

**WASHOE LITTLE LEAGUE
BYLAWS & LOCAL RULES
2017**

The Bylaws & Local Rules (the “Bylaws”) of Washoe Little League shall serve as a supplement to the Washoe Little League Constitution (the “Constitution”) as follows:

I.

Effective Date

The Bylaws must be approved each year by the Board of Directors (the “Board”) following the election of the Board. The Board may amend the Bylaws from time to time.

II.

Members

Membership in Washoe Little League (the “League”) may be obtained in accordance with the Constitution.

III.

Board of Directors and Standing Committees

A. **Board Positions And Description of Duties:** In addition to those positions required by the Constitution to serve as the Executive Board (President, Vice President, Secretary, Treasurer, Past President, Safety Officer, Player Agent, Information Officer, Umpire In Chief), the Board may consist, but is not required to consist, of the following additional officers, who must be elected by the Board and pass the required background safety check in order to serve:

1. **Assistant Treasurer.** Assists the Treasurer, coordinates snack bar financial duties including making of snack bar deposits, and maintenance of snack bar opening cash.
2. **Assistant Player Agent** – Assists the Player Agent.
3. **Coaching Coordinator** - The coaching coordinator shall represent coaches/managers in the League; Present a coach/manager training budget to the board; Implement a league-wide training program; Order and distribute training materials to players, coaches and managers; Coordinate mini-clinics as necessary; and shall serve as the contact person for Little League and its manager-coach education program for the league.
4. **Equipment Manager** - Responsible for maintaining inventories of all equipment, orders new equipment, repairs old equipment, issued team equipment and collects all equipment.

5. **Uniform Manager** - Responsible for maintaining inventories of all uniforms, orders new uniforms, sets up sales of apparel, issues uniforms, and collects uniforms at the end of season.
6. **Fall Ball Director(s)** - One to two Fall Ball Directors will be responsible for coordinating sign ups, scheduling, and team selection for Fall Ball; coordinates with Player Agent and Safety Officer regarding safety issues and player placement; maintains rosters of fall ball teams for distribution to Player Agent.
7. **Field Manager and Assistants** - Spring season responsibilities include field set up and sign handling; and repair all field problems. Fall season responsibilities include the winterizing of the fields. May have several assistants including but not limited to Tee Ball Field Manager, Batting Cage Manager, Shed Managers or other individuals to assist with field matters. Assistants may be Board Members if elected, or simply field committee members if not elected to the Board.
8. **Fund Raising Chairman and Assistants** - Coordinates and plans all League Fundraising. The Fund Raising Chairman may also have several assistants including a golf tournament director, advertising sign director, and any other assistants needed for fund raising activities. Assistants may be Board Members if elected, or simply fundraising committee members if not elected to the Board.
9. **League Division Representatives.**
 - a. Upper Division Rep. Communicates to all managers in Majors, AAA and AA divisions upcoming events/rules/policies, keeps division standings, tracks pitchers and missing players, ensures scorebooks are being kept and helps resolve problems.
 - b. Lower Division Rep. – Communicates to all managers in A, Rookie and Tee Ball divisions all upcoming events/rules/policies and help resolve problems.
10. **Past President** - The past president shall automatically serve as an ex-officio (non-voting) board member to assist the President with the transfer of presidential duties. However, in the event that the past president is also elected to the Board of Directors, then this position shall be a voting position (and a member of the Executive Committee as set forth under the League's Constitution).
11. **Scheduler** - Scheduling all division practices/games, checks with schools for field trip conflicts with League schedules. Schedules all additional practice and make up games.

12. **Snack Bar Directors and Committee** - There shall be at least one, but possibly two positions in the snack bar to coordinate the operations of the snack bar, procuring the product, coordinating snack bar help, auditing money count, inventorying of product, and working with the local health department to ensure league compliance with local regulations. The Snack Bar Director(s), with approval of the President, may also form a snack bar committee to assist with operations. Such committee members will not be Board positions unless so elected to the Board pursuant to the League's Constitution.
13. **Special Events Coordinator** - Coordinates opening day schedule, singer, pictures, raffle prizes/drawing; color guard. Coordinates Golf Tournament. Coordinates events with the local community such as UNR day, Reno Aces Day, or other special events for the League players. Helps coordinate Inter League Tournament and Renegades/Hooligans Tournament (as applicable). Sub committees can be formed for any or all of these tasks.
14. **Volunteer Coordinator**. Communicates with the parent representative for each team on upcoming events to ensure information gets out to all players/parents. Assists other officers in coordinating volunteers for various events such as Opening Day, Tryouts, or other league events.
15. **Policies and Procedures Director**. Responsible for documenting policies and procedures as requested by Board. The person who is elected to this position should have an adequate knowledge of League rules and regulations. This person is responsible for ensuring documents are up to date, accurate and in conformance with applicable requirements.

B. Standing Committees:

1. **Executive Committee**. The Executive Committee (otherwise known as E-Board or E-Committee) shall consist of the following nine (9) officers: President, Past President, Vice President, Secretary, Treasurer, Player Agent, Safety Officer, and Umpire in Chief, and Information Officer. The Executive Board shall be charged with conducting the day-to-day operations of the League between Board Meetings and may also assume any and all Board responsibilities that the full board delegates to the Executive Committee.
2. **Protest Committee**. The Protest Committee shall consist of the following: The members of the Executive Committee and the League Representative from the division of play in which the protest has been lodged. However, any member of the Protest Committee that is a Manager or Coach at the division of play in which the protest is lodged, or who have children playing on one or both of the teams in which the protest has been lodged, must

recues himself or herself from sitting on the Protest Committee until the matter at issue has been resolved. In the event that there are less than five (5) remaining members of the Protest Committee, the President shall appoint additional Board Members to sit on the Protest Committee to insure a total of five (5) members at all times.

3. **Discipline Committee.** The Discipline Committee shall consist of the following: The members of the Executive Committee and the League Representative(s) from the division of play in which the Manager, Coach or Player that is subject to disciplinary proceedings participates. However, any member of the Discipline Committee that is a Manager or Coach at the division of play in which the discipline action is being considered, or whose children are involved in the action that is subject to discipline must recues himself or herself from sitting on the Discipline Committee until the matter at issue has been resolved. In the event that there are less than five (5) remaining members of the Discipline Committee, the President shall appoint additional Board Members to sit on the Protest Committee to insure a total of five (5) members at all times.
4. **Rescheduling Committee.** The Rescheduling Committee shall consist of the President, Vice President, Player Agent, Umpire in Chief, and Scheduler; and shall be permitted to make all decisions regarding whether to continue regulation games suspended for time or weather, including tie games; or whether to deem the suspended game final.
5. **New Members Committee.** The New Members Committee shall consist of the Vice President, volunteer coordinator, secretary, and policies & procedures officer. It shall be the responsibility of the New Members Committee to identify board duties or responsibilities that are needed and help At Large members fill those roles. In the post season the committee shall be responsible for helping At Large members from the post season who are interested in a Board of Directors position find a role which they may fill. It shall also be the responsibility of the New Members Committee to identify board positions that do not exist or are unfilled and propose them at the annual meeting of the members.
6. **Other Committees.** The President and/or the Board may form additional committees at any time.

IV. Managers and Coaches

- A. **Manager/Coaches Per Team.** Each team in the League shall have one (1) manager, and up to two (2) coaches. The manager and coaches for each team shall be subject to the selection criteria in paragraph B. below. The manager and the two (2) coaches shall be known as the “Rostered Coaches.”

B. **Selection of Manager.** The selection of manager for each team shall be completed in accordance with Article I (b) of the Green Book, or such successor provision. No person may serve as a manager of a League team unless such person has received (1) the nomination of the President, and (2) the vote of the Board.

1. **Application Procedure.** Prior to the beginning of each season, the President shall request persons interested in seeking a position as a manager to submit an application. The President shall prepare an application form and make the same available to any interested applicant. No person may be considered for a managerial position that has not completed a manager's application and submitted the same to the President.

2. **Selection of Managers and Team Assignments.** The President may provide copies of completed and received managerial applications to the Board, and may (but shall not be required) to hold interviews for manager applicants. If interviews are held, the Executive Committee shall conduct the interviews, but the President may invite the Board (or may hold such interviews at a regular Board meeting). Upon completion of the interview and application process, the President shall schedule a meeting of the Board to vote on the appointment of managers for each respective division, and to assign such managers to applicable teams.

a. **Selection of Managers.** The Board shall vote for managers for each respective division, in writing, in a closed vote format, and those applicants receiving the highest number of board member votes (and constituting a Vote of the Board) shall be selected to fill managerial positions in each applicable division. For example, if there are 9 Major teams, the 9 applicants with the highest number of board votes (which votes must qualify as a Vote of the Board) shall be deemed as selected and confirmed by the Board to manage in the applicable season. The President shall initially refrain from voting during the Vote of the Board unless the President's vote is necessary to constitute a quorum. Following the calculation of the Vote of the Board, the President shall vote, resulting in either (1) confirmation of any one or more of the Board's individual managerial selections, or (2) denial of any one or more of the Board's managerial selections. In the event that the Board vote results in a tie, the vote shall be recast until the tie is broken.

If either the Board or the President denies an applicant, such applicant is not eligible to serve as a manager in the applicable division during the new season. The applicant with the next highest number of board votes (meeting the Vote of the Board standard) shall be thereafter added to the Board approved managerial applicants, and the same process set forth above shall be applied. This shall continue until all

managerial positions have been filled. In the event that there is a shortage of managerial applicants due to a denial of an applicant by the Board or President, the President may reopen the time for additional applicants to apply for the unfilled managerial positions. However, the Board may still proceed in the interim to assign those managers who have been confirmed pursuant to the above process to teams without waiting for additional applicant confirmations.

- b. **Assignment of Selected Managers to Teams.** After the managers have been selected by the Board and President, the managers will be assigned to the respective divisional teams by the following:

Manager Assignment to Team:
Upper Division - AA, AAA, Majors

Manager selection for upper division will be made by draft lottery, in reverse. The manager, who by lottery selection, draws the last draft pick, will have the 1st team selection, and so on in reverse order from last to first, until all managers have selected a team.

Lower Division - T-Ball, Rookie, A

Manager selection for lower division will also be made by lottery selection. At the board vote for each division, each nominated manager's name will be drawn at random, which will create the selection order for that division. The first manager drawn, will have the first team selection; of the designated teams available for that season, and proceed onward until each team is assigned.

3. **Selection Criteria.** In considering the managerial and coaching applicants, there are many factors that determine whether or not a person will be successful as a manager/coach. The following factors are designed as a guideline to be utilized in considering the selection of managers and coaches:
 - a. Coaching experience in the League.
 - b. Coaching experience in other leagues or youth sport organizations
 - c. Knowledge, skill, and experience in baseball.
 - d. Involvement in the League, the Community, and other youth sport organizations as a volunteer, board member, officer, or other official.
 - e. Other factors such as sportsmanship, personality, temperament, and ability to work with children.
 - f. Ability to pass safety background check in accordance with Little League International requirements.
 - g. Consideration of Parent/Player Reviews (if applicable).

- C. **Selection of Coaches to Assist Manager.** In accordance with and subject to Board policy, each Manager requests approval of up to two (2) coaches to be rostered on the team with the Manager. The Board and President must confirm each coach, and no person may serve as a rostered coach without such approval. Each rostered coach must pass a safety background check in accordance with Little League International requirements.
- D. **Additional Volunteer/Assistant Coaches.** The League acknowledges that it is often useful and necessary for the benefit of teams to have additional volunteers serving as assistant coaches at the Tee Ball, Rookie, and A Ball divisions. Accordingly, at the Tee ball, Rookie and A Ball Divisions, the League will permit additional volunteers/assistant coaches to be on the field (or in dugout) during game time so long as such volunteer/assistant coach has not been otherwise prohibited from participation by the Board or President. All such additional volunteers or unofficial assistant coaches must pass a safety background check in accordance with Little League International requirements. And, at any time, the Board and/or President may refuse to permit such volunteers or unofficial assistant coaches from participation without need to provide reason.

V.

Spring Registration, Tryouts & Team Determinations

- A. **Registration & Number of Teams.** The Player Agent shall schedule registration between December and early February for the spring season, in the Player Agent's discretion. The Player Agent will determine the anticipated number of players and the anticipated number of teams needed at each division for the upcoming season. Prior to tryouts, the Player Agent will determine if additional teams need to be added or eliminated in various divisions. The Player Agent will report this information to the Board. Additions/deletion of teams at all divisions shall be made at the discretion of the Player Agent.
- B. **Tryouts Required For Draft Eligibility.** All player candidates, league age 8 through 12, must try out and will be considered for drafting based on the criteria set forth hereafter to Major, AAA, or AA Ball Team. All player candidates league age 7 who desire to be eligible for the AA draft (by League waiver only), must also attend tryouts. This ensures that each Manager has an equal opportunity to determine the players' skills. In the event a player is prevented from attending one of the tryouts through no fault of the player, parent or guardian, the Player Agent will determine if the player is qualified to play despite absence at the tryouts, and may refer the final determination to the Executive Committee or full Board if time permits prior to draft. Attendance at tryouts does not insure placement in any division.
- C. **Tryouts for each age division shall be consistent.** The specifics of the tryout shall be decided by the Player Agent and Board prior to the date of tryouts, and

shall be carried out by the Player Agent. The tryouts shall generally consist of fielding, batting, throwing, and running drills in competition with players having the same league age.

- D. **Make-Up Tryouts.** Time permitting, the Board may, but shall not be required, to offer a make-up tryout time for those player candidates that are not able to make their appointed tryout time. However, such make-up tryouts may be cancelled at any time and without notice, and should not be relied upon at the risk of the player candidate. If cancelled for any reason, the Player Agent may proceed with the Draft as scheduled without rescheduling of such make-up tryouts.
- E. **Missed Tryouts.** A child who does not attend tryouts shall be randomly assigned to a team via drawing of names from a hat, or other suitable randomization, at the immediate end of the draft with managers and coaches present if they so desire. Drawing shall be conducted by the Player Agent. Players shall only be assigned to an age appropriate division via random draw; players desiring a waiver must attend tryouts to qualify for a division outside of their normal allowable age.
- F. **Tryout Committee.** The tryouts shall be conducted under the direction of the Player Agent who may form a committee of additional volunteers to assist with the tryouts.
- G. **Distribution of Player Information.** The Player Agent shall hold a Manager's Meeting prior to the tryouts to distribute tryout numbers of each player, and to reveal prior play experience of the player candidates as known to the Player Agent. For the privacy of the player and player's family, the address and phone number of each player shall not be distributed until completion of the Draft, and at that time, such distribution shall only be made to the player's Manager, and Executive Board Members.

VI. The Draft

A. The Major Draft

1. **Time & Place.** The Major draft shall be conducted on the day or evening of the last tryout day, or as soon thereafter as is practicable. The Player Agent shall determine the exact time and place of the Major draft. Only players who are league age 9 (by League Waiver Only), 10, 11, or 12 who have attended tryouts shall be eligible for the Major draft.
2. **Applicable Procedures.** The Major draft will be conducted in accordance with Option B of the White Book, as supplemented by these rules.
3. **Options.** Option eligibility shall be determined by the Player Agent, in accordance with the requirements of Little League Operating Manual

("White Book") and any modifications thereto under a memorandum of option procedures, if any, maintained by the Player Agent (as approved by the Board).

4. **Chair of Draft Proceedings.** The Player Agent (or the designee of the Player Agent) shall conduct the draft as the chair, and the draft may not proceed without the same. The Player Agent may designate the President, Vice President, Assistant Player Agent, or other member of the Board as the designee(s).
5. **Draft Order.** Draft order shall be determined by lot prior to draft.
6. **Age Restrictions.** All league age 12 player candidates must be drafted to Majors unless prior approval has been obtained from the District 1 Administrator to allow other placement. Player candidate's league age 9, who has played one spring season in AAA, may petition pursuant to the procedure below for a special waiver to tryout out for Majors so long as the player played one spring season of AAA Ball. Such petitions must be submitted to the Executive Committee prior to the full Board's February Board meeting, and must be heard by the Executive Committee. The Executive Committee shall consider the Petition and make recommendation to the Board to accept or deny the Petition. However, the full board shall not rehear the Petition and shall vote either to accept or deny the Executive Committee recommendation. The Executive Committee shall be under no obligation to grant such requested waivers, and may condition approval of such Petitions as deemed appropriate, including but not limited to safety approval at or prior to tryouts. At the start of the draft, the Player Agent shall set the minimum number of league age 12 year olds that each team must have to equalize 12 year olds on each team. If there is an uneven number, the teams shall draw lots prior to the draft to determine who will have the extra 12 year olds. Major teams may have no more than one (1) player that is under league age 11 per team, but this may be increased to no more than two (2) at the time of the draft by the Player Agent if there is sufficient need for additional players.

B. The Minor Division Draft ("AA" and "AAA").

1. **Time & Place.** The Minor Division draft shall be conducted on the day or evening of the last tryout day, or as soon thereafter as is practicable, but not prior to the Major draft. The Player Agent shall determine the exact time and place of the Minor Division drafts. The Board recommends that the AAA and AA drafts be held at separate times that are sufficient to allow the Player Agent to properly advise the Minor Division Managers regarding those players drafted to Major, and to advise the AA Minor Division Managers regarding those players drafted to AAA.

2. **Age Restrictions.**

- a. **AAA Age Restrictions:** AAA shall consist of those children league ages 9-11 (and 12 by exception only), who tryout (or are officially excused from the tryout pursuant to article IV above), which are not playing at the Major level and that are drafted to the AAA level. Player candidate's league age 8, who has played one spring season in AA, may petition pursuant to the procedure below for a special waiver to tryout out for AAA so long as the player played one spring season of AA Ball. Such petitions must be submitted to the Executive Committee prior to the full Board's February Board meeting, and must be heard by the Executive Committee. The Executive Committee shall consider the Petition and make recommendation to the Board to accept or deny the Petition. However, the full board shall not rehear the Petition and shall vote either to accept or deny the Executive Committee recommendation. The Executive Committee shall be under no obligation to grant such requested waivers, and may condition approval of such Petitions as deemed appropriate, including but not limited to safety approval at or prior to tryouts. Manager Applicants whose player candidate is granted an age waiver do not qualify to Manage in AAA. However, an exception can be made if there are insufficient Managers for AAA teams. The Player Agent may restrict the number of players per team by age, with priority for children by age in descending order so that the teams have similar numbers of aged players.
 - b. **AA Age Restrictions.** AA is designed to permit player candidates league age 9-10 who is not drafted to AAA the opportunity to experience live pitching, and compete in an environment similar to that of AAA. Players who are league age 9 and above, and who tryout, shall be eligible for the AA draft. Children league age 8 may also tryout for AA. However, priority for AA positions shall be given to all league age 9-10 players with appropriate AA skills over league age 8 players, and additional teams shall not be added to AA to accommodate additional league age 8 year old players absent safety concerns. Player candidate's league age 7, who has played one spring season in A, may petition the Executive Committee for a special waiver to tryout out for AA. The waiver procedure is the same as set forth for league age 8 candidates in subparagraph a. above and Managerial restrictions also apply. AA teams shall have no more than two (2) players that are league age 8 or younger per team, unless the Player Agent determines prior to the draft that there are more spaces available for league age 8 or younger players per team in which case such additions or further restrictions shall be imposed at time of draft.
3. **Applicable Procedures.** The Minor Division drafts will be conducted in accordance with the provisions of the Little League Operating Manual ("White Book"), as supplemented by these rules. AAA team managers will

draft teams for each AAA, and AA team Managers will draft teams for AA. The same committee that conducts the Major draft or their designee(s) shall conduct the AAA and AA league draft.

4. **Draft Order.** Draft order shall be determined by lot prior to draft
5. **Sibling Options Mandatory.** Excepting safety restrictions, AAA & AA team managers should ensure that siblings are chosen for the same team if so desired by the player candidates at issue, absent safety concerns.
6. **Options & Draft Placement.** Option eligibility shall be determined by the Player Agent, in accordance with the requirements of Little League and a memorandum of option procedures, if any, maintained by the Player Agent.

- C. **Selection of All Other Teams (A Ball, Rookie and Tee Ball)** The selection of all other non-Major and non-Minor teams, which shall include A-Ball, Rookie and Tee Ball, shall be completed by the Player Agent. Requests for players to be placed on specific teams shall be made only by the Managers and must be submitted, in writing, by the Managers to the Player Agent at the time and in the manner specified by the Player Agent. A-Ball shall consist primarily of those children league ages 7-9, with priority given to those players league age 8 and 9. Children league age 6 may seek a waiver to play A-Ball subject to the waiver criteria for 8 yr. olds in AAA set forth in subparagraph B.2.a. above. The Player Agent may restrict the number of players per team by age, with priority for children by age in descending order so that the teams have similar numbers of aged players. Player's league age 7 or younger must have one year of Rookie division play before playing A Ball (excepting decision by Safety Officer that the player would put players in the lower divisions at risk due to the player's exceptional skill).

VII. Safety

The League strives to implement and impose rules and guidelines for all Managers, Coaches, Parents, and Players to prevent and reduce baseball related accidents. All Board, Managers, Coaches, Parents, and Players are requested to report all hazardous conditions to the Safety Officer or another Board member immediately.

Play on fields that are unsafe, or with unsafe equipment should be discouraged at all times. All players must be fully equipped at all times, especially catchers and batters. Managers, Coaches, Parents and Players should check equipment on a regular basis. Broken or unsafe equipment belonging to the League should be reported to the equipment manager who will replace it immediately.

Each Board member, manager, coach or other league volunteer that will have contact with players must complete a "Little League Volunteer Application" form.

For safety requirements, a protective cup shall be required for all male players in A Ball, Minor and Major Divisions. Failure to wear a protective cup may be grounds for disqualification of player unless and until corrected. This rule is in effect regardless of player position.

The League has adopted a Concussion Prevention, Treatment and Management Policy. Pursuant to Nevada State Law AB 455, the Nevada State Legislature enacted AB 455 which requires youth sports organizations to adopt a policy concerning the prevention and treatment of injuries to the head which may occur during a youth's participation in competitive sports, including, without limitation, a concussion of the brain.

All players/parents MUST sign and return to the league Safety Officer a copy of the policy, which will be kept by the league for that season. NO player may participate in, try-outs; team practices, or games, without first completing and returning the concussion document. These documents will be made available through the league Player Agent at multiple functions. Managers/coaches are responsible for ensuring that all of their roostered players have completed and returned this document.

Washoe Little League Policy Regarding Air Quality:

When there are obvious or continual air quality issues such as wild fires, the Washoe Little League Board will monitor the air quality throughout the day. We will make a determination by 4:00 PM whether or not to close fields / cancel games and practices. As a guideline, the Board will use the web-site airnow.gov. If the air quality index is at 100 or below at 4:00 p.m. for the 89511 zip code, we will consider allowing the games to proceed. A league-wide email will be sent to families and coaches, we will update the home page of our website and our Facebook page. If the AQI is at the acceptable range at 4 PM and conditions worsen after that time, it is up to coaches and umpires to make a **game-time** decision.

(The Umpire in Chief HAS FINAL CALL AT GAME TIME IF AIR QUALITY WORSENS IN THE EVENING HOURS)The initial decision on the games at 4 p.m. will be the sole discretion of the league safety officer. In the absence of the safety officer, the chain of command for the decision proceeds as follows:

- President
- Vice President
- Player Agent
- Information Officer

It is this league's position that any child is excused from play without repercussion from the players' manager/coach if the players' parent feels that the air quality is unfit for their child to compete.

VIII. Opening Day

Opening day ceremonies start off the spring season. Brief introductions of the teams, board members and "congratulations to the all-star teams" will take place. Each Tee Ball, Rookie and A division teams will play a 50 minute game. AA, AAA and Major division will play a regular season game (subject to available number of teams). The goal is to have a game for every team on opening day, however when there are odd teams or more teams than available field time some teams will not be able to play as determined by the scheduler.

IX. Snack Bar

The snack bar shall be operated in order to raise funds for the league and all efforts will be taken to attempt to operate the snack bar through volunteer help. The volunteer coordinator will prepare a schedule assigning snack bar duty to each team and providing such schedule to the team parents and/or managers if no team parent is assigned. Each team will be responsible for filling their snack bar time with volunteers. League parents may satisfy their minimum three (3) hour volunteer requirements through completing three (3) hours of snack bar duty. The responsible team will supply 3 adult helpers or 2 adults and 1 child over 16 years old (or as approved by the Executive Board) to volunteer as a worker in the snack bar. If the team cannot supply the 3 volunteers, then the manager/ coaches must work in the snack bar during the scheduled time. Except as may otherwise be determined by the Discipline Committee, failure to do so results in a forfeit of that teams next regularly scheduled game. All snack bar volunteers are subject to approval of the Snack Bar Director, who has the right to prohibit any person from working in the Snack Bar.

X. Officer of the Day

Every scheduled game day during the Spring season will have at least one Board member at the park to help resolve all problems, which Board member as the Officer of the Day. The master schedule will be post on inside of snack bar window and will be done by the Vice-President. Duties include:

1. Ensure both early and late games start and end on time
2. Ensure scoring center staffed as required
3. Help with crowd/fan control
4. Help resolve any problems on the fields or in the stands
5. Ensure all safety rules are followed on and off the fields
6. Be the league Ambassador
7. Ensure park is locked up correctly after last game (based put away, sheds locked).
8. Ensure snack bar is staffed correctly

XI. Field Maintenance

- A. **Field Set Up.** Home team is responsible for field prep. Coaches and field prep personnel MUST return all tools back to the storage shed and close the shed door prior to game time. **CHAULKING OF FIELDS TO BE DONE FOR AA DIVISIONS AND ABOVE ONLY.**
- B. **Field Tear Down.** At the end of the game, the Visiting team is responsible to breakdown the field.
1. Remove bases, return each base to its' post in the storage shed. Do not leave bases on the shed floor.
 2. Managers are to verify that all tools make it back to the storage bin. Close the shed door and lock it. Do not leave the shed un-locked.
 3. Garbage Cans in Dugouts emptied/New Liners put in.
- C. **Dug Out & Stands Clean Up.** Managers are responsible for the condition of their respective side of the field before vacating. The dugout and stands are to be swept out and cleared of all trash and equipment. Full trash containers are to be emptied into the dumpsters. Brooms and trash bags are located in the storage shed.
- D. **Park Clean Up.** Upon the completion of a game it is the responsibility of the team on each side to clean up their own stands. The teams who play the final game each day shall be responsible for emptying the trash can near their bleachers to the dumpster and replacing the liner and sweeping any debris from the concrete near their stands.
- Disciplinary actions as set forth in the Manager Code of Conduct will be enforced for tasks noted as incomplete by the Officer of the Day.
- E. **Lights.** The Officer of the Day shall be responsible for turning off the lights. Turn off field lights and score board following game. If playing on field 1, leave lights on until all other games have ended. Field 1 lights have a 15-minute delay when shut off allowing a lighted exit from the fields.

XII. Umpires

Umpire in Chief, subject to President, will schedule umpires, handle all training and coordination of umpires. It is the goal of the Board for Major games and AAA games to have at least two umpires, and for AA games to have at least one umpire. No umpires will be assigned to A Ball, Rookie or Tee ball games.

XIII. Conduct

The League expects all players, managers and coaches to act appropriately at all times, and to exhibit the highest level of sportsmanship. The following rules of conduct shall be in effect at all times:

- A. **Throwing Equipment Prohibited.** No player, coach or manager is to throw equipment (except the baseball) to the ground, across the field, or in the air. Violators may be ejected from the game at the decision of the Head Umpire.
- B. **Good Sportsmanship Mandated.** All managers, coaches and parents will demonstrate good sportsmanship and set a good example for the players at all times. The use of foul or abusive language by anyone in the complex should not, and will not, be tolerated.
- C. **Manager's Responsible for Team.** Managers are responsible for the conduct of their coaches, players, parents and fans.
- D. **No Alcohol or Smoking.** No alcoholic beverages are allowed on the field at any time. Managers and coaches should not use alcohol before any game or practice. Managers or coaches who drink before any game or practice will be subject to disciplinary action by the Board. No smoking of items such as (but not limited to) cigarettes, marijuana, e-cigarettes, or other tobacco products while in stands or on playing field or in any dugout. Smoking will only be permitted in designated areas which will be a minimum of 40 feet from any spectator stands, dugouts, or pitching warm up areas.
- E. **No Physical or Verbal Intimidation Permitted.** No physical or verbal intimidation of any individual is acceptable.
- F. **General Park Restrictions.** No animals, bikes, motorcycles, mopeds, scooters, fireworks, skateboard allowed in park.
- G. **No Unapproved Advertising or Merchandise.** No placing of any advertisements, flyers or writing on snack bar walls without written approval from Board. No merchandise may be sold within the park other than that approved by the Board of Directors.
- H. **No Vandalism.** No writing on snack bar or restroom walls. Violators will pay for all repairs and be removed from park.
- I. **Suggested Action In Event of Problem Parent/Spectator.** It is the recommendation of the Board, but not the requirement, that if a parent or fan voices strong or persistent displeasure with an umpire's decision or loudly criticizes any player, manager, or coach, that the umpire/officer of the day should take the following action which is designed to promote peaceful resolution of the conflict.
 - 1. The umpire may warn the manager of the team on which the offending fan/parent's child is a participant, and provide the manager with the opportunity to request the person to refrain from such objectionable conduct.

2. If such acts are flagrant or repeated, the Umpire may advise the Officer of the Day who will then oversee requesting the fan or parent to leave the park peacefully.
3. If the parent or fan refuses to comply with the Officer of the Day's request, then the umpire may temporarily suspend play for a time or for the duration of the game, and/or forfeit the game against the team with the unruly parent/fan.
4. If the parent/fan refuses to cooperate or comply with the requests to leave the park, the Officer of the Day shall then contact local authorities (police, sheriff, or other county park officials) to thereafter oversee the matter.

Upon report of any problem parent or fans to the President, the President shall review the matter with the Executive Committee, and if the action is deemed to be inappropriate, the President shall issue a warning letter to the parent or fan, advising that any continued inappropriate conduct will result in suspension from such parent or fan's attendance at League events. However, nothing in these provisions shall be intended to restrict or deny the Disciplinary Committee's ability to impose suspensions, expulsions, or forfeitures in excess of that set forth herein.

- J. **Disciplined Manager or Coach.** Any manager or coach who is ejected from a game shall serve a minimum one (1) game mandatory suspension, which shall be served at the next consecutive regularly scheduled games. In addition, the Disciplinary Committee may, regardless of ejection, take disciplinary action, in regard to any conduct of a manager or coach deemed inappropriate. Further, the Disciplinary Committee may impose additional requirements beyond the Green Book depending on the severity of the situation including suspension for the remainder of the season and from Managing or Coaching in post season. Nothing in these provisions shall be intended to restrict or deny the Disciplinary Committee's ability to impose additional suspensions, expulsions, or forfeitures in excess of that set forth herein.

XIV. Game Time Constraints

- A. **Tee Ball Division (including Tee Ball, Rookie and A Ball).**

1. **Tee Ball.** Tee Ball games shall be played for a minimum of two full innings and a maximum of four full innings, but not to exceed one hour and fifteen minutes (1:15). The league expects that Tee Ball games will range between forty-five minutes (0:45) and one hour and fifteen minutes (1:15). Managers are to use their judgment in ascertaining the attention span of their team and to play no longer than the attention span of their team in an effort to retain the spirit and excitement of the game for the players of

these age groups.

2. **Rookie.** Rookie games shall be played for a minimum of three full innings and a maximum of six innings (no extra innings permitted); and not to exceed one hour and thirty minutes (1:30) regardless of where the game is within that time limit and regardless of whether there is a game scheduled after the Rookie game in progress.
3. **A Ball.** Ball games shall be played for a minimum of four full innings and a maximum of six full innings (no extra innings permitted), and not to exceed one hour and thirty minutes (1:30) regardless of where the game is within that time limit. However, if there is no game following the A Ball game in progress, the time limit is expanded to two hours (2:00), at which time the game must cease regardless of where the game is within the inning in progress.

B. Minor Division Games (AA and AAA).

1. **AA Games.** These rules recognize that AA games are generally the first or early game on a weeknight and are scheduled throughout the day during the weekend. Occasionally, based on scheduling limitations a AA game may be scheduled as a late game. These rules are designed to maintain a single standard for all AA games without regard to whether there is a game following the AA game in progress. AA games shall be played for a minimum of four innings in order to effectuate a completed game, and subject to the following. No new inning may start after one hour and forty minutes (1:40) but the inning may be completed until a maximum time limit of two hours (2:00) regardless of whether another team is scheduled to follow the AA game in progress. In the event of an incomplete inning due to the time limits, the game shall be reviewed by the Rescheduling Committee who will, in its sole discretion, determine to (1) continue the game on another date in order to complete the inning; or (2) allow the score to stand and deem the game final.
2. **AAA Games.** AAA games are generally the second or late game on a weeknight and are scheduled throughout the day during the weekend.
 - a. **Early Night Game or Early Weekend Games.** AAA games scheduled as an early or first night game, or scheduled during any game other than the last game of a weekend, shall be played for a minimum of four innings, and a time limit of no new inning after one hour and fifty minutes (1:50). The inning, once started, shall be completed. In the event the last inning under the time limits ends in a tie, the game shall be suspended, and will thereafter be reviewed by the Rescheduling Committee who will, in its sole discretion, determine to (1) continue the game at a later date in order to break the tie or (2) allow the score to stand and deem the game final.

- b. **Late Game.** Any AAA game that is the last game of the day (including weekends and weeknights) shall be limited on time based on the Green Book curfew in effect from time to time. (For 2010, the curfew is 10:00pm).
- C. **Major Games.** Major games shall be scheduled in a manner to allow such games to be completed without reference to time restrictions and shall be limited on time solely in accord with the curfew set forth under the Green Book.
- D. **Overall Game Time Guidelines.** Notwithstanding the above, Umpires/ officer of the day must pursue strict interpretation of the time limits to the extent possible with the first scheduled game of weeknights starting at the scheduled time. Umpires shall actively encourage managers to operate games efficiently in order to complete plan, and to avoid time limitation issues. It must be recognized that weather, or other circumstances can impact the start times and field conditions, and that some flexibility may be appropriate. Accordingly, the President and UIC are granted the authority to modify time limitations (excepting Green Book curfews) for any division on a case-by- case basis in order to address exigent circumstances.

XV. Local Game Rules

Games shall proceed under the Green Book rules, as supplemented in accordance with these Bylaws. All teams shall be dissolved at the end of each season

- A. **Major Division.**
 - 1. **Number of Games.** The goal of the regular season schedule shall consist of sufficient games to allow for each Majors team to play every other Majors team twice. However, when this is not possible each team will be scheduled for the same amount of games, with a minimum of 12 games. Additional games, including a third round of games, can be scheduled depending on available time.
 - 2. **Official Scorekeeper.** The Board, through the Umpire in Chief, may appoint an official independent scorekeeper for each game who is responsible for each game, and who shall be responsible for reporting the official books and stats as requested by the Umpire In Chief. In the event that an independent scorekeeper is not available, then the home team shall be responsible for providing an official scorekeeper. Each team shall be required to provide at least one official scorekeeper for the season that will attend scorekeeper training. Official score keepers may not be a Manager or Coach on the field. The official scorekeeper shall maintain pitch count. Visiting team may audit, through the plate umpire, the official scorekeeper's pitch count. However, the official book may not be altered by another other than the plate umpire, (Umpire in Chief). The number of pitches pitched by each pitcher per inning must be clearly documented at the bottom of the page in the official score

- book for that game along with the number of total pitches thrown by each pitcher for the game. Home team manager will email game results including the score, who pitched, # of pitches, league age of pitcher, and players missing the game to the Division Representative within 24 hours of the end of the game. All Major Managers, President, League Information Officer, and Umpire in Chief should be copied on the email. Failure to comply with this rule may result in a one (1) game suspension of offending Manager in discretion of Discipline Committee. The Official Scorekeeper shall sit at the backstop and not in the stands, to insure that the plate umpire has immediate access. The visiting team's scorekeeper may sit at backstop, but it is not mandatory.
3. **Batting Cages:** Home team gets the cages for 30 minutes starting 1 hour and 30 minutes prior to game time. Visiting teams get the cages for 30 minutes starting 1 hour prior to game times. Teams playing on fields 1 and 2 get the two upper cages, and teams playing on fields 3 and 4 get the two lower cages.
 4. **Run (Mercy) Rule; 4.10** The ten run rule set forth under the Green Book shall be in effect during the regular season. 6.05 - A batter is out when – Shall be in effect for the regular season and during end of season tournament play. (Majors only)
 - a. A third strike is legally caught by the catcher;
 - b. A third strike is not caught by the catcher when first base is occupied before two are out. Minor League and Tee Ball: A third strike is caught or not caught by the catcher. Option: A local league may elect to apply the Minor League and Tee Ball Rule for the Little League (Major Division) for the regular season.
 5. **Minimum Play Violations.** Minimum play violations will be taken seriously and Managers are cautioned to develop strategies to avoid violations, even in the case of a suspended game or game ending early for any reason. In the event that a Player does not meet minimum play for any reason, the following provisions shall be imposed on the offending team:
 - a. **Minimum Play Make Up.** Any player that does not meet minimum play in a game (referenced as game #1 hereafter), regardless of the reason (excepting only injury or player leaving early through no action of the Manager), must start the next scheduled game (referenced as game #2 hereafter), and must meet (1) the minimum play missed from game #1, and (2) the minimum play necessary for game #2 before such play may be substituted out of game #2. This provision is applicable regardless of any finding of managerial misconduct and is intended to comply with applicable Green Book rules.
 - b. **Review of Manager's Conduct.** In the event that any player fails to

meet minimum play, the President and UIC shall conduct an initial review of the same. If the President and UIC unanimously agree that the circumstance was due to circumstances outside of the Manager's control, then the matter shall be dismissed without further review. However, the Minimum Play Make Up rules shall be enforced as set forth above. Under any other circumstance, the matter shall be referred to the Disciplinary Committee for further review. If the Disciplinary Committee determines that the Manager was at fault for failure to meet minimum play, the following discipline shall be imposed:

- i. **First offense:** If the manager was at fault, but the action was through unintentional oversight, a minimum of a written warning shall be issued to the Manager. Examples of this situation are generally found in the lower divisions (such as AA in the early weeks where managers are learning substitutions; or in circumstances where the manager relies on incorrect information from the umpire or score book regarding play time completed or required). Nothing in this section shall restrict the Disciplinary Committee from imposing additional discipline including suspension(s) and removal of manager.
 - ii. **Second offense:** The manager will be suspended from the next scheduled game and shall be prohibited from appointment as a manager or coach to a post-season team. Nothing in this section shall restrict the Disciplinary Committee from imposing additional discipline including additional suspension(s) and removal of manager.
 - iii. **Third offense:** The Manager will be suspended for the remainder of the season.
- c. **Limitation On Disciplinary Committee's Discretion:** In accordance with Green Book, a Manager's failure to meet minimum play shall not be excused in cases where the home team wins in the top of the 6th inning and therefore does not bat in the bottom on the 6th inning. Further, failure to meet minimum play is inexcusable where a game ends in 10 runs without any effort to make substitutions. Such actions are deemed contrary to the code of sportsmanship for the League and shall be considered violations of the minimum play rule.
- d. **Late Players.** In accordance with Green Book Rules, if a player shows up to a game late, the Manager has no obligation to play such late player. However, once such player is entered into the game, minimum play must be met. Accordingly, Manager's must consider this rule in making a decision as to whether or not to play late players.

6. **Pitch Counts/Substitutions.** Failure to comply with pitch count restrictions (or player substitution rules such as Pitchers/Catchers) limitations will result in the Manager being suspended from the next regularly scheduled game and the player shall be required to meet not only the minimum days of rest based upon the number of pitches thrown, but also the minimum days of rest that were missed. Note: This restriction applies to the Manager regardless of whether he/she was the one making that decision at the game in question. Notwithstanding the foregoing, the President and UIC may unanimously agree to issue a written warning in lieu of a suspension for a first offense if the Manager's failure to comply with pitch counts restrictions was both (1) entirely inadvertent; and (2) did not exceed the limit by more than 2 pitches.

7. **Permanently Replacing Players.**

- a. **Initial Determination.** When a team has a player that for any reason misses three (3) consecutive games or practices, the Manager must notify the Player Agent immediately. Upon notice, the Player Agent shall contact the player's parent to determine the reason for the absence. If the player has quit, moved, or will not be able to return for the balance of the season, the Player Agent will immediately notify the Executive Committee to approve a release of the player, and advise the Manager that a new player will need to be selected. If the issue involves an injury, the Player Agent will consult with the Executive Committee to determine whether the player should be replaced permanently or if the player should be given additional time to recover before replacement
- b. **Replacement of Major Players.** If it is determined that the player needs to be replaced on the roster, with assistance from the Player Agent, the Manager must replace that player within 3 days of the date that determination is made. The Player Agent shall provide the Major Manager with a list of eligible players from which to select. The replacement player shall be selected from AAA team roster from those players that tried out for Majors. The Major Manager may not consult with the player candidates regarding the opening on his team, and may not consult with the parents of the player candidate. Once selected, the Major Manager will advise the Player Agent, who will then contact the player candidate's parent(s) to obtain consent to the proposed move. To the extent possible, replacements should be made from the same age group as the player being replaced. If no players are willing to voluntarily accept the move to Majors, then players who did not try out for Majors can be asked to fill the opening. If no players are willing to fill the opening, then the Executive Committee will direct a mandatory replacement. This process will be followed for each opening during the season. Throughout this process an AAA team manager shall not be part of the decision of what AAA player is to move up to the Major opening. Violators are subject to disciplinary action by the

Board.

- c. **Failure to Advise Player Agent.** If a Major Manager fails to inform the Player Agent about a loss of a player within 24 hours of the 3rd consecutively missed game or practice by that player, or upon immediately upon such manager's notification by the player or player's parents that the player will not return for more than 3 consecutive games, the manager will be suspended one (1) game
for each of the games the team plays past the first 3 games or practices that the player missed.

B. **AAA Game Rules.** Unless otherwise stated below, the AAA game rules will be the same as Major Game Rules.

1. **Purpose:** The purpose of the AAA Division is a minor division designed to provide an instructional but competitive baseball program for the players who are not selected or are not eligible for the Major Division level. The concept of AAA Division is to offer a training program to youngsters moving up through the Little League program or who look forward to the opportunity to be selected on a Major Team in the future. It provides the basic training in fundamentals and an active arena for competition among youngsters of relatively equal skills and comparable stage of development.
2. **Number of Games.** The goal of the regular season schedule shall consist of sufficient games to allow for each AAA team to play every other AAA team twice. However, when this is not possible each team will be scheduled for the same amount of games, with a minimum of 12 games. Additional games, can be scheduled based on available time.

. A tournament will be held at the end of the season for all AAA teams.
3. **Replacing Players** - In the event an AAA team loses a player, the Player Agent will replace the player in the Player Agent's sole discretion. However, the Player Agent can elect to involve the AAA Manager in the selection process.

4. **Offensive Play.**

- a. **Consecutive Batting Order.** The batting order shall consist of all players present and must be maintained throughout the game.
- b. **"5 Run Rule"**. Each half inning, excepting the 6th or final inning, shall end upon the earlier of (1) three defensive outs; (2) five runs scoring; or (3) the offensive team batting through the entire line up. Any runs scoring after the 5th Run will not be scored. However, the scorekeeper may award the batter with the appropriate batting statistics for the hit even if all of the runs brought in do not officially

count. The 6th or “final” inning as it is so declared by the plate umpire, shall be open. However, if the 6th or “final” inning results in a tie, all successive innings shall be limited by the 5 Run Rule in accordance with Green Book rules.

- c. **Late Players.** If any player arrives at the field late, that player shall be placed on the bottom of the team roster. For purposes of this rule, a player shall be added to the roster when he is physically present at the playing field, ready to play, and the opposing manager has been notified of his presence.

5. **Pitching Rules:**

- a. No 12-year old may pitch per Green Book.
- b. Pitching shall be per Green Book, except the first round of Official games in which the maximum pitches per day is 50.

6. **Defensive Play.**

- a. The defensive team shall consist of 10 players on the field, with the tenth player being a fourth outfielder.
- b. Each player shall play defensively for a minimum of three (3) innings.

- 7. **Skills Games.** The purpose and intent of the skills games are to allow for the continued development and acquired ability of fundamental baseball skills for the substitute players. All regular season rules will apply, including any pitch count and run rules subject to the following changes. Skills games will not count in league standings. Skills games will have a two-hour drop-dead time limit regardless of the status of the game. Managers are reminded that the purpose of the skills games is to develop the substitute player. The Board of Directors desires to leave the decision regarding placement of players at specific positions, pitching selection, infield and outfield positioning, and batting order to the Managers. However, Managers who are found to disregard the spirit and intention of the skills games will be subject to discipline, including suspension from one or more regular season games in the discretion of the Discipline Committee. Managers are encouraged, but are not required, to implement the following:

- a. Batting order reversed from regular session order.
- b. Pitching different player each inning, and giving players who do not generally pitch the opportunity if they so desire.
- c. Asking players where they would like to play and allowing them the

opportunity to do so.

- d. Allowing substitute players to play the entire game.
 - e. Allowing outfielders to move to infield positions.
8. **Practice Game.** Practice Games are generally games prior to the start of the regular season, and are designed to allow the Managers, coaches, umpires, and players to prepare for the beginning of the regular season games. Practice games are not required to follow the Skills Games rules as the focus need not be placed on the substitute player, and regular season rules shall apply. However, an individual Manager may elect to use continuous batting order regardless of what the opposing Manager does during practice games.

C. **AA Game Rules.** Unless otherwise stated below, the AA game rules will be the same as the AAA Game Rules.

- 1. **Purpose:** The purpose of the AA Division is a minor division designed to provide an instructional but competitive baseball program for the players who are not selected or are not eligible for the AAA Division level. The concept of AA Division is to offer a training program to youngsters moving up through the Little League program or who look forward to the opportunity to be selected on an AAA Team in the future. It provides the basic training in fundamentals and an active arena for competition among youngsters of relatively equal skills and comparable stage of development.
- 2. **Number of Games.** The goal of the regular season schedule shall consist of sufficient games to allow for each AA team to play every other AA team twice. However, when this is not possible each team will be scheduled for the same amount of games, with a minimum of 12 games. Additional games, can be scheduled based on available time
- 3. **Dead Ball.** The play will be declared dead once pitcher catches the ball on the Mound dirt.
- 4. **Pitcher.** No 11-year old may pitch. Pitchers are limited to 40 pitches per game for entire regular season and must comply with rest requirements as set forth in the Green Book. Upon entering the playoffs, all pitchers will be subject to pitch counts in accordance with the Green book of Little League International.
- 5. **5 Run Rule.** The 5 run rule shall apply as stated under AAA rules, excepting that the run rule shall apply in ALL innings, and no inning shall be open.

XVI.

TEE BALL DIVISON GAME RULES

(A Ball, Rookie & Tee Ball)

- A. **A Ball Game Rules** Unless otherwise stated below, the A Ball is a division within the category of the Tee Ball Division using (1) no machines; (2) coach pitch; and (3) no scoreboards. A hardball shall be used. The game rules will be the same as AA Game Rules excepting the following:

1. **Non-Competitive.** Scoreboards are not turned on in A Ball and standings are not maintained. Managers should be developing the entire team in multiple positions, and without regard to score concerns or win/loss records. **Purpose:** The A Ball Division serves as a part of the League's Tee Ball Division, and is the third transition within the division from Tee ball and Rookie. The A Ball program is a learning experience with ample opportunity to practice all the fundamentals of the sport: batting, throwing, fielding, running, and sportsmanship in a team structure and players are encouraged to play all positions; and a means to transition off of the pitching machine to live pitching by coaches. The overall concept of the A Ball Division is to have fun through total participation in a safe and congenial environment under the supervision of competent and concerned adults.

2. **Miscellaneous Rules.**

- a. Managers and coaches may accompany their teams onto the field for instructional purposes during suspension of play. This is to help the players to learn the basics of the game and prepare them for Minor Division baseball in future years.
- b. Due to the limited number of available umpires, managers, coaches, or a parent will umpire games. The offensive coach who pitches shall function as the main umpire during the game, unless a parent or coach wishes to act as umpire.
- c. In the first inning, both teams shall bat through their entire team. Thereafter, there shall be a five (5) run rule (subject to 3 outs) in all innings thereafter.
- d. The Officer of the Day shall serve as the "official start clock" for the game. However, if the Officer of the Day is not present or unavailable at the start of the game to announce the start time, the home manager's watch shall be the "official" clock of the game, and the home manager shall announce the start time for the game at the commencement thereof.

3. **Offensive Play.**

- a. The batting order shall consist of all players present, regardless of the number, and must be maintained throughout the game. Late players will be added to the lineup at the end of the batting order.
- b. Bunting is not permitted and batters are not permitted to take a half swing. Base runners are not allowed to steal bases.
- c. If a batter unintentionally throws the bat, the Manager of the offending player shall take reasonable action, including warning the offending player or temporarily taking the offending player out of the game, in an effort to teach the player the importance of safety. If the batter intentionally throws the bat, the glove, or any other piece of equipment in anger or in an unsportsmanlike manner, the Manager of the offending player is encouraged to immediately take the offending player out of the game and to prohibit such conduct. If the Manager of the offending player fails to take appropriate action, the opposing team's Manager should report the incident to the Umpire in Chief or League President for further investigations.
- d. Once a ball is put into play by a batter the play shall continue until the ball is returned to the pitcher (as long as such pitcher is within a reasonable distance from the mound area, at which time play is stopped).
- e. One base per over throw per hit.
- f. Players shall not be permitted to steal any base.
- g. Each batter will receive five (5) hit-able pitches (not to exceed 3 strikes if the batter swings), as determined by the offensive coach or umpire. A hit-able pitch is a pitch that the batter swings at (regardless of where it would have crossed the plate) or that is in the strike zone and called a strike by the Umpire. Any pitch not swung at by the batter and not within the strike zone shall be declared a NO PITCH. Coach Pitching is designed to be at a speed and range to allow the batter to be successful. Coaches should pitch from an area in front of the dirt area of the mound or in a location safe for the pitching coach to protect himself in the case of a hit. Pitching speed may and should vary with the skill of the players, again designed not to be consistent within a game, but rather to provide an opportunity for the player to be successful.

- h. Managers shall have a different batting order each game so that the same players do not bat at the top or bottom of the order in each game.

4. **Defensive Play.**

- a. Teams will field a normal infield with the balance of all players in the outfield. (Nobody on the bench; but Outfield in their proper places, and not lined up on the dirt in infield.
- b. Coaches shall provide the pitching and the offensive coach will pitch to his own players. The pitching coach may give instructions while on the field, but not while a play is in progress. Managers/coaches shall “NOT” be permitted to assist the catcher. The purpose is to teach proper catching skills.
- c. In a six-inning game, and except where insufficient players are present, players should spend no more than 3 innings in the infield. While playing an infield position, players should not play the same position for those 3 innings (i.e., no player should play the position of pitcher or 1st Base for 3 innings). An exception may need to be made in the event that no additional players have sufficient protective gear to play the position of catcher. Managers are to encourage the players to come prepared and experience playing in various positions.

5. **Make-Up Games.** Since there is no League standings or scoreboards in A Ball. Accordingly, incomplete or cancelled games will not be rescheduled.

B. Rookie Game Rules

1. **Purpose:** The purpose of the Rookie Division is to provide training and instruction for player’s league age 6 and league age 7 players that have completed one season of Tee Ball and that have obtained fundamental skills and are playing at the level above Tee Ball Division. Rookie is a transitional division where players are introduced to coach pitching, using Tee Balls (soft training balls). Players are still permitted to use the batting T if unsuccessful at the coach pitched methods, which will ensure every player hits each time at bat. There is no emphasis on scoring or win/loss records. There should be ample opportunity to practice all the fundamentals of the sport: batting, throwing, fielding, running and sportsmanship. The overall concept of the Rookie program is to provide progressive instructional play above the Tee Ball level developing player skills for play at A Division. Coaches are encouraged to be in the field to assist the players.

2. Miscellaneous Rules

- a. **Run Rule:** In the first and fourth innings, both teams will hit through their complete batting order regardless of the number of outs. Base runners will remain on base after the third out and be in play until the side is retired. The 2nd and 3rd innings will in accordance with the 5 Run Rule (as defined above under AA rules). The 4th inning will end after a team has batted through their entire order. If allotted time permits extra innings and both team managers agree play can be extended with the 5 Run Rule remaining applicable.
- b. **At bats:** Each player will have 5 attempts to hit soft training balls pitched by the coach.). After three strikes or 5 hittable pitches that were deemed to be within the strike zone or any combination of strikes or hit-able pitches as determined by the coach, the batting tee will be used. Each player is to hit each time at bat either off the coach pit or off the Tee.
- c. **Defense:** teams will field a normal infield with one first, second, third baseman, shortstop, pitcher, and catcher. The remaining team members all will play in the outfield grass. Players will rotate positions from outfield to infield.
- d. **Coach Pitching Speed.** Coach Pitching is designed to be at a speed and range to allow the batter to be successful. Coaches should pitch from an area in front of the dirt area of the mound or in a location safe for the pitching coach to protect himself in the case of a hit. Pitching speed may and should vary with the skill of the players, again designed not to be consistent within a game, but rather to provide an opportunity for the player to be successful.
- e. **Tee Ball Used.** No hard balls are to be used in Rookie. Rather, a regulation Tee Ball shall be used at all times.

C. Tee Ball Game Rules

1. **Purpose:** The purpose of the League Tee Ball Division is to provide training and instruction for players having their first exposure to baseball. Tee Ball centers on FUN and FUNDAMENTALS. There is no emphasis on scoring or win/ loss records. There should be ample opportunity to practice all the fundamentals of the sport: batting, throwing, fielding, running, and sportsmanship. The overall concept of the Tee Ball program is total participation in a safe and congenial environment under the supervision of competent and concerned adults.

2. **Miscellaneous Rules:**

- a. Side retired: in the first inning, both teams will hit through their complete batting order regardless of the number of outs. The 2nd, 3rd, and 4th inning will end after 5 Run Rule or 3 outs are made, whichever comes first.
- b. The foul rule is the same as Little League rules except that a ball that travels LESS than 25 feet from home plate in fair territory is a dead ball. An arc of 25 feet from home plate shall be drawn from the first base line to the third base line.
- c. The batter shall not be allowed to bunt and may not take a half swing or swinging bunt. The coach shall allow the batter a maximum of one (1) practice swing prior to placing the ball on the tee. SAFETY NOTE: If a batter throws a bat, he/she is out. If a runner in attempting home plate, contacts the tee, he/she is out. It is the offensive coach's responsibility to move the tee from home plate after the batter puts the ball in play.
- d. The home team manager will be responsible to arrange for a parent, who is knowledgeable of the game rules, to umpire the game.
- e. The batting order shall consist of all players present and must be consistent throughout the game. No player will be permitted to steal bases.
- f. Teams will field a normal infield with one first, second, third baseman, shortstop, pitcher, and catcher. The remaining team members all will play in the outfield grass. Players will rotate positions from outfield to infield.
- g. The ball is hit off a tee, which shall be set in front of home plate. The player who occupies the defensive position of the pitcher must stay three (3) feet to either side of the rubber and parallel to the line of the rubber. The pitcher must remain stationary until the ball crosses the plate.
- h. There is no coach pitch allowed at any time during the T-Ball season.

XVII.
Team Standings

- A. Team standings will be maintained for Major and Minor Divisions and will be based on the win-loss record of official league games
- B. If the rescheduling committee determines the need, they will reschedule canceled games. Any and all make-up games will be rescheduled within 7 calendar days of the canceled game, unless it is the final week of the regular season. Rescheduled games may require those teams involved to play four games in one week or perhaps back to back games.
- C. All ties for League standings will be settled by 1st: win-loss record between tied teams; 2nd: In the event that the 2 teams are even in head to head play, the team with the best end of season run differential will get the higher seed; 3rd: coin toss. League standing will be used to rank teams for the post-season tournament

XVIII.

End of Season Tournaments

- A. **Major Tournament.** A double elimination post-season tournament for the Major Division shall be held following completion of the regular season. The dates, time, and bracketing, shall be distributed by the Board prior to the end of the regular season. League standings shall be maintained by the Major Rep. and posted on the league's website. All rules pertaining to the post-season tournament shall follow the regular season rules. Pitch counts carry over from regular season games.
- B. **Minor Tournaments.** A post-season tournament for the Minor divisions will be held. Depending on the number of teams, the Executive Committee shall determine if the Minor Tournament shall be a single elimination or double elimination bracket. League standings shall be maintained by the Division Representatives and posted on the league's website. In the event teams have the same record for any position, the tiebreaker procedure set forth below shall be used. Regular season rules will apply, excepting time limits. Pitch counts carry over from regular season games. Pitch count maximum is extended to 50 for AA division (Green Book is in effect for all rest requirements).
- C. **Tournament Time Limits.** Major Division games shall follow regular season rules. AAA Division games shall follow the Major Division regular season rules for time limits. AA Division time limits shall require that there will be no new inning after one hour and forty-five minutes (1:45), with the last inning to be completed to determine the winner. Notwithstanding the foregoing, there shall be no time

limit excepting curfew under Green Book on the AA Championship Game (including "if" game if applicable).

XIX. Post Season Teams

A. **Player Nomination.** Upon notice of the President, nominations for post- season teams will be conducted as follows:

1. **Manager and Player Nominations.** Upon request, each Manager of a Major and AAA team shall submit to the President the names of those players that the Manager desires to nominate for post season play. Managers are encouraged to involve his/her coaching staff in an evaluation of the players to nominate. Further, Managers are encouraged to allow each Player on his/her Major and AAA team to participate in evaluation of Players to be nominated.
2. **Nomination Rules.** There is no limit on number of nominations. Nominations are for post-season play, but not for a particular team. In order to secure a nomination, the Nominee must have been nominated by his/her Manager. Player Agent must confirm eligibility to play post season. AAA Managers may only nominate players that are league age 9 and league age 10 for post-season play. Nomination of AAA players who are below league age 9 or above league age 10 will not be counted. In the event that a Manager believes that a Player from another team should have been nominated has not been so nominated by the above procedure, the Manager may appeal to the President for the submission of such additional name(s) and the President may so nominate such additional player(s). The League shall not publicly announce the names of the nominees. However, the President shall provide the names of the nominees to the members of the Executive Committee, All-Star Committee, and the Managers who are eligible to vote for post-season team selections. Further, upon the request of any Board member, the President shall make the nominees names available for viewing during a regularly scheduled board meeting.

B. All Star Eligibility

In order to be considered eligible for post season play, a player must be eligible for both the Renegades/Hooligans tournament and the All Star tournament. A player that is available for only one of the tournaments is NOT eligible for post season play.

C. **Player/Parent Contract.** The President/Player Agent shall collect written release/contract from the parent/guardian of each nominee. Failure of a parent/

guardian to return and executed release/contract will result in removal of the player from the list of eligible nominees. The contract shall specify the anticipated commitment required of each player and shall address the financial burdens involved in post-season play. The contract shall also address the reality of post-season minimum play. If the League is hosting one (1) or more post season tournaments, the League may require a specific number of volunteer hours be performed by the family of each player (regardless of whether the tournament being hosted is the one in which the player is selected for play). For example, if the League is hosting the Renegades/Hooligans, the League may require parents of children on the All-star teams to volunteer at the Renegades/Hooligans Tournament as a contingency to All-star play.

- D. **Selection of Managers/Coaches.** Managers/Coaches shall be selected and approved in the following manner; The All-Star Committee will make recommendations to the President, the President then will select from the submitted list of eligible candidates. After making the selections the President then will submit to the Board of Directors for a vote of conformation. Managers/Coaches must have been a regular season coach and each business manager must be a league member as defined in the League Constitution. In the event that there are not available persons to meet the above criteria, the President and Board may consider other league volunteers for such positions. All Managers, coaches, and business managers for post-season teams must pass security clearance as in regular season play as well.
- E. **Player Selection for 11-12 All Stars; 10-11 All Stars & Hooligans.** The Player Agent shall set the date, time and place for the post-season team selection. The selection shall proceed as follows:
1. **Number of Players per Team.** At the start of the selection meeting, the Managers selected for each post season team must announce the number of players that he or she has determined will be on each team, with a minimum of 12 (11 players for the Little League team(12's)) players per team, and a maximum of 14. Renegades will have a minimum of thirteen players (13).
 2. **Player Discussion.** The Player Agent shall permit each Manager to introduce and briefly discuss the players he/she has nominated. The Manager should be prepared to discuss batting averages of such players and any other statistics that the Manager believes may be relevant to the discussion. In addition, the President and Player Agent shall represent the interests of the Board, and may participate in the discussion of players and policy issues for consideration.
 3. **Voting.** The Player Agent shall select one or more members of the Executive Committee who are not otherwise involved in voting to tally the votes during the selection process. At the completion of the discussion,

the Major Team Managers, President, Player Agent, and Umpire in Chief shall vote as follows:

- a. **Round One.** Each Major Manager, President, Player Agent, and Umpire in Chief shall vote for the number of players determined by the Player Agent (i.e., 6 players. Those voting must vote for the specific number required, and may not vote for more or less in each round. However, the nominating Manager may not vote for any player he or she nominated. Any player receiving a unanimous vote (excepting the player's manager who must abstain) shall be placed on the team. The votes from round one will carry over then be added to the votes of round two.

- b. **Round Two & Thereafter.** Those voting will be given a second opportunity to discuss the players remaining and the needs of the team in light of the players who have been selected. The Player Agent will determine the number of positions remaining for vote in round two. For example, the Player Agent may declare that each Manager is to vote for 4 players in the second round. Thereafter, the voters will vote in accordance with the above system for those remaining players for the number of players determined by the layer Agent. The votes from round one will carry over (up to 50%) then be added to the votes of round 2. For example, if a player received 2 votes in round one, that player would be credited with 1 carry over vote into round 2 to be added to any additional votes obtained in round 2. Any Player that receives a total combined vote of 10 or more votes at the end of round 2 shall automatically be placed on the team until the team is filled (excepting Manager Selections). If more players than needed receive 10 or more votes, the players with the most votes shall be selected in that order. Additional rounds shall continue if necessary until the team is filled. Between each round, further discussion may occur. In case of a tie for last position, there will be a tiebreaker vote by the voters. If there is a second tie, the manager shall make a necessary tiebreaker pick.

- c. **Manager's Selection.** The Manager shall be permitted to select the last one (1) player onto the team. Should the Little League Division (12's) manager decide to select twelve (12) players onto the team (pursuant to the above stipulations) he will have the two (2) last picks. These options are designed to provide the Manager the opportunity to select his/her own child if not otherwise selected to the team through the above system; and to select players based on specific needs of the Manager (i.e., additional catchers, pitchers etc.). The Manager need not select the players with the next highest number of votes. However, if the Manager decides to select

a player that does not have the next highest number of votes, the Manager must be prepared to justify that decision on review. In the event that the Manager desires to waive his selections, the next highest vote getters will be selected to the two positions.

The Manager's selections shall be subject to review, by the President, Player Agent, and UIC, along with the All-Star Committee if any person entitled to vote requests review, which request must be made immediately following the selection. The President shall lead such review discussion which shall consist of the following: (1) requirement for Manager to justify reason for the decision; (2) review of the player's performance and in comparison to that of the remaining players unselected; and (3) review of the impact of such selection on other post season teams within the League. After review, the President will call for a vote of those present to either confirm the selection or deny the selection. Denial of a selection shall require a super majority vote of seventy percent (70%) of the group consisting of the applicable managers, the President, Player Agent, and the Umpire in Chief. (i.e., for the 12yr old team, assuming 9 major teams, this would require 8 of the 11 voters to disagree with the Manager's selection in order to overturn the same).

- d. **Replacing Players.** In case of a lost player, a replacement player will be selected from the next highest vote getter that was not initially voted or selected to the team. If no such players are available, the Manager shall confer with the President and Player Agent, to select a player from the league roster.
- e. **Order of Team Placements.** The teams will be filled in the following order: 11/12 All Stars, 10/11 All Starts; Hooligans. No player shall be given the choice to select which All Star Team on which to play. However, players may withdraw their name for consideration from a team. For example, a player may indicate that they desire to be considered for Hooligans, but are not available for All-Stars.

F. **9-10 All-Stars and Renegades.** The 9-10 All-Stars and then the Renegades thereafter, shall be selected following the Hooligan Team selection. The same procedures as in paragraph D. shall be followed with the exception of the following:

- 1. **9 or 10 Year Olds Playing Majors.** Major Managers shall discuss all nominating 9 or 10-year-old players that played in the Major Division and that were not elected to the 10/11 All Star Team. At the completion of the discussion, the President, Player Agent and Major Managers shall vote to

determine which, if any such eligible 10 year olds should be placed on the 9/10 All Star Team, the Renegade Team, or if such players should be added to the list of eligible AAA players for further consideration pursuant to the AAA vote set forth in paragraph E.2. below. In order to receive an automatic placement to a post-season team, the 9 or 10-year-old player must receive a unanimous vote of the Major Managers. If the player does not receive sufficient votes for placement on a post-season team, that player shall be added to the list of eligible AAA players for further consideration pursuant to E.2. below. However, any votes given to such players pursuant to the foregoing shall be added to the votes received by such player pursuant to E.2. For example, if a player receives 4 out of the 10 possible votes pursuant to the above, the player will not be automatically placed on the post-season team at issue. The player will be added to the list of eligible players from AAA and may be voted on in round one of the AAA vote. However, the 4 votes received shall be added to the votes given to the player in round one of the remaining AAA player vote. If that player receives 5 votes in round one, the player's combined total would be 9 votes which would be sufficient to place the player being on the team at issue.

2. **Remaining Positions on 9/10 All-star Team & Renegade Team.** The balance of players for the 9/10 All Star Team and the Renegade Team shall be selected from the remaining eligible 9 and 10 year old nominees from AAA in the same voting manner as set forth under paragraph D. above, except that the AAA Managers shall replace the Major Managers in the voting process.
 3. **Renegades.** Renegades shall have a minimum of 13 players.
- G. **Practice Requirements.** In the spirit of creating a cohesive team for post season play, players selected to post season teams shall not be permitted to wear clothing from other league or organizations outside of this League (specifically including travel ball clothing) during any practices, meetings, or team events for the post season League team. Players shall wear their regular season issued hats until such time as the post-season hats are issued.
- H. **Financial Obligations of League to Post Season Teams.** The financial obligation of the players to a post-season team shall be borne by the individual players and their families, and not by the league. However, in the event that the team is required to travel to locations involving an overnight stay, the league will pay the league will pay \$50 per day for each player, each coach, and the business manager. The league will also provide uniforms for play, a gear bag, and a specialty item (such as a jacket, bat bag, or other similar item). The individual players must pay any additional clothing or gear desired by the team. Funding to commence 1 day prior to the first game and to end on the day after the team is eliminated. On the day after elimination, funding is at a 50% rate. In

addition, in the event that the team must travel more than forty (40) miles to a game site, the Board may authorize a gas stipend depending on the League's financial ability. The Board shall consider the amount appropriate for such a gas stipend, if any, each year on a case-by-case basis. The post-season teams may engage in fund raising. A direct donation to the League for a specific purpose of providing team gear for the benefit of a team shall be used to benefit that team (i.e., if a donor offers to donate funds to buy uniforms for a specific team), such donation may benefit that team. However, the Board must control any other monies raised by the team or donated for a team, and the Board must approve expenditures of such funds. The Board, in considering such expenditures, should take into consideration the overall purpose for the expenditure, the need for the expenditure, and the other obligations and needs of the League. Fund raising monies may not, under any circumstances, be used to pay any expenses for persons other than the Manager, Coach (es), Business Manager, Players or League President (or other authorized League official).

- I. **League Official.** The President shall attend and represent the League at post-season tournaments. In the event that the President shall not be able to attend, the President shall appoint another league official to attend in his/her place. If out of town travel is required, and the league official does not have a player on one of the teams who is receiving a league stipend, the league shall cover such reasonable league official's travel expenses including airfare or fuel, lodging, and reasonable meals. The President and/or any other league official covered by this provision shall take action to minimize expenses to the league for such travel.

XX. Fall Baseball

- A. The League may sponsor a fall baseball season for all players in age groups league age 4 through 12. The board with guidance from the Fall Ball Director will determine the Fall Ball Guidelines.

XXI. Sandlot

Should the WLL Board decide to host a Sandlot Division, below are the rules and regulation for said division.

“Sandlot Fridays” Rules and Regulations

ELIGIBLE PLAYERS:

- Current LL age 10/11/12 year olds. AAA 9 year old children are eligible with approval from the Sandlot Commissioner. Any children deemed potentially as a safety issue will be brought to the attention of the Safety

Officer for evaluation. Any exception will be made by the Officer of the Day

- Anyone (Washoe LL or other) is eligible to sign up.
- Players can sign up for WLL Fall Ball AND/OR the "WLL Sandlot Fridays"

RULES:

We are using the regular season rules as described in the "Little League Green Book" with the following modifications approved by the District

- Players must wear WLL provided bracelet to ID they are cleared to play (signed waivers, paid, etc.)
- Players set a continuous batting order
- Play a max of 2 innings per fielding position
- Pitchers:
 - Must abide by LL pitch count rules.
 - Pitcher will have to be removed after walking three batters in one inning.
- Players will rotate such as no player sits more than 1 inning
- There is a three out or five run limit per team per inning rule. Last inning is an open inning.
- No uniforms
- Players must be properly equipped (cup, helmet), proper catchers gear, and LL approved bats

Players who arrive late will need to properly checkin and warmup prior to taking the field. Best efforts will be made to accommodate playtime on team assignment – NO GUARANTEES so BE ON TIME for 5PM CHECKIN!!

VOLUNTEERS:

- Must have 2 approved adult volunteers (current year volunteer form approved by WLL) to keep game safe and organized. –
- Volunteer #1: Organizes "the game" and is responsible for proper equipment check, game balls, and that players have been properly warmed up (5pm-5:30pm). Also resides at the scoring table and officiates any player/team "appeals". Note: Catcher has primary responsibilities for calling balls/strikes.
- Volunteer #2 "Batting team's dugout Parent" primary responsibility is SAFETY:
 - Ensure proper equipment (catchers, helmets, cups) at all times
 - No on-deck batting warmups
 - Address any injuries appropriately with WLL procedures

- All volunteers to ensure the players prep the mound/bases and are broken down, garbage picked up, lights off, etc.. Chalking fields is discouraged, use bases only – it's a sandlot league!

SCHEDULE/SIGNUPS (2014 example):

- 8 scheduled Fridays 5pm-7:30pm - includes warmup time

Friday August 15th

Friday August 22nd

Friday August 29th

Friday September 5th

Friday September 12th

Friday September 19th

Friday September 26th

Friday October 3rd

- Free if signed up for Fall Ball, \$30 non-Fall Ball (includes Sandlot bracelet) or \$10 drop in (check or exact change)

TEAMS

- Each Friday new team captains will be selected. Team captains will take turns picking players to fill each team and set a continuous batting lineup.

- Number of games/teams/players per team will be determined based on how many players attend each Friday (since it is a drop-in program). Best effort will be made to maximize playtime. If multiple games are required due to attendance, players will be divided up based on league age and prior level of play.

Ex: 40 players = 2 games with 10 players each. Game 1 = 11&12 Spring Majors players, Game 2 = 9&10 Spring AAA Players.

MISC:

- Sandlot Friday Organizer & Officer of the Day: This should be a board member that volunteers to oversee the Sandlot Season.

- Sandlot program is endorsed by Little League International under their T.A.D. (Training and Development) programs section and is covered under WLL's insurance policy.

Friday WLL Checklist:

Bathrooms Opened/Closed

Equipment sheds opened/closed (use for bases only)

Lights turned on/off

Checkin Station (fees, waivers, bracelets, emergency contact list)

2 volunteers per field (For each dug-out)

- Players will sign in:

Waiver: Spring Players checked off as waiver completion. Non-Spring Players will need the waiver completed

Payment: Fall Players will be checked off (included) and given a Washoe Sandlot Silicone Bracelet. Non-Fall Ball players will pay \$30 and receive a silicone bracelet. Drop-ins will pay \$10 and given a paper bracelet.

Bracelet: The bracelet will be given to each player to identify that each player on the field have been properly checked in (paid, waived, etc.) and eligible to play. Also, 2014 league ages will be written on each bracelet, to help ensure players are put on teams as balanced as possible - 12M, 11M, 10AAA, 9AAA, etc.

XXII General Definitions

As used throughout these Bylaws, the following terms shall be defined as follows:

- A. **Board.** The term “Board” or “Board of Directors” shall refer to the duly elected Board of Directors of the League.
- B. **Vote of the Board.** The term “Vote of the Board” shall refer to the vote of the members of the Board at any Board meeting constituting a quorum. Pursuant to the League Constitution, a quorum for a regular meeting of the Board shall be forty percent (40%) of the Directors (in good standing).
- C. **Green Book.** The term “Green Book” shall refer to the then existing Little League Baseball Official Regulations and Playing Rules Handbook in effect that is published each year by Little League International, and which is generally referred to as the “green book” due to its green cover.
- D. **League.** The term “league” shall refer to Washoe Little League.
- E. **White Book or Operating Manual.** The term “White Book” shall refer to the Little League Baseball Official Operating Manual in effect that is published each year by Little League International, and which is generally referred to as the “white book” due to its white cover.