

FCLL Select Teams Requirements for Field Usage

1. General Requirements and Information

- a. All field rental arrangements are subject to formal Board approval. Even if all obligations are fulfilled, First Colony reserves the right to deny any select team a practice slot for any reason.
- b. FCLL reserves the right to terminate any team's use of the fields if such team fails to meet these requirements, uses the fields in an unsafe manner, or if such use is in any way inconsistent with the stewardship standards of FCLL.
- c. All select teams will be required to follow Little League standard safety requirements.
- d. Due to safety concerns regardless of if the number of players does not exceed 14 players, multiple age groups cannot practice on the same field at the same time.
- e. Any select team observed not respecting the fields, cages, or any other portion of the First Colony grounds will be removed and not be allowed to return for any future practices. This includes hitting baseballs into any fences on the grounds, wearing of metal cleats on the artificial mounds, removing base plugs and not inserting plug back into space, and not putting any FCLL equipment back in the location of which it was found.
- f. Any select team that wishes to host an informal scrimmage with another select team that is not approved to practice at First Colony must submit a formal request to the league scheduler for Board approval. If approved, the non-First Colony approved team will be required to provide proof of team insurance.
- g. Final decisions on all field and safety matters as it relates to any Select Team practice will come from the Board Member on Duty.
- h. Field conditions are as is on the day and time of your practice. No special accommodations will be made by FCLL to prep the fields for your practice(s).
- i. Select teams practicing on FCLL fields must put mound covers back at the conclusion of every practice (for all fields with dirt mounds)
- j. First Colony reserves the right to amend this document at any time and for any reason.

2. Team classification and eligibility requirements

Cost and scheduling priority are determined by Levels. The levels are defined below. Classification will be evaluated every **Spring (January 15-July15)** and **Fall (July 15-December 15)**. Scheduling tie-breakers are outlined in **Appendix A**.

a. Level 1 Requirements (Non-FCLL Teams)

- i. A copy of team insurance must be provided.
- ii. All coaches must have a background check, details in **Appendix C**. (Pending if we can include from City of Sugar Land).
- iii. Field space requested through the City of Sugar Land

b. Level 2 Requirements (FCLL Teams)

- i. A minimum of 50% of the team roster is made of FCLL players (see Appendix B for a detailed breakdown)

- ii. A copy of team insurance must be provided.
- iii. All coaches must have a background check, details in **Appendix C**.
- iv. Team is a non-profit organization
- v. Represents First Colony Little League by using 'FC' in their team name.
- vi. Plays in the FCLL Sunday Select tournament for 10U and below (exceptions subject to board approval). 11U and above are encouraged to participate.
- vii. Provide a minimum of 2 volunteers for any All-Star tournament hosted at FCLL.
- viii. Provide a minimum of 2 volunteers for the Memorial Day Madness tournament hosted at FCLL.
- ix. At least one manager or board member during the FCLL Spring or Fall season.

c. Level 3 Requirements (FCLL Teams)

- i. All Level 2 Requirements
- ii. A minimum of 75% of the team roster is made of FCLL players (see **Appendix B** for a detailed breakdown)

3. Field Rental and Prep Costs

- a. For Level 1 teams, field rental fees will be paid to the City of Sugar Land in accordance to (INSERT DOCUMENT AND APPENDIX WITH RATE TABLE).
- b. If a team (any Level) desires field preparation, the team must pay the Groundskeeper \$50 to drag the fields and \$50 to chalk the fields.

4. Practice Days and Time Slots

- a. Fall Season: Wednesdays (Primary) & Sundays (Secondary)
- b. Spring Season: Wednesday (Secondary) & Sundays (Primary)
- c. Practice slots could be on weekdays or weekends depending on field availability. Practice slots will be those available after all Little League sponsored events (games, practices, etc.) are scheduled and after the First Colony Select Teams that do meet the minimum roster requirements have their practices scheduled. Order of field priority is FCLL Games, FCLL Practices, Level 3 Teams, Level 2 Teams, then Level 1 Teams.
- d. Time slots offered during the week by First Colony (if available) will be from 4:30pm-6pm, 6:00-7:30 PM or 7:30-9:00 PM. Level 1-2 Teams should expect that the offered time slot will be from 4:30pm-6pm or 7:30-9:00 PM. Field allotted time slots will end promptly at their scheduled time and lights will be turned off.
- e. Evening practice slots (where lights on the field are required) may not be offered if there are no other scheduled little league events taking place at that same time.

5. Scrimmages/Round Robins/Small Tournaments

- a. FCLL Board must be notified of any games taking place to ensure that there are no other teams affected by the games.
- b. If a team desires field preparation, the team must pay the Groundskeeper \$50 to drag the fields and \$50 to chalk the fields. It is at the discretion of the grounds keeper to require additional funds for multiple games
- c. If the team wishes to utilize the FCLL umpire pool the teams must pay the umpire(s) at the plate and agree to the fees that the umpires specify

6. Field Conflict Resolution

- a. See Appendix A
- b. Conflicts will be handled by the FCLL Executive Committee.

Appendix A

Tie-breakers for Practice Space

Level 3 tie-breaker is based on the following table:

Item	Points	Total
Roster >= 75% FCLL as based on Appendix B	1.0	
Roster >= 90% FCLL as based on Appendix B	0.25	
Roster = 100% FCLL as based on Appendix B	0.25	
Completed years active at FCLL	1.0/year	
Manager during FCLL Spring/Fall season	0.2/manager	
Sunday Select waiver granted from board (if division makes)	-0.5	

Level 2 tie-breaker is based on the following table:

Item	Points	Total
Players registered for Fall or Spring as based on Appendix B	0.5/player	
Manager during FCLL Spring/Fall season	0.25/manager	
Completed years active at FCLL	1.0/year	
Sunday Select waiver granted from board (if division makes)	-0.5	

Additional considerations

Field requirements (Fields 1 and 2 is prioritized for 11U and up)

Age Group (4:30pm and 6pm weeknight slots prioritized for 10U and under)

Appendix B

Roster requirements for 2.c.ii

1. In order for a roster to be evaluated it must have a minimum of 10 players, no more than 14 and must include birth dates, unless approved by the First Colony Board of Directors. If a team falls below 10 at any point during the season they have until the next season begins to remedy the situation.
2. A player is considered to be a First Colony player based on Fall/Spring registration. For evaluation of fall practice space, it is based on that Fall season and previous Spring. For Spring practice space, it is based on that Spring season and past Fall.
3. Players listed on your roster must practice with your team regularly (minimum of once a week). Rosters must be submitted prior to the start of the Spring Select season and Fall Select Season to the FCLL Select Team Coordinator for verification.
4. Players cannot be listed on more than one roster submitted to First Colony for Board Approval.
5. Fill-ins are not used when determining roster composition. However, if a player practices with any select team for an extended period of time (two practices over the course of two weeks) they will be considered a team member and will have to be added to the team's roster and the roster composition will be re-evaluated by First Colony.
6. A team roster can only consist of players from one age group as determined by Nations calendars unless approved by the First Colony Board of Directors.
7. Rosters will be evaluated once registration closes for a given season. Until that point, the roster from the previous Spring and Fall will be used.

Appendix C

Background check requirements

1. Background checks will be performed by FCLL
2. A manager and at least one coach must have a background check completed.
3. All coaches with regular contact with children must have a background check.
4. Any coach without a passing background check will not be allowed to coach at FCLL facilities.
5. Background checks are valid for 1 year.

All-star volunteer requirements

1. Each volunteer must work at least 1 session
2. Each session is at least one game
3. Activities include: PA announcer, official book-keeper, pitch log keeper

MDM volunteer requirements

4. Each volunteer must work at least 1 session
5. Each session is at least 2 hours long
6. Likely activities include: T-Shirt sales

Appendix D

Document Revision History

Date	Version	Comments
1/18/2023	1.0	Initial release