East Orange County Little League

Local League Rules/Bylaws



**East Orange County Little League (EOCLL)**

**Local League Rules**

**As adopted by the EOCLL Board of Directors on 1/22/24**

   This document expires at the end of every fiscal year and must be renewed annually. It includes the local board’s specific ground rules for the separate divisions as well as their procedures for selection of the All-Star Tournament Teams. The local rules/bylaws are to be distinguished from the Little League Constitution which spells out the duties and responsibilities of the individual officers of the board, definitions of membership, election procedures, meeting requirements, etc. Because each local Little League Board of Directors has the authority to change these types of procedures, they require consent only from a Board majority themselves, without general membership approval to do so. No part of the local rules/bylaws can conflict with or supersede any Little League rule, regulation or policy.

***The various items in this document contain information that is pertinent to the Managers, Coaches, and Players. It is the Team Manager’s responsibility to make sure his/her Coaches and Players are aware of the By-laws. The Head Coach and/or Manager can be the same person during the regular season.***

**Mission:** To provide a completely volunteer run program that can firmly implant in the children of the community the ideas of good sportsmanship, honesty, loyalty, courage, and teamwork. The League’s goal is to teach players to become better young men and women, to respect authority, to respect others ,  and to respect themselves.  To learn to work together and help each other regardless of their differences. To instill a sense of community and pride, that they will grow up to be happy, healthy, decent well adjusted, and trustworthy citizens who can be a productive part of their community and nation. Who may want to give back to their League or Community In the future.

**10 and 15 Run Rules: (Little League Rule 4.10(e))**

The League opts to adopt the Little League rule 4.10 (e). If after 3 innings (Junior/Senior League: 4 innings), two-and-one-half innings (Junior/Senior League three-and-one-half innings) if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings (Junior/Senior League: five innings), three-and-one-half innings if the home team is ahead (Junior/Senior League: four-and-one-half innings), 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: if the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning. A game is determined by the 15-run rule, shall be considered a regulation game.

**Rainouts/Rescheduling:**

The President, Vice-President, Umpire, or their designee will determine field playability before all scheduled games. Every effort will be made to notify all effected team managers as soon as possible if the determination is made that the field conditions are unplayable or unsafe. ***It is the Managers and Parents responsibility to follow the League Facebook page for updates.***

Once a game is started, the umpire will determine if conditions become unplayable, primarily from a safety perspective. Game rescheduling will be determined by the next available open time/date on the master schedule. **Exceptions: If rescheduling causes any one team to have more than three games in one week (Monday thru Sunday).** Program Directors will make every effort to accommodate those effected teams thru rescheduling. Minor, Coach Pitch, and T-Ball Managers will determine conditions if there are no umpires for their games.

**Draft**

 If managers cannot come to an agreement on rosters then rules will revert to Little League Rules.

**Request to Re-Enter the Draft**

Requests to be released from a previous team and to reenter the draft must be submitted in writing to the League Player Agent, the President of the League, or the Vice-President at least two days prior to the draft. All requests made after the draft will need approval from **The Board.**

**Requests to Move Up or Play Down**

Parents who wish to request that their child move up or play down in the next age bracket or league must  comply with the following:

1. The player must be eligible for that division of play.
2. The request must be made in writing.
3. The request must be made by the last advertised registration date.
4. The player must be required to participate in a tryout.
5. A three person  committee, appointed by the League’s Board shall evaluate the player’s skill level to determine if the player should be permitted to move up or down. A coach who may be affected by the child’s movement up or down cannot be on the committee.
6. Any player who moves up can only participate on the All-Star team of the age group they moved into, if selected, and if eligible.
7. **The committee’s determination is final. The committee does not need to explain their decision.**

**Late Registration:**

The entire registration fee must be paid before a player is permitted to be registered. A limited late registration policy is utilized by the EOCLL. Late registrations can be accepted to equalize the number of players on each team in a League or to increase roster(s) to 12 players.

            Late registration player applications will be accepted on a first come, first serve basis based on the time the late registration form and fee are received by the **Player Agent of the East Orange County League Board.** The entire registration fee must accompany the application in order to be considered. The registration fee will be returned if the player is not assigned to a team. The application will be kept on file for the season in the event that other slots open up on a team.

            Any Player who registers late is not guaranteed to be placed on the same team that he or she played on in the previous year. If the division the player is registering for does not have an opening the player will be put on a waiting list and contacted if/when an opening becomes available.

**Financial Aid/Refunds:**

            If a family is in need of help, they may request financial assistance. They may apply to the board in writing explaining their situation and the amount that they can comfortably pay. Volunteering their time may be considered in lieu of payment if applicable, but must be decided by a majority vote of the board. Requests for assistance will be considered on a case by case basis as will any request for a refund. Refunds must be requested before the day of tryouts as set by the current board and will be approved or denied by a majority vote of the board. No financial assistance will be offered to anyone filing a late registration. A committee of 4 board members may be substituted to decide these matters if the board decides to appoint them.

**League Boundaries:**

 The geographical boundaries established for Baseball and Softball teams organized through the EOCLL shall be determined by the Virginia District 14 Administrator and approved by Little League International. A player must play within the league’s geographical boundaries in which the player resides. This is determined according to the legal residence of the player’s legal guardian. Most recent determined league boundaries follow the Orange County Public Middle School Division Line set in 2011.

            A player is also permitted to play under EOCLL if he/she lives outside the league boundaries but attends a school within the league boundaries using a Little League school enrollment form signed by the attended school principal or assistant principal, or administrator for verification.

**Umpire Policy:**

          All EOCLL Umpires shall be required to complete a Little League Volunteer Application, a background check, complete Concussion training, Diamond Leader training, and Child Abuse certification thru the League before they may step onto the field.

          At the discretion of  the Umpire Coordinator, League President and/or the Vice-President, a youth umpire may umpire a game behind the plate provided they are age 16 or older and in the field if they are age 14 or older and not umpiring a game within his or her own age group. Youth umpires must have an adult Umpire on the field or at the field with them as an adult Game Coordinator (per rule 9.03(d)).

           Volunteering umpires will be instructed on basic field mechanics and rules of the game from the Umpire Coordinator. An Umpire Clinic should be provided at the beginning of the season for all to participate in to learn the basics of both plate and field umpiring.

1. Male Umpires must wear a protective cup (per rule9.01 (a) note 1).
2. New umpires will be paired with experienced umpires in the beginning of the season to be indoctrinated in the task of umpiring Little League games when possible.
3. A basic set of plate gear consisting of a mask, chest protect/pad, shin guard, ball bag, and plate brush are available In the press box sheds for use during a game.
4. Plate umpires are highly encouraged to wear plates shoes or steel toe footwear.
5. Umpires will volunteer for games by signing up to umpire scheduled games on posted game schedule. If for any reason an umpire cannot make a game that he/she volunteered to call, they must contact the Umpire in Chief so another umpire can be found to cover the game.

**Player/Coach/Parent/Fan Ejection**

All Managers and Coaches must adhere to the EOCLL Manager/Coach’s Code of Conduct. The following behavior by a player, coach, parent, or fan will warrant an immediate ejection from the game:

1. **The throwing of helmets, bat, gloves, or other equipment; displaying unsportsmanlike conduct on the field or in the dugout.**
2. **Profanity**
3. **Tobacco and/or Vapor Cigarette Device usage.**
4. **Other unacceptable behavior as determined by the Umpire.**

**Penalty:** The person ejected from the game shall leave the playing field and dugout area. A player or Coach is not allowed in the dugout or the playing field if he/she has been ejected or is serving the one game mandatory suspension. The Player or Coach shall not have any contact with the team during a game in which he/she has been ejected or is serving the one game mandatory suspension. All ejections may be subject to further disciplinary action by the Board of Directors.

**Board Meetings**

Board meetings will only be 90 minutes in duration. All issues after the 90 minutes will be tabled by the President for the next meeting. The Secretary will note in the minutes the issues that were tabled.

**Scheduling of Games**

If an out of league game is cancelled due to weather, the EOCLL scheduler will work with other leagues to schedule all make up games if possible. **NO ONE OTHER THAN THE EOCLL SCHEDULER MAY CONTACT OTHER LEAGUES FOR THE SCHEDULING OF GAMES.**

**All make up games must have the approval of the board to be played, this includes inter league games. No games shall be scheduled without the knowledge/approval of the Board of Directors.**

**ANY COACH WHO CONTACTS** **OTHER LEAGUES/TEAMS TO SCHEDULE GAMES WITHOUT KNOWLEDGE OR APPROVAL OF THE BOARD OF DIRECTORS WILL BE RECOMMENDED FOR DISCIPLINARY ACTION. THIS MAY INCLUDE SUSPENSION.**

Any parent that contacts another league to schedule a game without the knowledge or approval of the Board of Directors, the coach of that parent’s team will be recommended for disciplinary action by the disciplinary board. This may include suspension.

**Cancelled games**

It is the job of the Board to contact out of league teams of all cancelled games. Coaches or parents may not contact/inform out of league teams of the cancellation.

**Travel Ball**

Coaches or parents may not advertise for a travel ball organization, or recruit for a travel ball organization while on EOCLL fields for practice or games. Any violation of this rule may constitute disciplinary action from the EOCLL Board of Directors.

            The kids who play for EOCLL may not have the money or talent to play for a travel ball organization and rely on their EOCLL coaches to keep playing the game. Coaches who are involved with a travel ball organization must prioritize EOCLL team practices and games over their travel ball obligations for the kids of the community.

            EOCLL Board of Directors will do everything they can to work with coaches for their practice days and try to work around your schedule.

**T-BALL LEAGUE (4-7 YEARS OLD) RULES**

The primary goal of this league is to begin to instruct young players in the fundamentals of baseball in a supportive team environment. All batters will hit the ball from a tee. **NO SCOREKEEPING** will be kept for the 4-7 years old T-Ball League. Play is for players to be introduced to the game of baseball and have fun, not to compete.

1. In each inning, both teams bat completely through their lineup before switching positions, no matter the number of outs. All games will be played in three innings. In the event a game is stopped due to weather, the game will be considered complete if two full innings have been played or the time has reached 60 minutes. All games have a 60 minute maximum time limit.
2. Games are played regardless of the number of players attending.
3. Stealing bunting, and sliding are not allowed.
4. Each infield position including the catching and pitching position must be manned. If a player arrives after the game has started, he/she will be added at the bottom of the batting order.
5. Each player must hit from a batting tee. It shall be adjusted to a height that allows the batter to swing level.
6. On-deck batters will not be allowed. All players of the offensive team, except for the batter and players occupying a base, must remain in the dugout.
7. It is mandatory for all male players to wear a cup while on the field.

**COACH PITCH (MINOR LEAGUE) (5-8 YEARS OLD) RULES**

The basic concept of this league is to prepare the players for the Minor League while making the game safer, more fun, and interesting for young players. The ball is to be thrown at a safe speed **only by the coach (no player pitch)** to provide controlled pitches and diminish the fear of being hit by a fast pitch ball. **NO scorekeeping** will be kept for the 5-8 years old Coach Pitch League. All games have a 90-minute maximum time limit.

1. The game length will be 6 innings or a 90 minute time limit, whichever is reached first. The side is retired by 3 outs or going through the lineup in an inning. The 90 minute time limit starts at the scheduled start time not the first pitch.
2. Each player will receive 5 pitches. Balls and strikes are not called but the batter can strike out by swinging 3 times and not hitting the ball. If the batter fouls the 5th pitch, batter will receive pitches as long as the batter continues to foul the pitch.
3. **There will be NO TEE used in the Coach Pitch League.** All bats will be marked USA Baseball.
4. NO T-Ball bats will be used in the Coach Pitch League.
5. Stealing, bunting, or sliding is not allowed.
6. Coaches will pitch from 46 ft. pitching mound.
7. Ten players are allowed on the field defensively (4 each in the outfield, 1 pitcher, and 1 catcher).
8. The defensive pitcher must be positioned on either side of the Pitching Coach but not in front of, or directly behind them.
9. The catcher takes his/her normal position in full gear (BOYS MUST WEAR A CUP).
10. There will be 1 defensive coach in the field. The defensive coach on the field must remain in the outfield grass while the ball is in play.
11. Girls will be pitched to underhanded, boys will be pitched to overhand.
12. A team cannot play with less than 8 players. Each infield position including the catcher and pitcher positions must be manned if a team only has 8 players.
13. Each player must play 2 innings defensively.
14. When balls are hit to the outfield, runners will be required to stop once the fielder gains control of the ball. All play stops and runners must go to the base they are closest to.
15. There is a 5 run limit per team in each inning.
16. All players present for the game will be entered in the lineup to bat. All batters in the order they appear on the lineup throughout the game. If the player arrives after the game has started, he/she will be added at the bottom of the batting order. The opposing coach must be notified in the event of a late arrival. If a player leaves a game before its completion, all players below that player in the order will be moved up in one position.
17. The first time the batter throws the bat in the act of hitting, the umpire/coach shall issue the player a warning. If the same player throws the bat a second time in the act of hitting the ball during the game, the umpire shall call the batter out. The batted ball will be called a “dead ball” and all runners shall return to the base they occupied prior to the play.
18. On-deck batters will not be allowed. All players of the offensive team, except for the batter and players occupying a base, must remain in the dugout.
19. Pitcher must be at least 46ft from home plate on either side of the pitching coach.
20. The offensive team can have 2 coaches on the field (a first and third base coach are allowed but shall be confined to a coach’s box).
21. Special Dead Ball Situations (Time shall be called):
22. The ball will be declared dead when the defensive team stops the lead runner or the lead runner abandons the effort to advance.
23. The ball will be declared dead when a player is injured, and in the coach’s judgement, is unable to continue to play.
24. The coach shall call “Time” when, in his/her judgment, any of these situations occur.

**ADDITIONAL RULES FOR COACHPITCH SOFTBALL**

1. Game time limits will be 90 minutes and 6 innings.
2. Masks are required for all players.
3. Pitchers will pitch from 35 ft.

**RULES FOR ALL DIVISIONS OF BASEBALL AND SOFTBALL**

1. League opts to Mandate Rule 6.02 (c) (page 92 in the 2019 Baseball rulebook: page 90in the 2019 Softball) for All Baseball and Softball Divisions: batters must keep one foot in the batter’s box during their at bat.

**Summary:** Local League Option: After entering the batter’s box, the batter must remain in the batter’s box during their at bat.

**Exceptions:**

On a swing, slap, or check swing.

When forced out of the box by a pitch.

When the batter attempts a “drag bunt” in baseball, or a “slap” or “slap bunt” in Softball.

When the catcher does not catch the pitched ball.

When a play has been attempted.

When time has been called.

**Baseball:** When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher’s plate after receiving the ball or the catcher leaves the catcher’s box.

**Softball:** When the pitcher leaves the 16 foot circle or the catcher leaves the catcher’s box or on a three ball count pitch that is a strike that the batter assumes is a ball.

**Penalty:** If the batter leaves the batter’s box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning the umpire shall call a strike. Any number of strikes can be called on each batter.

1. The League opts to establish a rule to address thrown bats. The first time the batter throws the bat in the act of hitting, the umpire/coach shall issue the player a warning. If the same player throws the bat a second time in the act of hitting the ball during the game, the umpire shall call the batter out. The batted ball will be called a “dead ball” and all runners shall return to the base, they occupied prior to play.
2. **ALL MANAGERS/COACHES** will complete the NFHS Concussion Training, Diamond Leader and Child Abuse Certifications.

**RULES FOR BOTH MINOR AND MAJOR BASEBALL/SOFTBALL (7-12 YEARS OLD-IF APPLICABLE)**

1. All Inter-League games will count towards official league standings as any Inter-League games for all divisions that track wins and losses.
2. The **VISITING** team is the official pitch count recorder (Baseball only). Both teams must record in their own score books the number of pitches per player. The Managers must sign each other’s book, followed by the official umpire of the game. Without these signatures, the game may not be counted as an Official Game by the league player’s agent.
3. **The HOME** team keeps the official score book.
4. A pool player roster will be kept and utilized by the League Player Agent. It is to be used in the event of a team game shortage of players. Managers must notify the Player Agent as soon as they know they will have less than 9 players.
5. All games will be played scheduled. Exceptions will be as  follows:
6. If the game is called due to inclement weather, the teams involved will be rescheduled on the first available rain date. **ONLY THE OFFICIAL SCHEDULER CAN SCHEDULE A MAKE UP GAME.**
7. If any team is unable to field 9 players due to an Orange County Public School Function, the manager must notify the Player Agent and Scheduler at least 3 days in advance. Failure to follow this procedure may result in a forfeiture of the game by the player shortened team. If the player shortage is an Inter-League game requiring travel for either team, it will result in a forfeit.
8. Sundays will be utilized for make- up games.
9. All- Star Tournament Selection Method:
10. All managers and coaches will be selected by the Board of Directors. Based on a majority vote as to the coach they believe would be the best representative of the league from the divisions chartered to participate in the All-Star Tournament. Coaches must have completed the online NFHS Concussion Training Certification, Diamond Leader Certification and Child Abuse Certification, and turned all certificates in to the Safety Officer as well as fulfilled their umpire requirements if any, during the regular season.
11. Players chosen must have played in the Minor League Division to be eligible for the 10, and the 11-12, All-Star Tournament.
12. A try out evaluation process **may** be used to aid in the All-Star Tournament selection process if it is deemed necessary by the Board of Directors. Try outs will be open to every player that meets the age requirements for their division being chartered, has all of the necessary documentation required for All-Star play completed, and who is available for all All-Star games/practices. The purpose of the try out will be to evaluate and score each player’s strengths to make a competitive team. Each team will be comprised of 12 players.
13. Between the last two weeks of the baseball regular season and the try outs date, the major division team managers shall query all players on their eligibility, availability, and desire to participate on the 10, and 11-12 All-Star teams.
14. **THE MINIMUM REQUIRED ATTENDANCE IS AS FOLLOWS: ALL GAMES AND AT LEAST 2/3 OF ALL PRACTICES THAT MAY BE HELD DURING THE ENTIRE ALL-STAR DISTRICT TOURNAMENT SEASON.** The district tournament season begins upon selection of the

**All-**Star teams (mid-June) and normally ends around the beginning to mid-July. The Regional and State levels can continue form mid-July into possibly August. The manager shall prepare a list of eligible, available players and provide it to the league Vice President prior to the try out/evaluation date. Softball typically has one team per division and the league managers shall select the All Stars based on their season performance and provide the All Star list to the league Vice President.

1. To be eligible for Baseball All-Stars, a player may have to participate in the All-Star try outs/evaluations. There may be one make-up session for any player who cannot attend the scheduled evaluation due to an emergency or prior commitment (i.e. funeral, wedding, etc.). **IF THE VICE PRESIDENT OF THE LEAGUE IS NOTIFIED IN WRITING VIA EMAIL PRIOR TO THE EVALUATION DATE AND A MAKE-UP SESSION IS SCHEDULED WITHIN 3 DAYS WITH NO EXCEPTIONS.**
2. There will be a uniform fee to play All-Stars for both Coaches and Players to be determined by the Board and subject to the specific uniform cost at the time.
3. For the Minor League, an Inter-League All-Star Tournament may be played utilizing a set number of players chosen from each team, to be determined by the number of teams. For Instance, there will be no more than 5 players from any one team when there are 3 or 4 Minor League teams. Alternatively, the same try out selection method as stated above may be used, or the Coaches may pick their best players for consideration and the League player’s agent, President, and Vice President will select the Minor League All-Stars.

**MINOR LEAGUE BASEBALL (7-10 YEARS OLD) RULES**

1. The game’s length will be 6 innings with a 2 hour time limit. Each team will bat through the entire team roster/lineup.
2. Nine players are allowed on the field defensively.
3. A team cannot play with less than 8 players. Each infield position including the catcher and pitcher position must be manned if a team only has 8 players. Every effort must be made to gain a pool player.
4. Each player must play 2 innings defensively. An inning consists of 6 consecutive outs of continuous batting.
5. All players bat in the order they appear in the line- up throughout the game. If a player arrives after the game has started, he/she will be added at the bottom of the batting order. The opposing coach must be made aware of the late arrival ASAP.
6. The number of runs scored by each team in an inning is capped at 5. A side is retired by three outs or 5 runs in an inning. Once 5 runs are scored, their half of the inning is over, additional base runners who may score during the play are not counted. The only exception to this rule is for the last full inning of the game. If the game is going to be shortened due to the time limit or darkness, the umpire shall announce the last inning, and the 5 run cap will not apply.
7. Stolen bases: A player may steal a base once the ball crosses the home plate or if an offensive player misses the ball trying to throw out a runner (overthrows). Base runners may only advance one base per over thrown base. Runners may advance at their own risk as soon as the ball crosses the plate. If the player leaves before the ball crosses home plate they must return to the previous base unless the ball is hit into the field of play.
8. Coaches must notify the opposing coach/umpire of a pitcher change.
9. No new inning is to start if the Umpire deems that is cannot be reasonably completed within the 2 hour time limit or the game is called at the time limit. In those cases, the score will revert back to the last completed inning.
10. Cups are required for all male players.

**MINOR LEAGUE SOFTBALL (7-11 YEARS OLD) RULES**

1. The game length will be 6 innings and a 2 hour time limit with each team batting through their entire line-up.
2. Nine players are allowed on the field defensively.
3. A team cannot play with less than 8 players. Each infield position including the catcher and pitcher position must be manned if a team only has 8 players. Every effort shall be made to utilize a pool player.
4. Each player must play 2 innings defensively.
5. All players bat in the order they appear in the line-up throughout the game. If a player arrives after the game has started, they will be added at the bottom of the batting order. The opposing coach must be made aware of the late arrival ASAP.
6. The number of runs scored per team in an inning is capped at 5. Once both teams have scored 5 runs/3 outs the inning is over. If the game is going to be shortened due to the time limit or darkness, the umpire shall announce the last inning and the 5 run cap will not apply.
7. The entire line-up will be included in the batting order.
8. Stolen bases: A player may steal a base once the ball crosses the home plate or if an offensive player misses the ball trying to throw out a runner (overthrows). Base runners may only advance one base per over thrown base. Runners may advance at their own risk as soon as the ball crosses the plate. If the player leaves before the ball crosses home plate they must return to the previous base unless the ball is hit into the field of play.
9. Fielding facemasks are required for all positions.

**MAJOR/JR SR LEAGUE SOFTBALL (10-16 YEARS OLD) RULES**

1. The game length will be 6 innings with exceptions: If loss of daylight or playable weather is a factor or another game is scheduled to immediately follow, a 2 hour maximum time limit is in effect. Four complete innings is considered a complete game. The game can continue if both coaches agree and continuing will not interfere with another game. No game will exceed 6 innings.
2. Fielding facemasks are required for all players.

**East Orange County Little League—Manager/Coach's Code of Conduct**

The East Orange County Little League Manager/Coach’s Code of Conduct enumerates basic requirements, organized under four principles. They are: Setting a good example; keeping players safe; ensuring that all participants in E.O.C.L.L. have a positive experience; and relating to game umpires in an exemplary manner and enforcing players to do the same.

1. Setting A Good Example

The manager/coach’s example is powerful and can be long lasting. If a coach insists on fair play, concentrates on players' enjoyment of the game and their overall, long-term development, and supports the umpire - players and parents will notice. If a coach discourages or allows players to play outside the rules, are overly concerned about the results and/or criticize the umpire(s) or opposing coach, players and parents will also notice and often follow suit. Above all, children deserve a coach they can respect. Coaches, in all contact with E.O.C.L.L. players, parents, officials and other coaches should:

* Strive to set an example of the highest ethical and moral conduct. Before, during, and after the game, they should be an example of dignity, patience and positive spirit. Before games, meet and exchange greetings to set the proper tone for the game. After games, the players and coaches should meet and congratulate each other in a sportsmanlike manner.
* Ensure that their players’ experience is one of fun and enjoyment while improving their skills (winning is only part of it). Players should never be yelled at, lectured or ridiculed for making mistakes or losing a game.
* Be generous with praise when it is deserved. (Positive reinforcement)
* Avoid any conduct which could be construed as physically or verbally abusive as this will not be tolerated. Completely refrain from verbal
	+ dissent during a game with an opposing coach and honor all professional relationships with colleagues, umpires and the public.
* Be a positive representative of the league. You are the link between the league and the parents so please help us by supporting the interest of
	+ the organization to help keep this program run smoothly.

2. Keeping Players Safe

Coaches should:

* have the safety of the players in their charge as their first priority at all times by being familiar with the facility(ies) and fields on which their teams practice and play and mindful of the levels of fitness and skill of each one of their players
* be familiar with the Rules of the Game, current with principles of age-appropriate coaching and keep informed of the affairs of E.O.C.L.L. by staying in tuned with the league Facebook page and website
* check players’ equipment & playing facilities frequently to ensure they meet safety standards and are appropriate for the age and ability of players.

3. Creating A Positive Experience

E.O.C.L.L. wishes to ensure that games are fair, positive and an enjoyable experience for the children and adults involved. A baseball game should be friendly & unifying - a spirited social and athletic occasion for players, coaches, umpires, & spectators.

|  |
| --- |
| Coaches should require all players and spectators to adhere to the highest level of sportsmanship at all times. During the game, the coach is responsible for the sportsmanship of the players. If a player is disrespectful, irresponsible or overly aggressive, the coach should remove the player from the game at least long enough for him/her to calm down. Coaches should explain acceptable behavior to players and parents at a preseason meeting. Encourage parents to make positive comments about good play by either team. Prohibit them from yelling at players and the umpire.  |
| 4. Relating to Officials  |
| Coaches should:  |

* demonstrate respect for the umpire and his/her role. Coaches can help umpires improve by letting them concentrate on the game, accepting their inevitable, occasional mistakes and offering constructive post- game comments
* introduce themselves to the umpire(s) before a game. During the game, they should address the umpire only as needed to continue play. After the game, they should thank the umpire(s) and ask players to do the same.
* A small disagreement should be discussed with the umpire calmly after the game. For major complaints, or if the umpire appeared to be unfair, biased, unfit, or incompetent, report opinions to the E.O.C.L.L. Umpire in Chief.

Print Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Signature:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_