committee.

<sup>2</sup> Age 6 must have played at least one year in Tee Ball to qualify.



8. The regular season shall be divided in half, separated by the week of spring break (i.e. period of no games) and defined as all official games, both interleague and intra-league games, leading up to the local (within league) Tournament of Champions (TOC).
9. Local TOC shall be played for the Intermediate, Minor AAA, and Minor AA divisions only. TOC may be played at Minor A division at Board discretion.
10. For the 2nd half of the regular season, Intermediate and Minor AAA game scores will be recorded and posted on the AGLL website. Minor AA, Minor A and Tee Ball shall keep or post no scores of any kind.
11. Local TOC seeding for Intermediate and Minor AAA shall be determined by standings of all 2nd half games, both interleague and intra-league games. Seed position will be determined by win-loss percentage, any seeding tie breakers will be decided by run allowed and then by coin flip if needed. Seed position for Minor AA and Minor A (if played) shall be by blind draw.
12. Local League Division Champions will be determined by the winner of the local TOC. The 1<sup>st</sup> place teams in the Intermediate and Minor AAA Divisions will advance to the District TOC. The Minor AA division TOC will end at the local league level.
13. All-Star Tournament Team Selection:
  - (a) While representing the best interest of AGLL for successful tournament play, an All-Star Committee will be formed consisting of the Player Agent, President, Vice President, Coach Coordinator, and Chief Umpire to oversee the selection of the All-Star teams.
  - (b) The All-Star Committee will determine which teams will be chartered for tournament play, appoint the All-star team managers and coaches, approve all player nominations, and place selected players in the respective teams. A manager, coach, and/or player's ability, experience, commitment, and sportsmanship during the regular season will be considered in all final selections. The All-Star Committee shall determine any player tie-breakers and all results will be kept confidential.
  - (c) The All-Star Committee shall determine the number of tournament teams, up to a maximum of one tournament team for the Intermediate, 9-10, and 10-11 divisions.
  - (d) The All-Star Committee shall determine the maximum number of players per team in each division (i.e. up to 14 per LL Rules).
  - (e) Player selection shall occur as follows:
    - (i) The Intermediate All-Star team shall be picked by a vote of all players, managers and coaches (two per team maximum) in the Intermediate division. They shall vote for up to but no more than 12 candidates, with the top eight vote-getters being nominated as All-Stars players. The names on the ballot shall only consist of eligible league age 11 and 12 players from the Intermediate division. Up to 6 remaining players will be selected from the next 12 highest vote-getters by the All-Star Committee and appointed All-Star manager.
    - (ii) The 9-10 year-old All-Star team shall be picked by a vote of all players, managers, and coaches (two per team maximum) in the Minor AAA division. They shall vote for up to 12 candidates, with the top eight vote getters being nominated as All-Star players. The names on the ballot shall consist of all eligible league age 9 and 10 players in Minor AAA division. Up to six remaining players will be selected from the next 12 highest vote-getters by the All-Star committee and selected and approved All-Star Manager.
    - (iii) The 10-11 year-old All-Star team shall be picked by a vote of all players, managers, and coaches (two per team maximum) in the Minor AAA division. They shall vote for up to 12 candidates, with the top eight vote getters being nominated as All-Star players. The names on the ballot shall consist of all eligible league age 9



and 10 players in Minor AAA division. Up to six remaining players will be selected from the next 12 highest vote-getters by the All-Star committee and selected and approved All-Star Manager.

#### 14. General Rules and Assignments:

- (a) In all Divisions, rules for regular season and TOC play will be in accordance with the LL Rules (non alpha-numeric page numbers). Additional rules specific to each Division are provided under items 15, 16, 17, 18, and 19 for Intermediate, Minor AAA, Minor AA, Minor A, and Tee Ball, respectively.
- (b) Sitting a player for disciplinary reasons must be approved by the Player Agent prior to the game. Missing practice is not grounds for sitting out a player.
- (c) Continuous batting order will be used in all Divisions for the Regular Season and TOC play.
- (d) Using a continuous batting order, free substitution of defensive positions applies. Free substitution does not apply to the pitching position.
- (e) The umpire or umpire staff shall determine when a game should be suspended.
- (f) Home team will use the 1<sup>st</sup> base dugout and visiting team will use 3<sup>rd</sup> base dugout.
- (g) The President, Field Director or Vice President will be responsible for the cancellation of games due to weather. Subject to team and field availability, all cancelled games shall be made up. First half of the regular season, games shall be made up before the end of the first half, and second half games shall be made up before the end of the second half and start of local TOC.
- (h) Pitch count affidavits, with official scorekeeper signatures, and written record of player defensive positioning by inning shall be maintained by all managers in the Intermediate, Minor AAA, and Minor AA Divisions for the duration of regular season and TOC play. Affidavits and records shall be with the opposing team or AGLL official upon request. Violation of any portion of the LL pitching regulations and/or division rules (see items 15, 16, 17, 18, and 19) will result in a penalty for the manager as follows:
  - (i) First offense: receives written warning;
  - (ii) Second offense: suspension for the next game; and
  - (iii) Third offense: suspension for the remaining season, including postseason play.
- (i) Any manager, coach or player ejected from a game more than one time in a season shall be suspended from all of his or her games for the remainder of that season, including post-season play (see LL Rule 4.07 for single-game suspension).
- (j) AGLL rules incorporate the *AGLL Policy Against Altered Bats* provided as Exhibit 1.
- (k) For any suspension, the umpire and/or opposing manager must submit a written report to the President within 24 hours. Suspensions will be reviewed by a Protest Committee consisting of the President, Chief Umpire, Coach Coordinator, and Player Agent. In the event of protest, it is the responsibility of the affected manager to provide written proof that pitching and minimum defensive play have not been violated. There will be no violation imposed for a Manager not meeting minimum play during the regular season due a shortened game or if less than nine players are present, provided all other rules were followed.
- (l) During games, unruly spectators may be ejected from the grounds at the discretion of the umpire or AGLL official.
- (m) No alcoholic beverages will be allowed on Allied Gardens Little League fields or at team functions where players are present.



- (n) Home team will be responsible for field preparation, field cleanup including dugout, concession and grilling area, official scorekeeping, site cleanup, and emptying of all trash cans.
- (o) In the event a league or district umpire is unavailable or absent by the game start time, opposing managers shall confer to identify and agree to who would umpire the game. The designated umpire must be an approved LL volunteer. In the absence of an approved and qualified umpire, managers may choose to umpire their own games, with each manager calling ball and strikes and determining outs for their defensive teams from behind the pitcher's mound or plate at their discretion.
- (p) Individual player statistics shall not be shared with players, parents, or others.
- (q) All players, parents, managers, coaches, and umpires are expected to conduct themselves and adhere to the LL code of conduct, including the LL Pledge, LL Parent/Volunteer Pledge, and *AGLL Manager's Agreement* (Exhibit 2). Failure to do so may be subject to written warning, ejection, and/or suspension from games or season at the majority discretion of the Board and in accordance with the *AGLL Manager's Agreement*.
- (r) The Board reserves the right to remove, and/or prohibit from participation in *AGLL* activities, any manager, coach, Board of Directors member, and any other person, volunteer or hired worker, who provides regular service to the league and/or have repetitive access to, or contact with players or teams, with cause.
- (s) The announcer shall not disclose pitch count aloud until it has been confirmed by the scorekeeper.

15. Intermediate Division:

- (a) A game will consist of 7 innings complete with no time limit or per inning run limit. The game may not continue past the time limit of 2 hours and 30 minutes from the start time as determined by the plate umpire. A 10 run rule after five innings, four and a half innings if home team has the lead, will apply for all regular season games. In the event of a tie at the end of a regulation game, there will be no extra innings to determine a game winner.
- (b) For the Regular Season:
  - (i) Each player shall play a minimum of two defensive innings in the infield per game (including pitcher or catcher); and
  - (ii) All players shall play a minimum of four defensive innings and be inserted into a defensive position no later than the second inning.
- (c) For TOC, manager may position players based on the most appropriate position for tournament competition (see LL Rule IV(i)).

16. Minor AAA

- (a) A game will consist of a maximum of 6 complete innings. There shall be no game ending run rule. In the event of a tie, there will be no extra innings to determine a game winner. The game may not continue past the time limit of 2 hours and 15 minutes from the start time as determined by the plate umpire. In the event that the final inning is not completed before the time limit is reached the score will revert to the last completed inning. If the time limit is reached during an at-bat, the batter shall finish their at-bat.
- (b) A half inning consists of three outs or five runs, whichever comes first. In the 6th inning, or the last inning of play if called by the umpire prior to the start of the inning, there shall be NO run limit.
- (c) For the Regular Season:
  - (i) Each player shall play a minimum of two innings in the infield (including pitcher and catcher) and one inning in the outfield per game; and



(ii) All players shall play a minimum of four defensive innings per game and be inserted into a defensive position no later than the second inning.

(d) For TOC, manager may position players based on the most appropriate position for tournament competition (see LL Rule IV(i)).

#### 17. Minor AA

(a) A game will consist of a maximum of 6 complete innings. There shall be no game ending run rule. In the event of a tie, there will be no extra innings to determine a game winner. The game may not continue past the time limit of 2 hours and 15 minutes from the start time as determined by the plate umpire. In the event that the final inning is not completed before the time limit is reached the score will revert to the last completed inning. If the time limit is reached during an at-bat, the batter shall finish their at-bat.

(b) The runner cannot continue to the next base once the pitcher has control of the ball. (For example, home plate cannot be stolen once pitcher has control of the ball).

(c) A half inning consists of three outs or four runs, whichever comes first. In the 6th inning, or the last inning of play if called by the umpire prior to the start of the inning, there shall be NO run limit.

(d) For the regular season:

(i) Each player shall play a minimum of two innings in the infield (including pitcher and catcher) and one inning in the outfield per game; and

(ii) All players shall play a minimum of four defensive innings per game and be inserted into a defensive position no later than the second inning.

(e) For TOC, manager may position players based on the most appropriate position for tournament competition (see LL Rule IV(i)).

#### 18. Minor A

(a) A game will consist of six innings maximum with both teams receiving equal offensive and defensive innings. The game will end at a time limit of 2 hours after start time regardless of inning or outs. No score shall be kept for purposes of determining a game winner and there shall be no game ending run rule. If the time limit is reached during an at-bat, the batter shall finish their at-bat.

(b) A half inning consists of three outs or four runs, whichever comes first.

(c) For the entire season:

(i) Each player shall play a minimum of two innings in the infield (including pitcher and catcher) and two innings in the outfield per game; and

(ii) All players shall play a minimum of four defensive innings per game and be inserted into a defensive position no later than the second inning. Free substitution of all defensive positions applies, including pitcher.

(d) Reduced factor safety balls - level five shall be used for the duration of season (e.g., Riddell FL-5).

(e) A batted or thrown ball that hits the pitching machine is considered a dead ball and play will cease to avoid player contact with the pitching machine. The batter will be awarded a base hit single and any base runners will advance one base.

(f) Pitching will be by machine (set below 40 mph as agreed to by both managers at game time) or coach pitch only. Players may occupy the pitcher position (with one foot in the pitching dirt circle), but may not throw a pitch to a batter. The first four innings will be by machine pitch and the last two innings by coach pitch. For coach pitch, the ball shall be thrown in front of the mound circle either from the kneeling or standing position.

(g) The pitching machine will be operated by the respective team managers or a designee of the manager. In the absence of an umpire, the operator of the pitching machine will serve as the umpire.



- (h) Pitching machine and coach pitch balls out of the strike zone and not swung at will be "no pitch". Any ball swung at and missed will be a strike. Balls in the strike zone, which are not swung at, will be strikes at the discretion of the umpire. There are no walks. Each batter will receive up to five strikes, swinging or called. If the 5<sup>th</sup> strike is fouled, additional pitches will be provided until the ball is put in play or player strikes out, swinging or called.
- (i) Base stealing is not allowed. Runners may not advance on any overthrow.
- (j) A runner on third base cannot score on a passed ball, wild pitch, or a throw from the catcher to the pitcher.
- (k) 10 defensive positions will be played (four outfielders positioned evenly on the outfield grass). No outfielder may be positioned directly behind second base as an added infielder and no outfielder can make an unassisted forceout.
- (l) Play will stop when the ball is returned to infield grass, as declared by the umpire, whether the pitcher has control of the ball or not. If a runner is less than halfway to the next base when the ball reaches this point, he or she returns to the previous base.
- (m) Any hit other than a home run over the fence shall result in a maximum of two bases.
- (n) There shall be a maximum of one manager and two coaches allowed on the field per team for each game. Coaches may provide verbal instruction to players from the outfield grass while his/her team is in the field, but one coach must be in the dugout at all times when occupied by one or more players.

19. Tee Ball (including Bubba Ball):

- (a) Tee Ball shall be subdivided into two subdivisions: traditional Tee Ball and "Bubba Ball". Bubba Ball rules are further defined in Exhibit 3, *AGLL Bubba Baseball Rules*.
- (b) Games are limited to 1 hour and 30 minutes hours from scheduled start time or three complete innings, whichever comes first. The team which is batting at the time limit may complete their offensive inning. No score shall be kept. Runs and outs will not be counted.
- (c) A completed half-inning will consist of batting the entire roster with the final batter advancing all four bases (i.e. home run).
- (d) An imaginary arc is drawn between the 1<sup>st</sup> and 3<sup>rd</sup> baseline, with a radius of 25 feet centered at home plate. A batted ball must cross this line to be considered fair. Balls that stop or are fielded within the arc are foul. After multiple attempts and in the interest of encouraging a successful hit ball, a manager may call this ball fair at their discretion.
- (e) Play is started after the coach or manager attending to the tee calls "play ball" and a batter hits a fair ball. Runners may advance after a fair ball is hit.
- (f) Play is stopped and the ball is dead when all runners are put out or the ball, batted or thrown, passes across the foul lines within the 25-foot arc (see (e) above). The ball does not have to be in possession of a fielder when it crosses the foul line to stop play. Runners who have not passed the halfway point between bases when the ball becomes dead, must return to their last base.
- (g) Runners that are put out may return to the dugout or remain on base at the discretion of their manager.
- (h) No base stealing is permitted, but all base runners may advance while the ball is in play.
- (i) All defensive players shall be on field for their defensive innings follows:
  - (i) Infielders shall be limited to 6 defensive players; pitcher, catcher, 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base, and shortstop;
  - (ii) The balance of the defensive team will play in the outfield;



- (iii) Outfielders must stand at least 15 feet beyond the baselines or on the edge of the outfield grass, when play begins;
  - (iv) The pitcher must be on the mound and the catcher must be in the catcher's box when play begins; and
  - (v) The manager or coach may position defensive players before each half inning. Two defensive coaches will be allowed in the outfield during play.
- (j) For the entire season, players must rotate within the batting order and in defensive positions. For example, each player must have opportunity to be the lead off, second, third, etc. batter and be the last or home run hitter throughout the season. Defensively, players must play generally equal time in infield, including catcher, as well as outfield positions.
- (k) **Batting:**
- (i) For the games prior to spring break, only the batting tee will be used.
  - (ii) For games following spring break and remainder of the season, coach pitch will be used. In this, a coach shall pitch gently overhand from a kneeling position or underhand from a standing position from a short distance (i.e., approximately 10-15 feet away from batter). A batting tee shall be used at a player's request or if the batter fails to put the ball in play after four pitches or at any time at the discretion of the manager.
  - (iii) All players will bat each inning.
- (l) Reduced factor safety balls - level one safety balls shall be used (e.g., Riddell FL-1).
- (m) Any hit other than a home run over the fence shall result in a maximum of two bases. A double may be awarded at the discretion of the manager if the hit is through the infield and past the outfield players.
- (n) Runners on base shall advance only one base on a hit ball unless it is a double, in which case they would advance only two bases.



## Allied Gardens Little League Policy Against Altered Bats

January 15, 2015

Allied Gardens Little League (AGLL) abides by and enforces bat rules from Little League (LL) International intended for the safety of the players.

AGLL recognizes Rule 1.10 of the 2015 LL Baseball rulebook where "*any bat that has been altered shall be removed from play*". Increasing performance through illegal methods has no place in baseball or any sport. It is contrary to the basic tenants of LL and seriously risks the safety of children. Bat alteration will not be tolerated, and AGLL hopes this policy will serve as both education on the hazards of an altered bat and deter and such use. AGLL will enforce bat alteration to the maximum extent possible.

An altered bat is one which has been tampered with in any way such as shaving, rolling, corking, end loading, or modifying in any way to increase performance and thus introduce an unfair advantage and serious safety hazard to the opposing defensive team. Bat performance that may be increased through the normal hitting of a ball is not considering alteration or illegal as determined by LL or this policy.

This policy will be distributed to all Managers, players, and parents/guardians with children on a team. If a Manager suspects an altered bat may be on their team, it is their responsibility to ensure the bat is not used in practices and games. Further, if a manager or coach suspects an altered bat may be in use by another team, it is their responsibility to bring it to the attention of the umpire and/or league official.

Umpires and/or league officials will thoroughly inspect bats prior to play and be mindful of bat performance or other cues during a game that would suspect an altered bat is being used. Any bat that is suspected as being altered may be removed from play at the discretion of the umpire and/or league official. The suspected bat may only be allowed back in play if AGLL confirms bat has not been tampered with and the bat is within performance standards (bat performance factor [bpf] 1.15).

If an altered bat is identified and proven, it will be punishable as follows. A penalty may be imposed on any one player or players, managers, and/or coaches who knowingly bring into play, use, or encourage those to use an altered bat. Penalties are in addition to use of an *illegal bat* required from the LL rulebook 6.06(d) and notwithstanding any potential legal consequences:

1. The altered bat will be immediately and permanently removed from play and those involved will receive a one game suspension.
2. For any second offense, those involved will be removed from the team for the duration of the season and risk permanent omission from AGLL.
3. Use of an altered bat that results in player injury will result in immediate suspension of those involved for the season.

For any interleague game where an altered bat is identified in use by an opposing, non-AGLL team, AGLL will notify the league officials of the interleague team as well as District Administrator for their discretion.



## AGLL Manager's Agreement

As a manager for Allied Gardens Little League (AGLL), I acknowledge that I understand and agree to abide by the following rules, regulations and objectives at all times.

### Article I: AGLL Mission

I will strive to uphold AGLL's Mission to develop athletic skills, sportsmanship, and citizenship of the youth in our community in a manner that allows for competitiveness in a physically and emotionally safe environment.

### Article II: Meeting AGLL Rules, Regulations, and Requirements for Managing

Furthermore, I acknowledge and agree to the following AGLL requirements:

1. I acknowledge receiving, reviewing, and understanding AGLL's safety plan "A Safety Awareness Program (ASAP)" prior to the start of organized practices.
2. I understand that signed medical releases for all players must be present at *every* practice, game or other team activity. If I am not present for a team activity I will ensure that the coach(es) who are supervising the activity shall have the medical releases on site. Photocopies are acceptable and can be distributed to coaches so you are always covered.
3. I understand that myself, at least two coaches, and the identified team mom(s) must have completed Little League volunteer applications for the current year and obtain cleared status before fulfilling these duties. All volunteer applications must be submitted to the League Safety Officer or President. I also understand and will enforce that no parent or other volunteer will participate as a coach or other duty that results in regular and consistent contact with the players on the team without completing a current Little League volunteer application and being cleared to participate on the team.
4. I acknowledge receiving a hardcopy of the Little League Official Regulations and Playing Rules for all division of Little League Baseball (aka "Green Book").
5. I am required to be aware of any updates that may be found on the Little League online website (<http://littleleague.org/>), and/or sent to me via the League.
6. That AGLL Local Rules (i.e., Bylaws) will be posted on the AGLL website (<http://www.aglitleleague.org/>) and provided as a hardcopy in the Manager's Safety Program binder.
7. I will attend the division specific managers meeting.
8. To maintain my eligibility as a Manager, and be considered as a Manager in the future, I will:
  - a. Attend at least one coaching fundamentals training and the mandatory District 33 Safety Training each season. AGLL and District 33 offers coaching and safety trainings prior to the start of the season, which are paid for by the league.
  - b. Ensure that my team provides a volunteer umpire(s)<sup>1</sup> (plate and/or field umpire as required by AGLL) for no less than four (4) games during the regular season. If I am unable to enroll a volunteer to fill this duty requirement I agree to serve personally to meet this requirement.
  - c. At a bare minimum, I will ensure that all my coaches have attended both skills and safety trainings no less than once every three years and *I will strongly encourage all of my coaches to attend fundamentals and*

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<sup>1</sup> Must be someone other than a current AGLL volunteer umpire.

*safety trainings every year.*

9. I will maintain the safety kit and ensure that it will be with the team for all functions (e.g., games, practices, etc).
10. I will notify the Safety Officer and President at the earliest possible time of any incident, as a report and a claim form may need to be completed.
11. I will communicate to my team volunteers all training opportunities that are brought to my attention.
12. I may have as many practice coaches/assistants as I wish, but I and all of my volunteers must be listed as AGLL approved volunteers before we can participate in any team activity. The safety officer can verify the eligibility of league volunteers.
13. I will ensure my team attends Bat Check Day to ensure only Little League approved bats are used in play. Once a bat is approved, a sticker will be placed on bat and remain in place in order for bat to be used in practice or game. If a player gets a new bat, I will find either the League President, Chief Umpire, Coaches Coordinator, or Vice President to gain approval/sticker before bat can be used.
14. Only I may discuss a situation with the umpire, and only after I have requested and received "time" from the umpire. My discussions with umpires will be civil and I will never use foul or abusive language, nor be abusive towards any umpire. Discussions with umpires will be held at a conversational level, face-to-face, and at the location where the umpire is located, and will not occur across the field from each other.
15. None of my coaches may engage in any discussion with any umpire unless they have been designated manager in my absence.
16. I may only discuss an umpire's interpretation of the rules as he/she has applied them. I may not and will not contest umpire judgment calls such as safe or out, ball or strike, fair or foul. Judgment calls are specifically exempt from discussion. However, the application of rules as a result of a judgment call can be discussed.
17. I am responsible for controlling the behavior of my players, coaches and parents at games. I will immediately remove any player who uses foul language. I will not allow verbal abuse of any kind.
18. I will abide by and enforce all Little League and AGLL local rules, regulations and policies.
19. I will treat all league officials and volunteers with respect.
20. I understand that an anonymous survey may be conducted near the end of the playing season to evaluate the my performance as the team manager as well as my coaches. The results of the survey may be used should I wish to be considered for a Manager/Coaching position in the future.

**Article III: Membership**

Upon acceptance and election, all Managers will be nominated for regular membership status at AGLL for the following year. Regular Members agree to safeguard AGLL for current and future generations to come. This includes, but is not limited to *promoting the benefits of Little League in our community, attendance and participation at AGLL General Membership Meetings, development of future volunteers (e.g., coaches, umpires, etc.), and setting an example of leadership for your team's parents and children to follow.*

I have read and understand all of the rules in this agreement and agree to be bound by them. I understand that I may be personally liable if I fail to abide by any and/or all of these rules. Additionally, failure to abide by the rules may include, but is not limited to disciplinary action, suspension of my team until such time compliance can be demonstrated, suspension from tournament play, as well as the removal from consideration for future coaching opportunities.

Manager's Name (please print)

Manager's Signature

Date



## Bubba Baseball Rules

Bubba Baseball<sup>1</sup> is a fun and exciting way to help little players fall in love with baseball. Bubba ball is an opportunity to teach the young players the rules of the game, and is safe for all players to play infield positions.

Bubba Ball Rules:

1. Games to be played with a "Bubba" (plastic) bat and soft foam ball
2. Teams consist of 6-12 players
3. Games consist of four (4) innings or one hour, whichever comes first. The team which is batting at the one hour mark may complete their at bats (all players).
4. No scores or standings shall be kept; every team is a winner.
5. Each team will bat once through the lineup regardless of outs.
6. Players play with or without gloves. Helmets are optional but not required.
7. All pitching will be by coaches to ensure an accurate, hittable pitch. Coaches may opt to pitch over or underhand at his/her discretion. A batting tee may be used if additional assistance is needed to put the ball in play.
8. Players can put out the batter using regular rules (e.g., fly balls, force outs, tagging the runner etc.). When a player is out he/she stays on base.
9. Batters must not throw the bat. Batter is out if the bat travels more than 10 feet. Coaches shall enforce this rule with their best judgment to prevent bad habits and to avoid injuries.
10. Last batter only: the only way you can put out the last batter to end the inning is to either catch a fly ball, or throw the ball to the catcher and touch home plate. You cannot force or tag any runner to end the play. This gives the last batter a better chance.
11. Standard infield positions, and all other players play in the outfield. Outfield positions start behind the baseline.
12. Infield and outfield swaps each inning.
13. Parents may come out to the playing field, sit and watch from foul lines from a safe distance.
14. Up to four (4) coaches will work with the players on the field, including the pitcher, catcher, and two (2) assistants for position play. Siblings are not allowed on the field unless they are a designated coach.

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<sup>1</sup> Rules originally written by Al Price, author and instructor of the Little League Official Education Program for managers and coaches. Modified by Allied Gardens Little League.