

HWLL Coaches Code of Conduct

Coaching a youth sport program such as Little League Baseball is a privilege. As a coach, appointed by the Hamilton-Wenham Little League (HWLL) Board of Directors, you have an important role in the development of the young children in our community. We strive to teach each child the positive values of good sportsmanship, fair play and teamwork – values they can use throughout their lives. In order to ensure each coach is acting in the best interest of the children and Little League Baseball, the HWLL Board has developed a Coaches Code of Conduct for interactions with players, parents, fans, coaches, and umpires.

1) Players – When there are interactions with players, appropriate language and behavior is expected.

a. Language - At no time is cursing or yelling at a player acceptable. As a coach you are a mentor and should focus on the positive. A coach should always be looking for opportunities to praise and encourage the players.

b. Discipline – At no time is physical contact with a player acceptable. At the beginning of the season, the coaches are encouraged to establish and communicate rules of acceptable behavior to player and parents and the consequences if not followed. If an occurrence is to the extent that will warrant discipline to the point of disruption to the team’s practice or game, a coach is required to release the player from the practice/game to a parent for corrective action. If a player is a child of a coach and discipline is required, the coach is expected to pull the player aside for proper corrective action.

c. Sportsmanship and a positive attitude are an important part of baseball. Cheering on your team and encouraging your players teaches this. Harassing the other team is not allowed. Acts such as switching batters boxes, shaking the bat in the strike zone, or loud chanting or banging of fences or bats intended to break the concentration of the pitcher are examples of negative coaching and do not teach the sportsmanship we desire in our children.

2) Parents/Fans – Coaches are expected to interact with parents in a professional manner. Appropriate language and behavior is expected. At no time should a coach respond to comments from fans during a game.

3) Coaches – Coaches are expected to interact with opposing coaches in a professional manner. At no time should a coach yell from one dugout to another at an opposing coach. Coaches are to address other coaches between innings and with the umpire present. If the need arises to address an opposing coach before the end of the half inning, the coach should ask the umpire to call timeout to address the opposing coach at home plate.

4) Umpires – Coaches are expected to interact with umpires in a professional manner. At no time should a coach yell from the dugout to an umpire. Coaches are to address the umpires between innings with the umpire’s permission. If the need arises to address an umpire before the end of the half inning, the coach should ask the umpire for permission to call timeout to address the umpire at home plate.

5) Representatives - Coaches are representatives of HWLL. They have an obligation and responsibility to refrain from any and all comments that are or can be viewed as disparaging to the HWLL, its’ Board of Directors and Volunteers. In the event a complaint is received by the HWLL Board of Directors of a

coach failing to comply with the above listed code of conduct, the Board may decide to 1) dismiss the case, 2) draft a warning letter or 3) revoke all or part of the coach's privileges. By signing in the space provided below, you are agreeing that you have read and understand the Coaches Code of Conduct for HWLL Baseball.

Signature

Date

HWLL Game Principles and Procedures

- 1) Continuous batting order. All players available to play in a game will be included in the batting order. Every batter in the order bats before the first batter bats for his second time. A player reporting to a game late will be inserted as the last batter, unless his/her spot in the line up has yet to hit. A batter may be skipped without penalty due to injury or illness.
- 2) Playing time: No player may sit out more than two innings in a game (unless for disciplinary reasons, for chronic absenteeism, or injury). HWLL strongly encourages equal playing time for all of its players. Consecutively singling out any one player for less playing time is not permitted (i.e. don't sit the same player two innings every game while other players are only sitting one). For example, if a team has two substitutes out per inning, every player must sit out at least one inning before a player sits out their second. The only exception to this rule is detailed below with a Major League Pitcher and Catcher.
- 3) Playing positions: Per game, each player must play at least one inning (defined as three defensive outs which need not be consecutive) in both the infield and outfield by the end of the game. Not having the home half of the 6th inning is not an exception. The only exception to this rule is that a major league pitcher (and catcher who continuously catches that pitcher) may pitch up to his/her pitch limit and remain on the mound (and behind the plate), potentially for the entire game. If pulled from the mound before the end of the game, that pitcher (and catcher if they were continuously catching the pitcher) still need to fulfill their outfield and "sitting out" requirements (as defined in #2 Playing Time above) to the extent possible. For example, if a pitcher is removed after the 5th inning and the same catcher has been catching that pitcher continuously, the pitcher and catcher MUST fulfill their outfield requirement or sit out, they may not be reinserted in the infield. When deciding if the pitcher and catcher should sit out or play outfield, they can only be inserted into the outfield to the extent that this doesn't result in another player sitting more than one inning. If it does, then the player must sit out.

Players arriving late to the game must fulfill their infield/outfield requirement if there is more than 1 inning remaining in the game. For example, if a player arrives in the 4th inning, that player can play any position including pitcher, but must still fulfill their outfield requirement by the end of the game. A late arriving player is required to sit out an inning only if it will prevent a player from sitting out for the second time. Players arriving in the 6th inning may play any position.

- 4) Nine (9) Positional Players: Play with three outfielders. No short fielders are allowed and outfielders must be positioned on the outfield grass, at least ten (10) feet from the infield. A team can start and end a game with a minimum of eight (8) players.
- 5) No "Ten-Run Rule." Play the full 6 innings and coaches please make every effort to not let games get or continue to be out of hand (which a 10-run lead certainly implies).
- 6) All batters must have shirts tucked in and helmets properly on before they enter the batter's box.
- 7) Tie break rules for post-season/playoff seeding in major and minor:
 - a. Win – Loss Record
 - b. Head-to-head record
 - c. Random Draw
- 8) Home vs Away Team: The home team will be responsible for paying the umpire (Major League only) and providing game balls (3). The home team will occupy the first base dugout. The home team will use the field first for warmups, from a half hour before game time until 15 minutes prior to game time. The away team will occupy the 3rd base dugout. The away team will use the field from 15 minutes prior to game time until game time. Batting practice with baseballs is not allowed on the field within 30 minutes of game time. Following the game, both teams are responsible for cleaning up all trash in their dugouts and raking the dugout, home plate, and pitching mound areas, filling holes where appropriate.
- 9) Both Teams must count pitches and compare after each half inning. All disagreements must be settled prior to the start of the next inning. Managers are responsible for knowing when their player reaches his/her pitch count.
- 10) A total of 3 Coaches including Managers are allowed in the Dugout or on the field during a game. All other Assistant Coaches must stay outside of the Dugout and field of play.
- 11) Replacing Players for one game or longer: Managers who learn:
 - they will have less than 10 players for a game (Majors) or less than 10 players for a game (Minors) for any reason
 - a player will miss at least 2 weeks

This spot on the roster must be filled and the Manager must notify the league director(s) for replacement. The replacement may come from a Wait List or the League directly below at the discretion of HWLL board. The replacement may be a permanent player or rotation of players based on the situation. However, any replacement player regardless of age would go back into the draft pool for the following season. It is understood that this may weaken the team who will be losing the player, but the overriding factor is an opportunity for another child to play or by giving a deserving player a promotion when a spot at the higher level is available. Any temporary player may not play the position of pitcher for the game that he/she is called up to play in. All requests for a replacement player must be made through the League Director(s).

- 12) Injured Player: If a base runner is injured and is unable to run, the manager may replace him/her with another runner. The replacement will be the last player in the batting order, previous to the injured player, who is not currently a base runner. The injured player may return to the game once he/she is able. If their spot in the batting lineup is due up and they can not hit, their spot in the lineup is skipped without penalty.

- 13) Any part of an undershirt exposed to view (i.e. long sleeve) shall be of a uniform solid color (not white) for all players on the team. (1.11(j))Players must not wear watches, rings, pins, jewelry, other metallic items, or casts. (1.15(c))No pitcher may wear sweatbands on the wrists.
- 14) Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decision.
- 15) If there is a reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.
- 16) Coaches are responsible for ensuring that all game equipment (especially bats) are fit for play based on the National Little League Standards and Regulations. Per Rule 6.06 (d), A batter is out for illegal action when the batter enters the batter's box with one or both feet entirely on the ground with an illegal bat (see bat specifications rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter's box. The ball is dead. Runners must return if they advanced on the play.

If discovered after the next player has entered the batter's box, the bat is to immediately be removed from gameplay.

17) Ground Rules:

- a. Black: Out of play is a straight line drawn from the end of the fence on both 1st and 3rd base sides. If a ball lands on or over the road it will be considered a HR. Note: a fielder may not enter the road to catch a ball. If the ball rolls onto the road, the ball is dead and the batter is awarded two (2) bases from where the Umpire determines the batter to be at the time the ball enters the road
 - b. Patton: Out of play is a straight line drawn from the end of the fence on the 3rd base side. On the 1st base side, out of play is a line extending from the end of the fence, to the road, and along the edge of the road to the foul pole. The rocks that line the road are in play, so if a ball hits a rock and bounces back into the field of play, the ball is live. Balls that go under the fence or over the fence on a bounce are dead and considered a ground rule double. Balls that go over the fence or hit the road in the air are considered a HR. Balls that roll or bounce onto the road in fair territory are considered a ground rule double.
 - c. Cheeseman: Out of play is defined by the fence surrounding the field.
- 18) All Rules not specifically addressed in the HWLL Commandments (both Majors and Minors) or referenced in this document will be governed by the Little League Baseball Official Regulations and Playing Rules. Coaches, managers, umpires, and league officials are strongly encouraged to familiarize themselves with the rules.