



# HUNTINGTON VALLEY LITTLE LEAGUE

## 2021 BY-LAWS and LOCAL RULES

### TABLE OF CONTENTS

SECTION I.	PLAYER ELIGIBILITY.....	3
SECTION II.	DRAFTS.....	6
SECTION III.	FIELD DECORUM – MANAGERS AND COACHES.....	9
SECTION IV.	FIELD DECORUM – PLAYERS.....	12
SECTION V.	GENERAL SAFETY.....	13
SECTION VI.	SAFETY RULES.....	14
SECTION VII.	FIRST AID.....	15
SECTION VIII.	SCOREKEEPING.....	15
SECTION IX.	PLAYING RULES.....	16
SECTION X.	SENIORS DIVISION SPECIFIC RULES.....	20
SECTION XI.	JUNIORS DIVISION SPECIFIC RULES.....	20
SECTION XII.	INTERMEDIATE (50/70) DIVISION SPECIFIC RULES.....	20
SECTION XIII.	MAJORS DIVISION SPECIFIC RULES.....	20
SECTION XIV.	MINOR A DIVISION SPECIFIC RULES.....	23
SECTION XV.	MINOR B DIVISION SPECIFIC RULES.....	25
SECTION XVI.	MINOR C DIVISION SPECIFIC RULES.....	27
SECTION XVII.	FARM DIVISION SPECIFIC RULES.....	31
SECTION XVIII.	TEE-BALL DIVISION SPECIFIC RULES.....	35
SECTION XIX.	DIVISION CHAMPIONSHIPS.....	37
SECTION XX.	ALL-STAR TEAM AND MANAGER SELECTION.....	39
SECTION XXI.	PLAYER PLACEMENT.....	42
SECTION XXII.	PLAYER REPLACEMENT.....	44
SECTION XXIII.	HVLL REFUND POLICY.....	47
	CERTIFICATION.....	47

This Page Left Blank Intentionally

## **SECTION I: PLAYER ELIGIBILITY**

### **A. Proof of Residency**

Each player must provide proof that his/her parent or legal guardian resides within Huntington Valley Little League boundaries, or that the physical location of the school where they attended classes at the start of the school year, is within the boundaries.

Without proof of residence or a valid Little League waiver prior to the Majors division draft, a player league-age 8 or older will be ineligible for the initial draft in any division. Any player not meeting the above requirements must prove residency within our league boundaries before being considered for team placement.

### **B. Tryouts**

All players league-age 9 and above must participate in a league-sanctioned tryout. League-age 8 players who want to be eligible for the Minor B division draft, must participate in a league-sanctioned tryout. Any player league-age 9 or older who does not participate in the initial tryout or the make-up tryout, must participate in a league-sanctioned supplemental tryout arranged by the Upper Division Player Agent prior to being eligible for placement on a team, unless exempt under Paragraph 2 of this Section.

#### **1. Seniors / Juniors / Intermediate (50-70) Division Tryout Requirement**

All players league-age 13-16 must participate in a league-sanctioned tryout (this includes special tryouts that the Upper Division Player Agent may arrange), at least 24 hours prior to the appropriate division draft, in order to be eligible for that draft. League-age 12 players who want to be eligible for the Intermediate (50/70) division should participate in a tryout with the league-age 13-16 players.

#### **2. High School Tryout Exception**

Any player who is participating in a high school program at the time of tryouts shall be eligible to be drafted to the Seniors division, even if he/she is forbidden from participating in tryouts by the high school or high school association.

#### **3. Majors / Minor A / Minor B Division Tryout Requirement**

All players league-age 9-12 years old must participate in a league-sanctioned tryout (this includes special tryouts that the Upper Division Player Agent may arrange), prior to the Majors division draft, in order to be eligible for the Initial Majors, Minor A, or Minor B draft.

Additionally, any league-age 8-year-old that would like to be eligible for the Minor B division, must attend a league-sanctioned tryout. **This does not guarantee placement in Minor B, and any undrafted league-age 8 players will be placed on a Minor C division team.**

**C. League Raters**

Under the direction of the Upper Division Player Agent, the league will provide at least one League Rater who will carefully evaluate and rate all player candidates. Tryouts shall be conducted in the presence of all Managers. The League Rater evaluations will serve to advise the Board in considering a Manager's concern for the safety of a child required to play at the level typically befitting his or her age.

**D. Late Sign-Ups – Waiting List**

Any player league-age 9 or above, who signs up, or proves eligibility after the start of the Majors division draft, must be placed on the appropriate division waiting list(s). Any player(s) league-age 12 will be placed on the Majors division waiting list.

Any player league-age 11 will be placed on both the Minor division and Majors division waiting lists. A try-out must be held for those who have not attended a previous tryout. Only players league-age 9 and above are eligible to participate in supplemental tryouts. These players will be held on waiting lists and used to replace any players lost by teams. The Upper Division Player Agent will assign these players to teams, in the order in which they have signed up, as openings occur. Players may only be assigned to fill a vacancy from the waiting list if they were on the list **PRIOR** to the creation of the vacancy.

**E. Fifteen and Sixteen-Year-Old Eligibility**

1. All players league-age 15 and 16 should be placed on a Seniors division team. If there is no Seniors division team, league-age 15 players can be placed on a Juniors division team, provided a waiver to allow league-age 15 players to play in the Juniors division is granted by Little League Baseball.
2. Player's league-age 15 and above that play in the Seniors division shall remain with the team they are drafted on for the life of their Seniors league career.
3. Waivers for league-age 15-year-olds to play in the Juniors division will only be pursued after the first day of the Majors division tryouts in order to fill the Juniors team to 12 players. Any league-age 15-year-old pursuing a waiver will remain on the Juniors team should additional players beyond 12 register for the Juniors division after the Majors division tryouts.

**F. Thirteen and Fourteen-Year-Old Eligibility**

1. All players league-age 13 and 14 will be placed in the Juniors division.
2. Exceptions can be made to place league-age 13-year-olds into the Intermediate (50/70) division at the request of the parents and by a majority vote of the Board of Directors.

**G. Twelve-Year-Old Eligibility**

1. All players league-age 12 must play in the Majors division.
2. Exceptions can be made to place league-age 12-year-olds into the Intermediate (50/70) division at the request of the parents and by a majority vote of the Board of Directors.

**H. Eleven-Year-Old Eligibility**

1. All participating league-age 11 players must play in the Minor A division if they have not been drafted into the Majors division.
2. Exceptions can be made to place league-age 11-year-olds into the Intermediate (50/70) division at the request of the parents and by a majority vote of the Board of Directors. An exception can also be made to place a league-age 11-year-old in Minor B, but only in the case of a serious safety risk, and only then with a majority vote of approval by the Board of Directors.

**I. Ten-Year-Old Eligibility**

1. No league-age 10 player will be drafted into the Majors division. Exceptions can be made at the request of the parents and by a majority vote of the Board of Directors.
2. All participating league-age 10 players must play in the Minor B division if they have not been drafted into Majors or Minor A divisions.

**J. Eight-Year-Old Eligibility**

1. Any league-age 8-year-old that would like to be eligible for the Minor B division, must attend a league-sanctioned tryout. **This does not guarantee placement in Minor B, and any undrafted league-age 8 players will be placed on a Minor C division team, along with any league age 8-year-olds that did not try out.**
2. No league-age 8 players will be drafted into the Minor A division. Exceptions can be made at the request of the parents and a majority vote of the Board of Directors.

**K. Six-Year-Old Eligibility**

1. League-age 6 players who have participated in Tee-Ball for at least one season **in the spring** or have equivalent experience as determined by the Player Agent, will be eligible to participate in the Farm division (Minor League Coach Pitch).
2. All league-age 6 players who have not participated in Tee-Ball for at least one year, or do not have equivalent experience as determined by the Player Agent, will be assigned to the Upper Tee-Ball division.
3. No league-age 6 players may be drafted into the Minor divisions. No Exceptions.

**L. Five-Year-Old Eligibility**

1. League-age 5 players will be placed in the Upper or Lower Tee-Ball division.
2. No league-age 5 players may be placed in the Farm division. No Exceptions.

**M. Four-Year-Old Eligibility**

1. League Age 4 players must be placed in the Lower Tee-Ball division.
2. League-age 4 players are not eligible for the Upper Tee-Ball or Farm division (Minor League Coach Pitch). No exceptions.

**SECTION II: DRAFTS**

Yearly drafts shall be conducted under “the rules of play” as set forth in the Little League Handbook and manual. The draft system to be used for the Seniors division is described as Plan “A” and can be found in the Little League Operating Manual. All drafts will use a “serpentine” drafting order. There are no drafts for the Minor C, Farm and Tee-Ball divisions. The events that take place in the draft room must be kept confidential. This includes, but is not limited to; the order in which the Managers have chosen, the order in which players were picked, topics discussed during the process of the draft, etc. Participation in the draft expresses consent to this confidentiality agreement, and a violation of this agreement is subject to disciplinary action. See Paragraph I of this section for rules and regulations.

**A. Seniors Division Draft**

All players league-age 15 and 16 will be drafted into the Seniors division and remain with the team he/ she is drafted on for the life of his/her Seniors League career.

**B. Juniors Division Draft**

Managers will randomly select numbered slips of paper blindly from a container to determine selection order. All players league-age 14, and any participating 13 or 15-year-old players, provided all stipulations of Section I, Paragraphs E and F are met, will be drafted.

**C. Intermediate (50/70) Division Draft**

Managers will randomly select numbered slips of paper blindly from a container to determine selection order. All players league-age 13, and any participating league-age 11 or 12, provided all stipulations of Section I, Paragraph G are met, will be eligible to be drafted.

**D. Majors, Minor A and Minor B Division Drafts**

Managers will randomly select numbered slips of paper blindly from a container to determine order.

**1. Special Considerations Which Apply**

- a. All returning Majors division players will be drafted back into the Majors division. All players previously drafted into a Minor division may repeat a season in that division, provided they are not league-age 12. However, they may not be drafted into a division that is lower than the one they were in the previous season.
- b. If the Manager chooses, the option on the son and/or daughter may be waived.

- c. In the event the parent becomes a Manager in another division, that parent may not claim the son or daughter after they have been drafted.
- d. When a vacancy occurs during the playing season, the player selected to fill the vacancy becomes a permanent member of that team, governed by the same regulations as all members of the team selected in the draft.
- e. All players, including sons and/or daughters of Managers and Coaches, are subject to tryout and draft.

**2. Draft Rounds**

The son and/or daughter of a Manager must be drafted in or before the following round:

<b>Draft Round</b>	<b>Little League</b>	<b>Intermediate</b>	<b>Juniors</b>	<b>Seniors</b>
6	7-8	N/A	N/A	N/A
5	9-10	11	12	14
4	11	12	13	15
3	12	13	14	16

**E. Parent Requests Regarding a Specific Manager or Division**

HVLL will not accept requests, nor restrict any Manager from drafting any specific player.

**F. Number of Teams in Each Division**

A committee consisting of the League President, League Vice-President, & the Upper Division Player Agent, shall establish the number of teams in each division and the number of players on each team. This will be approved by a majority vote from the Board of Directors. This must occur at least 24 hours prior to the scheduled drafts.

**G. Draft Attendance**

Attendance at the draft shall be restricted to:

1. The Team Manager or one designated team representative
2. The League President
3. The League Vice-President or, if unavailable, a Member of the Board of Directors selected by the League President
4. The Upper Division Player Agent
5. Clerical help as prescribed by either the Upper Division Player Agent or the League President

## **H. Supplemental Draft**

If it is found necessary, due to lack of eligible players in any division, a supplemental draft round may be declared by the Board of Directors, subsequent to the Initial Draft. In this event, at least 7 days prior to the start of the Majors season, the Supplemental Round of the draft for the affected division(s) will be held. The teams will choose in the same order as left off in the Initial Draft.

1. Players eligible for the Supplemental Draft will be the remainder of those late sign-ups and late qualifiers who are league ages 8, 9, 10, 11, and 12.
2. Depending on the number of players eligible for the Supplemental Draft, there will be either one complete draft round (one choice for each team) or two complete draft rounds. No more than 2 rounds will be conducted for the Supplemental Draft.

## **I. Draft Room Rules, Regulations & Confidentiality Agreement**

1. In the event that a Manager, or another team representative is unable to attend, the League President will appoint a suitable substitute to draft in the absent Manager's place.
2. All conversations that take place throughout the course of the draft are confidential.
3. The process of the draft is also confidential. This includes, but not limited to; the order in which the Managers pick, the spot in the draft a player is chosen in, topics discussed regarding ability, safety concerns, or any other topics that may arise in the process of the draft.
4. All Managers must treat their colleagues with respect, and refrain from any negative or derogatory comments.
5. Electronic communication devices are prohibited. No outside communication will be allowed. This includes, but not limited to; text messaging, instant messaging, voice or video conferencing, email, social media, or recordings. In the case of an emergency, a phone will be available, with the approval of the Upper Division Player Agent.
6. All persons in attendance at the draft consent to this Confidentiality Agreement, with their attendance at the draft as acknowledgment of said agreement. A non-disclosure agreement will be signed prior to the draft. Refusal to sign this agreement will result in removal from the draft room. In the case of a Manager being removed, their team will be drafted by another person in attendance, chosen by the Upper Division Player Agent.
7. Violation of these rules and regulations is subject to a disciplinary hearing, and also, but not limited to; removal from the draft, possible loss of management duties, suspension, or any other sanctions the Disciplinary committee deems necessary.
8. At the conclusion of each draft night, a list of players (by tryout numbers) who have been chosen will be generated. This list will be distributed to the Managers of the division below, in preparation for the following evening's draft. This is the only communication permitted about the



draft and is restricted to the persons it is sent to. Failure to follow these guidelines will be a violation of the confidentiality agreement.

### **SECTION III: FIELD DECORUM – MANAGERS AND COACHES**

#### **A. Manager Conduct**

1. Good sportsmanship and leadership must be reflected at ALL times. Umpires, Board Members, game scorekeepers, as well as every other volunteer, must be treated with respect and courtesy. The behavior of your team's parents is the Manager's responsibility as well. Please remind your Parents to set a good example as well, and refrain from any negative or vulgar comments.
2. Use of profanity is strictly forbidden.
3. No disciplinary action is permitted for a player's commission of a playing error.
4. Reprimand of any player by shouting is prohibited.
5. Coaching of all players on the field shall cease when the following 3 conditions are met (Section IV of the Little League Rule Book provides clarification):
  - a. The pitcher has control of the ball on the mound; The catcher is set to receive the pitch; and; The batter is set in the batter's box.
  - b. Failure to adhere to these conditions shall result in the following sanctions:
    - i. Upon the first occurrence, a warning will be issued from the Umpire.
    - ii. Upon the second occurrence, the Manager/Coach shall be removed from the game, sent to the dugout and shall remain in the dugout until completion of the game.
    - iii. Upon the third occurrence, the specified Manager/Coach shall be removed from further participation in the game in accordance with Rule 4.07.
    - iv. Violations of the Field Decorum guidelines will be referred to the Disciplinary Committee for further review.

#### **B. Player Sanction**

1. Managers and Coaches are responsible for instructing their teams in Field Decorum in accordance with Section VI of this document. In line with these instructions, player disciplinary action in the form of benching is permitted for behavioral disobedience. This includes, but is not limited to poor sportsmanship, bullying, foul language, fighting, and parent requests for punishment for events occurring outside of baseball.
2. For actions that occurred **PRIOR** to game day, the Manager must consult with and receive permission from the division Vice President to discipline a player in any way that reduces

playing time. Before the game, every effort must be made by the Manager to notify the player's parents and the Player Agent about the nature and reasons for the approved discipline.

3. For situations that occur or come to the Manager's attention **ON** game day or **DURING** a game, the Manager may take disciplinary action on the spot. Whenever this occurs, the Manager must:
  - a. Notify the official game scorekeeper that a player is being sat as a disciplinary action.
  - b. Notify the opposing Manager why a player is being disciplined.
  - c. Within 24 hours of the disciplinary action, give a written notice to explain his reasons for disciplining a player to the division Vice President and Player Agent. The Manager may be asked to explain his reasons for disciplining a player before the Board of Directors.

### **C. Missing Players**

All players must be accounted for in the official score book even if not present at the game. After 2 consecutive missed games, the Manager must notify the division Vice President as to the reason for possible intervention.

### **D. Refreshments**

1. Eating in a dugout area or on a field of play during the course of the game is prohibited. This includes sunflower seeds, gum, or candy. Plastic water bottles are allowed in dugout areas.
2. No smoking or chewing tobacco is allowed at any HVLL facility during practices or games.

### **E. Field Preparation**

1. The home team Manager is responsible for getting the field ready *before* the baseball game. This includes:
  - a. Dragging the infield and repairing all divots by the home plate, pitcher's mound, and all bases.
  - b. Watering the infield.
  - c. Lining the infield.
  - d. Setting the bases in a safe manner, so that they are free from movement.
  - e. Sweeping dugout and removing all trash at the conclusion of the game.
2. The visiting team Manager is responsible for cleaning the field *after* the baseball game is over. This includes:
  - a. Dragging the infield and repairing all divots by the home plate, pitcher's mound, and all bases.

- b. Making sure the brick dust is moved off the grass and back on the dirt infield.
- c. Watering the infield.
- d. Locking up the bases and all field equipment in the storage shed.
- e. Sweeping out the dugout at the conclusion of each game.
- f. Removing trash from dugout and spectator areas; and emptying trash cans into the dumpsters (for teams that are the last game of the day).
- g. Reporting field problems immediately to the Division VP.

## **F. Umpiring**

It is the team Manager's responsibility to ensure that the team's Umpire requirements are fulfilled. Volunteer Umpires are a critical component of Little League and the games cannot be played without Umpires. The goal of the league is to have two Umpires scheduled for every game in the Minor C and above divisions. It is highly recommended that each team have multiple volunteer Umpires.

1. Each team is required to volunteer a designated number of Umpires for a designated number of games within the league as established annually by the Umpire in Chief (UIC) and Board of Directors. If a team sends two youth Umpires, an adult Umpire must be present as a 3rd Umpire on the field. No division may have two youth Umpires calling a game, without an adult Umpire present as well.
2. Training in the form of Umpire mechanics clinics and rules clinics are offered by the District and the UIC.
3. Failure for a team to fulfill its Umpire requirements may result in the team's Manager being suspended for the next subsequent game. Failure of a team to fulfill its Umpire requirements a second time during the season, or for the Manager not fulfilling his game suspension may result in a two-game suspension or further discipline, as determined by the Disciplinary Committee.
4. The adult Umpire must be present at all discussions that Managers have with a youth Umpire. If the Manager has a question about a call made by a junior Umpire, the Manager must ensure that the adult Umpire is present before approaching a youth Umpire. Managers must still direct their questions to the Umpire that made the call.
5. At least two representatives from each team will be required to attend the Umpire mechanics clinic. It is highly recommended that three representatives attend.

## **G. Manager Absences**

Managers should make every attempt to attend all games, practices, and mandatory league meetings. However, it is understood that work and other personal conflicts may require a Manager to be absent. It is the Manager's responsibility to ensure that one of his Coaches is prepared and fulfills all the Manager's duties

while he is unavailable. **Failure to show up for a mandatory meeting, without being excused directly by the League President, will result in disciplinary sanctions.**

A Manager may also be a Coach on another team, however the Manager's primary responsibility is to his own team. Failure to attend the game he is Managing to attend a game he is Coaching is not allowed and may result in discipline, suspension or removal by the Disciplinary Committee.

#### **H. Disciplinary Sanction**

Failure to comply with any of the above standards or any terms agreed to in the Manager's Agreement may result in discipline, suspension, or removal by the Disciplinary Committee. All complaints potentially leading to sanctions will be reviewed by a Disciplinary Committee comprised of the following Board members: the League Vice President, Chief Umpire, Upper Division Player Agent, Division Vice President and an at-large Board Member selected by the President and approved by a majority of the Board prior to the first game of the season. All sanctions will be determined and imposed by this committee. Rule 4.07 applies. If any sanctions beyond Rule 4.07 are to be recommended, the League Vice President will then advise the Manager, Coach or Player, of the decision of the committee, and present an outline of the committee's decision to the League Board of Directors.

### **SECTION IV: FIELD DECORUM – PLAYERS**

#### **A. Player Conduct**

1. Good sportsmanship must be displayed at **ALL** times.
2. Unless they have permission from the Umpire, all players must remain within the confines of the dugout or be at their approved position in the field.
3. Horseplay or scuffling of any kind is strictly prohibited.
4. Choral chanting, continuous razzing and the use of given names against the opposing team are strictly prohibited.
5. Player comments on the field shall cease when the following 3 conditions are met:
  - a. The pitcher has control of the ball on the mound; The catcher is set to receive the pitch; The batter is set in the batter's box.
  - b. Failure to adhere to these conditions shall result in the following sanctions:
    - i. Upon the 1st occurrence for a given player, a warning will be issued from the Umpire.
    - ii. Upon the 2nd occurrence for a given player, the Manager shall be removed from the game.

6. Verbal intimidation of the batter or any player by the opposing team is strictly prohibited.
7. Verbal abuse or physical attack of any kind to any player on any team is prohibited.
8. Bullying is prohibited. Bullying involves repeated behavior by one person or a group of people with the intent to ridicule, harass, humiliate, or intimidate another person during league games, practices and events. Bullying must be immediately referred to the Disciplinary Committee by any observer.

#### **B. Player Sanction**

Violation of any of the above rules may result in benching, removal from the game, suspension, and/or dismissal from the league. Rule 4.07 applies. Managers shall handle disciplinary sanction as outlined in SECTION III Paragraph B.

### **SECTION V: GENERAL SAFETY**

#### **A. Adult Responsibilities**

1. It shall be the responsibility of all members of HVLL to ensure that no player is subjected to any hazardous conditions or situations.
2. There shall be no scheduled practices unless supervised by the Manager, Coach, or an adult who has also passed the Little League mandated background check, as well as the concussion protocol training.
3. Medical Release Forms shall be in the possession of the responsible adult conducting the practice or game at all times.
4. All injuries shall be reported by the Manager to the League Safety Officer and President as soon as possible.

#### **B. Player Instruction**

Proper instruction should be given to all players to avoid the possibility of serious injury especially:

1. Proper bunting technique, to avoid being hit by the ball.
2. Proper sliding technique, to prevent base impact.
3. Proper techniques to avoid endangering catchers.
4. Safe techniques to be used by catchers, including:
  - a. No lunging forward for balls.
  - b. No turning of head or body sideways, (i.e. staying square up).

- c. Protecting the hand behind back or behind glove.

## **SECTION VI: SAFETY RULES**

### **A. Proper Equipment**

1. Only players in team uniforms are allowed on the playing field (including dugout area). Only uniforms issued by HVLL are permitted to be used unless otherwise approved by the Board.
2. Players are not to wear any jewelry (watches, rings, bracelets, earrings, necklaces, etc.).
3. Players may not practice in short pants.
4. Baseball shoes with metal cleats are not allowed.
5. Any player warming up a pitcher must wear a facemask with throat protector, and a protective cup. This is to be followed during pre-game warm-ups, in the bullpen, on the mound between innings, and at practices.
6. All offensive team members on the field must wear protective helmets. Offensive players include the batter, youth base coaches and base runners.
7. Magnetic safety bases are to be used on all fields at all bases. This is mandated to reduce leg injuries caused by short, hard slides.
8. Only uniforms issued by HVLL may be used unless otherwise approved by the Board. Alternate hats do not require board approval but must be appropriate in cost, function, and design.

### **B. Safe Playing Practices**

1. Bats and balls are to be used only under strict, organized adult supervision.
2. Bats are to be handled only by the batter.
3. No ball throwing or swinging of bats near the spectator areas is allowed.
4. There shall be no climbing on backstops or standing on benches.

### **C. Adult Practices**

1. Adults, including Managers and Coaches, are prohibited from warming up pitchers.
2. Managers and Coaches are to assure that all bases are securely attached to the ground and Home Plate is flush to the ground.

3. Managers, Coaches, and other adults should watch for and remove children whose fingers are sticking through the fences surrounding the playing fields.

## **SECTION VII: FIRST AID**

### **A. First Aid Preparedness**

1. Managers and/or Coaches must have Medical Release Forms at all practices and games.
2. Each Manager shall have a First-Aid Kit provided by the League. The First-Aid Kit shall be brought to every practice and game.
3. The Manager should instruct parents of team members that Little League insurance is a supplemental insurance to any primary insurance that they may have.

### **B. Injury Response**

1. Each injured player must be evaluated immediately after an accident to determine the extent of the injury.
2. In the event of a serious injury, the Fire and/or Police Department should be called at 911.
3. If an injury is deemed serious, but the injured party is mobile, the injured party's team Manager must ensure that the injured party is transported to a hospital Emergency Room for treatment.
4. ALL INJURIES ARE TO BE REPORTED TO THE SAFETY OFFICER, PLAYER AGENT AND LEAGUE PRESIDENT. APPROVED INJURY FORMS SHALL BE COMPLETED AND FORWARDED TO THE LEAGUE SAFETY OFFICER WITHIN 24 HOURS.

## **SECTION VIII: SCOREKEEPING**

### **A. Lineups**

1. Each Manager at a game is to supply the Scorekeeper, at least 15 minutes prior to game start time, with:
  - a. The team lineup, including uniform number, full name and position(s) scheduled to be played for each inning for each player.
  - b. A list of absentee players, along with reason for absence, if known, and players who are being disciplined.
2. Each Manager is to supply the opposing Manager, at least 15 minutes prior to game time, with their starting lineup and the players' positions for the first inning.

3. Each Manager must declare pitching eligibility prior to the start of each game, by supplying the pitching eligibility roster to the official scorekeeper.

## **B. Substitutions**

Each Manager must report all substitutions and changes to the official scorekeeper when they are made. Changes include any time the actual position being played by a player differs from the position scheduled to be played by that player as presented in the lineup supplied to the official scorekeeper prior to the game.

## **C. Scorebooks and Pitch Count Logbooks**

1. The home team shall supply an official scorekeeper for every scheduled home game.
2. The Visiting team shall supply an official pitch counter for every game.
3. These books are official game records and are not to be altered or in any way manipulated, once the game has been completed and the books have been signed by the Managers.
4. Official scorebooks and pitch count logbooks must remain in the score booths. The Upper Division Player Agent is the only person authorized to remove or alter these records.
  - a. Violation of this rule is subject to a disciplinary hearing, and potential removal from the league.

## **SECTION IX: PLAYING RULES**

### **A. Missed Games**

The Manager and/or Coach, and all available players must show up for their scheduled games. This includes makeup, rain out, or replay games. Failure to appear may result in game forfeiture and/or disciplinary action, unless otherwise directed by the Board.

### **B. Time Limits**

#### **1. Seniors, Juniors and Intermediate (50/70) Divisions:**

- a. Saturday and Sunday games will be allotted on a time period of 2 hours and 30 minutes for play, except for the last game scheduled for each day.

Pre-game practice time is to be evenly divided between the opposing teams, using the time between the completion of the previous game and the scheduled starting time for the next game.

- b. No new inning of any game in any division shall start after 15 minutes prior to the official sunset time posted in the score booth, or after expiration of the official time limit, whichever occurs first.



- c. Any inning started within the time limit noted above is to be completed, unless the onset of darkness or other conditions are encountered which make further play hazardous, as judged by the Umpire. In this case, play shall be terminated, and the final score shall be determined in accordance with Little League Playing Rules.

**2. Majors and Minor A Divisions:**

- a. For a Saturday game in a division with 7 or fewer teams, no new inning will start after 2 hours and 15 minutes from the start of the game, as determined by the Umpire. This limit will not apply to the last game of the day.
- b. For a Saturday game in a division with 8 teams, no new inning will start after 2 hours from the start of the game, as determined by the Umpire. This limit will not apply to the last game of the day.
- c. Weekday games, and the last game of the day on Saturday, may continue through 6 innings, provided official sunset is not called (see Paragraph 6, below).

**3. Minor B Division:**

- a. During regular season play, no new inning will start after 2 hours from the start of the game, as determined by the Umpire. This DOES NOT apply to playoffs.

**4. Minor C Division:**

- a. For all games, no new inning will start after 1 hour and 45 minutes from the start of the game, as determined by the Umpire, if one team is ahead and at least 4 innings have been completed.
- b. In the event the 1 hour 45-minute time limit has been reached, and 4 innings have not been completed (or the game is tied), the game may be continued until a winner can be declared and at least 4 innings are completed subject to the limitation described in paragraph 3(c).
- c. Each game will stop after 2 hours and 15 minutes from the start of the game, as determined by the Umpire.

**5. Farm Division:**

- a. Each game will stop after 1 hour and 45 minutes from the start of the game, as determined by the Managers.

**6. Tee-Ball Divisions:**

Each game will stop after 1 hour and 5 minutes from the start of the game, as determined by the Managers.

**7. All Divisions:**

No new inning of any game in any division shall start after 15 minutes prior to the official

sunset time posted in the score booth, or after expiration of the official time limit, whichever occurs first. Exception to time limit restrictions: Weekday games and the last game of the day on Saturday may continue beyond the time limit in the event of a tie after 6 innings are completed, provided official sunset is not called.

**C. Baseballs**

1. The home team will supply the baseballs for each game. After the game, the baseballs may be kept by the home team as practice balls. The scorebook is to remain in the score box.
2. Diamond or equivalent type of baseballs will be used. The specific type of ball used by each division is as follows:

<b>Division</b>	<b>Diamond</b>	<b>MacGregor</b>	<b>Rawlings</b>	<b>TOC/All Stars</b>
Tee-Ball	DFXL 1	MCB56TBX	TVB	NA
Farm	DFXL 5	MCB5SV05	SCOR5	NA
Minor C	DFXL 5	MCB5SV05	SCOR5	NA
Minor B	DLL 1	MCB76C1X	RLLB1	DLL or Equiv.
Minor A	DLL 1	MCB76C1X	RLLB1	DLL or Equiv.
Major	DLL	MCB76CXX	RLLB	DLL or Equiv.
Int./ Jr./ Sr.	DSLL	MCB73CXX	RSLL	SLL or Equiv.

**D. Time between Games**

1. For the Seniors, Juniors, Intermediate, Majors, Minor A, and Minor B divisions, a minimum of 30 minutes will be scheduled between games.
2. For the Minor C, Farm and Tee-Ball divisions, a minimum of 15 minutes will be scheduled between games.

**E. Sunday Practices**

No Sunday practices are allowed. Exceptions are disfavored and can only be made with the approval of the League President in the interest of fairness in relation to field availability.

**F. Participation**

1. All teams in the Farm division and above will participate in games and/or practices a minimum of two (2) times per week and a maximum of four (4) times per week. For purposes of this section, the week begins on Monday and ends on Sunday.
2. Tee-Ball teams may participate in games and/or practices a maximum of three (3) times per week, with no minimum.

**G. Tie games and games called due to sunset or weather.**

In the case of a tie game, or a game that was halted due to sunset or weather, as defined in Little League

## Playing Rules:

1. The game will be continued prior to the next game between the two teams involved, provided:
  - a. The two teams are scheduled to meet again prior to the end of the season.
  - b. The outcome will affect the division standings.
  - c. It is eligible to continue, in accordance with LL Rules 4.XX-Starting and ending the game.
2. If the teams in a tie game are not scheduled to play each other again, the game is to be scheduled on the next available open date on the same field. Any available Monday or Friday are automatically open days. Sunday games will be scheduled if necessary, to be determined by the League President. Pitching eligibility and back-to-back days with games, shall not be considered with regard to scheduling.
3. Tie games are allowed in the Minor C and will not be continued.

## **H. Rain Outs**

In case of a rain out, the game will be replayed on the next available day. All games will be made up in the order that they are cancelled. Games will be played on the first available makeup day that the fields are deemed playable by the League President. Failure to appear or field a complete team on the designated makeup day may result in a forfeit. Managers may submit a letter to the Board requesting a makeup game be rescheduled. An inability to field a team of at least 8 players is the only reason that will be considered. Managers must show due cause and list the reasons that each player will not be able to participate. If the request does not list the reason for each player that cannot attend, the request will not be considered. The Board reserves the right to reschedule games based on these requests. Games will be scheduled at the Board's discretion. Open Mondays and Fridays are automatically open days for makeup games. Sunday games may be scheduled if necessary. Necessity shall be determined by the League President. Pitching eligibility shall not be considered with regard to rescheduling the game.

## **I. Game Rescheduling Responsibility**

It is the responsibility of both Managers and the Umpires for the game to report to the Division Vice President and the Chief Umpire that there is a need for a game to be rescheduled. Managers will be notified by their Division Vice President of the makeup schedule.

## **J. Protests**

Game protests must be made in accordance with Rule 4.19 of the Little League Playing Rules. Protests must be recorded at the scorekeeper's box before the next pitch or play. Scorekeepers will make a note in the scorebook immediately, at the time of the protest. Protests must be elaborated in writing and delivered to the Chief Umpire and President within 24 hours of the incident, either in person or by e-mail.

## **K. General Playing Rules**

1. At least 2 weeks prior to the scheduled Opening Day, all Managers will meet with Division Vice Presidents to review the applicable Playing Rules for their division. Changes to the

published rules may be submitted to the Board of Directors, by the division Vice President, for consideration.

2. Published Playing Rules for the current season shall be posted on the league's website and inside the score booths. It is mandatory that the scorekeeper uses the score booth. No children are to be in the booth during the game. Only scorekeepers and game officials are permitted in the score booth.
3. No member of the Board of Directors is to interfere with the progress or the control of any game once the game has started, unless specifically requested by a game Umpire.
4. Spectators and Coaches shall not "coach" the players from the spectator area.

#### **SECTION X: SENIORS DIVISION SPECIFIC RULES**

##### **A. Playing Time**

The playing and substitution of all players in the Seniors League shall be in accordance with the Seniors League Official Regulations and Playing Rules, except that each player on the roster, provided the player is present and is not being kept from playing for disciplinary reasons, **must play at least 6 defensive outs.**

#### **SECTION XI: JUNIORS DIVISION SPECIFIC RULES**

##### **A. Playing Time**

The playing and substitution of all players in the Juniors League shall be in accordance with the Juniors League Official Regulations and Playing Rules, except that each player on the roster, provided the player is present and is not being kept from playing for disciplinary reasons, **must play at least 9 defensive outs.**

#### **SECTION XII: INTERMEDIATE (50/70) DIVISION SPECIFIC RULES**

##### **A. Playing Time**

The playing and substitution of all players in the Intermediate League shall be in accordance with the Intermediate League Official Regulations and Playing Rules, except that each player on the roster, provided the player is present and is not being kept from playing for disciplinary reasons, **must play at least 9 defensive outs.**

#### **SECTION XIII: MAJORS DIVISION SPECIFIC RULES**

##### **A. Playing Time**

1. During all pre-season and regular season games, each player on a team, provided the player is present and is not being kept from playing because of disciplinary reasons, **must play at least**

**9 defensive outs** per game unless the game ends with less than five innings completed, in which case each player must have played no less than 6 defensive outs.

2. During the Division Championship Tournament, players must play **at least 6 defensive outs per game** according to Regulation IV and substitutions will be made per Rule 3.03. Violation of these rules will be reviewed by the Disciplinary Committee and, by majority vote, disciplinary action will be taken as directed by the Disciplinary Committee.

**Exception:** If District 62 adopts any different rules for TOC, the Board of Directors may, at their discretion, adopt the same rule changes for the Division Championship.

**B. Games** {No modification to the Little League Rule Book (LLRB)}

**C. Players**

1. Games shall begin if there are at least 8 players for each team present at the posted game time. If the manager certifies a 9<sup>th</sup> player is expected to arrive imminently, the game's start may be delayed up to 10 minutes from the posted game time. If the 9<sup>th</sup> player does not arrive after 10 minutes, the game will begin, provided at least 8 players are present for each team.
2. If during the course of a game, an injury or condition causes a player to be unable to continue, that team may continue play provided they still have at least 8 eligible players. If the injury or condition improves such that the player becomes fit to resume play, they may do so without penalty, subject to the Umpire's discretion.
3. Other than the natural consequences of having one less defensive player and one less batter in the order, there will be no additional penalty for a team playing with 8 players.

**D. Lineups** {No modification to the LLRB}

**E. Batting Order**

1. During all pre-season games and the regular season, the team batting order shall consist of all eligible players present. Players shall bat continuously in order through the entire roster, regardless of which players constitute the defensive team at any time.
2. During the Division Championship Tournament, the team batting order shall consist of all eligible players present. Players shall bat continuously in order through the entire roster, regardless of which players constitute the defensive team at any time.

**Exception:** If District 62 adopts any different rules for TOC, the Board of directors may, at their discretion, adopt the same rule changes for the Division Championship.

**F. Player Substitution** {No modification to the LLRB}

**G. Offensive Team** {No modification to the LLRB}

**H. Batting** {No modification to the LLRB}

**I. Base Running**

1. The batting team may use a courtesy runner for the catcher of record when there are two outs. The courtesy runner shall be the last person on that team to be called out. In the case where there has not been an out recorded against that team, the courtesy runner shall be the last player scheduled to bat when the inning began.

**J. Defensive Team** {No modification to the LLRB}

**K. Pitching**

1. Pitchers may pitch a maximum of 8 innings per week during the Regular season. For purposes of this section, the week begins on Monday and ends on Sunday. An inning pitched is any inning in which the pitcher throws at least one pitch.

1. During the Division Championship Tournament, there will be no limit to the number of innings a player may pitch in a week.

2. All LLRB regulations regarding pitch counts and days of rest always apply.

**L. Catching** {No modification to the LLRB}

**M. Coaching**

Revision to Rule 4.05, the team may have one adult base coach and one eligible player as a base coach.

**N. Field** {No modification to the LLRB}

**O. Scoring** {No modification to the LLRB}

**P. Game Concession**

The 10- Run Rule will be in effect according to Rule 4.10e.

**Q. Division Championship** Refer to SECTION XIX

**R. Batting Cages**

There will be no batting practice in the combination bullpen/batting cages (field Adjacent) once a game begins.

**S. Scheduling Batting Cage Time**

The non-bullpen/batting cage closest from the Minor A field is available for practice sign-ups. The use of a sign-up sheet in the Minor A shed, a Google Docs practice spreadsheet, or some other draft process may be used by the division to determine a fair allocation process. Managers may sign up for 1-hour time slots for the cage assigned to their division. If the signup sheet in the Minor A shed is used, Managers may only sign up for cage time one week at a time. Sign-ups for the following week will be open on the Saturday prior to the start of the week.

## T. Pre-Game Warmups

The Home Team will take the field 1 hour and 15 minutes prior to the start of the game for a period of 30 minutes. During the same 30-minute period, the Visiting Team will use their dugout's cage, the main batting cage closest to the Minor A field, and one of the permanent soft toss nets along the right field side of the Majors field. The Visiting Team will take the field 45 minutes prior to the start of the game for a period of 30 minutes. During the same 30-minute period, the Home Team will use their dugout's cage, the main batting cage closest to the Minor A field, and one of the permanent soft toss nets along the right field side of the Majors field. During the 15 minutes prior to the start of the game, both teams should be in their respective dugouts. Managers will be at the plate meeting no less than 5 minutes prior to game time.

## SECTION XIV: MINOR A DIVISION SPECIFIC RULES

### A. Playing Time

1. During all pre-season and regular season games, each player on a team, provided the player is present and is not being kept from playing because of disciplinary reasons, **must play at least 9 defensive outs** per game unless the game ends with less than five innings completed, in which case each player must have played no less than 6 defensive outs.
2. During the Division Championship Tournament, players must play **at least 6 defensive outs per game** according to Regulation IV.
3. Violation of these rules will be reviewed by the Disciplinary Committee and, by majority vote, disciplinary action will be taken as directed by the Disciplinary Committee.

### B. Games {No modification to the LLRB}

### C. Players

1. Games shall begin if there are at least 8 players for each team present at the posted game time. If the manager certifies a 9<sup>th</sup> player is expected to arrive imminently, the game's start may be delayed up to 10 minutes from the posted game time. If the 9<sup>th</sup> player does not arrive after 10 minutes, the game will begin, provided at least 8 players are present for each team.
2. If during the course of a game, an injury or condition causes a player to be unable to continue, that team may continue play provided they still have at least 8 eligible players. If the injury or condition improves such that the player becomes fit to resume play, they may do so without penalty, subject to the Umpire's discretion.
3. Other than the natural consequences of having one less defensive player and one less batter in the order, there will be no additional penalty for a team playing with 8 players.

### D. Lineups {No modification to the LLRB}

### E. Batting Order

The team batting order shall consist of all eligible players present. Players shall bat continuously in order through the entire roster, regardless of which players constitute the defensive team at any time.

**F. Player Substitution**

1. Free substitution shall be allowed to the extent that no limit is placed upon the number of times any position player can re-enter the game at the start of any half-inning.
2. A pitcher may not be removed and reinstated as a pitcher in the same game.

**G. Offensive Team** {No modification to the LLRB}

**H. Batting** {No modification to the LLRB}

**I. Base Running** {No modification to the LLRB}

1. The batting team may use a courtesy runner for the catcher of record when there are two outs. The courtesy runner shall be the last person on that team to be called out. In the case where there has not been an out recorded against that team, the courtesy runner shall be the last player scheduled to bat when the inning began.

**J. Defensive Team** {No modification to the LLRB}

**K. Pitching**

1. Pitchers may pitch a maximum of 8 innings per week during the regular season. For purposes of this section, the week begins on Monday and ends on Sunday.. An inning pitched is any inning in which the pitcher throws at least one pitch.
2. During the Division Championship Tournament, there will be no limit to the number of innings a player may pitch in a week.
3. All LLRB regulations regarding pitch counts and days of rest always apply.

**L. Catching** {No modification to the LLRB}

**M. Coaching**

Revision to Rule 4.05, the team may have one adult base coach and one eligible player as a base coach.

**N. Field** {No modification to the LLRB}

**O. Scoring**

Scoring will be in accordance to Rule 5.07. During the last half inning for either team the 5-Run Rule will be suspended.

**P. Game Concession**

The 10-Run Rule will be in effect according to Rule 4.10e.

**Q. Division Championship** Refer to SECTION XIX



## R. Batting Cages

There will be no batting practice in the combination bullpen/batting cages(field adjacent) once a game begins.

## S. Scheduling Batting Cage Time

The non-bullpen/batting cage furthest from the Minor A field is available for practice sign-ups. The use of a signup sheet in the Minor A shed, a Google Docs practice spreadsheet, or some other draft process may be used by the division to determine a fair allocation process. Managers may sign up for 1-hour time slots for the cage assigned to their division. If the signup sheet in the Minor A shed is used, Managers may only sign up for cage time 1 week at a time. Sign-ups for the following week will be open on the Saturday prior to the start of the week.

## T. Pre-Game Warmups

The Home Team will take the field 1 hour and 15 minutes prior to the start of the game for a period of 30 minutes. During the same 30-minute period, the Visiting Team will use their dugout's cage, the main batting cage furthest from the Minor A field, and one of the permanent soft toss nets along the right field side of the Majors field. The Visiting Team will take the field 45 minutes prior to the start of the game for a period of 30 minutes. During the same 30-minute period, the Home Team will use their dugout's cage, the main batting cage furthest from the Minor A field, and one of the permanent soft toss nets along the right field side of the Majors field. 15 minutes prior to the start of the game, both teams should be in their dugouts. Managers will be at the plate meeting no less than 5 minutes prior to game time.

## **SECTION XV: MINOR B DIVISION SPECIFIC RULES**

### A. Playing Time

1. During all pre-season and regular season games, each player on a team, provided the player is present and is not being kept from playing because of disciplinary reasons, must sit out 1 inning before any of the team's players sits out a 2nd inning.
2. During the Division Championship Tournament, players must play **at least 6 defensive outs per game** according to Regulation IV.
3. Violation of these rules will be reviewed by the Disciplinary Committee and, by majority vote, disciplinary action will be taken as directed by the Disciplinary Committee.

### B. Games {No modification to the LLRB}

### C. Players

1. Games shall begin if there are at least 8 players for each team present at the posted game time. If the manager certifies a 9<sup>th</sup> player is expected to arrive imminently, the game's start may be delayed up to 10 minutes from the posted game time. If the 9<sup>th</sup> player does not arrive after 10 minutes, the game will begin, provided at least 8 players are present for each team.

2. If during the course of a game, an injury or condition causes a player to be unable to continue, that team may continue play provided they still have at least 8 eligible players. If the injury or condition improves such that the player becomes fit to resume play, they may do so without penalty, subject to the Umpire's discretion.
3. Other than the natural consequences of having one less defensive player and one less batter in the order, there will be no additional penalty for a team playing with 8 players.

**D. Lineups** {No modification to the LLRB}

**E. Batting Order**

The team batting order shall consist of all eligible players present. Players shall bat continuously in order through the entire roster, regardless of which players constitute the defensive team at any time.

**F. Player Substitution**

1. Free substitution shall be allowed to the extent that no limit is placed upon the number of times any position player can re-enter the game at the start of any half-inning.
2. A pitcher may not be removed and reinstated as a pitcher in the same game.

**G. Offensive Team** {No modification to the LLRB}

**H. Batting** {No modification to the LLRB}

**I. Base Running**

1. The batting team may use a courtesy runner for the catcher of record when there are two outs. The courtesy runner shall be the last person on that team to be called out. In the case where there has not been an out recorded against that team, the courtesy runner shall be the last player scheduled to bat when the inning began.

**J. Defensive Team** {No modification to the LLRB}

**K. Pitching**

Rule 8.00 of the LLRB and Section VI of that document shall apply to the pitcher position with the following modifications:

1. No player over the league-age of 10 may pitch in the Minor B division.
2. If the pitcher hits 3 batters in one inning, the pitcher will be removed. If the pitcher hits 5 batters in 3 innings, they will be removed.
3. No player may pitch more than 3 innings per game or more than 6 innings per week during the regular season. For purposes of this section, the week begins on Monday and ends on Sunday. An inning pitched is any inning in which the pitcher throws at least one pitch.

4. During the Division Championship Tournament, there will be no limit to the number of innings a player may pitch in a week or a day.

5. All LLRB regulations regarding pitch counts and days of rest always apply.

**L. Catching** {No modification to the LLRB}

**M. Coaching** {No modification to the LLRB}

**N. Field** {No modification to the LLRB}

**O. Scoring**

Scoring will be in accordance to Rule 5.07. During the last half inning for either team the 5-Run Rule will be suspended.

**P. Game Concession**

The 10-Run Rule will be in effect according to Rule 4.10e.

**Q. Division Championship** Refer to SECTION XIX

**R. Batting Cages** There will be no batting practice in the combination bullpen/batting cages (field adjacent) once a game begins.

**S. Pre-Game Warmups**

The Home Team will take the field 1 hour and 15 minutes prior to the start of the game for a period of 30 minutes. During the same 30-minute period, the Visiting Team will use their dugout's batting cage. The Visiting Team will take the field 45 minutes prior to the start of the game for a period of 30 minutes. During the same 30-minute period, the Home Team will use their dugout's batting cage. 15 minutes prior to the start of the game, both teams should be in their dugouts. Managers will be at the plate meeting no less than 5 minutes prior to game time.

## **SECTION XVI: MINOR C DIVISION SPECIFIC RULES**

**A. Playing Time**

1. Each of a team's players present at a game must sit out 1 inning before any of the team's players sits out a 2nd inning. No players present at a game may sit out 3 innings.
2. No player can play any 1 position more than 2 innings in one game.
3. All players must play 2 infield innings before the start of the fifth inning. The pitcher, first base, second base, third base and shortstop positions will count as infield positions. For purposes of this rule, the catching position will count as an infield position for only one inning per game, per player.

4. Violation of these rules will be reviewed by the Disciplinary Committee and, by majority vote; disciplinary action will be taken as directed by the Disciplinary Committee.

**B. Games**

1. A game can end in a tie subject to the playing time limit rules described in SECTION IX(B)(3).

**C. Players**

1. Games shall begin if there are at least 8 players for each team present at the posted game time. If the manager certifies a 9<sup>th</sup> player is expected to arrive imminently, the game's start may be delayed up to 10 minutes from the posted game time. If the 9<sup>th</sup> player does not arrive after 10 minutes, the game will begin, provided at least 8 players are present for each team.
2. If during the course of a game, an injury or condition causes a player to be unable to continue, that team may continue play provided they still have at least 8 eligible players. If the injury or condition improves such that the player becomes fit to resume play, they may do so without penalty, subject to the Umpire's discretion.
3. Other than the natural consequences of having one less defensive player and one less batter in the order, there will be no additional penalty for a team playing with 8 players.

**D. Lineups** *{No modification to the LLRB}*

**E. Batting Order**

The team batting order shall consist of all eligible players present. Players shall bat continuously in order through the entire roster, regardless of which players constitute the defensive team at any time.

**F. Player Substitution**

1. Free substitution shall be allowed to the extent that no limit is placed upon the number of times any position player can re-enter the game at the start of any half-inning.
2. A pitcher may not be removed and reinstated as a pitcher in the same game.

**G. Offensive Team**

Modifications to the LLRB for the Offensive Team are specified in Paragraphs H and I below.

**H. Batting**

Rule 6.00 of the LLRB shall apply with the following modifications:

1. The batter will receive up to six pitches from the pitcher.
2. If one of the six pitches from the pitcher hits the batter, the batter is awarded first base.

3. If the batter hits the ball into fair territory, then a live play will be in progress.
4. If the batter receives three strikes, the batter is out.
5. If the batter receives four balls or has received six pitches from the pitcher without receiving three strikes, the batter shall receive a minimum of two pitches from the Manager or a Coach. If the batter hits one of these pitched balls into fair territory, then a live play will be in progress. Should the batter foul off the second or any subsequent pitch from the Manager or Coach, they shall continue to receive pitches until the ball is put in play, they are put out, or they fail to put the ball in play, with the exception of hitting another foul ball.
  - i. The Manager or Coach shall deliver the pitched balls to the batter from the circle area of the pitcher's mound from a kneeling or standing position in an overhand manner.
  - ii. If a batted ball unintentionally contacts the Manager or Coach pitcher, the ball is declared foul.
6. The Infield Fly Rule does not apply.
7. Intentional bunting is not allowed.
8. An arc of 10-foot radius, centered on home plate, will define the area in which a batted ball must pass in order to be considered in play. If a batted ball fails to pass this arc, it shall be considered a foul ball.

## **I. Base Running**

1. Base stealing is prohibited.
2. No bases will be awarded or taken on an overthrow when the batted ball is thrown to first base on any infield play.
3. On an overthrow to second, third or home plate, a runner may advance at their own risk to the next base. Should a second overthrow occur in attempting to put any runner out, all runners shall not be allowed to advance.
4. The ball is dead when one of the defensive team's infielders, pitcher or catcher has control of the ball in the infield area and is not attempting to make any further play as determined by the Umpire. "Attempting to make a further play" should be interpreted narrowly and does not include the act of raising the ball in one hand without throwing it.
  - i. A runner may advance to the next base without risk of being put out if, in the Umpire's judgment, they were more than halfway to that base at the time the ball was declared dead.
  - ii. A runner will return to the previous base without risk of being put out if, in the Umpire's judgment, the runner was less than halfway to the next base when the ball was declared dead.
5. Placement of runners during dead ball situations is based on an Umpire's judgment and may

not be protested.

#### **J. Defensive Team**

The defensive team will consist of 10 players: 1 pitcher, 1 catcher, 4 regulation infielders (1st base, 2nd base, 3rd base & shortstop), 3 regulation outfielders, and 1 outfield rover. The outfield rover must play in the outfield throughout the time the defensive team is in the field.

#### **K. Pitching**

Rule 8.00 of the LLRB and Section VI of this document shall apply to the pitcher position with the following modifications:

1. If the pitcher hits 3 batters in one inning they shall be removed.
2. No player may pitch more than 2 innings per game and 6 innings per week. Innings pitched shall be consecutive.
3. The player/pitcher will stand with at least one foot on the clay area of the pitcher's mound while the Manager or Coach delivers any Coach-pitched balls.

#### **L. Catching**

Rule 4.03 of the LLRB shall apply to the catcher position:

1. The catcher must wear full protective gear in accordance with the little league safety rules.
2. A hard-protective cup must be worn by the catcher.
3. The catcher must wear a catcher's mitt.

#### **M. Coaching**

1. Only Coaches are permitted in the coaching area.
2. Coaches may instruct a batter at home plate after asking for and being granted time-out by the Umpire once per inning.
3. Defensive Coaches are permitted on the field for instructional purposes when the Umpire has granted time-out and shall be charged a visit to the pitcher.
4. In the event a base coach touches a ball in play, the nearest runner will be declared out.
5. The batting team will provide Coaches in the first (1st) and third (3rd) base coaching boxes. Players may not occupy these positions at any time.
6. A silent Coach may be positioned behind the Umpire for the purpose of backing up the catcher and in the interest of speeding up play. No "coaching" may be done from this position.
7. No "coaching" shall be made from behind the backstop by Coaches or spectators. It is the

responsibility of Managers to control their spectators and Coaches.

**N. Field** {No modification to the LLRB}

**O. Scoring**

Scoring will be in accordance to Rule 5.07. During the last half inning for either team the 5 Run Rule will be suspended.

**P. Game Concession**

The 10-Run Rule will be in effect according to Rule 4.10e.

**Q. Division Championship** Refer to SECTION XIX

**R. Batting Cages**

There will be no batting practice in the combination bullpen/batting cages (field adjacent) once a game begins.

**S. Pre-Game Warmups**

The Home Team will take the field 1 hour and 15 minutes prior to the start of the game for a period of 30 minutes. During the same 30-minute period, the Visiting Team will use the Minor C batting cage. The Visiting Team will take the field 45 minutes prior to the start of the game for a period of 30 minutes. During the same 30-minute period, the Home Team will use the Minor C batting cage. 15 minutes prior to the start of the game, both teams should be in their dugouts. Managers will be at the plate meeting no less than 5 minutes prior to game time.

## **SECTION XVII: FARM DIVISION SPECIFIC RULES**

**A. Playing Time**

1. Each of a team's players present at a game must sit out 1 inning before any of the team's players sits out a 2nd inning. No players present at a game may sit out 3 innings.
2. No player can play any one position more than two innings in one game.
3. All players must play two infield innings per game.
4. Violation of these rules will be reviewed by the Disciplinary Committee and, by majority vote; disciplinary action will be taken as directed by the Disciplinary Committee.

**B. Game** {No modification to the LLRB}

**C. Players** {No modification to the LLRB}

**D. Lineups** {No modification to the LLRB}

## **E. Batting Order**

The team batting order shall consist of all eligible players present. Players shall bat continuously in order through the entire roster, regardless of which players constitute the defensive team at any time.

## **F. Player Substitution**

Free substitution shall be allowed to the extent that no limit is placed upon the number of times any position player can re-enter the game at the start of any half-inning.

## **G. Offensive Team**

1. Base stealing is prohibited.
2. No bases will be awarded or taken on an overthrow when the batted ball is thrown to first base on any infield play.
3. The ball is dead when the defensive team has control of the ball within the infield grass area.
4. A runner may advance to the next base without risk of being put out if he or she is more than halfway to that base at the time the ball is declared dead.
5. A runner will return to the previous base without risk of being put out if he or she is less than halfway to that base at the time the ball is declared dead.

## **H. Batting**

1. The batter will be allowed up to 5 machine pitches. If the ball is not put into play within 5 machine pitches, a Coach or Manager will deliver a maximum of 2 pitches to the batter.
2. The batter is out when:
  - a. He/she fails to place any of the 7 pitches, including foul balls, into play, or
  - b. He/she hits a foul ball and the ball is caught by a defensive player, or
  - c. He/she successfully puts the ball into play and is put out under normal rules of play.
3. "Base-on-Balls" and "Hit-by-Pitch" do not apply.
4. An arc of 10-foot radius, centered on home plate, will define the area in which a batted ball must pass in order to be considered in play. If a batted ball fails to pass this arc, it shall be considered a foul ball.

## **I. Base Running**

1. A runner may not advance on a wild pitch, passed ball, or overthrow to first base.



2. Continuous, uncontrolled running of the bases is not allowed. It should be understood by Managers and Coaches that the inability to make defensive plays is not a reason to allow base runners to run unrestricted. Base runners may advance a maximum of two bases on any hit that stays with-in the baseball field.

#### **J. Defensive Team**

The defensive team will consist of 10 players: 1 pitcher, 1 catcher, 4 regulation infielders (1st base, 2nd base, 3rd base & shortstop), 3 regulation outfielders, and 1 outfield rover.

#### **K. Pitching**

1. For the first half of the season, pitching in the Farm division will be performed by a pitching machine that is operated **ONLY** by an adult Manager or Coach for the currently batting team. If the pitching machine is not in good working order, then pitching will be performed by an adult Manager or Coach.
2. For the second half of the season, upon mutual agreement of the participating Managers prior to each game, coach-pitch may be substituted for machine pitch. If both participating Manager's do not agree to use coach-pitch prior to each game, the pitching machine shall be used. All other pitching rules for this division remain in force including number of pitches allowed to a batter and the number of coach-pitched balls allowed to a batter.

#### **3. Manager or Coach Pitching**

- a. The Manager or Coach shall deliver pitched balls to the batter from a position inside a 10-foot diameter circle around the pitching rubber from a kneeling or standing position in an over-hand manner.
- b. If a batted ball unintentionally contacts the Manager or Coach pitcher, the ball is declared a foul ball.
- c. If the Manager or Coach pitcher is hit by a thrown ball, while he/she is inside the 10-foot circle, the ball becomes a dead ball and the runners will be awarded the bases they were headed toward at the time the ball struck the team pitcher.
- d. If the Manager or Coach pitcher interferes with or is hit by a ball outside the 10-foot circle, the ball is declared a dead ball, and the base runners must return to their last occupied bases.
- e. The Manager or Coach pitcher may coach or encourage the batter and may coach the base runners.

#### **4. Pitching Machine Usage**

- a. Only authorized adults will set up and put away the pitching machine. Managers are responsible for safety inspections and aiming tests for the pitching machines.
- b. At no time will children be allowed to touch or feed balls into the pitching machine.

- c. During the game, only Managers and Coaches will be allowed to operate the pitching machine. The team that is at bat will supply the pitching machine operator. The pitching machine will not be left unattended.
- d. Managers will subject to disciplinary action by the Board of Directors for any violations of these rules.
- e. The home team will be responsible for setting up the pitching machine, as well as the routing of electrical power cables through the conduit. The home team Manager will be responsible to ensure the power switch is turned on and that the electrical box has been locked/secured to prevent unauthorized access.
- f. The pitching machine shall be placed in the front portion of the ten-foot circle, closest to home plate.
- g. The speed of the pitch should be fast enough that the ball could reach the catcher safely and slow enough that the batter can hit the ball.

#### **5. Location of the Player Pitcher**

- a. A defensive player shall be designated the defensive pitcher. This player may be positioned anywhere on the field, provided he/she has one foot inside the 10-foot pitching circle, but may not take a position that could interfere with the Manager or Coach pitcher.
- b. A helmet is not required to be worn by the defensive pitcher.
- c. No part of the player may extend in front of the pitching machine prior to the ball being put into play.

#### **6. Machine-Pitched Balls Are Dead When:**

- a. The pitcher has control of the ball inside the pitchers' box. The batter/runner may advance to first base and all forced runners can advance one base.
- b. The batted ball hits the pitching machine or hits the pitching machine operator, or when the ball comes to rest in the 10-foot circle surrounding the pitching rubber. No runners will advance, and the pitch will be replayed in this situation.
- c. The pitching machine becomes out-of-adjustment for any reason and the pitch cannot be delivered safely. An attempt to readjust the machine is recommended, and the pitch will be re-played.
- d. The pitching machine malfunctions. If the problem cannot be resolved quickly, the pitching machine must be removed from the playing field, for the remainder of the game. At this time, coach-pitching will ensue, the rules for coach-pitching will be in effect, and the pitch will be replayed.

#### **L. Catching {No modification to the LLRB}**

**M. Coaching**

1. Every effort shall be made by the Managers and Coaches of both teams to maintain control of the game. Each play and situation for offensive and defensive play must be treated as a learning experience.
2. The batting team will provide coaches in the first and third base coaching boxes. Players will not occupy these positions at any time.
3. The batter may be assisted by the Manager, Coach, or an Umpire in positioning their batting stance.

**N. Field {No modification to the LLRB}**

**O. Scoring**

Score will be kept throughout the season. Scoring will be in accordance to Rule 5.07. During the last half inning for either team the 5-Run Rule will be suspended. Limitation on batting through the order in accordance with Rule 5.07 in the LLRB is in effect.

**P. Game Concession**

Games will not be conceded based on score and will be played until such time as the game is completed or the time limit has elapsed.

**Q. Division Championship**

There will be no championship tournament for the Farm division.

**SECTION XVIII: TEE-BALL DIVISION SPECIFIC RULES**

**A. Organization**

The Tee-Ball division shall be organized into two divisions based on age and previous Little League participation. There shall be an Upper Tee-Ball division (league-age 5 and 6), and a Lower Tee-Ball division (league-age 4 and 5). Little League rules prohibit league-age 4 and 6-year-old players from participating together. See SECTION I Paragraphs K and L for player eligibility.

**B. Games**

1. Each game will consist of 3 innings.
2. No record shall be made of hits, runs, outs, etc.
3. No record shall be kept of the winning or losing teams. There will be no league standings.

**C. Lineups**

1. Each team's lineup shall consist of all players present for the game.
2. Each player must bat in each inning. The offensive lineup shall consist of all players in the batting lineup.
3. The defensive lineup shall consist of all players present. The first 8 players will be positioned as follows, with all additional players positioned in the outfield:
  - a. Pitcher, with a helmet worn
  - b. 4 Infielders (first base, second base, shortstop, and third base)
  - c. 3 Outfielders
  - d. There will be no Catcher position
4. Each player must play at least one inning of infield each game.

#### **D. Batting**

1. The batting tee shall be used at all times throughout season.
  - a. Absolutely no pitching to players by adults will be allowed in the Lower Tee-Ball division.
  - b. In the Upper Tee-Ball division, the Tee will be used for the first half of the season. During the second half of the season, with mutual agreement by the participating Manager's, soft toss may be used rather than the Tee. Managers are strongly encouraged to use soft toss in the second half of the season. If a player does not put a ball in play after 5 pitches, the batting tee shall be used.
2. An arc of 12-foot radius, centered on home plate, will define the area in which a batted ball must pass in order to be considered in play. If a batted ball fails to pass this arc, it shall be considered a foul ball.
3. There are no strikeouts.
4. Bunting is not allowed.

#### **E. Defense**

The player designated as the pitcher shall remain in contact with the pitching rubber until the ball is hit. The player designated as the pitcher, shall wear a helmet with a full protective cage at all times while playing the position of pitcher.

#### **F. Base Running**

Continuous, uncontrolled running of the bases is not allowed. Base runners may advance a maximum of 1 base on any hit that stays within the baseball field. Batters that hit a homerun over the fence may advance all the way around the bases with all of the base runners. The last batter of each half inning may attempt to

advance all the way around the bases.

#### **G. Coach Participation**

1. Every effort shall be made by the Managers and Coaches of both teams to maintain control of the game. Each play and situation for offensive or defensive play must be treated as a learning experience for the players.
2. The batting team will provide the coaches for the coach's boxes at first and third bases. Players may not occupy these positions at any time.
3. The batter may be assisted by the Manager, Coach, or an Umpire in adjusting his/her stance and positioning the ball on the Tee.
4. Three Coaches of the defensive team may be positioned in the outfield to assist the fielders. They shall help in guiding the defensive play but must not interfere with the play.

#### **H. Field**

The playing field shall have bases 40 feet apart. The pitching rubber shall be placed halfway between home plate and second base.

### **SECTION XIX: DIVISION CHAMPIONSHIPS**

#### **A. General**

No Division Champion will be declared in any division comprised of only one team.

#### **B. Seniors, Juniors and Intermediate (50-70) Divisions**

If there is more than one team:

1. First and Second place teams shall be determined based on each team's win/loss records. If two teams are tied for 1st place, the following tiebreakers shall be used to determine seeding:
  - i. Head-to-Head record
  - ii. Total runs scored Head-to-Head
  - iii. Total runs allowed Head-to-Head
  - iv. Total runs allowed for the season
  - v. One game playoff- home/visitor decided by coin flip
2. If three or more teams are tied for 1st place, the following tiebreakers shall be used to determine seeding:

- i. Head-to-Head record
- ii. Total runs scored Head-to-Head
- iii. Total runs allowed Head-to-Head
- iv. Total runs allowed for the season
- v. Team names will be drawn out of a hat to determine seeding. A committee comprising of the President, Vice President, and Division VP will conduct the drawing. Managers of the teams involved are welcome to attend the drawing, but attendance is not required.

### **C. Majors, Minor A and Minor B Divisions**

There will be a Division Championship Tournament. This tournament will be a double-elimination tournament set in the last three weeks of the season.

1. The teams will be seeded in the tournament based upon their record in the regular season. If there are an odd number of teams in the division, the number 1 seed will have a first-round bye. The number one seed has an automatic berth in the District 62 Tournament of Champions tournament. Whether the number 1 seed goes to TOC as the first-place team or the second-place team will be determined by the outcome of the Division Championship Tournament. If the number 1 seed wins the Division Tournament, they go to TOC as the first-place team and the runner up will go as the second seed team. If the number 1 seed team does not win the Division Championship Tournament, the winner of the Tournament will go as the first-place team and the number 1 seed will go as the second-place team.
2. The first-place trophy will be awarded to the winner of the Division Tournament. The second-place trophy will be awarded to the runner up in the Division Tournament.
3. Per Rule 4.13 the Majors division may play a double header during the Division Tournament. No double headers may be played in any Minor division.
4. If two teams are tied for 1st place, the following tiebreakers shall be used to determine seeding:
  - i. Head-to-Head record
  - ii. Total runs scored Head-to-Head
  - iii. Total runs allowed Head-to-Head
  - iv. Total runs allowed for the season
  - v. One game playoff- Home/Visitor decided by coin flip
5. If three or more teams are tied for 1st place, the following tiebreakers shall be used to determine seeding:
  - i. Head-to-Head record

- ii. Total runs scored Head-to-Head
  - iii. Total runs allowed Head-to-Head
  - iv. Total runs allowed for the season
  - v. Team names will be drawn out of a hat to determine seeding. A committee comprising of the President, Vice President, and Division VP will conduct the drawing. Managers of the teams involved are welcome to attend the drawing, but attendance is not required.
6. Tournament Rules are only used for All-Star Tournaments. Tournament Rules are not used for Divisional Championship Tournaments.

**D. Minor C, Farm and Tee-Ball Divisions**

There will be no win/loss records kept, nor will there be a Division Champion declared for the Minor C, Farm or Tee-Ball divisions.

**SECTION XX: ALL-STAR TEAM AND MANAGER SELECTION**

**A. Number of All-Star Players**

The number of players on each All-Star Team shall be determined by the all-star tournament rules. There shall be no fewer than 12 and no more than 14 players on an All-Star Team. All Majors division teams shall have at least one representative on either the 11-12 or 10-11 All-Star Team.

**B. All-Star Team Coaching Staff**

1. Approval of any regular season Manager or Coach to represent HVLL in the All-Star Tournament will be based on several factors including, but not limited to, fulfillment of Manager assignments (Meetings, Umpire duties), being ejected from games, sportsmanship demonstrated by them and their team during the regular season, how they conducted themselves during the regular season and how their team conducted itself during the regular season. Qualified individuals interested in becoming All-Star Managers will declare themselves to their Division Vice- President.
2. An All-Star Team Manager Interview Committee will interview all prospective Managers. This committee will consist of the League President, League Vice-President, Division Vice-President, Player Agent and one at-large Board member. The at-large Board member will be nominated by the President from the Board and be approved by a majority vote of the Board. In the event a member of the interview committee is involved in the division for which an All-Star Manager is being selected (Has a player that is nominated for an All-Star roster spot in that division, or is a potential All-Star Coach or Manager for that division) they will be replaced with an additional at-large Board Member. All at-large Board Members will be approved by a majority of the Board.
3. The League President, after conferring with the committee, will pick a candidate for each division, to present to the Board of Directors for approval.

4. The League President will present their recommended candidate to the Board, for approval by majority vote of all Board members present, who are not candidates for All-Star Team Manager in that division. Should the first recommended candidate not receive majority Board approval, the League President will present a second recommended candidate to the Board for approval by majority vote. Should the second recommended candidate also not receive majority Board approval, the League President would then select the All-Star Team Manager from one of the two recommended candidates.
5. The 2 Coaches for each All-Star Team shall be selected by the All-Star Team Manager, shall consist of any other Manager or Coach from the same division, and are subject to Board approval.

### C. All-Star Team Selection

#### 1. 8-9-year-old Super-Star Ballot

All league-age 8 or 9 players from the Minor A division are eligible to be nominated to the Super-Star Ballot by their Manager. Each Manager within the Minor B division will nominate 2 league-age 8 or 9 players from his/her team for the ballot. Nominations shall take place no later than 2 weeks prior to the last scheduled league game. Nominations will be delivered to the Upper Division Player Agent on or before this date.

#### 2. 9-10-year-old All-Star Ballot

Each Manager within the Minor A division will nominate 4 league-age 9 or 10 players from his/her team to be on the All-Star Ballot. Nominations shall take place no later than 2 weeks prior to the last scheduled league game. Nominations will be delivered to the Upper Division Player Agent on or before this date. **Managers may request to nominate an additional player to the ballot by petitioning the Board.** All league-age 10 players that are playing in the Majors division are eligible to be nominated to the All-Star Ballot by their Manager.

#### 3. 10-11 and 11-12-year-old All-Star Ballots

Each Manager within the Majors division will nominate up to 4 league-age 12 and up to 4 league-age 10 or 11 players from their team's roster to be on the All-Star Ballot. Each Manager within the Minor A division may nominate up to 2 league-age 11 players to be on the All-Star Ballot. Nominations shall take place no later than 2 weeks prior to the last scheduled league game. Nominations will be delivered to the Upper Division Player Agent on or before this date. Managers may request to nominate an additional player to the ballot by petitioning the Board.

#### 4. Intermediate (50/70), Juniors and Seniors All-Star Ballots

- a. If there are more than 2 teams within the division the All-Star team will be chosen as follows: Each player and Manager will nominate 12 players from the division, with no more than 4 from their own team, to be on the All-Star Ballot. The top 18 nominations will be placed on each ballot. Nominations shall take place no later than 2 weeks prior to the last scheduled league game. Nominations will be delivered to the Upper Division Player Agent on or before this date. Managers may request to nominate an additional player to the



ballot by petitioning the Board.

- b. If there are only 2 teams all age eligible players will be placed on the All-Star Ballot.
  - c. If a division has only one team during the regular season, that team shall be the All-Star Team, with the exception that no league-age 13 player may play on the Seniors division All-Star Team.
5. All-Star Ballots for all teams, except the 8-9 Super-Star Team, will be distributed to all players by the Upper Division Player Agent or his/her designee during the last week of scheduled league games. Each player will select 12 players from the ballot to be on the All-Star Team. A player may select a maximum of 4 players from their own team. Ballots must be returned to the Upper Division Player Agent that same day. The All-Star Ballot will be tallied by a committee made up of the Upper Division Player Agent, Division Vice-President and an at-large Board member. The at-large Board member will be nominated by the President and approved by a majority vote of the Board. The top 4 vote recipients for each age group will be awarded All-Star Roster positions. In the case of a tie, more than 4 vote recipients may be awarded positions.
  6. Ballots for the 8-9 Super-Star Team, will be distributed to all Minor A division Managers by the Upper Division Player Agent at the division All-Star meeting. Each Manager will vote for 12 players with no more than 4 from their own team. The top 4 vote recipients will be awarded Roster positions.
  7. The 11-12-year-old All-Star Team will be selected first. The 10-11-year-old All-Star Team will be selected second. The 9-10-year-old All-Star Team will be selected third. The 8-9-year-old Super-Star Team will be selected fourth.
  8. The remaining All-Star Team positions will be filled by one of the following procedures at the division Managers' All-Star meeting using the original pool of All-Star nominees minus those players already selected to the team:
    - a. Managers will agree in open forum with the All-Star Manager on the remaining All-Star players.
    - b. If the Managers are unable to agree:
      - i. Players with consensus will be placed on the team.
      - ii. Managers will then nominate 1 player from his/her team (if any player remains eligible) and 2 players from any other team(s) in the division.
      - iii. Managers will then vote by secret ballot. The players receiving the highest number of these votes to fill the team to 12 will be added to the All-Star Team. In the event of a tie the managers will re-vote until the tie is broken.
  9. The All-Star Manager, if he/she elects to carry 13 or 14 players, will then have a maximum of two additional picks of his/her own. He/she may only select players from the original pool of All-Star nominees.
  10. The President of the League reserves the right, with Board of Directors approval, to place

an additional player or players on any of the All-Star Ballots.

**11. Draft Confidentiality Rules apply to the All-Star Draft (See section II(I))**

**All-Star Timetable (Approximate Dates)**

- April 13: President nominates All-Star Manager Committee members, All-Star player Nomination/Selection Committee members and submits to Board for approval
- April 20: President meets and confers with Committees and Player Agent regarding All-Star process
- May 8: Nominations submitted to the Upper Division Player Agent for all divisions
- May 11: Nominations tallied and submitted to the Upper Division Player Agent  
Player Agent notifies Managers about their teams' nominees
- May 18: All-Star Manager Candidate interviews
- May 22: Juniors, Majors, and Minor A All-Star votes conducted
- May 25: All-Star Manager slate presented to the Board of Directors
- May 29: All-Star Ballots tallied
- June 4: Managers select All-Star Teams
- June 4: All-Star Teams announced
- June 4: All-Star Team Parent Meeting

**SECTION XXI. PLAYER PLACEMENT**

Player placements shall be made as described herein.

**A. Seniors Division**

All eligible league-age 15 and 16-year-olds will be assigned to a Seniors division team by the Upper Division Player Agent.

**B. Juniors Division**

All eligible league-age 14 players will be assigned to a Juniors division team by the Upper Division Player Agent. Any eligible league-age 13 or 15-year-old players that have met all stipulations of SECTION I, Paragraphs E and F will be assigned to a Juniors division team by the Upper Division Player Agent.

**C. Intermediate (50/70) Division**

All eligible league-age 13 players will be assigned to an Intermediate Division team by the Upper Division Player Agent. Any eligible league-age 11 or 12 players that have met all stipulations of SECTION I, Paragraphs G and H will be assigned to an Intermediate Division team by the Upper Division Player Agent.

**D. Majors, Minor A and Minor B Divisions**

All eligible league-age 9 to 12-year-olds will be assigned to teams by the Upper Division Player Agent in accordance with the division draft process.

**E. Minor C Division**

1. There will be no tryout or draft for the Minor C division. Players will be assigned to teams by draw, school, or specific request of a Manager or parent. Every effort will be made to honor parental re-quests for players to be on the same team, provided the requesting player has signed up on or be-fore the 2nd Document Check date.
2. All eligible league-age 8 or 9 players who participated in a tryout, but were not drafted to a Minor A or Minor B division team, will be assigned to a Minor C division team by the Lower Division Player Agent.

**F. Farm Division**

1. There will be no tryout or draft for the Farm division. Players will be assigned to teams by draw, school, or specific request of a Manager or parent. Every effort will be made to honor parental re-quests for players to be on the same team, provided the requesting player has signed up on or be-fore the 2nd Document Check date.
2. Any eligible league-age 6 players that have met all stipulations of Section I, Paragraph K will be assigned to a Farm division team by the Lower Division Player Agent.

**G. Tee-Ball Divisions**

1. There will be no tryout or draft for the Tee-Ball divisions. Players will be assigned to teams by draw, school, or specific request of a Manager or parent. Every effort will be made to honor parental requests for players to be on the same team, provided the requesting player has signed up on or before the 2nd Document Check date.
2. All eligible league-age 4 players will be assigned to a Lower Tee-Ball division team by the Lower Division Player Agent.
3. All eligible league-age 5 players will be assigned to an Upper or Lower Tee-Ball division team by the Lower Division Player Agent by draw based primarily on divisional balance or specific request of a Manager or parent, as defined in SECTION I, Paragraph L. Every effort will be made to honor parental requests for players to be on the same team, provided the requesting player has signed up on or before the 2nd Document Check date.

4. All eligible league-age 6 players that are not assigned to a Farm division team will be assigned to an Upper Tee-Ball division team by the Lower Division Player Agent.
5. Under no circumstances may a league-age 6 and 4-year-old participate in the same Tee-Ball division, per Little League Rules.

## **SECTION XXII. PLAYER REPLACEMENT**

### **A. Permanent Roster Vacancy**

When a Permanent Roster Vacancy causes a team to have fewer than the original drafted number of players with at least two weeks left before the end of that division's current regular season, this player must be replaced within seven days, as described in this section. For the purposes of determining that a Permanent Roster Vacancy exists, the end of the division's current regular season is considered the last scheduled game prior to the beginning of the division tournament.

1. The team's Manager shall inform the Upper Division Player Agent and division Vice President within 24 hours from the time the Manager discovers that a Permanent Roster Vacancy **MAY** exist. Discovery that a "Permanent Roster Vacancy may exist" is defined as no communication between the Manager and the parents for a period of one week, or a player has not attended three team meetings (practices or games) in a row. Notice must be in writing or email and is to include the player's name and explanation for the vacancy.
2. In the event of a vacancy due to injury, the Upper Division Player Agent should be notified immediately. The determination of a Permanent Roster Vacancy will occur when the player's doctor informs the player that he will not be able to resume playing baseball prior to the end of the season.
3. Notice of a Permanent Roster Vacancy is deemed perfected only upon receipt of a written or emailed notice by the Upper Division Player Agent.
4. The Manager providing the Upper Division Player Agent with a dated notice of a Permanent Roster Vacancy first in time shall be first to receive a replacement player.
5. Players on the waiting list are only eligible to fill a vacancy if they were on the list **PRIOR** to the creation of the vacancy. The date used for the "creation of the vacancy" will be defined as the last date of participation in a team meeting (practice or game) of the player that created the permanent roster vacancy. A player on the waiting list, for the purposes of executing this process, is defined as a prospective player not currently placed on a team.

### **B. Player Replacement**

**MANAGERS, COACHES, OR ANY BOARD MEMBER, MAY NOT CONTACT POTENTIAL REPLACEMENT PLAYERS OR THE PARENTS OF POTENTIAL REPLACEMENT PLAYERS.** It is the sole responsibility of the Upper Division Player Agent to contact all parties involved. After the draft player replacements shall be made as described herein.

#### **1. Seniors Division**

Eligible league-age 14, 15, and 16-year-olds from the waiting list will be assigned to Seniors division teams by the Upper Division Player Agent.

## **2. Juniors Division**

Eligible league-age 13, 14, and 15-year-old players from the waiting list will be assigned to Juniors division teams by the Upper Division Player Agent.

## **3. Intermediate (50/70) Division**

Eligible league-age 12 and 13-year-old players from the waiting list will be assigned to Intermediate Division teams by the Upper Division Player Agent.

## **4. Majors Division**

- a.** The Upper Division Player Agent will assign a player from the appropriate waiting list if there was an eligible player on the list **PRIOR** to the creation of the vacancy. All eligible players on the waiting list will be invited to attend a special tryout within 48 hours.
  - i.** If the vacancy is created by the loss of a league-age 12 player, this player will be replaced by a league-age 12 player from the Majors division waiting list.
  - ii.** If the vacancy is created by the loss of a non-league-age 12 player or if there are no league-age 12 players on the Majors division waiting list, the replacement player will be a league-age 11 player from the waiting list.
- b.** If there are no eligible players on the waiting list, the Upper Division Player Agent shall send an email to all league-age 11 players in Minor A to create a pool of players interested in being drafted up. Players shall be given 48 hours to respond. The team's Manager shall select a replacement player from the pool within 2 days of the creation of the pool of interested players and notice from the Player Agent.
- c.** If no players express interest in being drafted up, the team's Manager shall select a replacement player within 2 days of determination that there is no pool of interested players and notice from the Upper Division Player Agent. The replacement player must have been eligible for the Major division draft, drafted to a Minor A team, and currently on a roster in the Minor A division.
  - i.** Sons and/or daughters of Managers and the two Coaches of record for each team are not eligible for selection.
  - ii.** Each team within any division must have given up one player as a replacement before a second player can be drawn from any team.

## **5. Minor A and Minor B Divisions**

- a.** The Upper Division Player Agent will assign a player from the appropriate waiting list if there was an eligible player on the list **PRIOR** to the creation of the vacancy. All eligible players on the waiting list will be invited to attend a special tryout within 48 hours.

- b. If there are no eligible players on the waiting list, the Upper Division Player Agent shall send an email to all eligible players in the division directly below to create a pool of players interested in being drafted up. Players shall be given 48 hours to respond. The team's Manager shall select a replacement player from the pool within 2 days of the creation of the pool of interested players and notice from the Upper Division Player Agent.
- c. If no players express interest in being drafted up, the team's Manager shall select a replacement player within 2 days of determination that there is no pool of interested players and notice from the Upper Division Player Agent. The replacement player must have been eligible for the Minor division draft, drafted to a team in the division directly below, and currently on a roster in the division directly below.
  - i. Sons and Daughters of Managers and the two coaches of record for each team are not eligible for selection.
  - ii. Each team within any division must have given up one player as a replacement before a second player can be drawn from any team.

#### 6. Minor C, Farm and Tee-Ball Divisions

- a. The Upper Division Player Agent will assign a player from the appropriate waiting list.
- b. If there are no eligible players on the waiting list, the opening will remain until a player becomes available on the waiting list.

#### C. Parent, Player, and Current Manager Notification

1. Notification of the replacement player selection shall be made **ONLY BY THE PLAYER AGENT** or his/her selected representative. Notification shall occur in the following order:
  - a. The parent(s) of the selected replacement player.
  - b. The selected replacement player's current Manager to notify him/her that the player has been released, so that he/she might select a replacement player for his/her team.
  - c. The replacement player's new Manager to notify him/her of the player change. Any prior notification shall be treated as a serious offense in violation of these By-Laws by the Board of Directors.
2. Sanctions and/or penalties for a Manager, Coach or other person found to be in violation of the above shall be determined by the Disciplinary Committee. Said sanction/penalty may include, but shall not be limited to, suspension or removal. A recommendation of removal of the Manager or Coach shall be approved by a majority of the Board of Directors.

#### D. Player Refusal

Replacement players may not refuse to be drafted up. Once the Upper Division Player Agent transfers a player to a new roster they may not return to their former team. If a player does not report to his/her new team within 3 meetings they will reinitiate the creation of a Permanent Roster Vacancy on the team.

**SECTION XXIII: HVLL REFUND POLICY**

Prior to tryouts, HVLL will honor all refund requests in full. After tryouts begin, no requests for refunds will be honored.

CERTIFICATION:

This is to certify that I am the duly elected, qualified and acting officer of Huntington Valley Little League and that the above and foregoing By-Laws were adopted as the By-Laws of this Corporation.

IN WITNESS WHEREOF I have hereunto set my hand this 31th day of March, 2021.

A handwritten signature in black ink that reads "Tim Stone". The signature is written in a cursive, slightly slanted style.

Tim Stone - President, Huntington Valley Little League