

LA PORTE BOYS BASEBALL ASSOCIATION 2009 BY-LAWS and RULES

1.00 ADMINISTRATIVE

PURPOSE

LPBBA is organized and dedicated to install in the youth of this community ideals of good sportsmanship, honesty, loyalty, courage and reverence so that they may be finer, stronger, and happier youth, whom will grow up to be good, healthy adults.

SANCTIONING BODY/ SOVEREIGNTY

LPBBA sanctions itself, in accordance to our By-Laws and / or clear precedence. We are sovereign to LPBBA league playing rule

LEAGUE RULES

The official league rules published by Official Rules of Major League Baseball by Triumph Books, which are superseded by our local league rules (by-laws), shall be binding in the LPBBA leagues.

Metal-cleat shoes will not be permitted in any league.

AGE DETERMINATION

Age determination will be as follows. Players will be grouped by ages Clydesdale 4, Shetland 5, Shetland 6, Pinto 7 & 8, Mustang 9 & 10, Bronco 11 & 12, Pony 13 & 14 and Palimino/Colt 15 & 16. The date used to determine the age will be set by USSSA.

No one is allowed to play up to the next age group.

DAMAGE TO VEHICLES

LPBBA will not be responsible for any damage to vehicles and/or personal property located in the parking lot, inside the gates, or at practice fields due to vandalism, theft, or flying baseballs/ bats. The one exception: Vehicles being used for LPBBA business.

FIELD DUTY

Each team will be responsible for scheduled weekend field duty and all other scheduled field days. Any team not fulfilling their scheduled field duty will have the manager of that team suspended for two (2) games per violation. There will be a sign in sheet with the field duty person or Board member. Anyone failing to sign in will be considered a no show and will result in suspension. Game suspensions will be served on the next two games of the team's schedule. Anyone planning to reschedule due to unforeseen circumstances must notify League Commissioner. NO EXCEPTIONS

Badges

Identification Badges will be issued by LPBBA. Identification Badges shall be worn by approved Coaches and Volunteers in accordance with the procedures mandated by the board of directors.

2.00 REGISTRATION

A registered player is defined as one that has completed their registration form and has their financial responsibilities taken care of. These players will be guaranteed a place on a team. No player will be issued equipment or uniforms until their financial responsibilities are paid in full unless other arrangements have been made through the President or Vice President. All hardships will be subject to approval through the president and/or designee.

Registration will be held in the month of January. The dates of the two Saturdays will be advertised as deemed necessary by the player agents.

Late registration will be held on Wednesday before the first tryout date and conclude at the end of tryouts. Any player registering during this will be charged a \$20.00 late fee.

Registration ends after the close of tryouts. Any player registering after the close of tryouts will be charged a \$30.00 late fee. These players will be placed on a waiting list and placed on a team as openings in their league become available.

Waiting List

Players will be placed on the waiting list in order they signed up. The Player Agents will maintain list and a copy will be given to the President, Vice President and Head Commissioner. Any teams that have openings not consistent with the rest of the league after the draft will have their team name drawn out of a hat to determine which team each player will be placed on. Players being placed on a team from the waiting list will have their financial responsibilities taken care of before they are allowed to participate.

Refund Policy

Refunds will be issued on a case-by-case basis with final decision being made by the President or designee.

3.00 TRYOUTS

The Player Agents and the Commissioner will be responsible for organizing and conducting tryouts for their respective leagues.

There will be two (2) consecutive Saturday tryout periods scheduled after the 2nd Saturday Registration Day. Make-ups for rainouts will be held on a weeknight of the following week.

All player candidates new to the league or returning to the draft will field, throw, bat, and run at the tryout sessions. **Tryouts are mandatory.** Exception: This requirement will be decided by the Head Commissioner and/or League Commissioner & player agent if the player is physically unable to participate in try outs.

4.00 DRAFT

The purpose of this plan is to distribute players as fairly as possible.

The player agents, Head Commissioner and/or designee will interpret any situations not specifically covered by these rules.

PRESIDING

The Player Agents, Head Commissioner, respective League Commissioners, President, Vice-President (and any other assistants to these officials), will preside over the draft. Any exception to this will be at the discretion of the player agents.

ATTENDANCE

Attendance at the draft will consist of only 2 representatives per team. The managers must notify the head commissioner or respective league commissioner if he/she is unable to attend and who will represent their team.

DRAFTING ORDER

The Head Commissioner will oversee the drafting order process. Drafting order will be determined at the draft table. This will signify the start of the draft. No changes in the draft order will be allowed.

ROSTER SIZE

Team roster will be limited to no more than twelve (12) players and no less than 10 Players under no circumstance. At no time shall a team have on its roster more than 8 players of any age group except in single age divisions. Exception: Clydesdale League

RETURNING PLAYERS

Each team will retain previous season players that have registered by the end of the try-outs.

Returning players have the option to re-enter the draft, but must tryout and cannot be frozen to another team unless the parent is the manager of that team. The decision to return to the draft or remain with previous team must be made before the conclusion of the final tryout in their league. Any returning player that tries out will not be allowed to return to the same team (unless they are drafted by that team).

MECHANICS OF THE DRAFT

The drafting order will follow from top to bottom then bottom to top in the same sequence for the remainder of the draft. It will not start over for the younger age group. Player candidates in the older age group will be drafted first until not enough to complete another round, then the younger and older players will be drafted until there is not enough to complete another round, then all remaining players will be placed in a hat with the appropriate amount of blanks and then teams will draw in the same order with the next team in the draft process. All teams will have a second round pick unless you are at or above magic number (see automatic draft selection). **Players that do not try out cannot be traded.**

AUTOMATIC DRAFT SELECTIONS

A manager may exercise their right of automatic draft selection, limited to two, in either the older or younger age group. Teams at or above the magic number (dividing the number of older age players by the number of teams) at the draft may not freeze an older age player unless it is the manager's child.

A freeze of an older player will go in the first available round of that age group, a freeze of a second older player will go into the next available round. A freeze of a younger player will go in the second round of that age group. A freeze of a second younger player will go in the first round of that age group.

Siblings of returning players or siblings coming into the league for the first time must play on the same team unless otherwise stipulated by the parents. A younger sibling will be placed in the ninth (9th) round. In the event of two (2) younger age siblings they will be placed in the ninth (9th) and tenth (10th) round. A older sibling will be placed in the 1st available round. A younger age player coming into a league with an older sibling already in that league can be frozen, but if the older sibling is on another team they will not be placed on the same team as the younger player. (Siblings are defined as living under the same household or legal siblings)

A manager who wishes to freeze a player must have the freeze form filled out completely before the start of the draft. A freeze cannot be traded.

TRADES

All trades will be conducted and finalized at the draft table. Trades will be limited to one player for one player of the same age. Conformation requires the presence of both managers and Player Agent. Absent representatives are not eligible to participate in trades.

ABSENTEE DRAFTING

The Head Commissioner or player agent will determine which board member will draft for a team that has no coaching staff. **No trading will be allowed.**

ROSTER VERIFICATION

On opening day and at the end of the second week of regular season play, managers will supply a current roster to the commissioner of their league. Commissioners will verify the roster, hand over to head commissioner and player agents for final review. Players will be added to any team not having a consistent roster within that league.

PLAYER QUILTS

A player who quits after being drafted or having been placed on their team will not be permitted to play on another team during that current season. This player is not allowed to return to that team the next year. He must go into the draft. Manager must notify commissioner within 24 hours, failure to do so will result in being brought up in front of disciplinary committee. League commissioner will contact parents to find out when player quit.

5.00 GAMES

SCHEDULING

Scheduling of games will be set by league commissioner and approved by the Head Commissioner.

Practice fields will be established after a one-week period commencing the day after draft. Older age teams such as Pony, Bronco and Mustang will have the first rights to fields with backstops. After the first one –week period, each manager will provide their commissioner the location of their practice field. Practice field signups will take place at the draft starting with Pony, then Bronco and Mustang. *****LPBBA fields are not included***.**

SCHEDULED CONFLICTS

Any scheduled conflict with school activities must be submitted in writing with the respective League Commissioners at least 48 hours prior to the ball game in question. Requirements: Manager must submit documentation, consisting of: Players name, School, and activity they are participating in. **Any team capable of fielding eight (8) players must play that game.**

TIME LIMITS

Time Limits for regular season games are as follows:

PONY 110 minutes or 7 innings

BRONCO 100 minutes or 7 innings

MUSTANG 90 minutes or 6 innings

PINTO 75 minutes or 6 innings - see playing rules

SHETLAND 75 minutes or 5 innings - see playing rules

CLYDESDALE 45 minutes or 4 innings - see playing rules

In the event a game is tied at the end of regulation time, (Pinto through Pony), one (1) extra inning will be played (Pinto will play one extra Open Inning). After completing this extra inning, and the game is still tied, the game will be considered a complete game and will be a tie in the standings.

Mercy Rule: Mustang, Bronco, & Pony 15 runs after 3 innings or 10 runs after 4 innings.

No inning shall begin after 10:10pm when there is school the next day; the inning can be finished if 10:10pm is reached in the middle of it. The drop dead time for any game will be 10:30pm. If this occurs the game will pick up right where it left off the next day before any other game.

CALLED OR SUSPENDED GAMES

Any regular scheduled season game called or suspended due to a rain out or school function will be played at the earliest possible date as scheduled by the Head Commissioner.

Games will be considered complete after 4 complete innings or 3.5 innings if home team is ahead.

DUGOUT OCCUPATION

Only the coaching staff consisting of one (1) manager and three (3) coaches with proper ID badges and players are permitted in the dugout/Field. The field scoreboard will designate Home/Visitor team dugouts.

Teams from each game are responsible for cleaning dugouts and trash pick up in their area. Any team not cleaning their area after their game will have the manager of that team suspended for one (1) game.

SCOREKEEPER AND SCOREBOARD OPERATOR

The home team will furnish an official scorekeeper. The visiting team will furnish the scoreboard operator. The scorekeeper will be placed at a location agreed upon by the LPBBA board and it will be relayed to the Umpires Association. Official scorebook will be kept in ink for pitching leagues (Mustang, Bronco and Pony). Official score will be written in ink in all leagues. PENALTY: Team without a representative forfeits game.

MARKING FIELDS

Home Team will be responsible for putting out the bases and marking the dirt portion of the fields prior to the start of the games, and for picking up all of the bases and any league equipment after the last game and return them to the storage area. PENALTY: Managers will be suspended for the next game.

MINIMUM NUMBER OF PLAYERS

Each team will attempt to field nine (9) players. A team may begin and play the game with eight (8) players. Teams not fielding a minimum of eight (8) players within ten (10) minutes of scheduled game time will forfeit that game. Any player arriving before the start of the third (3rd) inning will be inserted at the bottom of the line up and allowed to play.

TIME BETWEEN INNINGS

Each team will be allowed three (3) minutes between innings to get on and off the field in order for play to resume. No inning shall begin with less than three (3) minutes in regulation time remaining. Failure to comply may result in the umpire beginning the balls and strikes count.

COURTESY RUNNER

Courtesy runner for the catcher or pitcher of record at any time will be optional for Mustang, Bronco, and Pony. Courtesy runner will be the player who made the last out; unless the last out is the pitcher or catcher, then the runner will be the previous out. In Pinto this rule only applies to the catcher of record.

COURTESY BATTER FOR AN INJURED BATTER

Allowing courtesy batter for a batter injured while at bat will be allowed, the player who made the last out will assume the injured batter's count and play will continue.

INTENTIONAL WALKS

Managers are allowed to intentionally walk each player, 1 time per game. In Bronco and Pony the pitcher must pitch to the batter. Mustang is allowed to point to batter to first with no pitches counted.

SLIDE RULE

In the judgment of the umpire, if flagrant contact is made, the runner will be out. Ejection is up to the umpire's discretion.

6.00 PLAYING REQUIREMENTS

MINIMUM PLAY RULE

All leagues must substitute players every other inning. Teams will bat the entire roster.

MINIMUM PLAY RULE VIOLATIONS

First Offense - The player(s) involved must start and play double the minimum playing time during the next game.

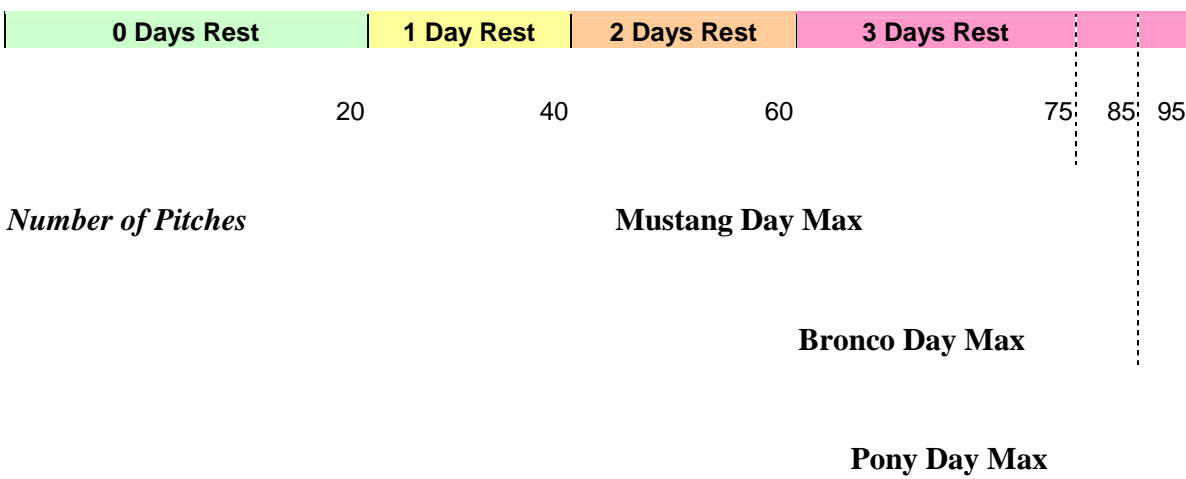
Second Offense – same as previous offense and the manager forfeits the right to manage or coach in their team's next game.

Third Offense – same as previous offense and the manager is "fired" and loses that year of seniority.

ILLEGAL PITCHER

Any manager who uses an illegal pitcher must come before the League Commissioner to discuss the violation. Manager is ejected at that point and ejected from his team's next game. Any subsequent violation constitutes grounds for immediate dismissal.

PITCHING RULES



Pitcher is allowed to exceed maximum pitch count to complete current at bat. Managers or acting managers are responsible for notating reason for exceeding pitch count.

Umpires will keep the official pitch count on all pitchers and have the scorekeeper note the amount of pitches that a pitcher has thrown each inning in the scorebook.

BENCHING FOR DISCIPLINE

Any manager who plans on disciplining a player or has been notified that a parent plans to discipline a player must verbally contact the parent and league commissioner or Board member on duty before the game. This will be noted on the line-up card.

7.00 WRITTEN PROTEST PROCEDURE

A protest will be considered valid only if it is done before the next pitch, play or attempted play. A protest arising on a game-ending play must be filed before leaving the field. All protests will be noted in the scorebook. Protests should be submitted to the protest committee within 72 hours and shall be in legible print or type citing the exact violation or complaint and the specific referenced rule and source.

A filing fee, payable to LPBBA, of \$25.00, will accompany protests. If the protest is upheld, the fee will be refunded.

PROTEST COMMITTEE

The Protest Committee is responsible for the obtaining of all pertinent information regarding the protest and their decision is final.

The Protest Committee will consist of Head Commissioner, Respective League Commissioners, and Player Agent. A minimum of three (3) members of the Protest Committee must be present before a decision can be rendered. Any of the above having direct conflict of interest in any protest must abstain from the ruling.

8.00 MANAGERS AND COACHES

A manager, coach, or assistant coach may be only listed in one league.

Managers/Coaches with a minimum age of 18 by draft date and having been approved by the Board of Directors will be made aware of their responsibility of the LPBBA and players placed in their care. They will be members of LPBBA.

Each manager is responsible for the action of their coaches, assistants, players and spectators, and is expected to immediately correct any actions unbecoming the objectives of LPBBA. If the manager is unable to correct the situation, the umpire has the right to eject whomever they deem necessary.

Any manager, coach or assistant coach, who is removed from a game by the umpire may, upon review by the protest committee, be prohibited, as a minimum, from participating in their team's next game and may at the protest committee's discretion be required to appear before the Board to explain their actions. A second and subsequent removal during a season will result in additional sanctions as the Board deems necessary to correct the situation, including and up to removal as a LPBBA manager, coach, or assistant coach. If the manager, coach, or assistant coach is removed by the board or quits, they will lose that current year's seniority.

All umpires will issue a letter and turn in to the protest committee explaining why a manager, coach, assistant coach or spectator was ejected.

Any manager, coach, or assistant coach denied a coaching position by the Board will not be permitted within the confines of the playing field for the time dismissed. Failures to comply with suspension will double the original suspension.

Each team will be responsible for scheduled weekend field duty and all other scheduled field days. Any team not fulfilling their scheduled field duty will have the manager of that team suspended for two (2) games per violation. There will be a sign in sheet with the field duty person or Board member. Anyone failing to sign in will be considered a no show and will result in the suspension. These game suspensions will be served on the next two games of the team's schedule. NO EXCEPTIONS.

RETURNING STAFF PREROGATIVE

Any respective returning manager, Head Coach, coach, or assistant coach from the previous playing season having been formally recognized by the League Commissioner will have the first chance at coaching staff openings for their last year's team. A maximum of four names will be listed in the league directory for seniority purposes. If a coach's name is not listed in the league directory, they will not automatically get rights to take the team the following season/year.

(Exception: If a coach or manager quits during the season and a replacement is named, the League Commissioner and the Head Commissioner will be informed. If the league recognizes the replacement, they will have the right to the team the following season.)

If a parent wants to manage the team that their child is on and there is no returning coach taking the team, they will get that team, provided they have the seniority to do so.

TEAM DRAWING

If there are more than 1 team with returning players and no manager, all available team names will be placed in a hat and drawn by the perspective managers according to seniority in the league.

9.00 SENIORITY

Managers, coaches, assistant coaches, and board members will accumulate one (1) year of seniority for each year of service for spring and/or fall. No one may accumulate more than one (1) year of seniority per year.

10.00 DETERMINATION OF DIVISION CHAMPIONSHIP

Division champions will be determined by best win/loss record during the regular season.

TIE BREAKING PROCEDURES

When teams have identical overall win/loss records in divisions (American/National) tie-breaking procedures will be as follows:

- A. Best win/loss record in head to head competition
- B. Best win/loss record in their own division.

- C. Fewest runs allowed between the teams involved in the tiebreaker. (I.e. runs allowed in head to head competition)

- D. Most runs scored between teams involved in tiebreaker. (I.e.: run scored in head to head competition)
- E. If tied after the above formula, there will be a one game playoff to determine the team to fill the slot.

11.00 DETERMINATION OF CITY CHAMPIONSHIPS

City championship playoff schedule will be a five (5)-team playoff schedule in leagues that have 9 or less teams and a 7-team playoff schedule in leagues that have 10 up to 14 teams, and a 9-team playoff schedule in leagues with 15 or more teams.

Teams will be seeded by their winning percentages within their age groups. The higher seeded team will have the option of being home or visitor.

Tournament games will be played as followed: Shetland, Pinto and Mustang will play 5 innings; Bronco and Pony will play 6 innings.

12.00 ALLSTAR TEAMS

Each League Commissioner and Head Commissioner will make every effort possible to form an All Star team(s) and will determine the necessary steps taken for the selection of an All Star team(s) and managers. Any situation that arises for the All Star team(s), the commissioners will determine the course of action needed

The names of those selected for the All Star team(s) will be contacted. All leagues will announce the All Star team(s) roster on Closing Day.

If a player or manager quits or is not available to participate in any scheduled event will be ineligible for All Star team selection for the next year. Extenuating circumstances to be determined by league commissioner.

TOURNAMENT TEAMS

Tournament teams are teams that consist of players that are members of LPBBA. Any individual that is a member of LPBBA can form a tournament team. Post-season tournaments entry fees will be paid for by LPBBA as long as the team consists of 100% registered players from LPBBA, if LPBBA is financially able. The President, Vice-President, and Treasurer will determine this.

13.00 LPBBA CONDUCT

LEAGUE MEMBER CONDUCT

Any members of the LPBBA will not badger, abuse (verbally or physically), or otherwise act to demean the judgment, intelligence, or integrity of adult or child at any time while involved with the program. PENALTY: individual to come in front of Discipline Committee: committee will determine punishment.

LEAGUE PLAYER CONDUCT

Any player, in uniform or not, observed by any Board Member that is likely to cause damage or injury to persons or property will be subject to being benched for the next game. This rule also applies to conduct which would damage equipment or uniforms.

ELECTRONIC DEVICES

Usage of electronic device during a game is not permitted.

PENALTY: 1st offense- offender receives warning.

2nd offense- offender is ejected from game

PROHIBITED SUBSTANCES

The use of drugs, alcohol and tobacco in any form will not be permitted inside the gates of the facility. Penalty: 1st offense- warning; 2nd offense-ejection from park.

14.00 CYLDESDALE LEAGUE PLAYING RULES

See attached.

15.00 SHETLAND LEAGUE PLAYING RULES

See attached.

16.00 PINTO LEAGUE PLAYING RULES

See attached.

17.00 FALL BALL

Spring rules apply for all leagues. Any changes will be announced prior to the start of the Fall Ball season.

18.00 SPECIAL EVENTS

LPBBA will protect the holidays by not scheduling games the Friday, Saturday, or Sunday (including Monday if the holiday falls on Monday) of a holiday weekend. Holiday is defined as Easter, Labor Day, Memorial Day and Spring Break. Late games affecting TAKS testing period will not be scheduled.