



## **BYLAWS**

**ADOPTED OCTOBER 29, 2009**

**LACAMAS LITTLE LEAGUE**  
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LEAGUE I.D. NO. 447-04-01

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## **I. INTRODUCTION**

Each local Little League Board of Directors (Board) should adopt its own Bylaws (also referred to as Local Rules or Ground Rules). For the purposes of this document, all further reference shall be as “bylaws.”

This document expires at the end of the fiscal year (September 30) and must be renewed by a majority vote of the Board annually. The renewal of the Bylaws should take place prior to player registration. Changes to this document requires only Board consent, without the need of the general membership’s approval. No part of the bylaws can conflict with or supersede any Little League rule, regulation, or policy.

## **II. OPERATIONAL PROCEDURES**

### **A. MEMBERSHIP FEES**

No fees will be charged to be a General Member of Lacamas Little League.

### **B. INSURANCE**

The League will apply for the standard insurance from Little League International each year. **The league will apply for protection from theft (crime insurance policy).**

All children who play Little League baseball and softball, as well as adults who serve as managers (maximum of 1 per team), coaches (maximum of 2 per team), designated parents who assist with practices and have been approved by the Board, umpires, official scorekeepers, Player Agents and Safety Officers are covered by Little League accident insurance. This insurance covers eligible participants while traveling directly, without delay, to and from the field as well as during practice sessions and games, as well as other authorized league activities. Accident insurance Coverage does not begin until after the league has submitted its charter and insurance application for the season.

### **C. PLAYER REGISTRATION**

The League will begin conducting player registration in January. Registration dates will be advertised in the community (i.e. in newspaper announcements, street signs, and on the league website) no later than December. Registrations may be accepted until the time of player selections. Thereafter, registration may be closed at the discretion of the Board. To encourage registration during the regularly scheduled times, the Board may choose to increase the player registration fee for late sign-ups.

No child will be turned away because of an inability to pay a fee. In a case where the parents cannot pay the required fees, the League may ask a parent or the child to contribute volunteer time in lieu of payment.

**D. DIVISIONS**

**Baseball:**

Big League	<p>League age 17 – 18</p> <ul style="list-style-type: none"> <li>• 14, 15 and 16 year olds may play up to Big League if approved by the Board. Typical reason would be that player is at an advanced skill level. 14 and 15 year olds are not eligible for Big League all-star team (Regulation IV(a)).</li> </ul>
Senior League	<p>League age 15 – 16</p> <ul style="list-style-type: none"> <li>• 13 and 14 year olds may play up to Senior League if approved by the Board. Typical reason would be that player is at an advanced skill level. 13 year olds are not eligible for Senior all-star team (Regulation IV(a)).</li> </ul>
Junior League	<p>League age 13 – 14</p> <ul style="list-style-type: none"> <li>• 12 year olds may play up to Junior League if approved by the Board. Typical reason would be that player is at an advanced skill level (Regulation IV(a)). 12 year olds are not eligible for the Junior all-star team.</li> </ul>
Major League	<p>League age 11 – 12</p> <ul style="list-style-type: none"> <li>• 9 and 10 year olds may play up to Major League if approved by the Board. Typical reason would be that player is at an advanced skill level. 9 and 10 year olds are not eligible for Major all-star team (Regulation IV(a)).</li> </ul>
Minor League	<p>League age 9 – 10</p> <ul style="list-style-type: none"> <li>• 11 and 12 year olds may play down to Minor League if approved by the Board. Typical reason would be safety of the player. 11 and 12 year olds are not eligible for any all-star team if they play down to Minors (Regulation IV(a)). 12 year olds cannot pitch in Minor League (Regulation VI(a)).</li> <li>• 7 and 8 year olds may play up to Minor League if approved by the Board. Typical reason would be that player is at an advanced skill level. 7 and 8 year olds are not eligible for Minor all-star team (Regulation IV(a)).</li> </ul>
Pee Wee	<p>League age 7 – 8</p> <ul style="list-style-type: none"> <li>• 6 year olds who have at least 1 year of Tee Ball experience may play up to Pee Wee (Regulation III(c)).</li> </ul>
Tee Ball	<p>League age 5 – 6</p> <ul style="list-style-type: none"> <li>• 7 and 8 year olds may play down to Tee Ball if approved by the Board. Typical reason would be safety of the player</li> </ul>

\* Every player must play at least one season in each league.

**Softball:**

Big League	<p>League age 17 – 18</p> <ul style="list-style-type: none"> <li>• 14, 15 and 16 year olds may play up to Big League if approved by the Board. Typical reason would be that player is at an advanced skill level. 14 and 15 year olds are not eligible for Big League all-star team. Regulation IV(a).</li> </ul>
Senior League	<p>League age 15 – 16</p> <ul style="list-style-type: none"> <li>• 13 and 14 year olds may play up to Senior League if approved by the Board. Typical reason would be that player is at an advanced skill level. 13 year olds are not eligible for Senior all-star team. Regulation IV(a).</li> </ul>
Junior League	<p>League age 13 – 14</p> <ul style="list-style-type: none"> <li>• 12 year olds may play up to Junior League if approved by the Board. Typical reason would be that player is at an advanced skill level. Regulation IV(a). If a 12 year old plays up to Juniors then they are only eligible for the Junior all-star team.</li> </ul>
Major League	<p>League age 11 – 12</p> <ul style="list-style-type: none"> <li>• 9 and 10 year olds may play up to Major League if approved by the Board. Typical reason would be that player is at an advanced skill level. 9 and 10 year olds are not eligible for Major all-star team. Regulation IV(a).</li> </ul>
Minor League	<p>League age 9 – 10</p> <ul style="list-style-type: none"> <li>• 11 and 12 year olds may play down to Minor League if approved by the Board. Typical reason would be safety of the player. 11 and 12 year olds are not eligible for any all-star team if they play down to Minors. Regulation IV(a). 12 year olds cannot pitch in Minor League [Regulation VI(a)].</li> <li>• 7 and 8 year olds may play up to Minor League if approved by the Board. Typical reason would be that player is at an advanced skill level. 7 and 8 year olds are not eligible for Minor all-star team. Regulation IV(a).</li> </ul>
Pee Wee	<p>League age 7 – 8</p> <ul style="list-style-type: none"> <li>• 6 year olds who have at least 1 year of Tee Ball experience may play up to Pee Wee. Regulation III(c).</li> </ul>

\* Every player must play at least one season in each league.

League age for baseball divisions, as referred to in the above table, is the age of the boy or girl on May 1 of the current season.

League age for softball divisions, as referred to in the above table, is the age of the girl on the January 1 prior to the season.

Girls will have the choice to play on all-girl Tee Ball and Pee Wee baseball teams, provided there are enough girls to field a team.

## ***E. SELECTION OF MANAGERS***

For Minors and above: The Board, by majority vote, shall appoint the managers from a pool of volunteers at least 7 days prior to the draft—only after the potential manager has submitted a completed volunteer application form and passed a background check. Managers must also attend a League sponsored rules clinic before being approved as a manager.

For T-ball and Pee Wee: The Board, by majority vote, shall appoint the managers from a pool of volunteers after the potential manager has submitted a completed volunteer application form and passed a background check. Managers are also required to attend a League sponsored rules clinic before the first game.

It is not guaranteed that the previous year's managers will be reappointed. Priority should be based on the following criteria:

1. Is a leader with a positive attitude, good knowledge of the game, integrity, and is reliable. Has not had any formal complaints lodged against them to the Board in previous seasons due to use of foul language, lack of respect for umpires, coaches and players, or other inappropriate behavior.
2. Managed a LLL team last season in the same division.
3. Managed a LLL team last season in another division.
4. Coached a LLL team last season in the same division.
5. Coached a LLL team last season in another division.
6. Prior coaching experience in another league, references provided upon request.
7. Valid nominee from LLL Board Member.
8. Assisted with a LLL team last season, but not in capacity of coach or manager.

The President may manage or coach provided he/she does not serve on the Protest Committee nor serve as tournament team manager or coach. The Vice President may manage or coach provided he/she does not serve on the Protest Committee. Player Agents for Minors and higher may not manage or coach in their respective division(s). Regulation I(b).

## ***F. SELECTION OF COACHES***

The manager of each team shall nominate up to 2 coaches at least 7 days prior to their first game of the season to assist with practices, games, and other team functions. The Board, by majority vote, shall appoint the coaches prior to the first game of the season—only after the nominated coaches have submitted a completed volunteer application form and passed a background check. Coaches must also attend a League sponsored rules clinic prior to the first game. Additional coaches may assist with practices, provided they have also submitted a completed volunteer application form and passed a background check. But they will not be

recognized as an official coach on the team roster submitted to Little League International, nor will they be eligible to be a manager or coach on an all-star team.

## **G. MANAGER/COACH INFORMATION**

Each Manager and Coach will be responsible for the following:

1. Safety of team members.
2. Sportsmanship of players, coaches, and parents.
3. Making Little League an enjoyable experience for all team players.
4. Instruction of the fundamentals of baseball/softball.
5. Insuring that all players meet minimum playing requirements.
6. Provide umpires as required.
7. Provide concession help when scheduled.
8. Supply help to prepare the field at all games.
9. Provide official scorekeeper when home team.
10. Clean up fields, dugouts, and bleacher areas after games.
11. Become familiar with the rulebook and its intent.
12. Take care of equipment and uniforms.
13. Provide (2) game balls when home team.
14. Have a parent meeting prior to start of season.
15. Have medical releases available during all team functions including games and practices.
16. Do not allow winning to be more important than the development of each player.
17. Instill the Little League philosophy.
18. Participate in all league functions including fundraising and work details.
19. Be responsible for your own behavior at all league activities.
20. Promptly collect and return equipment and uniforms in good order to the designated Board member at the beginning and end of the season. Uniforms should be washed before returning.
21. Abide by all Little League Baseball, Incorporated and Lacamas Little League Rules and Regulations.
22. Have a fun and educational season.
23. Provide the following information to each player's parents, preferably in a team meeting prior to the start of practices:
  - ( ) Give practice place and times, discuss game day procedures.
  - ( ) Discuss your goals as a manager for the team.
  - ( ) Discuss your method of discipline and league rules regarding game discipline.
  - ( ) Explain minimum playing time and pitching rules.
  - ( ) Distribute game schedules.
  - ( ) Assign team parent responsibilities.
  - ( ) Give name, e-mail address, and telephone number of League Player Agent.
  - ( ) Explain parent conduct and responsibilities including transportation and conduct at games.
  - ( ) Explain Little League insurance.
  - ( ) Go over the general rules for your division.
  - ( ) Review all-stars and tournament play procedures (Minors, Majors, Juniors, Seniors and Big League)

Managers and coaches will sign and abide by the rules of the Little League Code of Conduct. Those who violate these rules will be subjected to disciplinary actions, after investigation by the

Rules and Ethics committee. It is possible for a coach or manager to be removed after the first offense.

## **H. TRYOUTS**

All players in the Minor division and higher must tryout. Prior to tryouts, the Player Agent will make a list showing the names and League Age of each player. Tryouts will be conducted in February, as determined by the Board. All managerial candidates must attend the tryouts for their respective division to rate the players. During the tryouts, each candidate shall be given the opportunity to:

1. field ground balls
2. field fly balls
3. throw
4. pitch, if they choose to (softball only)
5. run
6. bat/bunt

Each skill will be graded on a 1 to 5 scale (with 5 being the highest skill ability).

## **I. DRAFT**

The preferred maximum number of players drafted to each team shall be 12. In no case shall there be more than 13 players drafted to a team. If more than 13 players need to be assigned to a team, then an additional team should be drafted. Only managers are permitted at the draft (i.e. no assistant coaches).

After a thorough tryout program has been completed, the draft will be conducted. The draft order is determined by drawing numbers. The manager that draws #1 drafts first in the first round and then last in the second round and then first in the third round and so on (i.e. serpentine order).

No more than 8 players may be selected by each team from each League age.

### **1. Sons and daughters of the Manager/Coach (all divisions):**

The son or daughter of the manager/coach must be drafted to their team by the:

- 5<sup>th</sup> round if they are league age 7,8, 9 or 10
- 4<sup>th</sup> round if they are league age 11
- 3<sup>rd</sup> round if they are league age 12
- 4<sup>th</sup> round if they are league age 13
- 3<sup>rd</sup> round if they are league age 14 and playing Juniors
- 5<sup>th</sup> round if they are league age 14 and playing Seniors
- 4<sup>th</sup> round if they are league age 15
- 3<sup>rd</sup> round if they are league age 16

2. Brothers/Sisters (all divisions):

Brothers and sisters must be drafted in consecutive rounds. For example, if 2 brothers are in the draft and one brother is taken in the 3<sup>rd</sup> round then the other brother must be taken in the 4<sup>th</sup> round, unless the parents request the siblings not be placed on the same team.

3. Trades (all divisions):

When the draft is complete, the managers may conduct trades. All trades must be completed the night of the draft. Trades can only involve one player for one player (i.e. cannot trade 1 player for 2 players). Trades for draft choices are not allowed. Trades must be kept confidential.

4. Players that did not tryout (all divisions):

The names of players that did not attend tryouts will be placed in a “hat” and drawn in draft order and placed on teams after all the other players have been drafted. Any player who contacts their Player Agent prior to the tryouts and has an acceptable excuse for missing the tryout dates will be given the opportunity to attend a special tryout date to be determined by the Board and will not have to be placed on a team by being drawn from a “hat.” If they do not attend the special tryout date, then their name will be placed in the “hat.”

Players that do not tryout **are** eligible for the all-star tournament—provided the parents submit in writing a request that the Board make an exception for the player to be eligible. Note: Little League rules state that players who miss tryouts are not eligible for all-stars. However, the same rule allows the Board to make exceptions for players.

5. Secrecy (all divisions):

Managers and Board members are not to tell parents or players the order in which the players were drafted. If this rule is broken, the manager and/or Board member(s) may be suspended or removed from the league.

6. Player additions during the season (all divisions):

If the Board adopts a policy to allow player registrations after the teams have been formed and if a player registers with the league after the teams have been drafted, that player will be assigned by the Player Agent to the team with the least number of players on its current roster. If more than one team qualifies, priority will be given to the team who is next in line in the draft order.

***J. MANAGERS AND COACHES' SAFETY MEETING (MANDATORY)***

A mandatory safety meeting for all managers and coaches will be put on by the Safety Officer during the month of February and prior to any official team practices. Each team must have a manager or coach as representation. No team will be allowed to practice until it has attended a safety meeting.

## **K. SAFETY**

1. An umpire may EJECT a player for safety violations. Violations may include, but are not limited to knocking off the batting helmet while running the bases, throwing the bat in anger as to endanger another player, manager, coach or spectator, throwing equipment in the dugout or on the playing field.
2. No jewelry of any kind will be worn during practice or games, this includes earrings, necklaces, rings, watches, bracelets, etc.
3. No team shall have apparel other than that set forth by Little League International and
4. approved by the Board of Lacamas Little League.
5. No foreign substances in the mouth, except mouth guard.
6. All catcher masks will have a throat protector.
7. No foreign objects in pockets.
8. There shall be no on-deck batters or practice swings allowed in Majors and below.
9. On the judgment of the umpire, any abusive language, inappropriate gestures and/or unnecessary roughness shall be grounds for removal from the game.
10. Umpires will wear all gear provided. Exception: Pee Wee and t-ball games.
11. Adults shall not warm up any player ON or OFF the field.
12. No food or drink will be allowed in the dugouts Exception: water or Gatorade type drink in a plastic or paper container.
13. All players used as base coaches must wear batting helmets.
14. It is recommended that all male players wear a cup

## **L. EQUIPMENT AND UNIFORMS**

An inventory of equipment and uniforms will be maintained at all times.

## **M. PRACTICE FIELDS**

Priority for fields with backstops will be from the highest division to youngest division. The fields with backstops will be distributed relatively proportionally between baseball and fast pitch softball.

## **N. PRACTICES**

No regular season team may meet more than 4 times per week, games and practices combined. Failure to comply may result in disciplinary action to the manager. Teams should

meet at least 2 times per week, weather permitting. T-ball and Pee Wee teams should practice no more than 1 hour 15 minutes twice a week.

### ***O. GAME SCHEDULING***

Tee ball games will be scheduled for 1.5 hour timeslots. Pee Wee baseball and softball will generally be scheduled for 1.5 hour timeslots. Minors and above will be scheduled for 2 hour timeslots. The only exception will be divisions that play interleague games. In that case, interleague rules will dictate the time limits.

Softball, Tee Ball, and Pee Wee baseball games will be scheduled on the Forest Home East field.

Minor baseball games may be scheduled on either Forest Home field.

Major baseball games will be scheduled on the Forest Home West field.

No regularly scheduled games will be on Sundays, holidays, holiday weekends, or after Camas School District breaks for the summer. Makeup games are not subject to the same limitations if both managers agree.

### ***P. TRAINING FOR LEAGUE OPERATIONS PRIOR TO START OF SEASON***

- a. Umpire
- b. Scorekeeping
- c. Concession Stand Duty
- d. Manager and Coach Duties and Responsibilities
- e. Board Member on Duty Responsibilities

### ***Q. TEAM PHOTOS***

The Board will collect at least 2 proposals from professional photography companies and shall select by majority vote one of the companies to take photos of each team during the season.

### ***R. BOARD MEMBER ON DUTY***

The Board Member on Duty shall be responsible for:

1. Open up the complex no later than 30 minutes before the start of the first games of the day.
2. Make sure all fields are ready to go and are playable.
3. Help rule on any situation that an umpire might ask for help on.
4. Take good notes of any altercation that may occur; file log book.
5. Notify President of any ejections, Safety Officer of any injuries requiring medical attention.

6. Escort individuals out of park if excused from playing area, calling police if necessary.
7. Collect the money from the concession stand and store it per instructions.
8. Close the complex at the conclusion of games for the day. Ensure that buildings and sheds are locked and alarmed. Turn out the lights no later than 9:45pm.

### ***S. OPENING CEREMONY (optional)***

The opening ceremony should be conducted either the weekend before the season starts or the first week after the season starts. Each team will be recognized. The sponsors will be recognized. All the teams will collectively recite the Little League pledge.

### ***T. FUN DAY (optional)***

Should the Board elect to do so by majority vote, it will use League funds to host a Fun Day for the players of the league. The primary purpose should not be to raise funds for the league, but should be to offer free activities primarily for the enjoyment of the kids.

### ***U. DIVISION STANDINGS***

Division standings will be decided by a format that rewards teams that play as many of their scheduled games and make up as many rained out games as possible. As such, the following format should be followed:

1. Most wins in season
2. Best head to head record
3. Most runs scored head to head
4. Most runs scored in season

No games played after the start of Closing Ceremony count in determining division standings.

### ***V. CLOSING CEREMONY***

The closing ceremony should be conducted on June 15 or soon thereafter. All first and second place teams in each division should be recognized and be given league-supplied trophies or medals. Sponsors should be recognized and thanked. All-star teams should be announced.

### ***W. ALL-STAR MANAGER/COACH SELECTION***

The all-star managers from each division will be chosen by the league managers and coaches as follows:

1. Managers and coaches may come from the following divisions:
  - a. Minor all-star team – manager or coach from Minor or Major division
  - b. 10 and 11 Year Old all-star team – manager or coach from Major division (baseball only), manager or coach from Major or Minor division (softball only)
  - c. Major all-star team – manager or coach from Major division

- d. Junior all-star team – manager or coach from Junior or Senior division
  - e. Senior all-star team – manager or coach from Junior, Senior or Big League division
  - f. Big League all-star team – manager or coach from Senior or Big League division
2. The all star managers shall be selected by majority vote by the All Star Committee and the League Board of Directors from a pool of willing volunteers who submit their request to be considered prior to the commencement of all-star voting
  3. The managers will be selected based on the following traits:
    - a. Attitude
    - b. Fairness
    - c. Teamwork
    - d. Sportsmanship
    - e. Coaching and organizational ability
  4. Manager candidates may (but are not required to) submit their qualifications in writing for consideration by the All Star Selection Committee and the League Board of Directors prior to the end of the first week of June. Qualifications should be sent to the division player agent.
  5. Any all-star manager candidates who are also members of the League Board of Directors will excuse themselves from the vote for the All Star managers.
  6. The All-star Coaches for each division will be selected by the Manager. All Coaches must be approved by majority vote of the Board.

## **X. ALL-STAR PLAYER SELECTION**

1. The all-star teams for each division will consist of 13 players.
2. All-Star ballots will be generated by the respective Player Agent. The ballot will include players name, team name, and league age. The ballot will be drawn listing all eligible players by division. A player must have played in 60 percent of League games to be eligible.
3. If a 9 or 10 year old baseball players plays up to the Major League during the regular season, then they will only be eligible to have their name placed on the Major ballot. Meaning they will only be eligible to be voted onto the 11-12 year old team or the 10-11 year old team. This rule only pertains to Minor baseball players playing up to the Major League. It does not apply to softball or higher baseball Leagues.
4. Voting will be conducted no later than the first week of June. Player, managers, and coaches will be voting. Umpires and board members will have the option to vote.
5. Each player voting can select 15 players in the league. Managers and coaches will vote for 15 players. Players and coaches can only vote for 4 players from their team. The remaining 11 votes must be players from other teams. This should eliminate the popularity/friendship vote grabbing. This rule limiting the number of votes for teammates is for baseball only.
6. After all ballots are cast and counted, the complete teams will be determined. From the player's ballots, the first 5 players will be selected. From the manager/coaches ballots, the final 8 players will be selected. Each team will have 13 players. In the Major division baseball

the top 13 vote getters using this format will make up the 11-12 year old team. The 10-11 year old team is then selected from the next 13 players with the most votes.

7. After the teams have been selected the Board will select the manager of each team. The manager will be able to choose their 2 coaches.
8. The all-star teams will be announced at Closing Ceremonies or as determined by the Selection Committee, and no sooner than June 15.

## ***Y. OTHER ALL-STAR PROCEDURES***

The league should establish a travel fund category in the annual budget to assist teams that qualify for the State Tournament and higher. These funds should only be used for travel, hotel and meal costs for the players, manager and assistant coaches. This fund should not be expected to pay for 100 percent of the team costs. The team will be expected to pay for all costs that cannot be covered by the league's budget.

## ***Z. VOLUNTEER APPRECIATION ACTIVITY (optional)***

The purpose of the volunteer appreciation activity, if approved by majority vote of the Board, will be for the League to host a meal or other activity for all the volunteers, including managers, coaches, umpires, team parents, sponsors, and Board members—preferably once the season has finished. The activity should recognize and thank the volunteers for their involvement in the league the past season.

## ***AA. OPERATION OF WEBSITE***

The league shall maintain a website to be updated on a regular basis. At a minimum, information to be posted on the website should include:

1. League address and phone number
2. List of Board members and contact information
3. Rainout contact phone #
4. Emergency contact phone #
5. Player registration information
6. Instructions on how to volunteer
7. Copy of the League Constitution and Bylaws
8. Fundraiser information, if a league fundraiser will be conducted
9. Calendar of league events
10. Little League forms
11. Game schedules
12. Field locations
13. Recognition of sponsors

### **III. LOCAL GAME RULES**

Unless noted below, all games will be played in accordance with the current season's Little League International Official Regulations and Playing Rules. For interleague games, the current District 4 interleague rules will apply.

#### **A. General Game Procedures**

1. **Unsuitable Playing Field.** Managers and coaches from both teams should meet at the field 45 minutes before game time to determine if field is suitable for play. If the two managers do not agree, the umpire or a Board member(s) from the host league shall make the determination. The host league may close their facility to all play at the host league's discretion. See rule 3.10 in the Little League Official Playing Rules. If field is not playable or the facility has been closed, contact the traveling team as much in advance of game time as possible.
2. **Scheduling of Umpires.** Home team is responsible for umpire scheduling, no matter which team's field is used.
3. **Game Balls.** The home team shall furnish 2 new regulation game balls.
4. It is the responsibility of the two managers to reschedule a cancelled game or to complete a game that does not reach the minimum number of innings to become an official game. The Player Agent for that division must be notified within 48 hours after the regularly scheduled game was to be played that the game needs to be rescheduled. If one manager is willing to reschedule a game cancelled due to unplayable conditions or a partially completed game and the other manager is not, then the team not willing to reschedule the game will forfeit. Any disagreements between the two teams about rescheduling a game should immediately be taken to the Player Agent.
5. Managers unable to field a team of at least 9 players for a scheduled game during the season must notify the other team and the Player Agent for their division ASAP prior to that game or the game will go to the Board for possible forfeit.
6. The home team is responsible for providing the official scorekeeper (Minors and higher).
7. The home team is responsible for raking, lining, and getting the bases for the field. The visiting team is responsible for putting the bases away and raking the field after the game—unless it is an interleague game. In that case, the home team is responsible for both duties. Each team is responsible for leaving their dugouts and bleachers clean after the game.
8. No gum, candy, food, seeds or glass of any kind is allowed in the dugout or on the field during games. Isotonic drinks and water are allowed in the dugouts only. This rule applies to players, coaches, managers and umpires.
9. If a Minor division player declines to move up to a Major division team when a vacancy occurs in the Major division, that player will not be allowed a second chance to move up later.

## **B. Tee Ball**

1. A game shall consist of 3 innings or 1.5 hours, whichever occurs first. If there is not another game following, then the time limit may be extended if agreed by both managers.
2. No score will be kept.
3. All players should have equal playing time and equal time at all positions.
4. The entire lineup will bat each inning, regardless of the number of outs.
5. Defensively, there should be 10 players on the field, 6 in the infield and 4 in the outfield.
6. The player pitcher should have at least 1 foot on the pitcher's rubber when the batter hits the ball (do not have the pitcher play way in) .
7. A batting tee will be placed on home plate and the batter will hit off the tee. The ball must travel at least 15 feet (where a chalk line will be marked) to constitute a hit. Otherwise, it is a foul ball.
8. No throwing the bat. The first time is a warning. The second time, the batter is out.
9. The coach working with the batter will ensure the catcher remains out of the way when the batter is swinging the bat.
10. No bunting allowed.
11. No sliding allowed.
12. No stealing allowed.
13. No strikeouts.
14. Two coaches may be on the field to assist the team when on defense.
15. One coach will be with the batter, one base coach at first and third base, and one adult in the dugout helping with the batting order.
16. The coach at home plate helping the batter is the umpire. They will also be responsible to move the tee and bat when a base runner is running towards home plate.
17. One base only on an overthrow out of play.
18. Play stops when the pitcher has control of the ball.
19. The distance between bases is 50 feet and the distance from home plate to the pitcher's mound is 46 feet.
20. For the final batter of each half inning, the defensive team should attempt to make a play on the batter. Do not immediately throw home and have the catcher waiting for the runner(s).

### **C. Pee Wee Baseball**

1. A game shall consist of 6 innings or 1.5 hours, whichever occurs first. If there is not another game following, then the time limit may be extended if agreed by both managers. For interleague games, interleague time limits must be followed.
2. Each batting team's inning ends on 3 outs or 5 runs, whichever occurs first.
3. Score is only kept to track when 5 runs have been reached each inning. The game score should not be shared with the players. The emphasis is on learning, not winning.
4. Managers should give all players equal playing time and equal time at all positions.
5. Offensive teams will bat their entire roster, including substitutes. If the third out is obtained before the 5 run limit is achieved, the inning is ended and the offensive team resumes the batting order where it left off their next at bat.
6. For the first half of the season, coach pitches maximum 5 pitches, then pull out tee.
7. All remaining games, kid pitches 3 pitches maximum, then coach pitches 3 pitches. If the batter doesn't hit the ball after the 6 pitches then pull out the tee.
8. The pitching mound shall be located 46 feet from home plate. The player pitcher should not be standing closer than 46 feet when the adult pitcher releases the pitch.
9. Pitchers can pitch a maximum of 2 innings per game. An inning is defined as 1 pitch thrown. They must have at least 1 day rest between games and cannot pitch more than 4 innings per week (Sunday through Saturday).
10. Only those batters struck by a pitch from a youth player shall be awarded first base. They do not have to take first base if they want to continue batting. That pitch will not count as one of the 7 pitches per batter. A manager should consider replacing a pitcher that hits at least 3 batters.
11. No throwing the bat. The first time is a warning. The second time, the batter is out.
12. No stealing allowed.
13. Two coaches may be on the field to assist the team when on defense.
14. One base only on an overthrow out of play.
15. Sliding is allowed at 2<sup>nd</sup>, 3<sup>rd</sup> and home. Feet first only.
16. The "softie" baseball should be used.
17. Must only have 1 player per position and no more than 10 defensive players (4 outfielders). The outfielders must be positioned no closer than the edge of the outfield grass.

#### **D. Pee Wee Softball**

1. A game shall consist of 5 innings or 2 hours, whichever occurs first. If there is not another game following, then the time limit may be extended if agreed by both managers. For interleague games, interleague time limits must be followed.
2. Each batting team's inning ends on 3 outs or 5 runs, whichever occurs first.
3. Score is only kept to track when 5 runs have been reached each inning. The game score should not be shared with the players. The emphasis is on learning, not winning.
4. Managers should give all players equal playing time and equal time at all positions.
5. Offensive teams will bat their entire roster, including substitutes. If the third out is obtained before the 5 run limit is achieved, the inning is ended and the offensive team resumes the batting order where it left off their next at bat.
6. Defensively, there should be 9 players on the field--6 in the infield and 3 in the outfield.
7. If the batter does not put the ball in play after 3 swinging strikes or 7 total pitches then they are out. The only exception is that they cannot be out when the last pitch is fouled.
8. The first half of the season, an adult from the batting team will pitch to all the batters. There shall be no coaching to the batter by the adult pitcher.
9. The second half of the season, a player will pitch the first 4 pitches to each opposing batter. If the batter has not struck out after the 4<sup>th</sup> pitch, then an adult pitcher from the batting team pitches no more than 3 additional pitches to the batter.
10. The player pitcher should not be standing closer to the batter than 35 feet when the adult pitcher releases the pitch.
11. When the player pitches to the batter, they may stand closer than the 35-foot distance if they need to in order to help get the ball across the plate. However, they should stand far enough from home plate to be safe and they should not move closer just to gain an advantage on the batter.
12. Only those batters struck by a pitch from a youth player shall be awarded first base. They do not have to take first base if they want to continue batting. That pitch will not count as one of the 7 pitches per batter. A manager should consider replacing a pitcher that hits at least 3 batters.
13. No throwing the bat. The first time is a warning. The second time, the batter is out.
14. No stealing allowed.
15. Two coaches may be on the field to assist the team when on defense.
16. One base only on an overthrow out of play.
17. Play stops when the pitcher has control of the ball in the pitcher's 8-foot radius circle. Runners less than half way to the next base must return to base.

### ***E. Minor Baseball***

1. 5 run limit per inning unless it's a continuation play (i.e. additional runners may score on the same play that the 5<sup>th</sup> run scores). The last inning is unlimited. The home plate umpire at the start of the last inning will inform both teams that it is the last inning. For interleague games, interleague time limits must be followed.
2. No new inning shall start 1 hour 45 minutes after the official start of the game. No game shall exceed the 2-hour time limit if there are games following. If the game is stopped short of an official game (4 innings for Minors), the conclusion of the game will have to be rescheduled.
3. No coaches are allowed on the field for defensive instructional purposes.
4. Managers and coaches may not warm up pitchers (only players may warm up pitchers). Catchers must wear a catcher's mask when warming up pitchers.
5. Offensive teams will bat their entire roster, including substitutes. If the third out is obtained before the 5 run limit is achieved, the inning is ended and the offensive team resumes the batting order where it left off their next at bat.

**F. Minor Softball**

1. No more than 5 runs per inning shall be scored. There shall be no open or unlimited innings.
2. No new inning shall start 1 hour 45 minutes after the official start of the game. No game shall exceed the 2-hour time limit if there are games following. If the game is stopped short of an official game (4 innings for Minors), the conclusion of the game will have to be rescheduled. For interleague games, interleague time limits must be followed.
3. Managers and coaches of record are allowed on the playing field, when their team is on defense, for training purposes only. They shall not physically assist any player in any way. Verbal instruction is allowed. At least one adult manager or coach shall be in the dugout with the players at all times.
4. Managers and coaches may not warm up pitchers (only players may warm up pitchers). Catchers must wear a catcher's mask when warming up pitchers.
5. On passed balls and wild pitches, runners may advance (steal) no more than one base per pitch, unless a play is made on the runner.
6. Runners may not advance from 3rd base to home on a passed ball, wild pitch or throw back to the pitcher **for the first half of the season**. Runner may not steal home even if the defensive team attempts to pick off any of the runners on base. Runners may steal home the second half of the season.
7. Offensive teams will bat their entire roster, including substitutes. If the third out is obtained before the 5 run limit is achieved, the inning is ended and the offensive team resumes the batting order where it left off their next at bat.

### ***G. Major Baseball***

1. No new inning shall start 1 hour 45 minutes after the official start of the game. No game shall exceed the 2-hour time limit if there are games following. If the game is stopped short of an official game (4 innings for Majors), the conclusion of the game will have to be rescheduled. For interleague games, interleague time limits must be followed.
2. The 10 run rule will apply (Rule 4.10(e)).
3. Managers and coaches may not warm up pitchers. Catchers must wear a catcher's mask when warming up pitchers.

### ***H. Major Softball***

1. No new inning shall start 1 hour 45 minutes after the official start of the game. No game shall exceed the 2-hour time limit if there are games following. If the game is stopped short of an official game (4 innings for Majors), the conclusion of the game will have to be rescheduled. For interleague games, interleague time limits must be followed.
2. The 10 run rule will apply (Rule 4.10(e)).
3. Managers and coaches may not warm up pitchers. Catchers must wear a catcher's mask when warming up pitchers.

### ***I. Junior Baseball***

1. No new inning shall start 1 hour 45 minutes after the official start of the game. No game shall exceed the 2-hour time limit if there are games following. If the game is stopped short of an official game (5 innings for Juniors), the conclusion of the game will have to be rescheduled. For interleague games, interleague time limits must be followed.
2. The 10 run rule will apply (Rule 4.10(e)).
3. Managers and coaches may not warm up pitchers. Catchers must wear a catcher's mask when warming up pitchers.

### ***J. Junior Softball***

1. No new inning shall start 1 hour 45 minutes after the official start of the game. No game shall exceed the 2-hour time limit if there are games following. If the game is stopped short of an official game (5 innings for Juniors), the conclusion of the game will have to be rescheduled. For interleague games, interleague time limits must be followed.
2. The 10 run rule will apply (Rule 4.10(e)).
3. Managers and coaches may not warm up pitchers. Catchers must wear a catcher's mask when warming up pitchers.

### ***K. Senior Baseball***

1. No new inning shall start 1 hour 45 minutes after the official start of the game. No game shall exceed the 2-hour time limit if there are games following. If the game is stopped short of an official game (5 innings for Seniors), the conclusion of the game will have to be rescheduled. For interleague games, interleague time limits must be followed.
2. The 10 run rule will apply (Rule 4.10(e)).
3. Managers and coaches may not warm up pitchers. Catchers must wear a catcher's mask when warming up pitchers.

### ***L. Senior Softball***

1. No new inning shall start 1 hour 45 minutes after the official start of the game. No game shall exceed the 2-hour time limit if there are games following. If the game is stopped short of an official game (5 innings for Seniors), the conclusion of the game will have to be rescheduled. For interleague games, interleague time limits must be followed.
2. The 10 run rule will apply (Rule 4.10(e)).
3. Managers and coaches may not warm up pitchers. Catchers must wear a catcher's mask when warming up pitchers.

### ***M. Big League Baseball***

1. No new inning shall start 1 hour 45 minutes after the official start of the game. No game shall exceed the 2-hour time limit if there are games following. If the game is stopped short of an official game (5 innings for Big League), the conclusion of the game will have to be rescheduled. For interleague games, interleague time limits must be followed.
2. The 10 run rule will apply (Rule 4.10(e)).
3. Managers and coaches may not warm up pitchers. Catchers must wear a catcher's mask when warming up pitchers.

***N. Big League Softball***

1. No new inning shall start 1 hour 45 minutes after the official start of the game. No game shall exceed the 2-hour time limit if there are games following. If the game is stopped short of an official game (5 innings for Big League), the conclusion of the game will have to be rescheduled. For interleague games, interleague time limits must be followed.
2. The 10 run rule will apply (Rule 4.10(e)).
3. Managers and coaches may not warm up pitchers. Catchers must wear a catcher's mask when warming up pitchers.

**O. PROTESTS (MINOR, MAJOR, JUNIOR, SENIOR AND BIG LEAGUE)**

1. PROTESTS WILL BE HANDLED ON THE FIELD. If there is a dispute on the ruling, the disputing manager will have an opportunity to locate rules and persuade the umpire to change his/her mind. Managers may then exercise regular protest procedures. THERE ARE NO PROTESTS ALLOWED ON JUDGMENT CALLS. The umpire in chief may confer with the board member on duty to resolve the protest. All reasonable effort must be made to not have a protest on the field. If the manager still persists on a protest the umpire will make sure the protest is noted in the official scorebook. The game will resume until completion. The protest then will be referred to the Protest Committee for review. ONLY MANAGERS CAN PROCLAIM A PROTEST.
2. The Protest Committee will meet in accordance with rule 4.19F in the official rules and regulations and playing rules book.
3. If a member of the Protest Committee is in any way connected with the teams involved then he/she shall be declared ineligible to rule on the protest.
4. The MANAGER/COACHES AND ALL UMPIRES involved in any protest will draft a letter to the League President within 24 hours. The Managers will forward their letter to the President. Letters will include a diagram of exactly what transpired and any necessary comments regarding the situation. Board Member on Duty will notify President and UIC of any impending protests.
5. The League President will inform the Managers and Umpires of the Protest Committee ruling in writing.