



UNION CITY
AMERICAN LITTLE LEAGUE
(UCALL)

MANAGER'S HANDBOOK
2011 SEASON

Contents

<i>Contents</i>	<i>ii</i>
1 Welcome and Thank you	6
2 Purpose of this Handbook	6
3 Board Communication	6
3.1 <i>Board Representatives (Board Reps)</i>	6
3.2 <i>Communication with the Board</i>	6
3.3 <i>UCALL Website</i>	7
3.4 <i>District 45</i>	7
4 Key Dates	7
5 Pre-Season Activities	8
5.1 <i>Team Assignment</i>	8
5.2 <i>Team Names</i>	8
5.3 <i>Team Uniforms</i>	9
5.4 <i>Manager Responsibilities</i>	9
5.5 <i>Coaching Staff</i>	10
5.5.1 <i>Youth Coaches</i>	10
5.6 <i>Play Code (Minor and Farm Divisions Only)</i>	11
5.7 <i>Team Parent / Team Mom</i>	11
5.8 <i>Insurance and Liability</i>	12
5.9 <i>Fundraising and Sponsorships</i>	12
5.9.1 <i>Fundraising Activities</i>	12
5.9.2 <i>Sponsorship Opportunities</i>	12
5.10 <i>Manager/Coaches Options</i>	13
5.11 <i>Age Limits</i>	14

5.11.1	Nine Year Old UCALL Players	15
5.12	<i>Try-outs</i>	15
5.13	<i>Player Draft</i>	15
5.13.1	Draft Order	16
5.13.2	Draft Style	16
5.13.3	Snake Draft	16
5.13.4	Draft Rules	17
5.14	<i>Post-Draft</i>	18
5.14.1	Post Draft Trades	18
5.15	<i>Extra Player Pool</i>	18
5.15.1	Player Pool Purpose	18
5.15.2	How to get a player from the Player Pool	19
5.15.3	No eligible players in the Pool - Guidelines	19
5.15.4	Player pool lists by age range	19
5.16	<i>Equipment</i>	20
5.17	<i>Practice Schedules</i>	20
5.18	<i>Practice Games</i>	21
5.19	<i>Practice Games with other Leagues in District 45</i>	22
6	Regular Season Games	22
6.1	<i>Fields and Equipment Sheds</i>	22
6.2	<i>Regular Season Game Schedule</i>	23
6.3	<i>Inter-League Play Guidelines</i>	24
6.4	<i>Field Preparation</i>	24
6.5	<i>Field Close (Visiting Team)</i>	24
6.6	<i>Umpires</i>	25
6.6.1	Youth Umpires	27
6.6.2	Games called for Darkness	28
6.7	<i>Line Up Card</i>	28
6.8	<i>Pitching Logs and Pitch Counters</i>	28
6.9	<i>Score Keeping</i>	28

6.10	<i>Game Balls</i>	29
6.11	<i>Home Run Balls</i>	29
6.12	<i>Pitch Counts</i>	30
6.13	<i>Game time Protocol</i>	30
6.14	<i>Safety</i>	30
6.15	<i>Submitting the Final Score</i>	32
6.16	<i>Local Ground Rules, Dead-ball Zones and Catch-and-carry areas</i>	32
6.16.1	Hall Ranch Minor field	32
6.16.2	Hall Ranch Major Field	33
6.16.3	Sea Breeze.....	33
6.17	<i>Injuries</i>	33
6.18	<i>Local League Rules</i>	33
6.18.1	Minor League play	33
6.18.2	Balks/Illegal Pitches.....	34
6.18.3	Ten (10) run rule	34
6.18.4	Five run rule (Minors Only).....	34
6.18.5	Pinch/Courtesy Runners (Minors Only)	34
6.18.6	Flying Bat	35
6.18.7	Jumping out of the Box.....	35
6.19	<i>Minor and Farm Play Code and Guidelines</i>	35
6.19.1	Rule #1: Rotate all players on the field.....	35
6.19.2	Rule #2: Batters should not “crowd the plate”	36
6.19.3	Rule #3 : No forced bunting of poorer batters	36
6.19.4	Rule #4 : Intentionally Wasting pitches.....	36
6.19.5	Rule #5 : Excessive practices.....	37
6.19.6	Farm Rules (Farm Code)	37
6.19.7	Process for enforcing the Play Code.....	39
6.20	<i>Forfeiting Games</i>	40
6.21	<i>Player issues</i>	40
7	Post-Season Activities	40
7.1	<i>Tournament of Champions (TOCs)</i>	40
7.2	<i>All Stars</i>	40

7.3	<i>Equipment and Key Return</i>	41
7.4	<i>Closing Party</i>	41
8	Feedback	41
9	Field Marking Diagrams	41

1 Welcome and Thank you

Thank you for volunteering to be a manager/coach for your team this year. The UCALL Board appreciates your willingness to spend quality time with your team and to give the kids a positive experience learning and playing baseball.

2 Purpose of this Handbook

The purpose of this Handbook is to give you an overview of UCALL's policies around how this season will progress. It is intended to answer the common questions around **administrative, scheduling and game management situations that will come up. This is a Board approved document and any changes/updates/amendments will be sent to you in writing as the season progresses.**

This Handbook is not intended to:

- Teach you how to coach (there are coaching clinics for that and we assume that you are a certified coach).
- Address game rules (please refer to the Little League Rule Book)

3 Board Communication

3.1 Board Representatives (Board Reps)

Your Board Rep will stay in regular communication with you. Here are the Board Reps for the different divisions (please consult the website to get the the names of the Board Members):

- T-Ball Division – T-Ball Coordinator
- Farm Division – Farm Coordinator
- Minor and Major Divisions – Major/Minor Vice President
- Junior and Senior Divisions – Junior/Senior Vice President

The Board Reps are responsible to do everything they can to make you successful as Managers.

3.2 Communication with the Board

- **Please bring up any issues to your Board Rep.**
- If a joint decision is made with all the Managers, please wait for the Board Rep to type this decision in email back to all the Managers. **Decision is not final until seen in writing** (rule of thumb: it isn't real until it's in writing).
- You are welcome to have side meetings with other Managers, but any decisions made there will not count until certified by the Board Rep **in writing**.

- The Board Rep will keep a running log of all key decisions made during the year.
- If the Board Rep cannot answer your question right away, please give him/her 48 hours to research and respond to your question. Your patience and support is appreciated.
- **A managers/coaches meeting will be held once every month (exact schedule will be relayed to you). Attendance by a representative from each team is MANDATORY. Failure to provide a representative will result in the suspension of the Manager for one game.**

3.3 UCALL Website

The UCALL website located at www.ucall.org is an excellent resource of information and contains all the latest information about the teams, schedules, umpiring etc. Please visit this site on a regular basis to get the latest information.

3.4 District 45

UCALL is part of District 45 of Little League. The district which was established in 1960, includes 11 leagues from San Leandro in the North to Union City in the South:

- Union City American (UCA or UCALL)
- Union City National (UCN)
- Ashland
- Castro Valley
- Treeview
- Mt. Eden
- Hayward West
- Tennyson American
- San Lorenzo American
- San Lorenzo National
- San Leandro

You will have opportunities to meet other Managers and Coaches from these leagues at clinics, tournaments etc. Please visit www.eteamz.com/CaD45 if you are interested to learn more about the District.

4 Key Dates

The list below represents key events that will occur during the season. Please consult your season calendar for the exact dates for this season:

- Try-outs
- Draft Day
- Umpiring Clinics
- **Managers Kickoff Meeting (mandatory for Managers, Coaches are welcome to attend)**
- Field Maintenance Day
- Field Set-up and Tear-down Clinic (mandatory for all Managers and Coaches)
- Practice Schedule
- Opening Day Ceremonies
- **Monthly Manager/Coaches Meetings (mandatory)**
- Game Schedule
- Championship games
- Tournament of Champions (TOCs)
- All-Star Games
- Closing Ceremonies

5 Pre-Season Activities

Here are some of the key activities before the season starts:

5.1 Team Assignment

You will officially be given a team by one of the following Board Members:

- T-Ball Division – T-Ball Coordinator
- Farm Division – Farm Coordinator
- Minor and Major Divisions – Major/Minor Vice President
- Junior and Senior Divisions – Junior/Senior Vice President

5.2 Team Names

Team Names are assigned based on the American League uniforms that UCALL has in storage. The following team uniforms are available – if you have an interest in switching team names to an unassigned team, please discuss this with your Board Rep (Board approval required).

Please note that we do have the ability to order a new team uniform (if budget permits) and there are times when the teams listed below have worn out uniforms. Please work with your Board Rep to know the latest.

Division	Available Team Uniforms
T-Ball	Board Discretion
Farm	Board Discretion
Minor	A's, Yankees, Red Sox, Angels, Tigers
Major	A's, Yankees, Orioles, Red Sox, Royals, Tigers
Junior	Yankees, Orioles
Senior	A's, Red Sox, Royals, Tigers

5.3 Team Uniforms

UCALL will provide the uniform jerseys (or t-shirts) for all players. UCALL will also provide the team hats for all divisions at a pre-defined event (like the Spaghetti Feed or some similar fundraising activity). Managers and coaches will also receive their hats at that time.

Please note that it's the parent's responsibility to purchase the pants, socks and belts for their players along with any protective gear. Please note that all bats must confirm to a BPF (Batting Performance Factor) rating of 1.15. Players must provide their own baseball cleats and gloves, but there should not be any required "team colors". Parents should be allowed to choose these items on their own.

It is the Manager's decision to make sure that the uniform is consistent for everyone (i.e. same color pants, belts etc.). For example, if you are managing the A's you can go with grey pants or white pants (just pick one color) and you can also go with green socks or yellow socks (again, pick just one color).

Some teams also like for all their players to have identical jackets or sweatshirts. At Manager's discretion, this should be optional for parents; not mandatory; because we understand that this costs more money.

Note: Most Managers hand off the uniform distribution responsibilities to the Team Mom.

You must collect all your team's uniform jerseys at your last game of the season. If your team goes to TOC (Tournament of Champions), you collect the uniforms at the last TOC game. T-Ball and Farm will keep their uniform shirts at the end of the season.

5.4 Manager Responsibilities

- Ultimately responsible for the well-being of the team
- Main spokesperson for the team to the Board and to the parents

- Assemble Coaching staff
- Identify Team Parent to coordinate team logistics
- Primary contact to the parents on the team
- Establish overall calendar (practices, games etc.)
- Attend a once a month manager's meeting and scheduled training sessions
- Make all final game time decisions for your team
- Responsible for all umpiring assignments for the team (these are for other games). This can be delegated to the Team Mom or Team Parent if the manager is comfortable with that but the manager is still ultimately responsible.
- **Most important: Well being of the kids (wins/losses are secondary)**
- You are essentially "in charge"

5.5 Coaching Staff

Please use the pre-season to identify your coaching staff and your coach's picks.

Requests for Coaches options must be in writing to the League President or Division Player Agent no later than 2 weeks prior to the first try-out date.

All coaches must be certified and approved by the League. This includes:

- Agreeing to a background check by the League
- Attending coaching clinics to become certified.

After teams are established, you should encourage player parents to join your coaching staff as dugout coaches or as practice helpers. There is no maximum for the number of coaches on a team, but only 3 coaches total (including base coaches) are allowed in the dugout during games. One coach must be in the dugout if there are any players in the dugout.

The limit on the number of coaches is to condition the team for tournament and interleague play.

Please also note that your Board Rep must present all coaches to the Board for approval and background checks. The division VP will contact coaches to verify that they have agreed to coach and will be active participants, not just to stack teams.

5.5.1 Youth Coaches

UCALL encourages teenagers and past players to be Youth Coaches in the League. All Youth coaches must be 14 years or older and approved by the Board. Maximum age is 18. Once approved, they may be in the dugout in addition to the official coaches. The limit is one youth coach per team where available. This will mean that there may be up to 4 people in the dugout (3 approved manager/coaches + 1 approved youth coach).

Youth coaches are "helpers" and we want to develop them into official coaches down the road. We do not count them as official coaches or consider them having their own coaches options.

Please feel free to contact your Board Representative if you know of any youth coaches.

5.6 Play Code (Minor and Farm Divisions Only)

The "Play Code" is a framework for Managers and coaches in the Minor and Farm divisions. It's objective is to:

- Give all kids **playing time** in all parts of the field (infield, outfield, bench)
- Use the rules in an **age appropriate manner**
- Remove the focus on an "overly competitive" mentality
- **Teach and play the fundamentals** of the game.
- Let the kids have **fun** so that they will **come back** to play next year.

It is important to note that this code is a "framework" – there is enough room and discretion in these guidelines for Managers to manage their players, field positions etc. We also expect the Minor division to remain "semi-competitive" as players prepare to play in the Majors.

We require all Farm and Minor Coaches to agree to the Play Code before they are approved. The Code is provided as a document for their review and consent.

5.7 Team Parent / Team Mom

It is highly recommended that you ask one of the parents to be the Team Parent – this is usually a Mom on the team so we also call this role the Team Mom. A Team Mom can be very effective in many ways:

- Keeping the parents involved with key announcements
- Collecting money from the fundraising activities
- Being with the parents while practices/games are going on
- Coordinate the opening and closing meetings/parties
- Uniform distribution and collection at the end of the season
- Coordinate snack bar help
- Coordinate scorekeeping help
- Coordinate after game snack schedule with the parents

- Coordinating the end of season party for the team
- etc.

We highly recommend you identify someone who is passionate and capable to do these activities. A great Team Mom can relieve you of a lot of tasks and give you the time to stay with the team and focus on coaching the kids.

5.8 Insurance and Liability

UCALL carries Little League Insurance through its headquarters at Williamsport, PA. You are not required to carry any personal insurance to cover your involvement in UCALL.

Please remind parents not to park close to areas where a foul ball could damage a car. However, there will be instances where a baseball damages a car (maybe even one belonging to someone who is a non-member i.e. does not have a child in the League). In this case, please refer the owner to the President by phone or email. The manager or coach should also contact the President and the division VP to give them advance warning of the incident.

5.9 Fundraising and Sponsorships

UCALL is a volunteer league and relies on registrations and fundraising activities to provide a quality experience for the kids.

5.9.1 Fundraising Activities

There are several fundraising activities during the season including:

- Selling candy boxes
- Spaghetti Feed with Raffle
- Snack bar revenues
- Fireworks Booth

The Board includes members who focus on fundraising and we would appreciate all the support you can offer them.

5.9.2 Sponsorship Opportunities

We also welcome businesses that wish to sponsor the league and become an official **League Sponsor**. We can offer a banner on the field and other promotional opportunities. Please discuss this with the Fundraising representative on the Board

Alternatively, you can also have a parent become a **Team Donor** and sponsor your team. Any contributions from Team Donors should only be used for sweatshirts, banners, trophies and/or closing party expenses.

For T-Ball/Farm, League sponsors of a certain level will have their names on the back of the T-Ball or Farm t-shirt uniforms.

5.10 Manager/Coaches Options

A coach or manager's option is a player who is automatically on a particular team without having to be formally picked in the draft. The table below shows the maximum number of picks by division (includes Manager and Coach picks):

Division	Manager Options	Coaches Options
T-Ball	Not Applicable	Not Applicable
Farm	1	2
Minor	1	2
Major	1	2
Junior	1	1
Senior	1	1

The spirit of the Manager/Coach options is to encourage parents to volunteer as coaches, and allow coaches who want to work together to be assigned to the same team. The intent is not to "load" or "stack" the team with the best players.

Every player designated as an option must be related to the Manager or a Coach on the team in one of the following ways:

- Parent or Legal Guardian
- Sibling
- Grandparent
- Aunt or Uncle

Other Manager and Coach Option requests that do not meet one of the above relationships may be requested for consideration by the Board.

ALL requests for Manager and Coach Options must be approved by the Board.

It is the Board's expectation that Coaches or Managers identified are "actively" working with their teams i.e. not token members of the coaching staff. The Board will base Option approvals on past involvement, temperament, attitude, etc of the prospective Coaches.

All coaches and coaches picks must be finalized and disclosed **by email to board@ucall.org** before the first Try-out. Coaches Option requests made less than 2 weeks prior to the first tryout may not receive Board approval prior to Try-outs, but will be determined prior to the draft. Please note that there are cases when a new Manager becomes available just before or during the Try-outs, without reasonable time to request

Coaches Options. The Board Rep & Player Rep will have the latitude to assign a Coaches Option(s) to such a team and notify other Managers accordingly. The intent is to use this discretion minimally.

5.11 Age Limits

The UCALL Board requires teams to adhere to the age limits presented below:

Division	UCALL Age Limit (years)
T-Ball	4 – 6
Farm	6 - 8
Minor	8 - 11
Major	(9) - 12
Junior	13 - 14
Senior	14 - 16
Big League	16 -18

Example: A 4 or 5 year old would automatically be in T-Ball. A 6 year old could be in either in T-Ball or Farm. In general, if the 6 year old has already had a year of T-ball, he or she would usually be placed in Farm for the following year, An 8 year old that has never played, would most likely be placed in Farm. If he or she has played a year of Farm, he would be eligible to try out for the Minor Division.

The only exception is that players new to baseball can play a level lower to learn the basics (exceptions: Players who are 9-11 cannot play in Farm Division, Players who are 13-14 cannot play in Majors).

Please note that these limits are more restrictive than the age limits allowed by Little League. This is designed to encourage kids to play at their age level to enjoy baseball vs. getting pushed ahead into the more competitive levels of the league.

Players may not play in a lower division in future years. For example, if a player is currently in the Majors, they may not go back to the Minors.

Any exceptions to the above rules (or for specific players) must be approved by the Board.

5.11.1 Nine Year Old UCALL Players

UCALL allows for 9 year olds to play either in the Minor or Major Division. 9 year olds will play in the Minor Division by default unless their parents initiate a formal request in writing to the UCALL Board for them to play in the Majors. This request is made in one of two ways:

- At the time of registration
- On the day of Try-outs before the tryouts begin.

This provision is to accommodate 9 year olds who can demonstrate the ability to play in the Majors. We expect this to be done infrequently in the League.

If a 9 year old tries out for the Majors, they will be eligible for the Major Draft. If they are not picked in the Major draft they will then be automatically put into the Minor draft.

5.12 Try-outs

UCALL will conduct try-outs for all the kids (Minor division and above only) to showcase their skills. Each try-out will test their basic skills on:

- Fielding and Throwing
- Catching pop-flies
- Batting (Major tryouts and above)
- Other skills as time permits

You will be given a roster of all available players prior to the try-outs for you to take any personal notes. Please take careful notes because this will be your only reference during the draft.

Try-outs will be held twice in Late January/Early February, typically on Saturdays (a 3rd Saturday or Sunday will be used for makeups – please consult the calendar events for the exact dates). Players must attend at least one of the try-outs. Players who do not attend a tryout cannot be included in the Player Draft without Board approval. Otherwise these players will be placed in the Player Pool.

Players who are APPROVED Manager/Coach's options are required to tryout to ensure that no child is placed above/below their ability.

5.13 Player Draft

The UCALL Draft is conducted immediately after the final try-outs, typically on the Saturday of the final tryout. The Draft is conducted by the Board President (or delegate), and the Player Agent and Board Rep for that Division.

5.13.1 Draft Order

Each team is asked to pick a number out of a hat (passed around formally by the Board Rep) and that will determine the order in which teams pick their players.

There will be an opportunity for manager's to trade their pick sequence before Round 1 of the draft begins.

For example, if the A's got the first pick and the Tigers got the 3rd pick, they may trade their picking order as long as BOTH Managers agree to do the trade voluntarily. The Board will not try to influence this swap in any way.

The Board expects all Managers to be physically present at the Draft and the Managers should make the picks on behalf of their team. If a Manager cannot make it, they must notify the Board in advance naming an alternate coach to pick on their behalf. We highly recommend Managers be present as they are committed to the team for the entire season.

5.13.2 Draft Style

The following table describes how each division will conduct their draft – **please note that each division goes through a re-draft (i.e. a team does not get to keep its players from the prior year automatically):**

Division	Draft Style
T-Ball	No draft – assigned by the T-ball Coordinator
Farm	No draft – assigned by the Farm Coordinator
Minor - Senior	Snake Draft

5.13.3 Snake Draft

The draft proceeds in a “snake like” fashion as shown below i.e. going from left to right every odd round and going right to left for every even round.

Snake Draft Example (5 teams - Minors)

	Red Sox	Yankees	Angels	A's	Tigers
Round 1					
Round 2					
Round 3					
Round 4		Coach Pick #3			Coach Pick #3
Round 5		Coach Pick #2	Coach Pick #2		Coach Pick #2
Round 6	Mgr Pick #1	Mgr Pick #1	Mgr Pick #1	Mgr Pick #1	Mgr Pick #1
Round 7					
Round 8					
Round 9					
Round 10					
Round 11					
Round 12					

5.13.4 Draft Rules

Here are some extra points to remember about the draft:

- Drafts are done starting with the Senior League going down to the Minor Division. This is to allow kids who don't get picked at one level to be picked at the level below. For example, any kids who didn't get picked at the Major level can be picked at the Minor level (this is how you can have 11 year olds in the Minors for instance).
- Manager's options are chosen starting with **the sixth round** going up. If you have 3 coaches picks, then they are blocked off at the sixth, fifth and fourth rounds. You will NOT pick in those rounds if you have players identified.
- The number of teams in the draft will be known ahead of time and we will require all managers to be present to conduct a fair and balanced draft.
- Sibling option – if two siblings are eligible to play in a particular division, they will play for the same team. The second sibling will be automatically placed three rounds (or next available round after 3 rounds) after the first sibling is picked. For example, if one sibling is picked in the 3rd round, the second sibling is automatically placed in the 7th round. As another example, if one sibling is chosen in the first round, then the second sibling is chosen in the 7th round assuming the 4th, 5th and 6th round are filled with coaches picks.

The only exception to this is if it is pre-determined before the draft, that one of the siblings needs to play at a lower level to further develop their skills. This will be disclosed prior to the draft.

- Each team will have a time limit to make their pick. The time limits will be announced by the President, and will be longer for the later draft rounds. A team forfeits their pick if they exceed the time limit.
- Any returning players to the Major division must be drafted in the Major Draft and may not fall to the Minor draft. However, they may be drafted in any round of the Major draft (and after new players in the draft), as long as they do eventually get drafted in the Major draft.
- The above comment also applies to returning players in the Minor League – they may not fall into the Farm draft.
- All 12 year olds must be drafted in the Major division.
- Expect to pick about 12 - 14 players (including coaches options)

5.14 Post-Draft

Once the draft is completed, you will be given a team sheet with names and phone numbers. Please call parents immediately to welcome them to your team. During the welcome call, please tell them if you're planning a welcome meeting or initial practice. Let the Player Agent know if you are having any trouble contacting a player or if they are not showing up for practice.

5.14.1 Post Draft Trades

UCALL does allow teams to trade players right after the draft before Managers leave the room. For a trade to occur, both Managers must agree to the trade. We expect managers to ask for fair compensation for trades (i.e. near equivalent draft picks)

5.15 Extra Player Pool

Some players sign up late (or fail to attend tryouts) for the league and we will keep them on a separate list called the Player Pool. The Player Agents maintain the list. Please contact them if you know of a child that is interested in playing or if you lose a player.

Please contact the Player Agent (WITHIN 24 HOURS OF LOSING A PLAYER) and they will help you replace your player with someone from the pool or someone that is age appropriate from the level below yours. **Do not contact any player (or their parent or manager) until you have gone through the Player Agent.**

Here is some extra detail on the UCALL Player Pool Policy:

5.15.1 Player Pool Purpose

The player pool is a chronological list of players that are trying to be added to teams, after the teams have been filled for the season. The goal is to add as many children as possible, to our league and help the teams maintain balanced rosters. Players must live within league boundaries.

The player pools are to be maintained by the player agents. The Jr/Sr. Player agent keeps the list for players 13-18. The Major/Minor Player Agent keeps the list for players age 5-12. Any request to be placed on a player pool must be made via e-mail to the player agent for the appropriate level.

The list will be kept in order based on the mailing date of the request.

5.15.2 How to get a player from the Player Pool

The Manager must notify the Player Agent via e-mail within 24 hours of a loss of a player. The first manager to e-mail the player agent with a drop will be given the first player that is age eligible for his or her team. Managers should notify the player agent if for some reason a child is not attending games and or practices.

If there are age appropriate eligible players in the pool, they will be placed on the team before any child will be pulled from a lower level.

If a manager finds an outside player that he would like to have on his team, the player must e-mail the Player Agent and get placed in the player pool. Players (including outside players) are placed on teams based on when they signed up for the player pool. They are not the property of the manager that brought them in.

5.15.3 No eligible players in the Pool - Guidelines

A player can only be pulled up from a lower level, if there are no eligible players in the pool. To pull up a player, the manager must go through the player agent. He is allowed to observe the lower level teams. He is **not to contact** any player on notify any coach, manager or parent of his decision. The player agent will handle the transfer.

Occasionally, a player will refuse to go up. If this happens, the player will not be given a second chance with the same team or another team during the season.

5.15.4 Player pool lists by age range

- **T-Ball Player Pool**-Players age 4-6
- **Farm Player Pool**- Players age 6 with one year of t-ball and players age 7-8.
- **Minor Player Pool**-Players age 8 with Farm experience and players aged 9-11.
- **Major player pool**- If a child is league age 12 and or has already played a year in the major division, he or she is considered eligible for the major division. 9, 10 and 11 year olds that have not attended 50% of the try-outs are **not eligible** for the major division.
- **Junior Player Pool**-Players aged 13-14
- **Senior Player Pool**-Players aged 15-16. Players aged 14 are only eligible for the Senior division if they have attended 50% of the try-outs
- **Big League Player Pool**-Players aged 16-18

5.16 Equipment

- The Equipment Manager will give you a full set of equipment (the keys to the shed will be given to you by the Board member in charge of Field Maintenance).
- Please make sure to report all damaged and missing gear.
- You will be given a form listing all of the equipment given to you. You will sign for the equipment and the form will be given to the Equipment Manager. At the end of the season, when you return your equipment, the Equipment Manager will sign off having received everything back.
- Please take care of this equipment and return it at the end of the season.
- Here are some critical safety items to look for:
 - Dangling throat guards – please check them always. They fall off sometimes and we deem this a CRITICAL safety item.
 - Torn or missing straps on catcher gear
 - Bats BPF 1.15 or less and not damaged
 - Note: Bats do not have to be supplied by parents, but should they choose to supply their player with a bat, then it must also confirm to the BPF ratings.
 - Player cleats – metal not allowed except in Junior/Senior divisions
 - Cups must be worn by anyone catching, but HIGHLY recommended for all players.
 - Any player catching balls for someone batting the ball, must have a helmet on
- Any player catching ball for someone batting the ball must have a catcher's helmet on.

5.17 Practice Schedules

- You will be assigned practice schedules by the Board. The slots are based on reverse order of the draft i.e. the last team that picked in the draft gets to choose the practice slot first etc.)
- You are required to use your slots (you may trade officially with another Manager on a one-off basis by mutual agreement)
- Please note that these are the times when we have permits to use the fields
- Any blank slot on your division practice schedule indicates a potential unused field. You may use this field on a first come, first served basis provided you verify that the field is not assigned to a team in another division.
- You can use the fields outside of these timeslots at your own risk i.e. there may be another team (maybe a soccer or cricket team) that has a permit to use a particular field at the same time. You will have to give up the field for anyone that has a permit for the timeslot.
- Once the regular games begin, the practice schedule will be scaled back a bit to accommodate the regular season games.

- **Always keep your field permits with you at practices** in case of conflict with another sports group claiming that they have the field assigned to them. If there are other sports teams who are on the field as you try to use it, do not cause a confrontation, but ask them to leave. Show them the permit and let them know that we have paid to use the field and they should contact the city for their own permit. Please also let the VP/President know when there is a consistent issue with other sports.
- Extra practices – while you are allowed to conduct extra practices beyond what the Board has assigned to you, please know that the Board does not agree with too many extra practices and Sunday practices. You **MUST** explain to your parents that these extra practices are purely voluntary and will not count against a player (for game play time, position assignment etc.) if they chose to not attend.

5.18 Practice Games

As a Manager, you are welcome to contact another team Manager and schedule a practice game. Practice games are a great way to get the players used to playing in a “game situation” without worrying about the details of a regular season game. The Board is not responsible for finding you a field although you are encouraged to use your own practice slots for the practice games. Please note that the Board at its discretion may schedule one set of formal pre-season practice games. This decision will be based on weather, level of interest and other factors.

Here are the guidelines to be followed for practice games:

- No team jerseys
- Team hats recommended (if already handed out)
- Games don't count towards overall record
- Games will run for 6 innings or 2 hours, whichever comes first.
- Scoreboard not required to be on (unless someone wants to learn how to operate the scoreboard)
- Umpires will be rotated in based on availability and interest (please note that this is a great chance for folks to try umpiring or get back into umpiring from prior years)
 - Anyone interested in plate umpiring can go behind the plate with protective gear.
 - Otherwise, managers and coaches can make the calls from behind the pitcher's mound.
 - Base umpires will be assigned by the League. These are optional opportunities for parents to practice their skills.
- Attend the Field Maintenance clinic to learn how to setup and tear down the field.
- Get parents to try umpiring and/or scorekeeping. These games don't count, so this is the time to teach them as well. If an umpire is doing something wrong, **STOP THE GAME** and **TEACH** him/her on the spot.

Please note that the Board at its discretion may schedule one set of formal practice games. This decision will be based on weather, interest and other factors.

5.19 Practice Games with other Leagues in District 45

Managers are allowed to contact other League Managers (within District 45 only) to schedule practice games at their discretion. You are responsible to find a field, umpires etc.

You may not practice with any team outside of District 45 as our insurance is limited to being within the District.

6 Regular Season Games

6.1 Fields and Equipment Sheds

We have several fields available as posted on the UCALL Website. Please refer to the website maps of these fields to determine field designations (such as Pioneer #1 vs Pioneer #2). The most popular ones are:

- Hall Ranch
 - Major Field
 - Minor Field
- Contempo
- Sea Breeze
 - 90' Diamond: Senior & Junior games as scheduled by District 45.
 - 60' Diamond: Used for practice only
 - T-Ball area (near the bathroom)
- Kenny Garcia
 - Used for Senior & Junior practice
 - AMS #1 grass fields used for various division practices.

All managers will be given a key to the equipment sheds (not the coaches)

It is your responsibility to put everything back into the shed and lock it. If the shed is ever discovered to be unlocked, we will hold the last official team using the field responsible and this will most likely result in a one game suspension of the Manager. You might also be liable for any loss of equipment in the shed. Please understand that this action is not something the Board wants to enforce, so please walk the extra few steps before leaving the field and ensure the shed is truly locked.

6.2 Regular Season Game Schedule

- The regular schedule will be posted by the Board shortly after try-outs.
- In general, expect to play each team about 4-5 times during the season.
- Typical season is about 18 - 20 games and is broken into the first half and the second half.
- Games will be postponed and re-scheduled if there is bad weather (raining etc.) or if they field is unsafe to play. Every attempt will be made for a Board member to assess the field conditions on a day of rain and notify managers if the game is postponed. In other cases, it will be up to the best judgement of managers and the plate umpire if the field can be safely played upon.
- Minors: Tie games called due to darkness/weather after the game has become a regulation game (4 complete innings) will remain as ties and no continuation inning will be scheduled. This is a local league rule. Keep in mind that if an inning is not completed (3rd out made on the home team), then that inning is dismissed and the score reverts to the end of the last COMPLETE inning.
- The team with the most wins at the end of the first half is considered the **first half winner** (if there is a tie, an extra game will be played right away to determine the first half winner)
- The team ahead for the second half set of games is the **second half winner** (if there is a tie, an extra game will be played right away to determine the winner)
- There will be a final championship game between the first and second half winner to determine the overall champion.
- If there is a 3-way tie in either half of the season, then the following statistics (for that half only) are applied (in order) to determine the required playoff games. Based on the outcome of these criteria, the #2 and #3 teams will playoff, with the winner playing against the #1 team.
 - Total record for the half season
 - Head-to-head record during the half season
 - Total runs scored for the half season
 - Coin Toss
- The second place team will be the team with the second best overall record for the season; not necessarily the loser of the championship game. The loser of the Championship game is considered the Championship game runner-up.
 - Note: this model is designed to help teams that do well as the season progresses.
- The first place team from Minors – Seniors will move on to TOCs (Tournament of Champions).

6.3 Inter-League Play Guidelines

Each year, the Board will explore opportunities for the UCALL teams to play with other teams in District 45. This is an opportunity for our players to meet other teams and also helps when we have just a couple of teams in any of our divisions. Please note that Interleague play requires Board approval from both leagues.

The inter-league games will follow specific protocols in terms of game management, pitch counts etc. as agreed upon by both leagues. This will be explained to you prior to the start of the season. If Inter-League play is used, the Board will explain if the scores will count towards your overall record for the season.

In general, please be aware of the following guidelines:

- UCALL will follow the other League's local rules when we are the visiting team.
- Other teams will follow UCALL local league rules when we are the home team.
- Home teams set up and tear down the field.
- Home teams provide all the game balls.
- Home teams provide the umpires.

When in doubt, please assume that the home team is generally responsible for logistics.

6.4 Field Preparation

- **The home team will prepare the field prior to the game.**
- **The visiting team will close up the field after the game.**
- Field preparation involves:
 - Setting up the score booth with scoreboard controller (available from the snack bar)
 - Pack down the pitcher's mound
 - Chalk lines for the bases, home plate and the Batter's box
 - Install the bases
 - Spray lightly with water
- Please see the diagrams at the end of this document for how to draw chalk lines for the T-Ball and non-T-Ball fields.

6.5 Field Close (Visiting Team)

- Put the bases back in the shed

- Rake in pitcher's mound and bases
- Sweep out dugouts
- Drag field with tractor
- Water field and pitcher's mound
- Put the scoreboard controller machine back in the snackbar
- Verify that all equipment is back in the shed
- **LOCK THE SHED!**
- **LOCK THE SCOREBOOTH!**
- **CHECK THE OTHER FIELD SCOREBOOTH and communicate with coaches on that field.**
- Please get parent volunteers to help from the stands while the Coaches are talking with the kids after the game.

6.6 *Umpires*

- You will be assigned umpires for all divisions (Minor and above)
- Please check the umpire schedule to determine who is supposed to be there.
- If a game is to be cancelled/postponed, then the team causing the schedule change is responsible to notify the umpiring crew. Failure to do so will require that team to find umpires for their make-up game.
- It is recommended that you remind the umpires to show up, especially in case of a schedule change. This can be done by the manager or the team-parent, but the manager is ultimately responsible if no one shows up. If no one shows up, the player related to the Manager (of the team providing the umpires) faces a one game suspension.
- Umpires are given a free bottle of water and a hot dog for the games they umpire (if the Snack Bar is open)
- Please note: you will most likely be umpiring other division games. Please take the time to attend the umpiring clinics so that you can learn how to be an effective umpire on the field. District 45 conducts an excellent Rules Clinic and UCALL conducts its own umpiring clinics which are also excellent.
- Umpires should arrive at least 15 minutes (preferably 30 minutes) before the game begins. This is to go through the pre-game routine and to ensure an ontime start for the game. Remember that some games can go for over 2.5 hours so starting on time is important. Here is the pre-game routine (T – 20 minutes means 20 minutes before the game is scheduled to start):
 - T – 30 minutes : Get your umpire gear on

- T – 20 minutes:
 - Check the field to make sure that everything looks safe (no potholes, bases are on tight), check the lines
 - Get the game balls from the managers (check table in this document for the number of game balls you need)
 - Ask for the line up sheets
 - Make sure the booth has everything they need
 - Discuss your umpiring style with the other umpires (who is calling infield flies etc)
- T – 15 minutes : Ask the visiting team to take the field for 5 minutes
- T – 10 minutes: Ask the home team to take the field for 5 minutes
- T – 5 minutes: Bring all the managers and coaches together for both teams to discuss game protocol:
 - Remind everyone about the dead ball zones
 - Safety is the #1 priority
 - As the plate umpire, you are calling balls and strikes and they are non-negotiable
 - Other calls – bring it up courteously to the umpire to resolve
 - Keep the innings moving quickly to keep the game moving
- Plate umpire serves as crew chief.
- One umpire is needed at a minimum for the game to begin (this umpire will have to cover all the bases also).
- Most games are set up for a 3-man crew (home plate, first and third)
- Umpire equipment is available in the shed. If you are umpiring, please take the time to put on all the needed equipment (face mask, chest protector, guards etc.). The balls can be fast and unpredictable at this level of play so please stay safe.
- Note: Umpires get a free hot dog and soda for their efforts (you can get this from the snack bar).
- Umpires can call the game early if its getting dark or if its unsafe to play for any reason. It is highly recommended that you manage the game in such a way to get the minimum number of innings out of the way so that the game does not have to replayed.
- Final note: If you are umpiring, please do your best to take the role very seriously and to be very objective in your rulings. Kids look up to the umpires and we have the opportunity to set a good example.

- If it is determined that a Manager or Coach used their role as umpire as “retribution” for a perceived poor call during one of their games (or makes threats of retaliatory umpiring against an umpire); they will be suspended for a game.
- **Please note that we do not tolerate any harassment of, disrespect or loud, vocal disagreement directed at, the umpires. We ask the coaches, Board members and all responsible adults to immediately address any criticism from any spectator, coach, manager or player directed at an umpire. The Board reserves the right for further punitive action where needed.**

6.6.1 Youth Umpires

Every season, the UCALL Umpire Chief (Board Member) will approve a group of teenagers as Youth Umpires. This list will be made available to all Managers.

The Youth Umpire program is an opportunity for teens to contribute to the League and hopefully ease the workload on parents and coaches. They also qualify for community service hours for their help.

Here are the approved guidelines for using Youth Umpires:

- Youth umpires should do bases only and not the plate. If a youth umpire is going to do the plate, we expect approval from the Umpire Chief, President or Board VP.
- If these kids are at the field and want to umpire, please include them and make it a 4 man umpiring crew.
- Juniors may only umpire bases in the Minors.
- Senior and beyond can umpire bases in both the Majors and Minors.
- Before asking a teen for help, check the Senior/Junior game and practice schedules to make sure they don't have a game at the time you need their services.
- Be very specific of which field they should umpire. Especially if you are a Minor coach asking for help with a Major game.
- Please confirm with them the day before that they can make it.

Please note that you are still responsible for your umpiring assignments - please consider this list as extra umpires if you are truly stuck finding people and they happen to be available. This list is your last resort to find umpires.

Please note that we do not tolerate any harassment of these kids or any umpire. We need to guide and teach them, and keep them with the League.

Thank you for your support.

6.6.2 Games called for Darkness

Umpires will have the ultimate discretion to call the game due to darkness when they feel that safety is a concern. No inning may start after the posted sunset time. Sunset times will be posted in the scorebooth and on the website.

6.7 Line Up Card

You will be required to fill out a line up card for your team – copies of this form will be provided to you when the season starts. Each form has 3 copies to it:

- One copy is for the Booth
- One copy is for the Opposite Manager
- One copy is for you

Please fill out the positions, numbers and names of each team member (we need first and last name) in the BATTING ORDER (not by number or position). Please see example on the website under League→Coaches.

6.8 Pitching Logs and Pitch Counters

UCALL requires all Managers to keep a current and accurate Pitching Log. The Pitching Log form will be given to you at the start of the season and it can also be downloaded from the UCALL website.

The pitching log records the pitchers, ages and pitches thrown for each game. The log must be signed by the opposing team manager after the game (the Scorekeeper can help facilitate that).

Managers are encouraged to review the opposing team's pitching log before the game starts so that everyone is clear on who is eligible to pitch.

In addition to pitch logs, some Leagues require pitch counters in the scorebooth along with the scorekeeper. The pitch counter's job is to count the pitches and maintain the pitch count along with the scorekeeper. Please be prepared to provide a pitch counter if requested during an Interleague game. UCALL does not require pitch counters for local league games but encourages their use to help keep accurate pitch counts.

6.9 Score Keeping

- Home team is required to provide the Official Scorekeeper for the game.
- You will ideally need one person to keep score and one person to manage the scoreboard.
- Official Score books will be made available at the game
- You are encouraged to keep your own scorebook of the game

- Please note: Pitch counts coming from the score booth are FINAL. We recommend that you check regularly with the Booth if you feel that your pitcher is getting close to his/her pitch count.
- It is important to have 2-3 parents attend the Scorekeeping Clinic so that you have coverage during the games. Also recommend that the Manager attend too.

6.10 Game Balls

- You will be given several boxes of new game balls at Opening Ceremonies.
- Each team manager will provide **unopened game balls to the plate umpire** based on the following table:

Division	Home Team	Visiting Team
T-Ball	1	0
Farm	1	0
Minor	1	1
Major	2	1
Junior	3	3
Senior	3	3

Each team will provide extra balls if needed (one ball at a time starting with the home team). Note: extra balls might be needed if a foul ball is lost, or if a home run ball is saved for player etc.

- The umpire will return your used game ball back to you after the game. We recommend that you hand it out to one of your players for a job well done. We also recommend you ensure that everyone gets one game ball before the season is over.

6.11 Home Run Balls

If a player hits a home run over the fence, the ball is pulled from the game and given to the manager of the player. The coach must present the ball to the player after the game to acknowledge the home run. If needed, the same team will provide an extra new ball for the rest of the game.

Note: There is no fence on the Hall Ranch Minor League field. If a player circles the bases on a single hit, it is the coach's discretion to count that as a home run and follow the above protocol.

Please keep track of over the fence home runs. UCALL will provide a pin for each home run hit by a player.

6.12 Pitch Counts

- Please honor all pitch count rules as defined by the Little League Rulebook
- Please note that pitch count limits vary by age.
- All pitch counts from the Score booth are final. We recommend that you check regularly with the Booth if you feel that your pitcher is getting close to his/her pitch count.
- Please maintain an accurate Pitching Log for the season and post-season.

6.13 Game time Protocol

- Safety is your #1 priority.
- Follow all safety rules (listed below)
- You must have one adult coach/manager in the dugout at all times during the games.
- Managers and Coaches cannot leave the game to smoke. In general, the Manager or Coach cannot leave the dugout unless it's for an obvious reason (like a bathroom break) –and- as long as there is another coach in the dugout during his/her absence.
- You can have two coaches (or players) as line coaches (first and third base).
- Parents in the stands CAN NOT come on to the field (not certified).
- You will be asked to help if one of your parents is unruly for any reason.
- Please honor rules around playing all the kids

6.14 Safety

- UCALL has a Safety Officer who is also a Board Member. Please consult him/her with any questions.
- Safety is your #1 priority during the game.
- Please follow all safety guidelines described in the “Equipment” section of this document.
- There are no on-deck circles (except on the SeaBreeze field)
- PLAYERS MAY NOT HAVE A BAT IN HAND WHILE IN THE DUGOUT!
- No kids standing in the entry ways to the dug out
- Dyer Street is a major street and kids may not jay walk on this street chasing balls. We expect all adults to watch the main street.
- Major field: A team may warm up a pitcher during the game but there must be another player wearing a helmet who is protecting that pitcher and watching the field.

Please also note the following safety guidelines as outlined by Little League (please consult the website for the latest version of this list):

- All safety procedures are the responsibility of the adult members of UCALL.
- Arrangements made in advance of all games and practices for emergency medical services.
- First aid kits issued as part of league equipment and on site for all practices and games.
- Managers, coaches and umpires should have training in first-aid.
- No games are to be held when weather creates slippery conditions. Also when lightening is in the area.
- Play areas should be inspected regularly for holes, stones, glass, and other foreign objects.
- All team equipment must be inspected and stored in the dugout away from the field of play.
- Only players, managers, coaches, and umpires are permitted on the field of play.
- When retrieving foul balls, remind each individual to watch for cars, and do not run.
- During practice and games all players should be watching the ball in play.
- During infield warm-ups no player should be near 1st base except the player assigned to that position.
- All pre-game warm-ups should be organized to include stretches, running, and occupy plenty of space to ensure nobody gets hurt.
- Batters must wear Little League protective helmets during practice and games.
- Catcher must wear catcher's helmet, mask (face guard), throat protector, long model chest protector, shin guards and male catchers must wear a protective supporter at all times (during warm-ups and infield practice).
- Catchers must wear catcher's helmet and mask with a throat protector in warming up pitchers. This applies between innings and in the bullpen.
- Other male players should also wear protective cups.
- Female players are not required to wear what is called for them a "pelvic protector."
- No watches, rings, pins, or metallic items are permitted during games and practices for any player.
- No head first sliding except to return to a base.

- During sliding practice, bases should not be strapped down.
- At no time should “horse play” be permitted on the playing field.
- Parents of players who wear glasses should be encouraged to provide “safety glasses.”
- Responsibility for keeping bats and loose equipment of the field of play should be that of a player assigned for this purpose.

6.15 Submitting the Final Score

The winning team Manager is required to submit the final score for the game on the UCALL website. A score submission form is available on the Standings portion of the website. It should take about 1 minute to fill the form.

The site will then update the standings after the final score is reviewed.

For Interleague games, the UCALL manager must submit the final score (win or lose).

6.16 Local Ground Rules, Dead-ball Zones and Catch-and-carry areas

There are pre-established dead-ball and “catch and carry” zones on the field. Consult the Rule Book for determining how to handle situations in which balls go into these zones.

- The dugouts are deadball zones, and any ball that enters the dugout, or is stopped from entering the dugout by hitting a player, coach, equipment, etc in the dugout doorway is a dead ball.
- The fences along the 1st and 3rd base lines stop just past the bases. However, dead ball zones are defined by imaginary lines that extend the fences past 1st and 3rd base lines.

6.16.1 Hall Ranch Minor field

- Behind the green spectator fence
- Lines extending from each of the left and right front poles of the backstop, to the nearest respective poles on the dugout fences define dead ball areas for balls that roll toward the dugouts.
- The fences along the 1st and 3rd base lines stop just past the bases. However, dead ball zones are defined by imaginary lines that extend the fences past 1st and 3rd base.

6.16.2 Hall Ranch Major Field

- The dugouts are deadball zones, and any ball that enters the dugout, or is stopped from entering the dugout by hitting a player, coach, equipment, etc in the dugout doorway is a dead ball.
- There is an opening in the 3rd base line fence where it meets the left field fence. This is a catch and carry zone.
- Several small holes will form in the outfield fence from time to time. Any ball that goes through one of these holes is a dead ball, provided the outfielder raises his hands to indicate an unplayable ball.

6.16.3 Sea Breeze

- The fences along the 1st and 3rd base lines stop just past the bases. However, dead ball zones are defined by imaginary lines that extend the fences past 1st and 3rd base. These dead ball zones are considered catch and carry areas in the case of pop fly foul balls hit to these zones.

6.17 Injuries

- You will be given a first aid kit and ice packs as part of your equipment
- **Ensure you always have ice packs at your practices.**
- Ice is available at the snack bar
- If a player appears to be seriously injured during a play, call time immediately – all play to stop immediately. Any bases will be awarded based on the value of the hit (where appropriate).

Please fill out an injury report (download from the website) and turn it in to the Safety Officer (Board Member). Copies of the form are also available in the snack bar.

6.18 Local League Rules

This section covers the known interpretation of rules that are not completely clear in the Little League Rule Book and/or explicit deviations from the rules. Please note that this list will continually be updated as new situations arise.

6.18.1 Minor League play

We expect each player in the Minor League to play (per game):

- 3 defensive innings (does not have to be consecutive)
- 1 at bat (this happens automatically due to the continuous batting order policy). Note: late arriving players are placed at the end of the batting order automatically based on time of arrival. A player who arrives, once the fourth inning starts may not play in the game as they cannot fulfill the 3 defensive inning requirement.

- For development of players, it's highly recommended that each player have at least one inning playing an infield defensive position.

6.18.2 Balks/Illegal Pitches

- Official Little League rules state that Illegal Pitches in Major/Minor levels are counted as an automatic ball. For development purposes, this rule will be modified as follows:
- Minor Division:
 - Umpire will call "Illegal Pitch" and explain to the pitcher what he/she is doing wrong. No penalty will be issued. If the pitcher continues to have problems, the umpire should encourage the coach to work with the player (preferably when the player is in the dugout, to avoid slowing the game).
 - Please note that this will be enforced when the winning team goes to TOCs.
- Major Division:
 - 1st Half: Umpire will call "Illegal Pitch" and explain to the pitcher what he/she is doing wrong. No penalty will be issued for first 2 occurrences. After that, the umpire will issue a "Ball" for each occurrence.
 - 2nd Half: Umpire will call "Illegal Pitch", and issue a "Ball" for each occurrence.

6.18.3 Ten (10) run rule

UCALL will follow the 10 run mercy rule guidelines as stated in the Little League rule book.

6.18.4 Five run rule (Minors Only)

UCALL only counts a maximum of 5 runs for an inning. We expect to play to continue to completion but only 5 runs count. Example: First inning, 4 runs have already scored. Runners at first and second. Batter hits a double. Two runs cross the plate. Only one is counted. The play must be completed (i.e. ball is thrown back in from the outfield to the pitcher to complete the play).

Note: This rule may be interpreted differently by other leagues. If so, we will follow the other League's interpretation for Interleague play when we are the visiting team. We will follow the UCALL interpretation for UCA Interleague home games.

As per the guidance issued by Little League Western Region, UCALL only counts a maximum of 5 runs for an inning.

6.18.5 Pinch/Courtesy Runners (Minors Only)

If a runner on base is hurt and cannot continue, we will replace him/her on base with the player who was most recently called out.

No courtesy runners are allowed at the Minor level for non-injured players. This division is instructional and all players should have a chance to run the bases.

6.18.6 Flying Bat

- 1st occurrence in a game – warning
- 2nd occurrence in the same game – out
- 3rd occurrence in the same game – manager must remove player from game (safety issue).

6.18.7 Jumping out of the Box

If the player jumps out of the box on a strike, a strike will be called.

If the player jumps out of the box on a ball, a ball will be called.

6.19 *Minor and Farm Play Code and Guidelines*

This section is for the Minor and Farm divisions only.

The “Play Code” is a framework for Managers and coaches in the Minor and Farm divisions. It’s objective is to:

- Give all kids **playing time** in all parts of the field (infield, outfield, bench)
- Use the rules in an **age appropriate manner**
- Remove the focus on an “overly competitive” mentality
- **Teach and play the fundamentals** of the game.
- Let the kids have **fun** so that they will **come back** to play next year.

The following local league rules have been approved by the Board to ensure that all Minor/Farm Managers and Coaches adhere to a common interpretation of normal play.

It is important to note that this code is a “framework” – there is enough room and discretion in these guidelines for Managers to manage their players, field positions etc. We also expect the Minor division to remain “semi-competitive” as players prepare to play in the Majors.

6.19.1 Rule #1: Rotate all players on the field.

The UCALL Board expects each Minor division player to do the following for every game (these are 6 inning guidelines):

- Play AT LEAST one (1) inning in the infield (pitcher and catcher positions are also included)
- Play AT LEAST one (1) inning in the outfield
- Play one (1) inning on the bench
- Other innings are at manager discretion

This assumes no player is afraid to play in the infield (in which case you must report this to the Player Agent – they will assess the situation). Bench time assumes 10 or more players show up for a game when you need to manage bench time. Obviously, if you only have 9 players, you won't be able to have any of them on the bench.

For Farm, the Board requires each player to:

- Play two (2) innings in the infield
- Play two (2) innings in the outfield
- Be on the bench, no more than two (2) innings

Also for Farm, we require 4 players in the outfield to accommodate this playing time whenever there are 10 more players at a game. We are trying to make sure that all players are given maximum and equal playing time.

Play Code Justification: Players need to experience playing in different positions on the field. Minor and Farm teams are not Senior level teams where player positions tend to be more fixed.

6.19.2 Rule #2: Batters should not “crowd the plate”

Batters should stand with both their feet in the batter's box or on the line but not over the inside line towards home plate. If the line has been erased, the discretion is with the plate umpire. Crowding the plate would involve having part of a player's foot touching the batter's box line; thus overly narrowing the space between him/her and the plate. The goal of crowding the plate is to intimidate the pitcher to draw a walk. Crowding the plate does not enhance the fundamental skill of teaching the batter to hit the ball. In fact, by crowding the plate, the batter will have a poor chance of hitting the ball properly since a swing at that position will result in the ball hitting the handle of the bat or the batter's hands. Players should be taught to hit the ball properly and not to draw a walk by attempting to intimidate the pitcher. It is also a safety hazard in that the batter can get hit.

Play Code Justification: At this level, we want kids to throw strikes and batters to swing at the ball. Kids who crowd the plate are often afraid to swing the bat. The pitchers often have control problem with batters crowding the plate as they fear hitting the batter and thus focus on the batter and not the target.

6.19.3 Rule #3 : No forced bunting of poorer batters

Minor Division: This tactic has poor batters always bunting even when the game situation does not call for a bunt. Bunting excessively does not allow a player to develop their hitting skills. We require bunting duties be distributed among all players.

Farm Division: No bunting at Farm Level

Play Code Justification: Having a player bunt all the time teaches a child that they are not allowed to swing the bat and also impacts the confidence of the child. Every player should have an equal opportunity to swing the bat regardless of their talent level.

6.19.4 Rule #4 : Intentionally Wasting pitches

Minor Division: If a manager is trying to motivate a below-average player to automatically swing the bat at the next pitch, then an opposing manager with good sportsmanship will motivate his pitcher to make a good pitch that gives the batter an opportunity to make contact.

The Board expects that the pitcher will attempt to throw a strike each time he/she delivers a pitch. Pitchers at the Minor division should not be taught to “waste” a pitch to have a batter swing at a “garbage pitch”.

Likewise – if the manager of the team at bat realizes that the opposing pitcher is nearing his/her pitch limit – he will not direct his players to automatically take pitches in order to push the pitcher over one of the limits noted in the rule book.

6.19.5 Rule #5 : Excessive practices

While you are allowed to conduct extra practices beyond what the Board has assigned to you, please know that the Board does not agree with too many extra practices and Sunday practices. You **MUST** explain to your parents that these extra practices are purely voluntary and will not count against a player (for game play time, position assignment etc.) if they chose to not attend. The parents already have huge commitments to UCALL, and we should not extend that further.

6.19.6 Farm Rules (Farm Code)

This section is dedicated to the Farm division. There are a few items below that have already been mentioned and they are put in this section for completeness. Please read this entire section if you are a Farm Manager or Coach.

The Farm Division is an instructional level division. Game scores, wins or losses are not recorded. Equal playing time and teaching the fundamentals of baseball is a priority at this level. Players need instruction and game experience at all defensive positions.

The goal is to prepare players for the Minor Division which is a “semi-competitive” division.

Please make sure that you adhere to the following rules:

- Games will be 6 innings long, or 2 hours long whichever comes first. Games can be called early for weather related issues if both Managers agree.
- The whole line up bats in the first inning. Outs are counted starting with the second inning.
- During an inning, each team will bat until there are 3 “field outs” or all players have batted whichever comes first. The only exception is the first inning where everyone will bat. A “field out” is where a player is called out due to some action on the field – strikeouts by batters do not count as field outs. The purpose of this is to get more action on the field.
- Players will have the opportunity to pitch in Farm for the entire season. Here are the guidelines
 - If the batter is 7 or 8 years old:
 - Pitcher will pitch till Ball 4
 - Coach will then pitch to finish out the strike count. All coach pitches are strikes. Foul balls count for strike 1 and 2 (normal rules).
 - If the batter is 6 years old:
 - Coach will deliver all pitches

- Only swinging strikes will count and no walks will be awarded. This is simply because there is no umpire to call balls/strikes..
- Batting order is continuous i.e. batting will continue from where it left off in the prior inning. You may not start at the top of the order for every inning.
- Every player will play (assuming a 6 inning game):
 - 2 innings in the infield
 - 2 innings in the outfield
 - 2 innings on the bench

If a game ends early, there is no need to carry playtime over to the next game although we expect the Manager to give more time to the kids who missed out in the prior game.

- If a player is a safety risk, this should be discussed with the Player Agent. A Manager or Coach may not designate a player a “safety hazard” on their own.
- On an overthrow to first base, runners may advance 1 base at their own peril. No base stealing on fielding errors is allowed. For example, you may not “manufacture” a home run with repeated throwing errors.
- No leadoff or base stealing on pitches that are not hit
- Bunting is not allowed
- Collisions while running can happen and they are part of the game. Please do not call interference at this level unless it is clear and obvious. Coaches should teach runners to run safely. Coaches should teach the infield to be in the right position at the bases.
- All players should be taught to slide.
- Play ends once the ball is thrown to the pitcher. The pitcher does not have to catch it. Runners will go to the nearest base.
- There is no player draft and the players will be assigned to teams by the League. The goal is to create balanced teams.
- Scorebooks assigned to teams are for the purpose of Scorekeepers to learn how to keep score. No scores should be shared with players.
- The Farm Managers will umpire their own games. Each team will provide one umpire (can be a coach or parent). One umpire will do first base, the other third base. The goal is to practice umpiring to get ready for Minors. All calls should be done impartially. Please contact the Umpire Chief (Board Member) if you have questions about rulings. Umpire coverage is based on 2 man mechanics i.e.
 - Bases empty: First base umpire is at first base ; 3rd base umpire is at 3rd
 - Runner on first: First base umpire is at first base; 3rd base umpire is behind 2nd base on the short stop side.

- Runner on first and second –or- runner at 3rd: First base umpire is behind 2nd baseman and covers both first and second base. 3rd base umpire is at 3rd.
- Any games cancelled due to weather will not be rescheduled by the League. The 2 managers may however decide to play the game at a convenient time. Field availability will be the responsibility of the Managers if there is interest.

6.19.7 Process for enforcing the Play Code

All of the above rules are enforced on the honor system with the hope that both sets of managers and coaches will be observing and following the Code. Opposing managers are encouraged to discuss in a non-confrontational manner what one feels may not be in the spirit of this Code.

If the other Manager disagrees, play will continue and the Managers will not let their differences be known to anyone else during the game. Once the game is over, they are encouraged to meet again, discuss and possibly have the Major/Minor VP mediate the discussion.

Alternatively, for the Minor division, the plate umpire can warn the manager if these tactics are happening during the game. The first time is a warning during the game. The second time will require the plate umpire to report it to the Board.

For the Farm division, since there is no plate umpire, the Manager can let the Board know of any infractions.

It is the Board's intention to fully understand and verify the Play Code violation within reason and to resolve it amicably without "hard feelings".

Here is the protocol for Play Code infractions:

For disregarding player rotation (Rule #1)

- 1st time : Warning letter/e-mail from VP
- 2nd time: discussion with VP and President
- 3rd time: one (1) game suspension

For disregarding other rules (Rules 2 through 5)

- 1st time: warning letter/e-mail from VP
- 2nd time: discussion with VP and President.

Please note that the suspension clause only applies to Rule 1 (Player Rotation). Again, this is a last resort and the Board prefers to resolve these issues amicably.

Thank you for your support in preserving the integrity and intent of the Farm and Minor divisions.

This is a Board approved document.

6.20 Forfeiting Games

- Managers MAY NOT forfeit games. Only the Board President or Board Rep (VPs or Farm Coordinator) can declare a game forfeited.
- Games may not start unless both teams can place nine (9) players on the field. If a team starts with 9 players and then drops below 9 players during the game, then the game cannot continue. In the Minor division, the Board will declare a forfeit. In the Majors, the Board reserves the right to reschedule where practical or declare a forfeit.
- CALL the Division Rep and/or President with as much notice as possible when you will not have enough players for a game.
- Every attempt will be made to reschedule a game which can't be played due to missing players. Especially in the case that the game is important in determining 1st place standings.
- If no opportunity is available to make up a game, a forfeit may be declared.
- Players who are not in uniform are not eligible to play.

6.21 Player issues

- The Player agent (Board Member) is the key advocate for the Player
- Please confer with him/her on player issues. You can also consult the Board Rep.

7 Post-Season Activities

7.1 Tournament of Champions (TOCs)

If your team won the Division (Congratulations!), then you will be representing UCALL at the TOC level. This is an opportunity for your team to compete with the other League Champions in District 45. The schedule will be posted by District 45.

7.2 All Stars

There will be 5 All-Star Teams:

- 9 and 10 year olds
- 10 and 11 year olds
- Majors (10 -12 year olds and eligible 9 year olds)
- Junior (13 and 14 year olds)
- Senior (14 – 16 year olds)

There is a separate document available that outlines how All Stars are picked. This is available upon request.

Please note that all All-Star players must be chosen based on:

- **ABILITY** – strong playing skills
- **ATTITUDE** – positive behavior on and off the field
- **TEAMWORK** – encouraging their teammates

7.3 Equipment and Key Return

Please return your equipment and keys to the Field Maintenance Manager

7.4 Closing Party

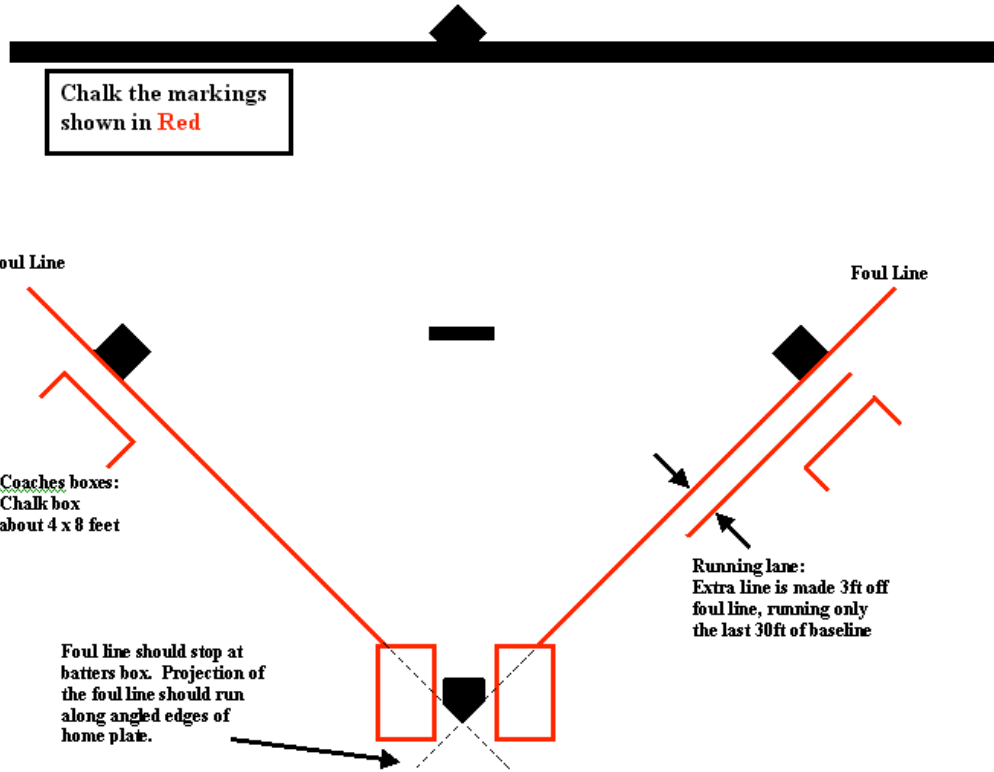
It is your call if you want to have a team closing party (recommended so that you can celebrate the team's accomplishments). Please do not ask the parents to contribute a large amount of money for this.

8 Feedback

We encourage feedback along the way as to how you are enjoying Managing and Coaching. Please attend the monthly mandatory Manager meetings (during the season only) to stay in touch. We will submit a survey form at the end of the season and hope to count on you to do this again next season.

9 Field Marking Diagrams

Field markings for Major and Minor games



Field markings for Farm and T-ball games

