2013 Libertyville Little League Handbook

The purpose of this handbook is to provide the managers, coaches, players, and families of Libertyville Little League (LLL) with an easy-to-use reference guide to our program.

An important additional document from Little League Baseball, Inc. is the "2011 Official Regulations and Playing Rules for All Divisions of Little League Baseball," published by the League and provided to all organizations. Significant changes to regulations and rules concerning league play and safety for each new year will be posted on the Libertyville Little League website.

If you have questions that cannot be answered by these tandem publications, please contact one of the following in the order listed below:

1. Your team's manager
2. The director of your child's division
3. LLL Administrative Assistant (see LLL Web site)
4. LLL President (see LLL Web site)

Libertyville Little League Baseball
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Philosophy of Libertyville Little League

Our objectives are to help your child …

- Acquire an appreciation for an active lifestyle
- Develop a positive self-concept by mastering baseball skills
- Learn how to work as part of a team
- Develop social skills with other children and adults
- Learn about managing success and disappointment
- Learn good sportsmanship in baseball and in life
- Learn respect for others

The ultimate criterion we use to judge the success of our Little League program is this — *Are our players better persons as a result of their experiences in the LLL program?* Have the players learned life-skill lessons and acquired some habits and attitudes that will make them more effective in their future endeavors? Will they be better parents and finer citizens? Compared with this criterion, such factors as the numbers of games won or lost, the leading hitters and pitchers, the league championship, tournament play, etc., are all very minor considerations.

The Real Challenge of Little League Baseball

The real challenge of Little League is not to create more leagues and bigger tournaments, nor to develop better players and make more money, but rather to make the program more qualitative — to make it a better, more wholesome, and enriching experience for the youth. This objective is exceedingly difficult to attain. Most people believe participation in baseball is a fine thing for youngsters. However, baseball is not automatically a desirable experience. It may be under the right circumstances However, under the wrong conditions, it could be detrimental. We do not want Little League teams in which youth learn more undesirable habits and attitudes than desirable ones.

The league will strive to teach our players to win and lose graciously; to be loyal, cooperative, courteous to opponents and umpires and unprejudiced to those of all colors, races or creeds; to be considerate of those with lesser ability; to develop self-discipline; and to subjugate their own selfish desires for the good of the team.

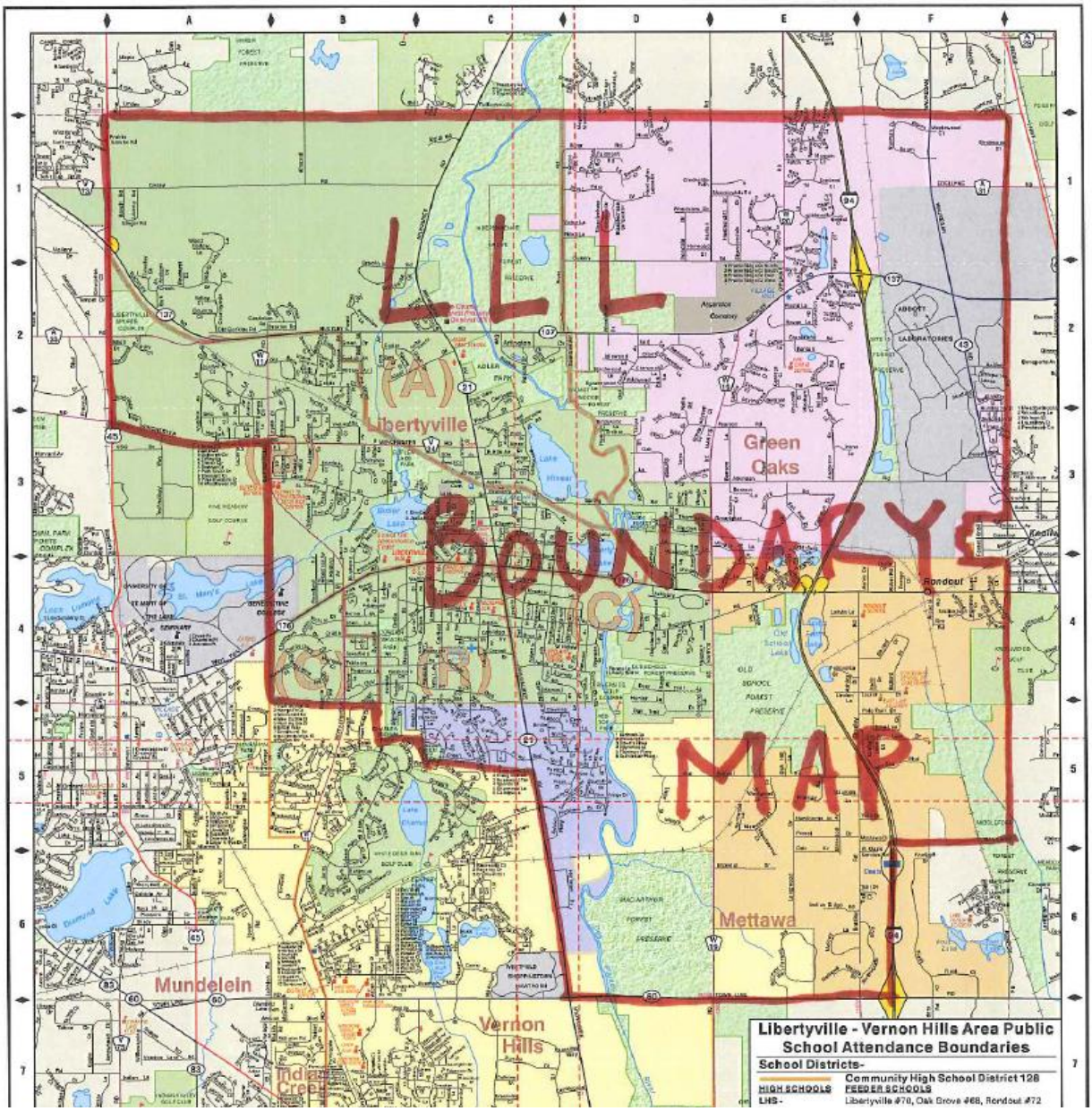
While our players are striving to excel in acquiring the fundamentals and skills of baseball, they are also learning many habits and attitudes that will serve themselves and other people throughout their lives. Little League baseball provides all of us an excellent opportunity to teach far more than pitching, hitting and fielding.

When adults put **the best interests of the children first**, and leave their own egos and concerns about winning on the bench, then young people will learn positive lessons.

Libertyville Little League Boundaries

Libertyville Little League is a chartered Little League Program and adheres strictly to specific boundaries approved by the Little League National Headquarters. Following are the current LLL boundaries revised by the Libertyville Board of Directors in 2011 and approved by Little League Headquarters in 2011.

The eastern boundary is the Community High School District 128 boundary south from the Libertyville Warren Township line to Town Line Road (Route 60). The southern boundary runs from Route 60 West to Milwaukee Avenue (Route 21); north on Milwaukee Avenue to the south boundary of the Village of Libertyville; west on this boundary to the western boundary of the village; north on this line to Winchester Road; west on Winchester to Route 45; north on Route 45 to the northern-most boundary of the Libertyville Township Line; and, finally, east on this Township line to the I-94 Tollway. The map below illustrates these boundaries.



Player Eligibility

All children ages 5–18 years who reside within the above boundaries and are "in good standing with the league" are eligible to register for participation in the upcoming season. The Village of Libertyville assesses a $25 non-resident fee for residents outside the village (i.e., Green Oaks). Children must be 5 years old by April 30 of the current calendar year to play in our youngest division (Rookie 5).

The <u>player's age as of April 30 of the current calendar year</u> will be used to determine the division in which your child will play. This is a Little League Charter Rule and there are no exceptions.

"In good standing with the league" means that all necessary uniforms and equipment from the previous season have been returned, that all past volunteer commitments have been fulfilled, and that any past fees or fines have been paid.

Note: Players registering for the Challenger League (ages 6–21) are exempt from the above boundary requirements.

Instructional Divisions of LLL

Rookie 5 — 5-year-olds
Rookie 6 — 6-years-olds
Rookie 7 — 7-year-olds
A Division — 8-year-olds
AA Division — 9-year-olds
AAA Division — 10-year-olds

Varsity Division — 11- and 12-year-olds
(players either elect to play or are drafted into this division)

Majors Division — 11- and 12-year-olds
(players tryout and are drafted into this division)

Junior League

Juniors Division — 13-, 14, and 15-year-olds that are not on the High School Baseball Team

Big League

Big League Division — 16-, 17- and 18-year-olds who are not on a High School Varsity squad are eligible to play in the Big League Division. 15-year olds that played on the High School Baseball Team may sign up for this Division

Challenger Division

The Challenger Division is for players ages 6–21 who have special needs.

Rookie 5, Rookie 6, and Rookie 7 Divisions

Purpose
The purpose of the Rookie League divisions is to give young children a positive introduction to organized baseball. The season starts with the basics of how baseball is played. The proper ways to throw, catch, and hit a baseball are introduced during the season. For Rookie 5 and Rookie 6, when a team is on defense, all players will be in the field. In Rookie 7, the maximum number of players on the field for defense is 10 (4 outfielders). Managers will rotate players to give them all opportunities to try different positions in the field. When a team is on offense, all players bat in each inning. Rookie 5 players hit off the batting "T" for the entire season. Coaches will pitch to Rookie 6 and Rookie 7 Division players for the entire season. No score is kept. Above all, the emphasis is on fun.

Player Age
Players in the Rookie Leagues must be 5, 6, and 7-years-old respectively on or before April 30 of the current calendar year. The National Little League Rules stipulates April 30 as the date that determines eligibility.

Team Composition
Rookie League teams will consist of a minimum of 10 and a maximum of 13 players per team. The goal is to place children on teams based on their school affiliations (versus a draft). We cannot guarantee players will be placed on a team in their neighborhoods, but attempt to do, as much as possible.

Managers and Coaches
Rookie League teams will have one (1) manager and two (2) named coaches. Team managers and named coaches are required to acquire National Youth Sports Coaches Association (NYSCA) certification and complete LLL-specified coaches training prior to the start of the season.

Length of Games
Rookie 5 games last 3 innings, and Rookie 6 and 7 last 4 innings or 1 hour and 15 minutes, whichever comes first. Rookie 5 games are played on weekdays, while Rookie 6 games are on weekends. Rookie 7 plays any day. Most teams play one or two games per week. Games on Monday- Friday are played usually at 5:30 PM. Saturday games start at 8:00 AM and run all day. Sunday games start at 11:00 AM and run throughout the day.

Practices
Most Rookie 7 teams will practice two days a week, while Rookie 5 and Rookie 6 teams typically practice one day per week. The days, times and lengths of practices will be up to the discretion of the team managers. The Division Director, based on available practice fields, will assign practice locations.

Equipment
Rookie League players are issued an MLB baseball cap, an MLB shirt with the sponsor's name printed on it, and socks, all of which they can keep. These are to be worn for each game, along with suitable baseball pants provided by each player.

Players **MUST** wear a protective cup to all practices and games. Players should provide their own gloves. Gym shoes are acceptable at this level, although non-metal spikes are preferred. Long pants must be worn for practices and games (no shorts). Little League provides each team with bats, batting helmets, and catcher's gear. Players may choose to use their own bats, provided they have an official little league sanctioned (T-Ball) logo. All composite bats must meet ball exit speed ratio standards as permitted by Little League International (see LLL website).

A Division

Purpose
The purpose of the A Division is an introduction to organized baseball and skill instruction. The season starts with a review of basic hitting and throwing techniques. These skills are taught and refined during the course of the year. When teams play, all players bat in a consecutive order. Teams are encouraged to adjust line-ups so no player bats in the same position in the order 2 games in a row. There are 10 players in the field on defense, with four of them in the outfield. Players pitch for the entire season. Umpires call balls and strikes, however, walks are not issued. Upon throwing ball 4 to a batter, the batter's coach will come to the mound and pitch **while retaining the current batter's count** until the batter either strikes out or puts the ball in play. Clean doubles and advancement from second to home is allowed to incorporate cut-off skills. However, there is **no advancing on errors**. Although a game score is kept, there are no playoffs or all-star selections. Coaches are strongly urged to be encouraging, instructional and supportive of both teams. The emphasis at this level is instruction and fun.

Player Age
Players must attain the age of 8 on or before April 30 of the current calendar year. The National Little League Rules stipulates April 30 as the date that determines eligibility for play.

Team Composition
Teams will consist of a minimum of 10 and a maximum of 13 players. Each age group is chosen by a blind draft, during which players are graded by ability, attitude, and playing experience.

Managers and Coaches
Prior to the A Division draft, an approved manager will be assigned to each team. Subsequently, two named coaches will be chosen for each team. Team managers and named coaches are required to acquire National Youth Sports Coaches Association (NYSCA) certification and attend LLL-specified training. If not previously certified, they must attend NYSCA training prior to the start of the season.

Length of Games
Games will last a maximum of 6 innings or adhere to a time limit of 1 hour and 30 minutes. In addition, a new inning may not begin after 1-1/4 hours. Games with no subsequent game afterwards may go beyond the time allotment by direction of the Division Director. Most teams will play at least two games per week. Games played Monday through Friday start at 6:00 PM (5:30 PM early in the season.) Saturday games start at 8:00 AM and Sunday games start at 11:00 AM. The last game on the weekend is scheduled to begin at 5:30 PM.

Practices
Most teams practice two days a week. If a manager calls more than two practices a week, it is not mandatory for players to attend the additional practices. The days, times and lengths of practices will be up to the discretion of the team managers. The Division Director, based on available practice fields, will assign practice locations.

Equipment
Uniforms consisting of a MLB hat, MLB shirt, and socks will be issued to all team members, which they can keep at the end of the season. Players **MUST** wear a protective cup to all practices and games or they will not be allowed to participate. Shoes are to be non-metal spikes or tennis shoes. Long pants, preferably baseball pants (provided by the players) must be worn for all games and practices. Players should provide their own fielding gloves. Little League provides each team with bats, batting helmets, and catcher's gear. Player may use their own bats if they have the Little League sanctioned logo. Uniforms should be clean for each game. All composite bats must meet ball exit speed ratio standards as permitted by Little League International (see LLL website).

AA Division

Purpose
The purpose of the AA Division is to continue instructing players at a higher level of organized baseball, with emphasis on the enjoyment and fun of the game. Managers and Coaches teach the fundamentals and basics of hitting, fielding, throwing, pitching, running, catching, and sportsmanship throughout the season. Although game scores are kept, and competition is encouraged, there are no standings or playoffs.

Player Age
AA Players must attain the age of 9 on or before April 30 of the current calendar year. The National Little League Rules stipulates April 30 as the date that determines eligibility for play.

Team Composition
Teams will consist of a minimum of 10 and a maximum of 13 players. Teams will be organized by a draft of players conducted prior to the season by the managers.

Managers and Coaches
Prior to the AA Division draft, an approved manager will be assigned to each team. Subsequently, two named coaches will be chosen for each team. Team managers and named coaches are required to acquire National Youth Sports Coaches Association (NYSCA) certification and attend LLL-specified training. If not previously certified, they must attend NYSCA training prior to the start of the season.

Length of Games
Games will last a maximum 6 innings or adhere to a time limit of 1 hour and 30 minutes. In addition, a new inning cannot start after 1-1/4 hours. Games with no subsequent game afterwards may go beyond the time allotment by direction of the Division Director. Most teams will play at least 2 games per week. Games played Monday through Friday start at 6:00 PM (5:30 PM early in the season). Saturday games start at 8:00 AM, and Sunday games start at 11:00 AM. The last game on the weekend is scheduled to begin at 5:30 PM.

Practices
Most teams practice two days a week. Players are strongly encouraged to be at every practice. If a manager calls more than two practices a week, it is not mandatory for players to attend the additional practices. The days, times, and lengths of practices will be up to the discretion of the team managers. The Division Director, based on available practice fields, will assign practice locations.

Equipment
Uniforms consisting of a MLB hat, MLB shirt, and socks will be issued to all team members, which they can keep at the end of the season. Players **MUST** wear a protective cup to all practices and games or they will not be allowed to participate. Shoes are to be non-metal spikes or tennis shoes. Long pants, preferably baseball pants (provided by the players) must be worn for all games and practices. Players should provide their own fielding gloves. Little League provides each team with bats, batting helmets, and catcher's gear. Player may use their own bats if they have the Little League sanctioned logo. Uniforms should be clean for each game. All composite bats must meet ball exit speed ratio standards as permitted by Little League International (see LLL website).

AAA Division

Purpose
The purpose of the AAA Division is to provide children with a positive baseball experience. We stress that managers and coaches work with all players to enhance their baseball skills. Players have opportunities to play various positions on defense, and a continuous batting order is used on offense. The goal of the AAA Division is for players to learn good sportsmanship, improve their baseball skills, and above all else, have fun.

Player Age
AAA Players must attain the age of 10 on or before April 30 of the current calendar year. The National Little League Rules stipulates April 30 as the date that determines eligibility for play.

Team Composition
AAA teams will consist of 10-year-old players as determined by selection during the AAA draft. The average number of players on an AAA team is generally 12.

Managers and Coaches
Prior to the AAA Division draft, an approved manager will be assigned to each team. Subsequently, two named coaches will be chosen for each team. Team managers and named coaches are required to acquire National Youth Sports Coaches Association (NYSCA) certification and attend LLL-specified training. If not previously certified, they must attend NYSCA training prior to the start of the season.

Length of Games
Games will last 6 innings or a two-hour time limit, whichever comes first. No new inning can start after 1 hour and 45 minutes. Games with no subsequent game afterwards may go beyond the time allotment by direction of the Division Director. Games on Saturday are typically at 8 AM, 10 AM, noon, 2 PM, and 4 PM. Sunday games are typically at 11 AM, 1 PM, 3 PM, and 5 PM. Weekday games start at 5:30. Teams will play a minimum of 2 games a week, some of which are one day after another.

Practices
Most teams practice two days a week. If a manager calls more than two practices a week, it is not mandatory for players to attend the additional practices. The days, times, and lengths of practices will be up to the discretion of the team managers. The Division Director, based on available practice fields, will assign practice locations.

Equipment
Uniforms consisting of a MLB hat, MLB shirt, and socks will be issued to all team members, which they can keep at the end of the season. Players **MUST** wear a protective cup to all practices and games or they will not be allowed to participate. Shoes are to be non-metal spikes or tennis shoes. Long pants, preferably baseball pants (provided by the players) must be worn for all games and practices. Players should provide their own fielding gloves. Little League provides each team with bats, batting helmets, and catcher's gear. Player may use their own bats if they have the Little League sanctioned logo. Uniforms should be clean for each game. All composite bats must meet ball exit speed ratio standards as permitted by Little League International (see LLL website).

Varsity Division

Purpose
The purpose of the Varsity Division is to offer 11- and 12-year-olds who elect not to or are not drafted for the Majors Division an environment to enhance their baseball skills by playing at a competitive level. The season is composed of an approximately 15-game schedule, with a season-ending tournament. Team standings are kept during the season, although all teams make the playoffs. A continuous batting order is used on offense, and each player must play a minimum of 12 defensive outs per game. The goal of the Varsity Division is for players to learn new baseball skills, with an emphasis on teamwork and good sportsmanship. Games are played on Flood Field. There is an "All-Star weekend" in early June, with an All-Star game and complementary All-Star competitions.

Player Age
Varsity players must attain the age of 11 or 12 on or before April 30 of the current calendar year. All players of Little League age of 11 or 12 will be eligible for the draft into the Varsity Division. The Varsity draft is held following the Major's draft. The National Little League Rules stipulates April 30 as the date that determines eligibility for play.

Team Composition
Varsity teams will consist of approximately 12 players on a team. There is a mix of 11- and 12-year-old players, and the draft process stipulates that all 12-year-olds be drafted first in order for equal age distribution throughout the league. The Varsity Division consists of approximately 50% of all 11- and 12-year-olds registered in LLL.

Managers and Coaches
Prior to the Varsity draft, an approved manager will be assigned to each Varsity team. Upon completion of the draft and formation of the team, the manager from the list of interested and approved coaches will select two additional named coaches. Team managers and named coaches are required to acquire National Youth Sports Coaches Association (NYSCA) certification and attend LLL-specified training. If not previously certified, they must attend NYSCA training prior to the start of the season.

Length of Games
Games will last 6 innings. No new inning can start after 1 hour and 50 minutes. Games with no subsequent game afterwards may go beyond the time allotment by direction of the Division Director. Games on Saturday are typically at 9 AM, 11 AM, 1 PM, 3 PM, 5 PM, and 7 PM. Sunday games are typically at 11 AM, 1 PM, 3 PM, and 5 PM. Weekday games typically start at 5:45 PM. Teams will play 2–3 games during most weeks of the season, and this usually includes a Saturday and Sunday game. If a game starts later than its scheduled time, it may be shortened by the umpires, pursuant to written procedures provided to the managers, to enable subsequently scheduled games to be played. All Varsity teams will have the opportunity to play multiple games under the lights on Flood Field.

Practices
Most teams practice 3 days a week prior to the start of the season and then 2 days a week once the season starts. The goal is to have the players together 3 days/week either practicing or playing games. The locations, days, times, and lengths of practices will be up to the discretion of the team manager and the assigned practice slot.

Equipment
See the combined equipment section for Varsity, Majors, Juniors, and Big League divisions on page 15.

Majors Division

Purpose
The purpose of the Majors Division is to offer the more advanced 11- and 12-year-olds an environment to enhance their baseball skills by playing at a more competitive level. The season is composed of an approximately 12-game schedule, with a season-ending tournament. Team standings are kept during the season, although all teams make the playoffs. A continuous batting order is used on offense, and each player must play a minimum of 12 defensive outs per game. The goal of the Majors Division is for players to learn new baseball skills, with an emphasis on teamwork, good sportsmanship, and playing a style of game close to full baseball rules. There is an "All-Star weekend" in late May, with an All-Star game and complementary All-Star competitions.

Player Age
Majors players must attain the age of 11 or 12 on or before April 30 of the current calendar year. All 11- and 12-year-old players participate in a tryout process. Players of league age 11 or 12 will be eligible for selection on a Majors Division team. Those 11- and 12-year-olds not selected are available for the Varsity draft and will participate in that division. The National Little League Rules stipulates April 30 as the date that determines eligibility for play.

Team Composition
Majors teams will consist of a total of 12 players on a team. There is a mix of 11- and 12-year-old players. Little League rules indicate a maximum of eight 12-year-old players on any one team. Legacy players (11-year-old players from the previous year) will remain on their original teams as 12-year-old players. There are 6 teams in the Major Division.

Managers and Coaches
Prior to the Majors draft, an approved manager will be assigned to each Majors team. Prior to and upon completion of the draft and formation of the team, the manager from the list of interested and approved coaches will select two additional named coaches. Team managers and named coaches are required to acquire National Youth Sports Coaches Association (NYSCA) certification and attend LLL-specified training. If not previously certified, they must attend NYSCA training prior to the start of the season.

Length of Games
Games will last 6 innings. No new inning can start after 1 hour and 50 minutes. Games with no subsequent game afterwards may go beyond the time allotment by direction of the Division Director. Games on Saturday are typically at 9 AM, 11 AM, 1 PM, 3 PM, 5 PM, and 7 PM. Sunday games are typically at 11 AM, 1 PM, 3 PM, and 5 PM. Weekday games start at 6:45 PM. Teams will play 2–3 games during most weeks of the season, and this usually includes a Saturday and Sunday game. **If a game starts later than its scheduled time, it may be shortened by the umpires, pursuant to written procedures provided to the managers, to enable subsequently scheduled games to be played.**

Practices
Most teams practice 3 days a week prior to the start of the season and then 2 days a week once the season starts. The locations, days, times, and lengths of practices will be up to the discretion of the team managers.

Equipment
See the combined equipment section for Varsity, Majors, Juniors, and Big League divisions below.

Juniors Division

Purpose
The purpose of the Juniors Division is to continue to teach and enhance baseball skills while introducing the players to a larger field, including 80-foot bases and a 54-foot pitching distance. Players have opportunities to play various positions on defense, and a continuous batting order is used on offense. The season is usually composed of an approximately 15-game schedule, with a season-ending tournament. If possible, there will be Interleague Play in this division. Standings are maintained. However, managers understand that this is an instructional/recreational league, and that the primary emphasis is placed on teaching and improving baseball skills along with teamwork and good sportsmanship. There is an "All-Star weekend" in early June, with an All-Star game and complementary All-Star competitions.

Player Age
Players in the Juniors Division are 13-, 14-, or 15-years-old on or before April 30 of the current calendar year. The National Little League Rules stipulates April 30 as the date that determines eligibility for play.

Team Composition
Teams in the Juniors Division will consist of a minimum of 11 and a maximum of 14 players per team. Generally, the division has approximately 6 teams, which are formed through a draft. This attempts to uniformly distribute players of various skill levels among the teams.

Managers and Coaches
Junior Division teams will have one (1) manager and two (2) named coaches. Prior to the Juniors draft, an approved manager will be assigned to each Junior's team. Prior to and upon completion of the draft and formation of the team, the manager from the list of interested and approved coaches will select two additional named coaches. Managers and coaches should have a good knowledge of baseball and an understanding of the objectives of the Juniors program. They have generally been involved in coaching at the younger levels. Team managers and named coaches are required to acquire National Youth Sports Coaches Association (NYSCA) certification and attend LLL-specified training. If not previously certified, they must attend NYSCA training prior to the start of the season.

Length of Games
Seven-inning games are played on the Juniors/Big League at Butler Park. Most games are scheduled on Saturdays or Sundays, with occasional weeknight games. Saturday games are typically played at 9 AM, 11 AM, and 1 PM, while Sunday games are scheduled typically scheduled at 1 PM and 3 PM. Weeknight games start at 6 PM. Games will last 2 hours.

Practices
Most teams attempt to practice three days a week, including the use of the batting cage prior to the start of the season. After the season starts, depending on scheduled games, teams usually practice once or twice per week with one session at the batting cage. The locations, days, times, and lengths of practices will be up to the discretion of the team managers.

Equipment - See combined section for Varsity, Majors, Juniors, and Big League divisions below.

JUNIOR LEAGUE EXCEPTION: Metal spikes are allowed. Big League–Approved bats are also allowed. In accordance with Little League International playing rules and regulations, "big-barrel" bats (up to 2-5/8" in diameter) are permitted at the Juniors and Big League levels only. Please note that bats 2-3/4" in diameter are not permitted in any division. All composite bats must meet ball exit speed ratio standards as permitted by Little League International (see LLL website).

Big League Division

Purpose
The purpose of the Big League division is to offer an opportunity to 15-, 16-, 17-, and 18-year-olds (non-HS Varsity) to continue to play organized baseball. Players have opportunities to play various positions on defense, and a continuous batting order is used on offense. The season is usually composed of a 15- to 20-game schedule, with a season-ending tournament. However, the number of teams joining the program will determine the actual number of games. The season begins over the Memorial Day weekend and concludes the third week of July. The field dimensions and rules will closely approximate those of IHSA.

Player Age
Players in the Big League division are 15- (if played on the HS FROSH team),16-, 17-, and 18-year-olds (non-HS Varsity) on or before April 30 of the current calendar year.

Team Composition
Teams in the Big League division will consist of a minimum of 12 and a maximum of 14 players per team. It is anticipated that there will be 4–6 teams formed through a drafting process. This process attempts to uniformly distribute players of various skill levels among the teams.

Managers and Coaches
Big League division teams will have one (1) manager and two (2) named coaches. Prior to the Big League draft, an approved manager will be assigned to each team. In addition, the League will select a player to serve as "team Captain". Selection is based on a variety of factors, including demonstration of leadership skills, knowledge of the game, sportsmanship, etc. The Captain will be developing interest and recruiting players for the league. The Captain will be involved in the Draft, with the Manager. Prior to and upon completion of the draft and formation of the team, the manager from the list of interested and approved coaches will select two additional named coaches. Managers and coaches should have a good knowledge of baseball and an understanding of the objectives of the program. They have generally been involved in coaching at the younger levels. Team managers and named coaches are required to acquire National Youth Sports Coaches Association (NYSCA) certification and attend LLL-specified training. If not previously certified, they must attend NYSCA training prior to the start of the season.

Lengths of Games
Seven-inning games are played on the Juniors/Big League field at Butler Park. Games are scheduled on weekends and weeknights.

Practices
Most teams attempt to practice, including the use of the batting cage prior to the start of the season. After the season starts, practices are not held, because of the game schedule. The locations, days, times, and lengths of practices will be up to the discretion of the team managers.

Equipment
See the combined equipment section for Majors, Juniors, and Big League divisions below.

Players may supply their own bats, provided they meet current IHSA standards. In addition, players may wear metal spikes at this level.

Equipment for Majors, Juniors, and Big League Divisions

Uniforms consisting of a MLB hat, MLB jersey, and 2 pairs of socks will be issued to each player and are theirs to keep. Male players **MUST** wear a cup to all practices and games or they will not be allowed to participate. Shoes are to be non-metal spikes or tennis shoes. Metal spikes are permitted for Juniors and Big League divisions. Long pants, provided by players, must be worn for all practices and games. Players should provide their own fielding gloves. LLL provides each team with bats, batting helmets, and catching gear. Players may use their own bats, provided they have the LL sanctioned logo. Uniforms should be clean for each game.

In accordance with Little League International playing rules and regulations, "big-barrel" bats (up to 2-5/8" in diameter) are permitted at the Juniors and Big League levels only. Please note that bats 2-3/4" in diameter are not permitted in any division. All composite bats must meet ball exit speed ratio standards as permitted by Little League International (see LLL website).

Multi-Sport Participation Policy for Players Ages 8 through 14

LLL recognizes that children participate in a number of activities throughout the year. Children should be encouraged to experience a variety of activities as this contributes to their growth and development. LLL also recognizes that, on occasion, two or more activities may conflict and a choice must be made. In an endeavor to avoid undesirable conflicts while maintaining the spirit of team commitment, the LLL Board has adopted the following policy to cover players who miss games or practices because of participation in other activities. This rule applies to all 8- to 14-year-old players.

Should it be determined that a player missed a regularly scheduled practice or game because of participation in another sport, such player can be, at the manager's or the Board's discretion, …

1) Limited to a maximum of three (3) innings of play in the next regularly scheduled game.
2) Prohibited from starting the next regularly scheduled game.
3) Deemed ineligible for any post-season competition.
4) Any player, manager, or coach who misses games or practices because of participation in other non-baseball sporting activities can be referred to the Division Director or LLL Executive Board for review.

Communication is the key to resolving many conflicts. If the coaches are aware of problems in advance, often the conflict can be worked out to the satisfaction of all players and the teams.

Participation Policy in Other Baseball Activities for Players Ages 8 through 14

The following policy is intended to address participation by our players in other baseball programs:

1) Although players may participate in "non-Libertyville Little League programs," if that participation causes them to miss a LLL regularly scheduled practice or game, the player will be subject to the same actions as outlined in the Multi-Sport Participation Policy above.
2) To encourage cooperation with the Libertyville Little League and enhance communication with other sport programs, players participating in other baseball programs must obtain permission from the LLL board of Directors.
3) Any player, manager, or coach who misses games or practices because of participation in other baseball sporting activities can be referred to the Division Director or LLL Executive Board for review.

Challengers Division

Purpose
The purpose of the Challenger Division is to offer the baseball experience to special needs children. The fundamentals of baseball, as well as the basics of hitting, fielding, throwing, and catching are emphasized at each practice and game. Above all the main purpose is for the special needs child to have fun.

Player Age
All children ages 6–21 are eligible to play.

Team Composition
There is one team in the Challenger Division. Generally, any special needs child can play on the Challenger team. Parents and/or siblings are asked to help as much as possible at practices and games.

Games/Practices
Games are played on Saturday morning at 9:30 AM on the AA field or the Odom (softball) field. Practices are held once a week at a site to be determined. There is also a selected Saturday night game on Flood Field under the lights.

Equipment
All Challenger players will receive a uniform consisting of a hat, pants, socks, and jersey, which they may keep at the end of the season. These are to be worn for each game. The League provides the team with a batting tee, helmets, baseballs, and bats. Players are required to have their own mitts, and non-metal baseball spikes or tennis shoes.

LLL Volunteer Program

LLL Baseball is an entirely volunteer driven organization. It depends on responsible adults to organize and conduct every aspect of its success. Adults serve as administrators, managers, coaches, and umpires. They also help with field maintenance, concessions, and many other projects. Although the functions may vary, we all have a common responsibility to volunteer and help sustain the League's success. Your willingness to exchange time and effort for your child's benefit and enjoyment is very important to the ongoing well-being of the program.

Little League is a family affair that gives parents and children a common ground for spending time together. Whether you are coaching, selling popcorn to the fans, or announcing the game, your family will enjoy being a part of Little League. Most of all, your child will appreciate the benefits of your enthusiasm and involvement in his or her activities.

The intent of the Volunteer Program is to achieve a cohesive balance between the membership of Libertyville Little League and the responsibilities required to operate Libertyville Little League.

- All parents (father or mother) are required to support Libertyville Little League with no less than **4 hours for each player** in the league. If needed, a responsible adult (at least 18-years of age) family member (e.g., aunt, uncle, or grandparent), friend, or neighbor is permitted to substitute for a parent volunteer assignment if a scheduling conflict arises.

- The "Volunteer Program" is structured to give parents a chance to indicate their preferred area of involvement and assignments will be considered on this basis. Although a choice of volunteer activities is offered, please recognize that volunteers may be assigned to other areas of need.

- Once the volunteer assignments are scheduled, it is the obligation of the volunteer to see that the responsibility is served either by that volunteer or a designated replacement. It is the volunteer's responsibility to make changes by re-scheduling via the LLL web page and notifying the League Director of Volunteers in a reasonable amount of time if unable to serve or have substituted an assigned responsibility. A reasonable amount of time is considered to be not sooner than 7 calendar days from the assigned volunteer date. Failure to serve an assigned responsibility will result in the volunteer member being fined the non-compliance fee of $125.00. This fee helps to defer the cost of paid labor called upon to backfill the volunteer's responsibility.

- The "Volunteer Program" obligation is completed only after the completion of the assignment.

- Libertyville Little League encourages the membership to support the "Volunteer Program," for this is what makes the league work. A pre-season Buy-Out ($100 per player or $250 per family maximum) is offered for those that cannot serve. This agreement must be entered into at the time of registration.

- Non-compliance to the "Volunteer Program" will cause a non-compliance fee ($125) to be imposed and potential termination of your membership in Libertyville Little League. The non-compliance fee must be presented before the end of the season and arranged with the League's Director of Volunteers

- Re-instatement of membership, in good standing, is accomplished by payment of the non-compliance fee.

Areas of Volunteer Commitment

LLL permits parents to request their preferences for volunteer commitment. It is not always possible to meet these requests at which time the parents are placed in the Volunteer pool for other areas of need. The following jobs meet the volunteer commitment …

Concession Stand
Volunteers are expected to prepare, grill, and sell food and concessions, re-stock shelves and pop coolers, assure ice packs are available, and help clean up as needed. Each shift is a 4-hour commitment per child registered in the League. Shifts are determined during the registration process. Members who did not receive their preferred volunteer requests and need to be assigned a concession shift will need to monitor the LLL Web site for dates that become available.

Field Maintenance
Field maintenance is held on Saturdays prior to the Opening Day; 8 AM to noon. (See the League calendar on the Web site or the Registration Volunteer Form for this year's dates.) Field Maintenance entails pre-season field and ground preparation and is limited to available equipment and need. It includes sponsor sign installation, protective net/screen installation, bleacher painting/repair, general clean up for fields and the concession building (4-hour commitment).

Team Manager
The Team Manager is responsible for the training and development of team members in the fundamentals of baseball, as well as team sportsmanship. The manager is responsible for overall administration of the team. Volunteer Manager candidates must fill out a manager/coach application (included in the registration information or downloaded from the League Web site), be recommended by the Division Director and approved by the Libertyville Little League Board of Directors. They must also submit a Little League Volunteer Application and copy of their drivers' licenses. There is only one manager per team. Preference is given to volunteers with previous experience and who have met the training requirements. All team managers must have NYSCA certification, which is coordinated through the Libertyville Little League Director of Training, and complete LLL-specified coaches training (>12-hour commitment).

Team Coach
The Team Coach assists the manager in the development of team members in the fundamentals of baseball and sportsmanship. Volunteer coaching candidates must fill out a manager/coach application. They must also submit a Little League Volunteer Application and copy of their drivers' licenses. Coaches are generally picked by the team manager and approved by the Division Director and the LLL Board of Directors. Two coaches per team are permitted (>8-hour commitment).

Team Parent
The Team Parent acts as a liaison between the manager and parents regarding practices, games, team party, picture day, and any other activity that requires communication with the parents. Only one Team Parent is allowed per team. A Team Parent meeting will be scheduled for late March or early April following team assignments. At this meeting, Team Parents will receive additional information regarding their responsibilities. Details as to the time and location of this meeting will be available from the Team Manager (4-hour commitment).

Volunteer Summary

- Sign up for and complete at least a 4-hour assignment per child registered in Libertyville Little League
- Fulfill your volunteer assignment, or find a replacement to complete your obligation.
- Accept unmet volunteer assignment fee of **$125 per missed assignment**
- Accept alternate assignments to meet identified needs.

*For more information on our volunteer program and how to apply, see the LLL Web site at www.libertyvillebaseball.org.

Managers and Coaches

The Board of Directors of LLL approves the appointment of all managers for the various divisions within our program. The appointment of managers generally takes place in February each year.

To be considered for a manager position, an individual must submit a **manager/coach request form** to the director of the division for which you'd like to manage or coach.

The role of a manager is the most important position in our organization. Your duties as a manager include teaching baseball skills and strategy as well as respect, teamwork, self-control, confidence, and patience. Managers and coaches need to be sensitive to the mental and physical limitations of children of Little League age and recognize that the game is a vehicle for training and enjoyment and not an end unto itself.

Because baseball means so much in the lives of American youth, they idolize those who are their managers. The influence of managers and coaches upon these impressionable youngsters is very great. So great in fact that our program can afford to have nothing short of the finest type of leadership. Through the medium of baseball, the manger can reach these children and profoundly affect their future behavior. It is through the manager that all our hopes and ambitions for the players will or will not be realized. As a manager, your influence is more than you realize. Players look up to you as a leader, and your actions are their cues for behavior.

It is the manager, more than any other individual, who makes the program a success or failure. He or she controls the situation in which the players may be benefitted or harmed. There have been managers who have exerted a wonderful influence upon the players — an influence that was as fine an educational experience as any youngster might undergo.

Youngsters of Little League age are strongly influenced by adults whose ideals and aspirations are similar to their own. The manager and player share a common interest in the game, a desire to excel, and determination to win. Youngsters often idolize their managers, not because the adult is the most successful coach or mentor, but because the manager is a source of inspiration.

Whatever good comes out of our Little League program will be the result of the manager's leadership. Our program is only as good as our managers and coaches.

Sponsors

LLL has formed a great partnership between its families, the Village, and the business community. Even with thousands of volunteer hours, and the tremendous cooperation and help we receive from the Village, without our business and community sponsors, our program wouldn't exist as we know it today. Our sponsors make up most of the funding needed to keep the complex maintained and upgraded, as well as provide the children in Libertyville Little League with quality uniforms and equipment.

Many of our sponsors have been a part of our program for several years. But each year we need new sponsors to support new teams and replace sponsors who have left the program. Again this year, we are in need of new sponsors for the upcoming season.

Libertyville Little League offers two types of sponsorships for businesses …

Team Sponsors (Team sponsors receive uniforms with their business names and logos on them and an outfield fence sign)

Sign Sponsors (receive an outfield fence sign with their business name, logo, address, phone number). Both of these types of sponsorship are vital to our program.

Sponsorship also includes prominent listing on our Web site, in our Opening Day program, and in other LLL publications. If you own a business or work for one that would be interested in becoming a sponsor, please complete the form below and return it to the Director of Sponsors (address below). Sponsorship in Libertyville Little League is a tremendous way to get your business name in front of the community and show your support for the children of Libertyville.

I am interested in becoming a sponsor of Libertyville Little League, please send me information for:

_____ TEAM SPONSOR:	**$450 first year, $350 annual renewal**
_____ SECOND TEAM:	**$350 first year, $250 annual renewal**
_____ SIGN SPONSOR:	**Outfield Sign with business name, logo, address & phone**
	$ 200/Year, $150 second sign
_____ FLAG POLE PENNANT:	**$400 for a two year commitment**

Business Name.....

Contact Name_____Phone .....

Address.....

City_____State_____Zip Code.....

Please return to or call for more information:

Director of Sponsors
Libertyville Little League,
PO Box 546
Libertyville, IL 60048
Telephone: (847) 980-759

LLL Registration

Online Registration
LLL provides an online registration process through its Web site, www.libertyvillebaseball.org . You must live within the boundaries of Libertyville Little League to register.

Once you log on to the League's Web site, you will find a field on which you can click with your mouse to begin the registration process. First-time families new to the program will be asked to create your own password to establish secure access to your information. No one will be able to view your information without this password. Once registered, all future registrations can be accomplished by simply reviewing your record online, making changes, if any (such as adding children), to update data contained there, and making payment online by using a credit card. All credit card transactions are accomplished via a secure site maintained by a private vendor hired by LLL.

New Player Registration
If you have not played in LLL before you are considered a NEW REGISTRANT*. All new registrants must provide proof of age before they will be allowed to be placed on a team.

All new registrants must provide …

1. A BIRTH CERTIFICATE of the player to be registered.
2. A DOCUMENT SHOWING FAMILY'S PROOF OF RESIDENCY.

All NEW registrants and any remaining returning players who have not registered by mail will be taken on a first-come, first-served basis. Should the need arise, a waiting list will be established and maintained during the season. A non-refundable late fee of $30 will be assessed for registrations after the last date of registration.

If there are any questions concerning registration, please call 1-847-367-1448 or send an email to comments@libertyvillebaseball.org. Your question will be answered as soon as possible.

LLL Fees

The following fees have been voted and approved by the Board of Directors of the Libertyville Little League:

Playing Fee for all divisions (ages 6–16)
T-Ball, A, AA, AAA, Major, Juniors, Big League.....$160
Challenger (ages 6–21)..... $35
Village of Libertyville Non-Resident Fee ..... ……$25 per family
Late Registration Fee (after February 1).....$30
Facility Fee ……..……..…….....$35
Family Maximum……...……$420
Concession/Volunteerism Non-Compliance Charge…….……..$125
Volunteer Buy-out/Opt-out Fee……$100/player; or $250 per family
(Family maximum excludes: Big League Fee, Opt-out fee and any late registration fees.)

No child will be denied the opportunity to play in LLL because of limited finances. Please send inquiries to the league e-mail address (comments@libertyvillebaseball.org), or call the LLL President. All inquiries are strictly confidential.

LLL Fee Refunds

No refunds will be given after March 15, unless:

1) Prior to the start of practice, it becomes medically necessary to remove the child for the entire season, and the spot can be filled with a child on the waiting list, or ...

2) Prior to the start of practice, the family is forced to relocate outside of the LLL boundaries, and the spot can be filled with a child on the waiting list.

Note: No refund will be given to any player drafted to the Majors Division for any reason

LLL Opening Day

Opening Day for the 2012 LLL season will be held on Saturday, April 21! There will be a season preview on Friday night April 20 at 7 pm featuring a rematch of the 2011 Majors finalists. You and your family are invited to attend. The festivities will be held on the Joe Flood Field. The Saturday events usually begin with the team and individual pictures being taken. Mid-morning the activities move to the Joe Flood Field for introduction of the Little League Board, the announcement of the Joe Flood Volunteer Award recipient, and an invocation by a local religious representative. A guest speaker will say a few words of encouragement for the players, and then the "first pitch" of the season will follow.

Play ball!

The grills are going and Butler Lake Park is once again busy with baseball. This is a morning and early afternoon that all family members enjoy attending.

Team and Individual Player Photographs

Team and, if you choose, your child's individual pictures will be held indoors at Butterfield School on Saturday, April 21 — Opening Day.

Prior to this day at a practice or team meeting you will be given an order form. This will need to be completed and brought to the manager, coach, or team parent on picture day. The pictures are generally distributed about three weeks after picture day. You are not obligated to purchase any of these pictures, but it is nice to have your child present for the team picture, so the entire team can be photographed.

The photography studio responsible for the team and individual pictures is generally a local photographer and a team sponsor.

Training

LLL continues to increase and improve the training camps and clinics for not only the players, but also for the managers and coaches. For more information, please contact the Director of Training (see LLL Web site).

Rust Busters
Prior to the season, these camps for ages 7 through 12 are held to sharpen the players' skills in preparation for Little League baseball. Typically there are 2 sessions in February or March lasting 4 hours that are held at a local indoor facility. Local High School Baseball Coaching staff members and Little Managers and Coaches facilitate the camp.

NYSCA Certification Program
This certification is required for all LLL managers and the two named coaches for all divisions.

Certification may be completed or renewed online at **www.nays.org.** You can reach NYSCA at 1-800-729-2057.

Managers and Coaches Training
Managers and two named coaches are required to attend a 2- to 3-hour training session for their age groups. In 2011, these sessions will be conducted at Slammers Training Facility.

For more information, please contact the Director of Training (see LLL Web site).

Jim Schurr Baseball Camp
This multi-day camp historically has occurred in June after the school year is completed with one session for ages 8 to 12 and one for ages 13 to 16. Libertyville High School coach Jim Schurr, will host the camp, as well as several LHS baseball staff coaches. The Jim Schurr Baseball Camp focuses on hitting, throwing, and the essentials of defensive play at all positions. The afternoon of each day involves a separate pitching camp during which time Coach Schurr offers his expertise on motion and delivery.

LLL Umpires

LLL provides umpires to officiate the games from divisions A through the Big League divisions.

The LLL Umpire Program is an excellent opportunity for young boys and girls to build important skills that will aid them in their future careers:

Learning	Learn the Little League baseball rules
Interpersonal Skills	Interact with players, coaches, managers, and parents
Leadership	Make decisions on the field
Organization Skills	Be responsible for assigned game schedules
Communication	Keep games moving and enforce the rules

All umpires (typically 2 per game) are paid a fee based on the level of the game they are officiating:

Division(s)	**Pay/Game***
A	$12
AA	$14
AAA	$16
Varsity/Majors	$22
Juniors/Big League	$25

***IHSA-Certified Umpires earn $10 additional per game at the Majors and Juniors/Big League levels.**

A/AA League — This is the beginning level for Umpires ("league age" 13 and 14). This league is fun and instructional for both players and umpires. The umpires will get their first experience at calling balls and strikes from live pitching. An umpire training session will be held at the beginning of the season to review and test on the rules of baseball, cover basic umpire skills, and discuss the game-scheduling process. During the season, they will learn on-the-job through their assigned game schedules. This league offers a low pressure, learning environment.

AAA League/Varsity — Umpires here are "league age" 15 and 16, with at least 2 year of umpire experience. The level of baseball is greater, and the umpires must demonstrate a good understanding of the rules of baseball and display good umpiring skills. A training session will be held at the beginning of the season to review key baseball rules, proper umpire field positions, and game-scheduling procedures.

Majors — Umpires here are "league age" 16+, with at least 3 years of umpire experience. This is a very competitive baseball level and requires umpires to have a solid understanding of the rules of baseball and display strong umpire skills. A training session will be held at the beginning of the season to review key baseball rules, proper umpire field positions, and game-scheduling procedures.

Juniors/Big League — Umpires here are "league age" 17+, with at least 4 years of umpire experience. This is also a very competitive baseball level and requires umpires to have a solid understanding of the rules of baseball and to have demonstrated strong umpire skills on the field. One of the key baseball rules of baseball they will need to understand and enforce is the "Balk" rule. A training session will be held at the beginning of the season to review key baseball rules, proper umpire field positions, and game-scheduling procedures.

We appreciate the work our umpires perform to keep the LLL Baseball games fair, safe, and fun.

Applications for Umpires are available online at the LLL Web site: www.Libertyvillebaseball.org

LLL Batting Cages and Pitching Machine Procedures

Pitching machines
Pitching machines are available for use by our managers and coaches. The sign-up sheet, instructions, and the machines are located in the far right garage of the Rotary building across from Odom Field. Your division director will provide the lock-box combination for access to the garage. Pitching machines are generally available following the first Saturday of spring clean up and continuing throughout the season.

Please adhere to the following guidelines for usage:
1. Limit your use of the machines so that all teams have an opportunity. Sign-up rules are posted. Please don't abuse your privilege.
2. Check oil in the generator before and after each use.
3. Start the generator first before plugging in the pitching machine.
4. Set the generator off the field — away from dirt, dust, and playing area.
5. Use only dimple balls.
6. The machine can be used for: a) pitching, b) infield grounders, c) outfield fly balls

MAKE SURE ALL THE BALLS ARE PICKED UP AND RETURNED IN THE BUCKET SUPPLIED.
Remember, you may be the person who wants to use the equipment only to find that there are no balls left for your team to use. If everyone is thoughtful and conscientious, the program will work well.

Please respect the schedule! Return the equipment promptly - others are waiting for it!

Batting Cages
The procedures for the use of the batting cages (managers and coaches only) are similar to the pitching machines. The sign-up sheets are located in the garage across from Odom field.

Please note the following:
1. The power switch for the pitching machines is located in the garage above the sink.
2. The two Atec Pitching Machines should be used for the batting cages. Use dimple balls.
3. No generator is needed. However, you will need an extension cord.
4. **Only one player and one coach in the cage at a time.**
5. Please return all balls and equipment to the garage after use. Do not leave equipment unattended unless there is a group waiting in line to use the cage.
6. Sign-up is for LLL team use ONLY. Use of the cages for individual instruction is when they are available on a first-come, first-served basis.

LLL All-Star Games and Activities

The following divisions conduct a local "in-house" all-star game for the players who have excelled on their respective teams during the regular season.

AAA VARSITY MAJORS JUNIORS

Dates of the Games
Each Division is different but the All-Star game generally falls on a weekend within the last two weeks of the regular season.

Selection Process:
Each division follows the same guidelines. The members of each team vote for the players that they would like to represent them on the All-Star team. All players should be included on the "ballot." If possible, the manager or coach conducting the selection process should make every attempt to keep the process and results confidential. It is important to stress that all members of the team are important to the success of the team, and in the coaches and parents eyes every one of them is an All-Star. Nevertheless, the players selected are chosen to represent your team.

Number of Players Selected
This may vary by division. Generally, 3 to 5 players per team are selected depending on the number of teams in the respective division.

Managers and Coaches Selected
Generally, the manager of the first place team in their respective division will manage, and the other managers in the division will serve as coaches.

Other All-Star Activities
Each division has supplementary All-Star activities, such as Home Run Derbies, Outfield Throw Competitions, Baserunning contests, and similar events. Often, players not participating in the All-Star games themselves are chosen for these activities based on intra-team "pre-competitions."

Post-Season Tournaments

LL International–Sanctioned Tournaments
Following the conclusion of the LLL season and AAA, Majors, and Juniors Divisional Championships (completed no later than July 3), the Little League Tournament season begins. Baseball tournaments are organized and sanctioned for 9-year-olds, 10-year-olds, 11-year olds, 12-year-olds, and 13- to 14-year-olds. Generally, LLL sponsors 1 team at each eligible age group, assuming that there are a sufficient number of eligible and interested players and coaches.

A brief note about the selection of Little League– sponsored tournament teams. The process at every level is regulated by a combination of International Little League rules and local rules, and is summarized below.

1. Managers of each regular season team nominate outstanding members of their teams for consideration.
2. Each player is presented/discussed by his/her manager in a private meeting of all managers. Skills, averages, and other attributes are discussed.
3. Each manager votes in a secret ballot for 12 to 14 players (depending on current managers input or approval). All discussions, nominations, and voting results are held as strictly confidential.
4. The top vote getters are nominated to represent their Divisions.
5. Potential managers of the tournament teams submit their requests to manage in a letter to their respective Divisional Directors.
6. The team manager is selected by a vote of the regular season managers, following an opportunity for questioning and discussion.
7. The nominees are contacted by the selected manager to confirm their availability throughout the entire tournament season. Potential players may not be contacted prior to the official date specified by Little League International, generally June 15.
8. Any nominee who cannot make a commitment is replaced by the player with the next most votes.
9. Ties are broken by re-vote of the managers.

Please note that <u>these rules apply only to Libertyville Little League sponsored teams.</u> Non-league sponsored traveling teams are often formed at the end of the regular season, and, therefore, may be confused with Libertyville Little League–sanctioned teams. These teams are not sanctioned, sponsored, or equipped by LLL, and are therefore not subject to LLL rules.

LLL Summer League

Approximately 2 weeks after the regular season ends, a 4-week Summer League is offered to participants who desire to play additional baseball. The league consists of four divisions: A (5- and 6-year-olds), AA (7- and 8-year-olds), AAA (9- and 10-year-olds), and Majors (11- and 12-year-olds). All rules are played the same as in the regular season.

A 3-week round-robin schedule is played with games being held on weeknights and Saturdays, with no games on Sundays. There is a league tournament that highlights the end of the season for all three divisions.

The Summer League is designed to foster improving game skills with less emphasis on practice, if any, during the week. Practice is optional to both players and managers. Although there is less weekly practice instruction, games are fundamentally sound and competitive.

Vacation conflicts should be of no concern to players who elect to participate in the Summer League.

Regular season umpires are hired to officiate the games. Field conditions are the same as during the regular season.

Each player receives a shirt and hat that represents a minor league baseball team. Both of these items are included in the nominal registration fee and, as such, do not have to be returned. Managers and coaches receive identical hats. As an extension of Libertyville Little League regular season, proper baseball attire is required for conformity and safety in the Summer League.

Players who want to continue playing baseball throughout the summer will find the Summer League extremely attractive. Contact the Summer League Director with any questions (see LLL Web site).

LLL Rules

Libertyville Little League is a charter member of Little League International and abides by the rules that govern Little League baseball. One of the primary advantages of our organization is a consistent set of rules and regulations that govern our play and the play of all teams around the world.

Each year our organization receives many copies of the current year's "Rules and Regulations" and distributes copies to all of our managers and officials.

The book, updated annually, is the basis for all rules for the teams that comprise our various divisions.

In addition to the official rules contained in this book, Libertyville Little League has adopted a series of "local rules," which are intended to further enhance the learning experience or further promote the safety and welfare of our players throughout their development years.

If you have questions concerning the rules at any level, please see your manager/coach who has a copy of the official rules. In addition, the local rules are provided in this handbook for each division on the following pages.

LLL Rookie Leagues 5, 6, and 7 Rules

The Rookie League Divisions are governed by OFFICIAL REGULATION AND PLAYING RULES, instructional Divisions of Little League Baseball/Softball for MINOR LEAGUE AND TEE BALL, as published annually by Little League Baseball, Inc., Williamsport, Pennsylvania.

The following is a compilation of local regulations and playing rules and serves as an addendum to the official Little League rules.

In most cases the Official Regulations and Playing Rules of Little League International will govern play. Excerpts from affected Official Regulations and Playing Rules are included as reference and indicated in quotations in regular face type. The applicable Libertyville Little League Local Rules are indicated in BOLD face type following the (LLL) and shall supersede the Official Rules excepted as noted.

In certain cases, Official Regulations and Playing Rules are recited for emphasis. These cases are so noted.
The ROOKIE LEAGUE DIVISIONS are an instructional league and will be conducted on that basis. No standings or win/loss records will be maintained. There will be no post-season games.

PLAYERS

(LLL) — All players will play in the field every inning for Rookie 5 and 6 divisions. Rookie 7 will play 10 players in the field every inning. A normal infield shall be used with the additional defensive players maintaining a position in the grass portion of the outfield. At no time is an outfield player to take a position as an infielder. There must be a player in the position of pitcher. No player shall sit out a second inning until every other player on the team has sat out one inning. The number of innings played per player should be the same (or approximately the same) over the course of the season within any given 2-

or 3-game period. Any violation of this rule shall subject the team manager to discipline, including but not limited to, suspension or dismissal.

A continuous batting order shall be used and maintained throughout the entire game. However, the bases will be cleared after three outs, even though batters will continue until everyone has batted once. Batting order will change every game.

If a team is short players, the managers or coaches should divide up the team if there are enough players to do so. There are no forfeits if this can be done.

Managers and coaches are to ensure that the bases are run using reasonable/common baseball strategy. Running through bases or to the next base because of lack of training of the players is not permitted. This should be strictly enforced so that the players begin to learn the correct base running strategy.

PITCHING

(LLL) — For Rookie 7 Division, the hitting team's coaches will pitch to batters for the entire season. A player will receive no more than 5 pitches per at bat regardless of a ball or strike. If the player does not put the ball into play, the player will then hit the ball off the tee.

The manager shall not participate defensively when pitching. The child who is pitching shall position himself/herself on the mound as a defensive player.
The tee must be placed in front of the plate and not on the plate.

As the ball is placed on the tee by the manager or coach, he or she shall call out "ball on tee" to ensure all fielders are aware the ball is in play and to reduce chances of injury.

EQUIPMENT

(LLL) — The following are additions to the regulations regarding equipment:

A safety ball and bat will be used in conformance with Little League specifications with T-Ball being designated on the ball. "T" Shirts and caps will become the player's property at the end of the season. "T" Shirts will be turned in if the player does not finish the season. Shirts and caps are to be worn properly, with shirts tucked in.

ALL MALE PLAYERS MUST WEAR PROTECTIVE CUPS.

Catchers must wear full catcher's gear (shin guards, chest protector, mask, and catcher's mitt) while playing or practicing as a catcher.

SPECIAL RULES FOR ROOKIE LEAGUE

(LLL) — The following options have been adopted for play in the Rookie League divisions.

Time limitation — The length of the game will be 4 innings in which both teams bat or 1 hour 15 minutes, whichever comes first, regardless of the score.

The ball must travel at least 20 feet to be considered a hit; otherwise it is returned to the tee to be hit again. A circle should be marked on the field.

The manager and two coaches will be allowed on the field to instruct.

Base runners may not steal and cannot leave base until the ball have been hit.

LIBERTYVILLE LITTLE LEAGUE SPECIAL LOCAL SAFETY RULES

SLIDING — Head first slides are not permitted. A base runner must slide if there is a play or impending play at the base. The runner will be called out for sliding headfirst. This rule does not apply to a runner who is returning or diving back to a passed base after an overrun or a rundown.

All players must remain seated on the bench while on offense unless batting or on deck.

Managers and coaches are the umpires.

PROCEDURAL RULES

No food or drink is allowed in the dugout except plastic water bottles.

After each game, all players are to pick up any paper or treats left over after the game.

Managers are to turn in publicity sheets after each game. If the manager is not at the game, a coach or acting coach should ensure that they are completed and turned in. Home team coaches are responsible for covering the mound and home plate area with the field tarps after the last game of the day. Care should be taken NOT to cover areas of grass.

There are no official make-up games scheduled because of rainouts. Games may be rescheduled at the discretion of each of the managers not to conflict with the existing tee ball schedule.

While no awards shall be given on the basis of individual or team performance in tee ball, player participation certificates, or in place of certificates, trophies or similar items may be presented to each player, however, the presentation of these should be based on participation in the league and NOT for recognition of individual team performance.

Named managers and coaches must complete volunteer applications, NYSCA certification procedures, and complete LLL-specified coaches training.

LLL A Division Rules

The A Division is governed by OFFICIAL REGULATIONS AND PLAYING RULES, Instructional Divisions of Little League Baseball/Softball for MINOR LEAGUE AND TEE BALL, as published annually by Little League Baseball, Inc., Williamsport, Pennsylvania, except as modified below.

The following is a compilation of local regulations and playing rules and serves as an addendum to the official Little League rules.

Excerpts from affected Official Regulations and Playing Rules are included as references and indicated in quotations in regular face type. The applicable Libertyville Little League Local Rules are indicated in **BOLD** face type following the (LLL) and shall supersede the Official Rules except as noted. In certain cases, Official Regulations and Playing Rules are recited for emphasis. These cases are so noted.

The A Division is an instructional league for 8-year-olds. No standings or win/loss records will be maintained.

IV — THE PLAYERS MINIMUM PLAY
"Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time."

LLL — Each player will be required to play a minimum of four (4) innings in the field (excepting injury or Director approved discipline or Mandatory Concession rule games.) These innings need not be successive (nor are successive innings recommended.)

Teams will use four outfielders in order to increase playing time for all players. These outfielders will play at normal outfield depth and not be used as additional infielders.

A continuous batting order shall be used with every player participating in the batting order for the entire game.

Free substitution is permitted during the game, so those players may reenter the game.

If a team cannot field a minimum of 8 players within 15 minutes of the game's scheduled starting time, the team will forfeit the game. The game may be played if both teams agree to a "loaned" player.

Vl — PITCHERS

LIVE PITCHING: To incorporate live pitching at this age level, it is imperative that proper and consistent instruction is given during practices. In addition, strict adherence to the pitching rules and guidelines is mandatory and will be enforced.

Pitchers:
a. Any player on a regular season team may pitch. (**NOTE**: There is no limit to the number of pitchers a team may use in a game.)
b. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Ages 7–8, limit of 50 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch to that batter until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

c. Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51–65 or more pitches in a day, four (3) calendar days of rest must be observed.
- If a player pitches 36–50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21–35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1–20 pitches in a day, no (0) calendar day of rest must be observed.

d. Each league must designate the scorekeeper or another game official as the official pitch count recorder.

e. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

f. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

g. Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

h. A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League.

i. A player may not pitch in more than one game in a day. (Exception: In the Big League division, a player may be used as a pitcher in up to two games in a day.)

j. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

k. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

l. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 and under pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 and under pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 and under pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Note: The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.

LLL — Umpires call balls and strikes, however walks are not issued. Upon throwing ball 4 to a batter, the batters coach will come to the mound and pitch while retaining the current batter's count until the batter either strikes out or puts the ball in play.

LLL — In the event a pitcher hits a batter twice in a game, the pitcher will be replaced.

LLL — Extra Bases — Players will be allowed to advance two bases at a time. Since this is still an instructional league, we will ask each manager to hold runners to one base on obvious errors.

LLL — Stolen Bases/Wild Pitches — There will be no player advancement via stolen bases or wild pitches.

LLL — ELIMINATE PLAY-OFFS: A is an instructional league and will better serve the players by not holding play-offs and extending the regular season.

EQUIPMENT

LLL — The following are additions to the regulations regarding equipment.

Each bat must have the "Little League Approved" logo before it can be used. When a discrepancy is found, the bat will be eliminated from the game and the manager warned. If the bat is refused, the batter will be declared out. A third violation will mean ejection of the manager.

Players needing special protective devices (e.g., hearing aids, mouth guards, etc.) must have parental permission and the parents or guardians need to inform both manager and the league director of such equipment.

Uniforms are to be worn properly, with shirts tucked in, stirrups pulled up, and shoes tied. Hats are not to be worn so as to distract the other team. Pitchers may wear long sleeves but they may not be either white or gray in color.

ALL male players must wear protective cups.

Catchers must wear full catcher's gear (shin guards, chest protector, and catcher's mitt) while playing or practicing as a catcher.

VII — MINOR LEAGUE

LLL — The following options have been adopted for play in the A league.

Time Limitation — The game will be limited in length if another game is scheduled on the field. No inning shall start within 15 minutes of the next game's scheduled starting time. A game will be 6 innings long (5-1/2 if the home team is ahead.) If the score is tied after 6 innings, extra innings may be played if the time permits.

"Maximum Runs Rule" — A team may score only 8 runs in a given inning. Even if, on a given play, runs in addition to the 8th run score, those extra runs will not count.

Base runners may not steal and cannot leave the base until the pitched ball has crossed the plate or has been hit.

Once the ball has been returned to the pitcher at the pitcher's mound (within 5 feet of the pitching rubber), play is stopped. If less than halfway to the next base, runner must return to that base. Base runners may not advance after a defensive player has forced them back to their previous base.

The infield fly rule does not apply.

A manager or coach is allowed in each coach's box while his team is at bat. Only the manager and two coaches are allowed in the dugout at any time.

Each runner is awarded 1 base when a ball goes into a dead ball area. If thrown by an infielder, the award is governed by the position of the runners at the time of the pitch. If thrown by an outfielder, the award is based on the position of the runners at the time of the wild throw.

Mandatory Concession Rule — Any time after the completion of four innings, three and one-half inning if the home team is ahead, one team has a lead of fifteen runs or more, the game shall be considered complete. If both teams agree the game may continue if time permits. Players having played all of the innings will be credited with a full game.

<u>LLL Local Safety Rules</u>

When a play is being made on a player (i.e., Defensive player has the ball and is ready to make a play), the runner has 4 options:
1. Slide
2. Run back to the base previously occupied
3. Stop and give self up
4. Avoid the tag within the base path

SLIDING — Head first slides are not permitted. The runner will be called out for sliding headfirst. This rule does not apply to a runner who is returning or diving back to a passed base after an overrun or a rundown.

BUNTING IS NOT ALLOWED — Play will be stopped and a strike will be called for bunts.

PHANTOM TAGS — "Phantom" tags are not allowed. Offending player will be warned for the first offense, and then removed from the game for a second occurrence.

DROPPED THIRD STRIKES — The "dropped third strike" rule does not apply in A Division. On a dropped third strike, the batter is out and may not advance to first base.

Only the on-deck batter is allowed in the on-deck portion of the dugout. This includes managers, coaches and other players.

Any player who is bleeding shall be removed from the game immediately. Such player may return to the game provided the bleeding has stopped and the wound is properly bandaged and protected.

PROCEDURAL RULES — The home team is responsible for scoreboard operators. No other people are allowed in the scorekeeper's area, including the area behind the scorekeeper's fenced area.

After each game, all players are to pick up any paper or treats left over after the game.

Named managers and coaches must complete volunteer applications, NYSCA certification procedures, and complete LLL-specified coaches training.

Home team coaches are responsible for covering the mound and home plate area with the field tarps after the last game of the day. Care should be taken <u>NOT</u> to cover areas of grass.

LLL AA Division Rules

The AA Division is governed by OFFICIAL REGULATIONS AND PLAYING RULES, Instructional Divisions of Little League Baseball/Softball for MINOR LEAGUE AND TEE BALL, as published annually by Little League baseball, Inc., Williamsport, Pennsylvania, except as modified below.

The following is a compilation of local regulations and playing rules and serves as an addendum to the official Little League rules.

Excerpts from affected Official Regulations and Playing Rules are included as reference and indicated in quotations in regular face type. The applicable Libertyville Little League Local Rules are indicated in BOLD face type following the (LLL) and shall supersede the Official Rules excepted as noted.

In certain cases, Official Regulations and Playing Rules are recited for emphasis. These cases are so noted.

The AA division is an instructional league and no standings or win/loss records will be maintained.

IV — THE PLAYERS MINIMUM PLAY
"Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time."

LLL — Each player will be required to play a minimum of four (4) innings in the field (excepting injury or Director approved discipline or Mandatory Concession rule games). These innings need not be successive (nor are successive innings recommended).

Teams will use four outfielders in order to increase playing time for all players. These outfielders will play at normal outfield depth and not be used as additional infielders.

A continuous batting order shall be used with every player participating in the batting order for the entire game.

Free substitution is permitted during the game, so those players may reenter the game, except for pitching. If a team cannot field a minimum of 8 players within 15 minutes of the game's scheduled starting time, the team will forfeit the game. The game may be played if both teams agree to a "loaned" player.

<u>Vl — PITCHERS</u>

LLL — LIVE PITCHING: Pitching practice during the season should be a regular part of a team's practice. In addition, strict adherence to the pitching rules and guidelines is mandatory and will be enforced.

Pitchers:
a. Any player on a regular season team may pitch. (**NOTE**: There is no limit to the number of pitchers a team may use in a game.)
b. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Ages 9–10, limit of 75 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch to that batter until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

Note 1. Intentional Walk: Before a pitch is delivered to the batter, the catcher must inform the umpire-in-chief that the defensive team wishes to give the batter an intentional base-on-balls. The umpire-in-chief waves the batter to first base. The ball is dead.

c. Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51–65 or more pitches in a day, four (3) calendar days of rest must be observed.
- If a player pitches 36–50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21–35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1–20 pitches in a day, no (0) calendar day of rest must be observed.

d. Each league must designate the scorekeeper or another game official as the official pitch count recorder.

e. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

f. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

g. Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

h. A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League.

i. A player may not pitch in more than one game in a day. (Exception: In the Big League Division, a player may be used as a pitcher in up to two games in a day.)

j. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

k. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

l. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 and under pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 and under pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 and under pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Note: The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.

LLL — Walks will be issued. In the event of 6 walks in any inning, the pitcher will be replaced.

LLL — No intentional walks will be issued in AA.

LLL — In the event a pitcher hits a batter twice in a game, the pitcher will be replaced.

LLL — ELIMINATE PLAY-OFFS: AA is an instructional league and will better serve the players by not holding play-offs and extending the regular season.

EQUIPMENT

LLL —The following are additions to the regulations regarding equipment.

Each bat must have the "Little League Approved" logo before it can be used. When a discrepancy is found, the bat will be eliminated from the game and the manager warned. If the bat is refused, the batter will be declared out. A third violation will mean ejection of the manager.

Players needing special protective devices (e.g., hearing aids, mouth guards, etc.) must have parental permission and the parents or guardians need to inform both manager and the league director of such equipment.

Uniforms are to be worn properly, with shirts tucked in and shoes tied. Hats are not to be worn so as to distract the other team. Pitchers may wear sleeves but they may not be either white or gray in color.

ALL male players must wear protective cups.

Catchers must wear full catcher's gear (shin guards, chest protector, mask, and catcher's mitt) while playing or practicing as a catcher.

MINOR LEAGUE

LLL — The following options have been adopted for play in the AA league.

Time Limitation — The game will be limited in length if another game is scheduled on the field. No inning shall start within 15 minutes of the next game's scheduled starting time. A game will be 6 innings long (5-1/2 if the home team is ahead). If the score is tied after 6 innings, extra innings may be played if the time permits.

"Maximum Runs Rule" — A team may score only 8 runs in a given inning. Even if, on a given play, runs in addition to the 8th run score, those extra runs will not count.

Base runners may steal 2nd and 3rd base after 2 outs in an inning.

The runner cannot leave the base until the pitched ball has crossed the plate or has been hit.

Once the ball has been returned to the pitcher at the pitcher's mound (within 5 feet of the pitching rubber), play is stopped. If less than halfway to the next base, runner must return to that base. Base runners may not advance after a defensive player has forced them back to their previous base.

A manager or coach is allowed to call time to instruct a player on the field.

Only one adult will be allowed in each coach's box while his team is at bat. Only the manager and two coaches are allowed in the dugout at any time.

Each runner is awarded 2 bases when a ball goes into a dead ball area. If thrown by an infielder, the award is governed by the position of the runners at the time of the pitch. If thrown by an outfielder, the award is based on the position of the runners at the time of the wild throw.

Mandatory Concession Rule — Any time after the completion of four innings, three and one-half innings if the home team is ahead, one team has a lead of fifteen runs or more, the game shall be considered complete.

If both teams agree the game may continue if time permits and without runs being displayed on the scoreboard. Players having played all of the innings will be credited with a full game.

LLL Special Local Safety Rules

When a play is being made on a player (i.e., Defensive player has the ball and is ready to make a play), the runner has 4 options:
1. Slide
2. Run back to the base previously occupied
3. Stop and give self up
4. Avoid the tag within the base path

Sliding — Head first slides are not permitted. The runner will be called out for sliding headfirst. This rule does not apply to a runner who is returning or diving back to a passed base after an overrun or a rundown.

BUNTING IS NOT ALLOWED —Play will be stopped and a strike will be called for bunts.

PHANTOM TAGS — "Phantom" tags are not allowed. Offending player will be warned for the first offense, and then removed from the game for a second occurrence.

DROPPED THIRD STRIKES — The "dropped third strike" rule does not apply in AA. On a dropped third strike, the batter is out and may not advance to first base.

Only the on-deck batter is allowed in the on-deck portion of the dugout. This includes managers, coaches and other players.

Any player who is bleeding shall be removed from the game immediately. Such player may return to the game provided the bleeding has stopped and the wound is properly bandaged and protected.

PROCEDURAL RULES

The home team is responsible for scoreboard operators. No other people are allowed in the scorekeeper's area, including the area behind the scorekeeper's fenced area.

After each game, all players are to pick up any paper or treats left over after the game.

Named managers and coaches must complete volunteer applications, NYSCA certification procedures, and complete LLL-specified coaches training.

Home team coaches are responsible for covering the mound and home plate area with the field tarps after the last game of the day. Care should be taken NOT to cover areas of grass.

LLL AAA, Varsity, and Majors Division Rules

The OFFICIAL REGULATIONS AND PLAYING RULES, Division of Little League Baseball, Inc., Williamsport, Pennsylvania governs the Majors Division, except as modified below.

The following is a compilation of local regulations and playing rules and serves as an addendum to the official Little League rules.

Excerpts from affected Official Regulations and Playing Rules are included as reference and indicate in quotations in regular face type. The applicable Libertyville Little League Local Rules are indicated in BOLD face type following the (LLL) and shall supersede the Official Rules excepted as noted.

THE TEAMS

"III(d) If a team manager losses one of the players on the roster during the current season through illness, injury, change of address, or other justifiable reason, the manager shall obtain another player through the player agent to replace the one lost. The playing ability of the youngster shall not be considered justifiable reason for replacement. Such replacement must be of such league age as to comply with Section (c) of this Regulation, and must be eligible under all sections of Regulation IV. The local league should specify in its local rules the number of days allowed for a manager to comply with selection of a replacement. (remainder of section)"

LLL — III(d) The Executive Board of LLL, with recommendations from Division Directors, will decide how to replace players lost through illness, injury, change of address, or other justifiable reasons, as specified in section III (d).

"(f) Any candidate failing to attend at least 50% of the spring tryout sessions shall forfeit league eligibility unless an excuse is presented that is accepted by a majority of the Board of Directors."

LLL — Any candidate failing to attend the LLL-designated tryout sessions shall forfeit Major Division eligibility unless an excuse is presented prior to the tryout sessions, which is accepted by a majority of the Board of Directors.

MINIMUM PLAY

"(i) Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time."

LLL — Every player on a team roster eligible for a game must play in a minimum of twelve (12) defensive outs (except for injury or Director approved discipline. Mandatory Concession rule games excepted). No minimum number of complete games will be imposed, although managers are encouraged to provide equal playing time during the regular season games.

LLL — Continuous Batting Order: During the regular and playoff season a continuous batting order will be in force. A player arriving after the game has started shall be placed last in the batting order and shall bat at the first opportunity (i.e. player is not required to play in the field prior to batting.)

VI - PITCHER

Pitchers:
a. Any player on a regular season team may pitch. (**NOTE**: There is no limit to the number of pitchers a team may use in a game.)
b. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Ages: 10 and under — 75 pitches per day
11-12 — 85 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch to that batter until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

Note 1. Intentional Walk: Before a pitch is delivered to the batter, the catcher must inform the umpire-in-chief that the defensive team wishes to give the batter an intentional base-on-balls. The umpire-in-chief waves the batter to first base. The ball is dead.

c. Pitchers league age 14 and under must adhere to the following rest requirements:
- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51–65 or more pitches in a day, four (3) calendar days of rest must be observed.
- If a player pitches 36–50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21–35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1–20 pitches in a day, no (0) calendar day of rest must be observed.

d. Each league must designate the scorekeeper or another game official as the official pitch count recorder.

e. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

f. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

g. Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

h. A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League.

i. A player may not pitch in more than one game in a day. (Exception: In the Big League Division, a player may be used as a pitcher in up to two games in a day.)

j. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are

urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

k. Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.

l. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 and under pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 and under pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 and under pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Note: The use of this regulation negates the concept of the “calendar week” with regard to pitching eligibility.

LLL — Official Little league rules as written shall govern all mandatory rest periods for pitchers. No local modification.

“(c) Only two players of league age 12 may be used as pitchers during the period of a calendar week. Either or both may pitch in one or more games, but each is limited to a total of six (6) innings within the calendar week and subject to rest periods described in section (b).”

Week defined as Sunday through Saturday: the following rules shall apply:

- Week in which a team has one game, a minimum of one 11-year-old inning shall be pitched.
- Week in which a team has two games, a minimum of three 11-year-old innings shall be pitched.
- Week in which a team has three games, a minimum of six 11-year-old innings shall be pitched.
- Week in which a team has four games, a minimum of eight 11-year-old innings shall be pitched.

A team shall receive credit for an 11-year-old inning pitched, if an 11-year-old starts the inning and throws at least thirty (30) pitches. Any other pitcher used during the inning, regardless of age, will have the inning count against their personal weekly total.

LLL — A pitcher may throw only fastballs and/or changeups. Curveballs and other breaking pitches are illegal. Illegal pitches will automatically be called “balls.” Pitchers who continue to violate this rule are subject to removal from the game by home plate umpires.

BALKS

“8.05 — If there is a runner, or runners, a balk occurs when ...”

LLL — The umpire will instruct the offending pitcher as to what he is doing wrong that is causing him to commit a balk as defined above. This will be done without penalty throughout the regular season and playoffs.

SUBSTITUTIONS

“3.03 — A player in the starting line-up who has been removed for a substitute may re-enter the game once, in any position in the batting order, provided:
1. His/her substitute has completed one time at bat and;
2. Has played defensively for a minimum of six (6) consecutive outs;
3. A pitcher may not re-enter the game as a pitcher;
4. Only a player in a starting line-up may re-enter the game.
5. A starter (S1) re-entering the game as a substitute for another starter (S2) must then fulfill all conditions of a substitute (once at bat and six defensive outs) before starter (S2) can re-enter the game.”

LLL — No substitution rule shall apply except that a player shall not return to the mound in the same game after once having been removed as a pitcher even if that player is placed in another position.

REGULATION GAME

“4.10(c) — If a game is called, it is a regulation game:
1. If four innings have been completed;
2. If the home team has scored more runs in three or three and one half innings than the visiting team has scored in four completed half innings;
3. If the home team scores one or more runs in its half of the fourth inning to tie the score.

(e) — If after four (4) innings, three and one half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the home team with the least runs shall concede the victory to the opponent.

NOTE: This is a local option, which may be adopted prior to the season.”

LLL — Mandatory Concession Rule — If after five innings (four-and-one-half innings if the home team is ahead), one team has a lead of ten runs or more, the manager of the team with the least runs shall concede the victory to the opponent. Players having played all the innings will be credited with complete games.

LLL Special Local Safety Rules

ALL male players must wear protective cups.

When a play is being made on a player (i.e. Defensive player has the ball and is ready to make a play), the runner has 4 options:
1. Slide,
2. Run back to the base previously occupied,
3. Stop and give self up,
4. Avoid the tag within the base path.

SLIDING — Headfirst slides are not permitted. The runner will be called out for sliding headfirst. This rule does not apply to a runner who is diving back to a base after an overrun or a rundown.

FAKE BUNTS — Fake bunts followed by a full swing are not allowed. The batter will be called out and any runner will return to the bases previously occupied.

PHANTOM TAGS —"Phantom" tags are not allowed. Offending player will be warned for the first offense, and the removed from the game for a second occurrence.

Any player who is bleeding shall be removed from the game immediately. Such player may return to the game provided the bleeding has stopped and the wound is properly bandaged and protected.

SPECIAL RULES FOR AAA DIVISION

LLL — Once a team has an eight run lead; the team with the lead may not steal. Once there is less than an eight run deficit, regular advancement or stealing rules apply. This rule also applies to play-offs.

LLL —A maximum of 10 runs per inning rule.

LLL — Slaughter Rule- At the end of the 5th inning (or middle of the 4th inning if the home team leads the game is over if a team has a 10 run lead or more.

LLL — Sliding-For safety reasons, the base runner must slide at 2nd, 3rd, and home if there is a play.

LLL — Infield fly rule — If a pop up is to the infield with a base runner on 1st and 2nd or all bases with zero or one out, the Umpire should call "Infield Fly Rule" immediately. In this case the batter is out. The base runners can tag up and attempt to advance at their own risk.

LLL — A player who is on third base at the start of a play will be allowed to score only on a walk or a hit, sacrifice fly or a bases-loaded walk. Runners who are on third base at the start of a play will not be allowed to steal home.

LLL — A player on second, first or batter at the start of the play will be allowed to go home on a passed ball at third base.

A continuous batting order shall be used with every player participating in the batting order for the entire game.

Free substitution is permitted during the game, so those players may re-enter the game, except for pitching.

PROCEDURAL RULES

The home team is responsible for scoreboard operators. No other people are allowed in the scorekeeper's areas fenced area, including the area behind the scorekeeper's fenced area..

After each game, all players are to pick up any paper or treats left over after the game.

Named managers and coaches must complete volunteer applications, NYSCA certification procedures, and complete LLL-specified coaches training.

Home team coaches are responsible for covering the mound and home plate area with the field tarps after the last game of the day. Care should be taken NOT to cover areas of grass.

LLL Juniors and Big League Rules

Juniors and Big League are governed by the OFFICIAL REGULATIONS AND PLAYING RULES, Division of Little League Baseball, as published annually by Little League Baseball, Inc., Williamsport, Pennsylvania, except as modified below.

The following is a compilation of local regulations and playing rules and serves as an addendum to the official Little League rules.

Excerpts from affected Official Regulations and Playing Rules are included as reference and indicated in Boldface type. The applicable Libertyville Little league Local Rules are indicated following the (LLL) and shall supersede the Official Rules excepted as noted.

MINIMUM PLAY
"(i)Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time."

LLL — Every player on a team roster eligible for a game must play a minimum of twelve (12) defensive outs (except for injury or Director approved discipline.) No minimum number of complete games will be imposed, although managers are encouraged to provide equal playing time during the regular season games.

If a team cannot field a minimum of 8 players within 15 minutes after the game's scheduled starting time, the team will forfeit the game. The game may be played if both teams agree to a "loaned" player.

PITCHERS

a. Any player on a regular season team may pitch. (**NOTE**: There is no limit to the number of pitchers a team may use in a game.)

b. **Juniors and Big League Divisions only:** A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

c. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age	17–18 —105 pitches per day
	13–16 — 95 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch to that batter until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

Note 1. Intentional Walk: Before a pitch is delivered to the batter, the catcher must inform the umpire-in-chief that the defensive team wishes to give the batter an intentional base-on-balls. The umpire-in-chief waves the batter to first base. The ball is dead.

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51–65 or more pitches in a day, four (3) calendar days of rest must be observed.
- If a player pitches 36–50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21–35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1–20 pitches in a day, no (0) calendar day of rest must be observed.

Pitchers league age 15–18 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61–75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46–60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31–45 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1–30 pitches in a day, no (0) calendar day of rest must be observed.

e. Each league must designate the scorekeeper or another game official as the official pitch count recorder.

f. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

g. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

h. Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

i. A player may not pitch in more than one game in a day. (Exception: In the Big League Division, a player may be used as a pitcher in up to two games in a day.)

j. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

k. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

l. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Note: The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.

LLL — Pitching rules listed above are applicable with the addition of the following:

LLL — Pitching Distance for Juniors = 54 feet

LLL — Reduced Base Distance for Juniors = 80 feet

The beginning of playoffs will be considered as beginning a new week.

SUBSTITUTIONS

"3.03 — A player in the starting line up who has been removed for a substitute may re-enter the game once, in any position in the batting order, provided:
1. His/her substitute has completed one time at bat and;
2. Has played defensively for a minimum of six (6) consecutive outs;
3. Only a player in the starting line up may re-enter the game.
4. A starter (S1) re-entering the game as a substitute for another starter (S2) must then fulfill all conditions of a substitute (once at bat and six defensive outs) before starter (S2) can re-enter the game."

REGULATION GAME

"4.10(c) — If a game is called, it is a regulation game:
1. If five innings have been completed;
2. If the home team has scored more runs in four and one half innings than the visiting team has scored in five completed half innings;
3. If the home team scores one or more runs in its half of the fifth inning to tie the score.
(e)If after five (5) innings, (four and one half innings if the home team is ahead) one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

NOTE: This is a local option, which may be adopted prior to the season."

LLL — A game must be played through seven full innings to be completed (6-1/2 if home team leads) in order to be a regulation game, except as indicated below:

Mandatory Concession Rule — If after five innings, four and one half innings if the home team is ahead, one team has a lead of ten runs or more, the manager of the team with the least runs shall concede the victory to the opponent. This rule similarly applies to the sixth inning (five and one half if home). See rule under "Minimum Play" for effects on 3-inning minimum play rule.

TIME LIMIT — Games will be restricted to a 2-1/2 hour time limit (except the last game of the day subject to the 10:30 P.M. time restriction and playoff games). No new inning will start after 2-1/2 hours. However, innings in progress will be allowed to be completed. For purposes of this rule, throwing of the 1st pitch starts the game. The scorekeeper is responsible for "keeping the clock." (NOTE: No inning shall start after 10:30 P.M. prevailing time. It will be held that an inning starts the moment that the third out is made, completing the previous inning. Little League Rule X-NIGHT GAMES (c) shall apply).

Games not meeting regulation game requirements as listed above will be considered suspended games and shall be resumed at the exact point as when halted, and the division director shall reschedule the completion of such game after consultation with both managers.
Named managers and coaches must complete volunteer applications, NYSCA certification procedures, and complete LLL-specified coaches training.

Home team coaches are responsible for covering the mound and home plate area with the field tarps after the last game of the day. Care should be taken <u>NOT</u> to cover areas of grass.

LLL Special Safety Rules

ALL male players must wear protective cups.

Phantom tags are not allowed. Offending player will be warned for the first offense, and then removed from the game for the second occurrence.

Any player who is bleeding shall be removed from the game immediately. Such player may return to the game provided the bleeding has stopped and the wound is properly bandaged and protected.

LLL-Grade Correct Player Eligibility: Grant grade corrects players the ability to play in the Senior Division, rather than the Junior Division. These players would have all the post-season eligibility a 15-year-old player would have.

At the Little League Complex, the Thor Guard prediction system will indicate the high probability of a lightning strike by sounding a single blast of its air horn. If this occurs seek shelter immediately in a fully enclosed metal vehicle with windows up. **Do not take shelter in the dugouts, under the Pavilion by the Concession Stand, or in any of the League buildings.** Remain in a safe place until the "all clear" has sounded. (3 horn blasts and the yellow flashing light has stopped)

No manager, coach, player, or umpire wearing a cast is permitted on game fields during game players. These individuals may reside in dugouts, however.

Named managers and coaches must complete volunteer applications, NYSCA certification procedures, and complete LLL-specified coaches training.

LLL Fields and Facilities

LLL is blessed with some of the finest facilities in the state. The six playing fields, two concession/press box buildings, and the equipment/maintenance facility are a tribute to the efforts of hundreds of Libertyville volunteers throughout the years. This facility is ours to enjoy and maintain. Take pride in it and keep it looking top notch by encouraging your children to clean up after each game!

In case of inclement weather, please call the game day hotline at **1-847-362-8084** for playing field conditions or check the Web site at www.libertyvillebaseball.org.