

Sterling Boys Little League Baseball Development Division

Operations Manual

Addendum to the Bylaws of Sterling Little League Baseball

April 1, 2007

ARTICLE I - STRUCTURE

Section 1. Division Layout

A) Development Division

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|-----------------------|------------------------|
| 1. Rookie League | Approved ages (8,9,10) |
| 2. Coach Pitch League | Approved ages (7,8,9) |
| 3. T-Ball League | Approved ages (5,6,7) |

Section 2. Rookie League Team Names

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|--------------|------------|
| 1. White Sox | 4. Red Sox |
| 2. Astros | 5. Dodgers |
| 3. Pirates | 6. Braves |

Section 3. Coach Pitch League Team Names

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|------------|------------|
| 1. Giants | 4. Cubs |
| 2. Orioles | 5. Yankees |
| 3. Tigers | 6. Reds |

Section 4. T-Ball League Team Names

- | | |
|--------------|------------|
| 1. Indians | 4. Rangers |
| 2. Mets | 5. Royals |
| 3. Cardinals | 6. Cubs |

Section 5. Managing and Coaching Structure

- A) The Development Vice President in conjunction with the Major League managers from the "Organization" division plus other officers shall recruit the following candidates for membership in Sterling Little League Baseball.
1. Assistant Player Agent
 2. Rookie League Managers
 3. Coach Pitch League Managers
 4. T-Ball League Managers

The Development Vice President shall appoint candidates for these positions, subject to approval by the Board of Directors:

- B) Each Development division manager shall recruit a coaching staff and submit a list of candidates to the Development Vice President for appointment. All coaching staff candidates are subject to approval by the Board of Directors:

ARTICLE II - DUTIES

Section 1. Development Vice President

- A) Perform the duties of the Senior Vice President, in absence of Senior Vice President.
- B) Act as operating office for the Sterling Boys Little League Development Division.
- C) Recruit Assistant Player Agent
- D) Recruit Rookie league, Coach Pitch league and T-Ball league, Managers
- E) Preside over meetings for Development Division
- F) Represent the League as a board member of Sterling Youth Baseball Inc.
- G) Conduct league registration in conjunction with Sterling Youth Baseball
- H) Perform duties as outlined in the Sterling Boys Little League Development Division operations manual, which is an addendum to these By-Laws.

Section 2. Assistant Player Agent

- A) Report to and assist Player Agent with all duties required to accurately maintain roster information for Sterling Boys Little League.
- B) Assist Development Vice President with annual organization of the Development division as outlined in this addendum.

Section 3. Rookie League Manager

- A) Responsible for educating players in the fundamentals of baseball and the rules of good sportsmanship.
- B) Recruit Rookie league coaching staff and send list to the Development Vice President for appointment.
- C) Responsible for all uniforms and equipment issued to team and its subsequent return to the League equipment manager at the conclusion of the season.
- D) Responsible for team conduct including players, coaches and parents.
- E) Must keep accurate scorebook records including all pitching records, as mandated by playing rules in the Official Little League Regulations and Rules Handbook.
- F) Must keep accurate team player roster and report all roster changes to the Assistant Player Agent in writing.
- G) Must collect all properly completed registration forms and team registration fees and all other fees required by the Board of Directors.
- H) Responsible for verifying opposing manager's scorebook including signoff of pitching records after every game. Record shall include pitcher name and innings pitched.

Section 4. Coach Pitch League Manager

- A) Responsible for educating team members in the fundamentals of baseball and the rules of good sportsmanship.
- B) Responsible for all uniforms and equipment issued and its subsequent return to the League Equipment manager at the conclusion of the season.
- C) Responsible for team conduct including players, coaches and parents.
- D) Must collect all properly completed registration forms and team registration fees and all other fees required by the Board of Directors.
- E) Must keep accurate team player roster and report all roster changes to the Assistant Player Agent in writing.
- I) Must keep accurate scorebook records as mandated by playing rules in the Official Little League Regulations and Rules Handbook.

Section 5. T-Ball League Manager

- A) Responsible for educating team members in the fundamentals of baseball and the rules of good sportsmanship.
- B) Responsible for all uniforms and equipment issued and its subsequent return to the League Equipment manager at the conclusion of the season.
- C) Responsible for team conduct including players, coaches and parents.
- D) Must collect all properly completed registration forms and team registration fees and all other fees required by the Board of Directors.
- E) Must keep accurate team player roster and report all roster changes to the Assistant Player Agent in writing.

Section 6. Other Coaches

- A) Responsible for educating team members in the fundamentals of baseball and the rules of good sportsmanship.
- B) Responsible to assist the team manager.
- C) Responsible for team conduct including players, coaches and parents.

ARTICLE III - PLAYER POOL

Section 1. Development Division Player Pool

All Little League players registering for the “Coach Pitch league” or “T-Ball league” who return properly completed registration forms become a member of the Development Division player pool. All players registering for the “Rookie league” who return a properly completed registration form become a member of the Development Division player pool. All players sent by the “Organizational” division to the Development Division become a member of the Development Division player pool.

Members of the Development Division player pool shall be assigned to teams using one of the following Methods:

- A) “Draft Method”, Assignment using a modified “drafts” method.
- B) “Direct Method”, Assignment made by the Assistant Player Agent.

Section 2. Standard Assignment Procedure

- A) To accommodate player assignment after rosters have been established and when otherwise necessary, players shall be assigned to a roster using the following criteria:
 - 1) Team with lowest roster total
 - 2) Player age (replace lost player with player of equal age group)
 - 3) Player Agent discretion
 - 4) Assistant Player Agent discretion
- B) The Player Agent handles player assignment for the Organization division. The Assistant Player Agent handles player assignment for the Development division, with oversight and guidance from the Player Agent.
- C) Development division teams may not refuse player assignment.

Section 3. Late Registrant

A player candidate, who submits a properly completed registration form after the official sign-up period and prior to June 3rd.

- A) Late Registrant, League age 5 through 9 will be placed on a T-Ball, Coach Pitch or Rookie league roster for the remainder of the current season. The Assistant Player Agent shall collaborate with the parents and determine the level of play most appropriate for the Late Registrant. Consideration shall be given to talent level and parental request however all eligibility guidelines contained in the Sterling Little League By-Laws must be followed before placing the Late Registrant.
- B) Late Registrant cannot be accepted after June 3rd.

ARTICLE IV - ROSTER DEVELOPMENT

Section 1. Roster Guidelines

- A) After completion of the “Organizational” draft, un-drafted players shall be sent to the Development Division player pool for assignment at the Rookie league level.
- B) Rookie League Rosters should be filled first, Coach Pitch rosters filled second and T-Ball rosters filled last.
- C) The Development Vice President and Assistant Player Agent shall determine the total number of eligible players available for assignment and use the roster guidelines contained in this section to determine the number of teams required at each level of play. In addition, they must calculate the roster size of each team.
- D) All players in the Development Division player pool who are League age 10 must be placed on a Rookie league roster, they are not eligible to play at the Coach Pitch level.
- E) All players in the Development Division player pool who are league age 9 may be assigned to play in the Coach Pitch league or the Rookie league. Placement should be based on talent level.
- F) All players in the Development Division player pool who are league age 8 may be assigned to play in the Coach Pitch league or the Rookie league. Placement should be based on talent level.
- G) Players league age 8 may only participate at the T-Ball level by request and with special permission by the Development League Vice President. Each request shall be evaluated individually.
- H) When necessary for safety or proper player development, a player league age 8 who has registered for Rookie league play may be re-assigned to the Coach Pitch program. The Assistant Player Agent and Rookie league manager should discuss the individual facts and consult the parents before making the change.
- I) The Development Vice President and Assistant Player Agent must collaborate and choose between one of two player assignment opportunities for each league.
 - 1. Assignment method
 - 2. Draft method

Calculating Team Requirements and Roster Size

Roster Size Guidelines:

<u>Total Players</u>	<u>Each Roster</u>
66	11
69	3(12) + 3(11)
72	12 <u>Ideal</u> (Supports 6 Teams)
75	3(13) + 3(12)
78	13

More than 80 players consider adding another team.

Section 2. Assignment Method

- A) The Assistant Player Agent shall assign players to each roster using school attendance centers and home address as basic guidelines for player assignment. Whenever possible consideration should be given to the process of grouping players from neighborhoods together to promote ride sharing and easier practice opportunities.
- B) After establishing the number of teams required and recruitment of appropriate coaching staffs the Assistant Player Agent shall deliver a roster to each manager.

Section 3. Draft Method

Guidelines for the draft method of player placement shall be as follows:

1. Player selection draft should be conducted by round. The Assistant Player Agent shall conduct a draw annually to determine draft order.
2. No trades allowed
3. No tryouts allowed
4. The Manager and 1st coach may protect sons by placing them on the draft tally sheet beginning with the first round selection, continuing with the next available draft selection until all sons are recorded.
5. Brothers must be placed on the same team utilizing succeeding draft picks unless the League receives a parental request asking for separate teams.
6. Assistant Player Agent may elect to modify a team roster to accommodate special parental requests.
7. The Development Vice President shall rule on all roster conflicts and this ruling shall be binding.

ARTICLE V - ROSTER REGULATIONS

Section 1. Rookie League, Coach Pitch League and T-Ball Roster Regulations

- A) For reason of illness, injury, vacation, etc., if a Rookie League team cannot field more than 9 players, a temporary replacement player from the Coach Pitch level may be used as a substitute. All player participation rules must be observed. The parents must grant permission. A temporary replacement player from the Coach Pitch level may participate in a maximum of 3 Rookie league games in a season. One inning constitutes one game.
- B) Players from the T-Ball level are not allowed to substitute at the Coach Pitch level.

ARTICLE VI – GROUND RULES

Section 1. Ground Rules for all Levels

Diamonds 1 and 2

- A) Area within the Dugout is considered “out of play”. All other area within the confines of the fenced-in field of play shall be considered “in play” area.
- B) If a thrown or fairly batted baseball enters “out of play” area the ball is dead. Runners advance one base past last base occupied at the time of the hit or throw.
- C) All coaches must remain inside the dugout when the ball is in play, except when occupying a coaching box on the field of play.
- D) On-deck batters must remain in the on-deck area provided, until their time at bat.
- E) Balls lodging in the fence are not out of play until a player signals the umpire. If a defensive player touches the ball while lodged in the fence and before the umpire has called timeout, the ball remains live and in-play.
- F) Foul balls should be returned to the first base dugout for subsequent return to the umpire crew at the first dead ball opportunity.
- G) The HOME team manager shall retrieve two game balls from the concession-stand operator prior to the start of each game. At the conclusion of the game the home team managers shall issue a ball to each team.

Diamonds 3, 4, 5, 6

Follow all Ground Rules used for Diamonds 1 and 2 in section 4 parts A-F. In addition to these Ground Rules the out of play boundary line for diamonds 3,4,5,6 shall be the backstop line “extended”.

ARTICLE VII – PLAYING RULES

Section 1. Rookie League Playing Rules

- A) The Rookie league shall observe the playing rules as outlined in the official Little League Regulations and Rules Handbook and the Sterling Little League By-Laws.
- B) A continuous batting order will be used for the entire season.
- C) Free substitutions on defense will be used for the entire season. Managers and Coaches must follow all Little League pitching regulations as stated in the Little League handbook.
- D) The Ten Run Rule, (as stated in the Little League Handbook) has been adopted by Sterling Little League and is mandatory.
- E) **Rookie League games shall start at 6:00 p.m. All play must end by 8:10 p.m. regardless of score or game status. Games stopped by the time limit are official and may not be resumed.** When games are played on diamonds 1 or 2 the official time clock is kept by the Concession operator. When games are played on diamonds 3,4,5, 6 both managers shall agreed on the official timekeeper before the games starts.
- F) Coaches may occupy one or both coaching boxes on the field of play provided an approved Coach supervises the bench.
- G) A team that cannot field nine players may, without penalty, start the game with eight players. A team that cannot field eight players by official game time must forfeit that game by a score of 6-0. The game will not be re-scheduled. If a team starts the game with eight players and additional players arrive, each player must assume the last position in the lineup.
- H) A player may be removed from the batting order for reasons of illness, injury or absence, without penalty to the team. A player once removed from the batting order may return to the batting order in the same batting order position listed at the start of the game.
- I) In cases where a team player is not available to warm up the pitcher, a manager or coach may do so. Pitchers are limited to the number of warm up pitches that can be completed within 2 minutes from the third out in the previous half inning.
- J) Manager must verify all players are in compliance with current Little League safety rules and regulations.
- K) Maximum runs per inning for the team at bat is: 4 runs per inning.
- L) Stealing bases is allowed.

Section 2. Coach Pitch League - Playing Rules

- M) The Coach Pitch league shall observe the playing rules as outlined in the official Little League Regulations and Rules Handbook and the Sterling Little League By-Laws.
- N) A continuous batting order will be used for the entire season.
- O) Free substitutions on defense will be used for the entire season
- P) Players may not pitch. This is an adult pitch or machine pitch league. The manager or coach shall pitch to his\her team when at bat or operate an approved pitching machine when provided.
- Q) The half inning is over when any one of three conditions are met:
 - 1. 3 outs have been recorded by the defense.
 - 2. 4 runs scored by the team at bat.
 - 3. The team at bat completes one turn through the batting order plus one batter.
- R) **Coach Pitch League games shall start at 6:00 p.m. All play must end by 8:10 p.m. regardless of score or game status. Games stopped by the time limit are official and may not be resumed.** When games are played on diamonds 1 or 2 the official time clock is kept by the Concession operator. When games are played on diamonds 3,4,5, 6 both managers shall agreed on the official timekeeper before the games starts.
- S) Coaches may occupy one or both coaching boxes on the field of play provided an approved Coach supervises the bench.
- T) A team that cannot field nine players may, without penalty, start the game with eight players. A team that cannot field eight players by official game time must forfeit that game by a score of 6-0. The game will not be re-scheduled. If a team starts the game with eight players and additional players arrive, each player must assume the last position in the lineup.
- U) A player may be removed from the batting order for reasons of illness, injury or absence, without penalty to the team. A player once removed from the batting order may return to the batting order in the same batting order position listed at the start of the game.
- V) Manager must verify all players are in compliance with current Little League safety rules and regulations.
- W) Maximum runs per inning for the team at bat is: 4 runs.
- X) Stealing after a pitched ball is not allowed during the pitch or the return throw by the catcher. Stealing is allowed on a thrown ball by a fielder and a throw by the catcher to any base or fielder other than the pitcher.

Section 3. T-Ball League Playing Rules

- A) The T-Ball league shall observe the playing rules as outlined in the official Little League Regulations and Rules Handbook and the By-Laws of Sterling Little League Baseball
- B) A continuous batting order will be used for the entire season.
- C) Free substitutions on defense will be used for the entire season.
- D) Pitching is not allowed. ***This is a T-Ball league only; All hitting will be from the T.***
- E) **T-Ball league games shall start at 6:00 p.m. All play must end by 8:00 p.m. regardless of game status. Games stopped by the time limit are official and may not be resumed.** When games are played on diamonds 1 or 2 the official time clock is kept by the Concession operator. When games are played on diamonds 3,4,5, 6 both managers shall agreed on the official timekeeper before the games starts.
- F) Coaches may occupy one or both coaching boxes on the field of play provided an approved Coach supervises the bench.
- G) A team that cannot field nine players may, without penalty start the game. Forfeits are not allowed. Postponed games due to weather will not be re-scheduled. If a team starts the game with fewer than nine players and additional players arrive, each player must assume the last position in the batting order.
- H) A player may be removed from the batting order for reasons of illness, injury or absence, without penalty to the team. A player once removed from the batting order may return to the batting order in the same batting order position listed at the start of the game.
- I) Manager must verify all players are in compliance with current Little League safety rules and regulations.
- J) Batters may advance as far as the defense allows until the play ends when:
 - a. One or multiple outs are recorded on the same or continuous play.
 - b. A batted ball to the outfield is returned to the pitcher.
- K) The half inning is over when any one of two conditions are met:
 - a. 3 outs are recorded by the defense
 - b. The team at bat completes one turn through the batting order.
- L) Stealing is not allowed once a play ends as defined in part J.