

South Portage Little League Bylaws

(Revised April 11, 2021)

PREAMBLE

The following rules are NOT intended to replace any rules in the Little League Baseball or Softball Regulation and Rulebook as published by Little League Baseball, Inc. These rules are specific to South Portage Little League ("League"). These rules shall be considered the policy of the league, per Article IX, Section 3 of the Little League Constitution ("Constitution"). These policies are enforceable and shall be reviewed and voted upon annually. Violations of this policy may be addressed through disciplinary action as determined by the Board of Directors, or other means as described by Little League Rules and Regulation.

ARTICLE I – GENERAL LEAGUE RULES

Section 1. The League's playing season(s) shall be determined annually by the Board of Directors. Generally, no season shall begin earlier than January 1 or end later than October 31.

Section 2. The League will require a Registration Fee for each child participating in a Little League Program. This fee will be collected annually during the registration period. The fee amount will be set during the annual budgeting process and approved by the Board of Directors. Any discounts or waivers must also be approved annually.

The President shall have sole authority to reduce and/or waive registration fees for any player demonstrating financial hardship (i.e., "scholarship"). Families will not be denied participation based on financial hardship. Those families receiving financial hardship scholarships may be required to provide further assistance to the League during the season in the form of volunteering (i.e., concession stand work, all-star hosting duties, etc.).

Section 3. Sponsorship levels and fees shall be determined by President and Sponsorship Director/Coordinator annually. The fees shall be set during annual budgeting process. Invoices for season and team sponsors shall be delivered by April 1 and money collected no later than May 31.

Section 4. Board of Directors are required to agree to and sign the Code of Conduct for Board Members annually. Expected behaviors are described and all Board Members are expected to act in a manner that supports the continued success and growth of the League. Attendance for at least 75% of regular Board Meetings is expected of each Board Member.

Section 5. Any player, manager, coach, umpire, board member, parent, family member, or spectator who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or at any other Little League meeting or activity, is subject to disciplinary action by the President and/or Board of Directors. All League volunteers are expected to support and uphold to this policy.

Section 6: Curfew during the Portage Public Schools (PPS) school-year is set at 8:00 PM for t-ball, minors, little majors, and majors divisions. For 50/70, junior, and senior divisions the curfew for school-year is 8:30 PM. NO new inning starts after the set curfew time. Note: a new inning "starts" as soon as a third out is made. After PPS concludes the school year (any during Spring Break week only), the curfew is no longer in effect.

Section 7: Managers may have two adult coaches approved by the President assisting once the draft has been completed. Manager can also designate one officially rostered score-keeper. All of these volunteers must meet League background search, training, and paperwork requirements. Exception: T-ball and Minor divisions may have 1 Manager and 3 Coaches approved by president assisting once games begin or draft occurs.

Section 8: For Little Majors and above, lineups must be submitted to the umpire and other team no less than 10 minutes prior to game time.

Section 9: Only those listed on a specific team roster are allowed in the dugout. An adult must remain in the dugout at all times. Any adult in the dugout or on the field must have submitted their volunteer application and have successfully completed their background search for each season.

Section 10: At the discretion of the umpire, ground rules shall be discussed with managers prior to the game.

Section 11: When participating in inter-league play, approved special inter-league play rules shall apply.

Section 12: Games are expected to be played according to the published game schedule. Rescheduling of games, other than weather related (see game postponement procedure in this manual for weather related postponement rescheduling policies), will be allowed only in extraordinary circumstances. The Manager must contact the Player Agent to request a game postponement. Both the Player Agent and the Baseball Director/Softball Director must approve the requested postponement. If not approved, the team who cannot play the game as scheduled will be given a loss.

Section 13: All team practice, scrimmage and game activities must be held at South Portage Little League. No offsite games or practices are allowed without prior written approval from President. Scheduled Inter-league games played at Michigan District 2 or 15 sites are automatically approved.

Section 14: All managers, coaches and players must remain in the dugout area at all times when not participating in the game.

Section 15: Teams reporting for games played on weekday evenings shall adhere to the following pre-game schedule (when possible based on field availability):

- 60 minutes pregame to 40 minutes pregame: Home team batting practice
- 40 minutes pregame to 20 minutes pregame: Visiting team batting practice
- 20 minutes pregame to 10 minutes pregame: Home team infield practice
- 10 minutes pregame to 0 minutes pregame: Visiting team infield practice

Section 16: All South Portage Little League properties and facilities are tobacco product (including e-cigarettes/vaping) and alcohol free. Violators will be reported to the Board of Directors for review and up to, and including, disciplinary action or banning from premises.

Section 17: Player Agents are not allowed to Manage, Coach, Assistant Coach, or Umpire in the same division that they are also Player Agent. Exceptions to this rule may be brought to the SPLLL Board of Directors for review and must come from official action/resolution.

Section 18: For Little Majors and above (both Softball and Baseball), Teams are allowed to start and play games with eight (8) players on each team. If offensive team reaches the 9th position in batting order, there will NOT be a charged out, and there will NOT be any other form of penalty for a missing (9th) player. Rather, batting order will continue from the top of the order and continue until 9th player arrives and is eligible for play, or the game concludes. At no times shall a team be allowed to play with less than eight (8) players. At any time if a team has less than 8 eligible players, the team will forfeit the game.

Section 19: Courtesy runner may be used for Pitcher and Catcher positions when there are 2 outs in the inning. Same player cannot run for both Pitcher and Catchers in same game. Courtesy runner must be the player that was the last offensive out for the team.

ARTICLE II – BOARD OF DIRECTORS RULES

Section 1: To ensure financial oversight and fiduciary responsibility, the Board of Directors is required to complete an official bidding, or Request for Proposals (RFP), process for any and all projects or contracts that are expected to total greater than \$5,000 in a particular fiscal year. Ongoing, or recurrent, contracts that total greater than \$5,000 each fiscal year require re-bidding no less than every 3 calendar years. Bidding and RFPs require at least 3 bids for Board of Director review unless the Board of Directors determines that this is impossible (i.e., there are not 3 vendors/suppliers available for proposed project or contract). There is no minimum contract price/cost to use this procedure.

Section 2: As part of the formal bidding and RFP process, the Board of Directors shall be allowed adequate time (at least 30 days) to review RFP or bid. During this review period, the Board of Directors (simple majority) may request answers to specific questions, including optional invitation of bidders to present their proposal to the Board of Directors during an open-forum meeting prior to final vote of contract/proposal. In the event of emergency needs, the Board of Directors by $\frac{2}{3}$ supermajority approval vote may authorize expenditures greater than \$5,000 without bidding or RFP process being completed. These emergency contracts shall be limited to no more than one year in duration.

Section 3: No individual shall be allowed to serve in a Board of Directors position who is a named Plaintiff in any Court action which directly or indirectly makes claims against the South Portage Little League. This restriction shall apply to those currently serving as Board members, those seeking to be nominated to the Board in future elections, write-in candidates for Board positions, and/or appointments to Board via Board action. Upon learning of any such legal actions against or naming the South Portage Little League, the Board will confirm that action meets the definition of this rule, and an affected Board member(s)'s privileges will be immediately revoked and the affected Board member will be suspended from their position until such legal action is complete, and Board action allows the affected Board member to return to service.

ARTICLE III – MANAGERS AND COACHES RULES

Section 1. Managers for regular season teams are chosen by the Baseball or Softball Director (respectively) and must be approved by the President and the Board of Directors annually. Managers and Coaches must be approved annually – no coach shall ever receive multi-year appointment. Criteria for Manager and Coach selection will include, but are not limited to:

- a. Demonstrated ability to work with youth
- b. Knowledge of the game
- c. Volunteerism in the league
- d. Submission of Little League Volunteer Form
- e. Completion of all required training and additional forms
- f. Successful passing of current background screening requirements

Section 2. Managers and coaches are expected to perform their duties in a respectful and respectable manner at all times. It is expected that all Managers and Coaches perform the following:

- a. Must support the overall activities of the League (i.e., attending required meetings and training);
- b. Must provide instruction on the basic fundamentals of the sport to all members of the team regardless of player skill level and/or ability;
- c. Is responsible for knowing and obeying the rules and regulations as provided by Little League Baseball, Inc. AND local rules/Bylaws;
- d. Baseball Managers and Coaches at the Little Major division and above are responsible for strict adherence to the Pitch Count Regulation VI – Pitchers and maintenance of all related tracking forms and pitching logs;
- e. Must respect the feelings of all players on their team and on opposing teams;
- f. Is responsible to ensure that all players on his/her team play the minimum amount of offense and defense in each game as required by local Bylaws and Little League rules;

- g. Must report all game injuries to the Field Director on duty. Practice injuries should be reported to League President as soon as practical. Manager should prepare and submit a written injury report to League President for all injuries;
- h. Shall inspect equipment regularly during the course of the season to ensure that all equipment is safe. Contact Equipment Manager for replacement of any unsafe equipment. Do not use any unsafe equipment. Do not allow player owned equipment to be used if it does not meet Little League standards for safety;
- i. Must obtain qualified player substitutes in the event a roster member cannot participate in a scheduled game. (See additional player substitution information in Article IV);
- j. Managers and/or coaches shall refrain from the use of tobacco products and alcohol during practices, games, and all other League functions;
- k. Managers and/or coaches shall ensure that their team cleans up the dugout at the completion of practices and games;
- l. Is responsible to appoint a team parent, and at least one parent as a volunteer umpire for designated games i.e., home team provides field umpire (for leagues without scheduled umpires). Team Parent shall help with team communications and other duties as needed. See Team Parent information in Article V);
- m. Should hold a team meeting at the beginning of the season to meet all parents and players, hand out schedules for practice and games, and to discuss their approach to managing;
- n. Shall be responsible to receive and return League-issued equipment. All equipment and property shall be returned and signed-in by League official (i.e., Equipment Manager) at the conclusion of the season;
- o. All Managers in Little Majors and up are responsible for completing a scorebook at every game. This scorebook MUST be turned in to the league president at the completion of the regular season. Failure to do so will impact the selection of all-star coaches and players and will be taken into consideration for future coaching requests;

ARTICLE IV – PLAYERS RULES

Section 1: Players must play on the assigned/rostered team for all practices, scrimmages, and games. The following exceptions apply:

- a. For T-ball, Minor Baseball, and Minor Softball divisions, borrowing players is optional and should be decided by agreement among managers at game time. No minimum player requirement.
- b. For Little Major and above division, no team may “borrow” players from the opposing team. No team in the Little Major or above divisions may play with less than 9 players. The following player substitution rules apply:
 - i. Substitution of players must be within own division or from an approved pool of players.
 - ii. Players are not allowed to cross down into a lower division for substitution.
 - iii. Every effort should be made to select a player from a team that is not playing on the same day (teams with a bye). However, it is acceptable for a player to play a double-header as long as it is approved prior to game start by the respective Player Agent.
 - iv. When a substitute is needed the Manager must contact his Player Agent and make a request. The Player Agent will make arrangements with the substitute and advise the Manager who the substitute will be.
 - v. If a substitute is utilized and additional roster player(s) show up unexpectedly, then all players who show up will play.

Section 2: If a player shows up late to play for the team which is lacking players, they must enter the game as soon as they arrive regardless of the number of innings already played. Minimum play requirements should be met, if possible.

Section 3: When a non-temporary vacancy occurs on a roster (i.e., player quit, serious injury, etc.), Manager notifies player agent with the name and phone number of the player that has quit or seeks to be moved to a younger league. Player agent follows up with the parents of the player to determine why the player quit, or to verify that they are

in agreement with the decision to transfer their child to a younger league.

- a. Transfers must be made before team pictures. If the Manager feels a child, who was a late sign up, should be moved to a younger division, (s)he should refer the transfer directly to the player agent. The Player Agent will contact the parent(s). The Player Agent will advise the Manager of the parent(s) decision
- i. The final recommendation for player transfer to different divisions post-roster creation is made by Player Agent or Baseball/Softball Director (respective).
- ii. The final decision Player transfer to different divisions post-roster creation is made by President.
- b. Replacements will be filled from a waiting list of players maintained by the Player Agent/ Registrar. The waiting list will begin to accrue immediately following the draft for that league. Between the league draft date and opening day, players registering late are placed on a waiting list, and on a weekly basis, the baseball/softball director will place any player(s) on the next team(s) according to draft rules. Placements will be made immediately for players participating in divisions that have no draft system in a manner to ensure balanced number of players per team, as possible.

Section 4: After opening day, registrations are treated on a case-by-case basis and player placement by the player agent requires the approval of the Baseball/Softball Director (respective) and the league President.

Section 5: Players that sign up late and could pose potential controversial issues of fairness will receive additional scrutiny before being assigned to a team.

ARTICLE V – TEAM PARENTS (ASSIGNED) RULES

Section 1: Each Manager shall select a Team Parent from one of the players' families. The purpose of the Team Parent is to assist the manager with activities such as those listed below:

- a. Help the manager by notifying all parents of the time and place of these league functions.
- b. Help collect any necessary league paperwork.
- c. Assist with the team on opening day and picture day.
- d. Distribute pictures to players or parents.
- e. Organize crew to work assigned shifts in concession stand (as assigned).
- f. Organize crew to work assigned day(s) on the fields.
- g. Team Parent may assist manager with calling other team parents in regard to practices, canceled events or other information as may be deemed necessary.
- h. Team Parent may assist manager in providing water, cups, etc. for the players at games and practices.

ARTICLE VI – WEATHER POLICY

Section 1: The following weather policy was adopted by Michigan District 2 on February 13, 2018, and further amended on February 12, 2019. Although verbiage is limited to "games," this policy will apply to all practices, scrimmages, games, or other activities at South Portage Little League. Unless otherwise amended, this policy is in effect forever:

There will be a 30-minute delay from the time thunder is heard. In the event of subsequent thunder, the 30-minute delay will start over. Teams should be instructed to leave the field and return to their cars for their safety. If lightning is seen sooner than thunder is heard the same rules apply.

If a thunderstorm warning is declared for your county, games are to be cancelled. Watches do not apply. Please send an e-mail to the other leagues if you are cancelling games at your fields due to weather.

Games and practices should be cancelled when temperature or wind-chill for Portage, MI is at or below 40 degrees.

Section 2: The League has further adopted additional precautions that if a Tornado Warning has been issued for our county, all activities are cancelled.

Section 3: The League will make all efforts to assess field and weather conditions by 4:30 PM on weeknights. Notification of weather or field related schedule changes (including delays and postponements), will be sent via:

- a. Text Messaging System
- b. League Facebook Page
- c. League Website

It is recommended that Managers/Coaches work with Team Parent to ensure all other parents learn of any schedule changes as quickly as possible.

Section 4: Inter-league games scheduled at other Little League fields will be postponed according to that host field's policies. Managers will be contacted directly by the host league in these cases.

Section 5: Rescheduling of games postponed for any reason will be done by the Baseball Director/Softball Director. Except for special tournament or inter-league events, all efforts will be made to avoid gameplay on Sundays. Not all games will be rescheduled. Games will be rescheduled based upon the next available open field date.

ARTICLE VII – REGULAR SEASON DRAFT AND TEAM FORMATION

Tee-Ball Division for Baseball/Softball Team Formation

- Players are grouped together by general neighborhood and school
- Teams are balanced by age
- Requests will be considered, and honored when possible

Minor, Little Major, Major, & Junior Divisions for Baseball/Softball Draft

- Player Assessment and Draft procedures will take place
- Assessments will be in the form of basic skills review, including (but not limited to) throwing, catching, hitting, running, and overall athleticism. Pitching will also be assessed in some divisions.
- The objective of the draft is to distribute talent as evenly as possible among the teams
- When there are two Brothers/Sisters in the draft the Manager selecting one sibling has to take other sibling, and the Manager must exercise that option in the appropriate round of the draft
- Trades are allowed only if completed on the night of the draft and upon approval by the Director (Baseball or Softball, respectively) and President
- If the manager has identified their Assistant Coach(es), they must announce prior to draft starting
- The Assistants' son or daughter will be placed in the draft round appropriate based on his/her skills assessment average calculated score with overall draft rounds or coaches vote.
- If managers cannot agree on placement, President has final say on placement
- There are **NO** Core/House/Champion/Elite Teams at any division
- Managers names are drawn for order of draft
- The draft rotation snakes through the order (serpentine) meaning that number 1 coach gets the first pick and then 2 and so on; the number 8 coach gets the eighth pick and ninth pick and coach 7 gets tenth pick and so on
- For Little Majors: If the Manager's child(ren) is 10 years old they go in the 3rd round, if they are 9 years old they will go in the 4th round and if their child(ren) is 8 years old they will go in the 5th round
- For Majors: If the Manager's child(ren) is 12 years old, they go in the 3rd round, if they are 11 years old they will go in the 4th round, and if their child(ren) is 10 years old they will go in the 5th round
- The following picture shows a typical draft "serpentine" process example

	round 1	round 2	round 3	round 4	round 5	round 6
coach 1	↓	↑	↓	↑	↓	↑
coach 2						
coach 3						
coach 4						
coach 5						
coach 6						
coach 7	↓	↑	↓	↑	↓	↑
coach 8						

ARTICLE VIII – ALL-STAR & POST-SEASON PLAY SELECTION

Section 1: These rules apply to any/all organized post-season play, including Little League All-Star tournament and other special tournament play.

Section 2: It is a privilege to be selected to an All-Star tournament team as a player, manager or coach. The highest standards of conduct and sportsmanship are to be exhibited always. Teams are formed that would best represent the strength of talent of South Portage Little League.

Section 3: The All-Star experience includes practices, team meetings, and games. It represents an opportunity for significant enhancement in a player's baseball/softball skills and knowledge through the demanding practice schedules and tournament games. Accordingly, SPLL selects teams with a minimum of twelve (12) players, unless approved otherwise by the President.

Section 4: It is the Manager's decision as to starting lineups and substitutions during tournament games so long as Little League and Tournament Rules are followed. Regarding playing time, Managers are expected to do what is best for the team, while attempting to be as fair as possible to each individual player.

Section 5: Managers for All Stars or post-season play must be present at any and all required meetings for respective tournament. If extenuating circumstances prevent attendance, Baseball or Softball Director (respectively) may attend as proxy.

Section 6: Parent(s) of players must sign the ALL-STAR REGISTRATION FORM before a Player may be nominated to play. This form must be distributed to the parents of **ALL PLAYERS** whether they are being nominated or not. Coaches are encouraged to nominate players from their teams that exhibit great skill that would best represent the league and therefore encourage their parents to complete the necessary paperwork. If there is no All-Star registration form, the Player will not be considered as a nominated player.

Section 7: All regular season team Managers participate in the selection of All-Star players. Assistant Coaches are not permitted to be in the selection process.

Section 8: Managers for All-Star teams are chosen by the Baseball or Softball Director (respectively) and must be approved by the President. The qualities desired in a South Portage Little League All-Star Manager are listed below:

- Demonstrated ability to work with youth

- Knowledge of the game
- Role model of good sportsmanship and high character
- Volunteerism and service to SPLL
- Proven ability to represent the League and players in respectful manner

Section 9: All-Star Managers will select up to 2 Coaches/Assistants and 1 Official Scorekeeper. These Coaches/Assistants/Scorekeepers must be approved by the President. Preference will be given to regular season coaches.

Section 10: Ballot of nominated Players will be reviewed during All-Star Draft meeting and initial selection will be made by unanimous vote. Players receiving unanimous votes are automatically placed on the team. In subsequent rounds, managers cast X votes from the list of remaining players, where X is the number of openings on the team. Voting continues until a minimum of 11 players are placed on the team through either unanimous or majority vote. The All-star Manager will choose at his/her discretion the final player (12th or 13th) to complete the roster. As needed, an All Star assessment/try-out may be conducted at respective Director's and President's discretion.

Section 11: Players on the ballot who are not selected serve as the reserve pool of players from which the Manager can make additions to their team if elected players choose not or are not able to play on the All-Star team, or if a player quits or is ejected from the team. The replacement player will be a player with the next highest votes at the All-Star selection meeting.

Section 12: The Baseball/Softball Director (respectively) chairs each meeting along with the appropriate Player Agent (as applicable). The President, or his/her designee, has the final say on any All-Star matters.

Section 13: All teams will field a minimum of 12 players unless approved otherwise by the President.

Section 14: Players who have "played up" (i.e., Ten-year old who played in the Major League) are not automatically chosen for All-Star team placement. They must be nominated and voted on by the managers in the division where they have played. The lower level All Star Manager is bound by the decision of the higher-level managers.

Section 15: Players must respect decisions made with All-Star team placement. Players must make themselves eligible to play on the Manager-chosen All-Star team. Player's age will be considered as to which age tournament they will be considered. In the event they qualify for more than one tournament, consideration will be given to the ability to field teams that best represent the league. If a player declines to play on a particular team, they forfeit all other eligibility to play on a different All-Star team.

Section 16: All discussion that takes place in an All-Star selection meeting shall remain confidential for the protection of the children and parents.

ARTICLE IX – DIVISIONAL SPECIAL RULES

CO-ED TEEBALL LOCAL RULES

The principal objectives of this league are **FUN** for the kids and **INSTRUCTION** in the basic fundamental skills of baseball and softball (throwing, hitting, fielding, running bases etc.). Competition and winning is secondary to these objectives.

1. Players should be rotated through positions throughout the game. As managers deems safe, players should be given the opportunity to play as many positions as possible. Managers should consult the Tee ball director for a player rotation schedule if there are questions on how to do this. No player should play one position more than one inning in a game.
2. Regardless of gender or future choice of baseball vs. softball, all players bat the approved safety (Level 1) baseball from a Tee furnished by the league or coach pitch based on skill.
3. Entire roster bats. No strikeouts. No bunting. No base stealing. No walks. Bat through entire line-up. If a batter is out, he/she may be called out, but may remain on base to have the opportunity to run bases when teammates hit the ball. The batting order should be rotated every game to allow players different starting and finishing batting positions.
4. All players will play on defense every inning and will be rotated every inning. Only six defensive players (including the catcher) are permitted in the infield area. Outfielders should be positioned at least five steps back in the outfield grass and must throw the ball to an infielder. Teach positional play/responsibilities.
5. The game will end when three innings have been completed, if it is time to begin another game, or if recommended time has expired. Play may not continue into the next game time. If this is the last game on that day's schedule and three innings have not been completed, the one hour and 15 minute rule will come into effect, with the home team batting last.
6. The manager and/or assistant coaches may base coach and help coach the batter at home while their team is on offense. The manager and/or assistant coaches are permitted on the field of play while their team is on defense.
7. A batted ball is in play after it leaves the designated marked area and runners may advance one base. Play is stopped and no advancement of runners is allowed.
8. The defensive player assigned to the pitcher's mound must stay in contact with the mound (not necessarily the pitcher's rubber) until the ball is batted and must wear an approved batting helmet.
9. The catcher must wear a helmet and be positioned well behind the batters box, behind home plate, until the ball is batted.
10. Tee ball teams are composed primarily of four, five and six year old boys and girls. Some first year seven-year-old boys or girls may play in this division if requested by their parents and deemed appropriate by player agent/director.
11. Umpires are not assigned for this division. Managers and assistant coaches from both teams are urged to participate in these roles.

MINOR BASEBALL LOCAL RULES

The principal objectives of this league are **FUN** for the kids and **INSTRUCTION** in the basic fundamental skills of baseball (throwing, hitting, fielding, running bases etc.). Competition and winning should be subordinate objectives at this level.

1. Players should be rotated through positions throughout the season. Managers should consult the Minor Baseball Player Agent for a player rotation schedule if there are questions on how to do this. No player should play one position more than two innings in a game.
2. Player roster: Preferably 9-12 kids per team.
3. All players should be placed in the batting order. The inning changes after three outs have been made or five runs have been scored. Games will be played until five full innings are complete or the one hour and thirty-minute time has expired. In the event there is a game scheduled 1 hour and 15 minutes after the start of the game those games will conclude at 1 hour and 15 minutes.
4. Catcher must have proper athletic protection and gear to play in the normal catcher position, otherwise, the catcher must wear minimum a helmet and stand off to the side (like t-ball). Any batted ball that comes in contact with the machine or adult operator is dead.
5. Any batted ball that comes in contact with the machine or adult operator is dead. Should the ball roll directly under the machine and not hit it or come to a rest directly under the machine, it may be played as a live ball. The hitter is awarded first base. All base runners advance one base. Players are not allowed to field the ball that has hit the machine or operator. A player is placed standing with one foot in and one foot out of the pitcher's circle and assumes the defensive position of a pitcher. Player may play on either side of the machine. This pitcher must wear batting helmet with face cage guard.
6. Each batter gets a maximum of six pitches to put the ball in play. (If the sixth pitch is a foul ball, the batter gets another pitch). If the ball is not hit after sixth pitch, the batter hits from a tee. (no exceptions). When a batter hits from a tee he/she may only take one base. Runners may advance one base only and only if it is a force. All runners not force will remain on their respective bases.
7. Stealing is not allowed.
8. There is no "infield fly" rule.
9. There are no base-on-balls (walks).
10. The proper speed is 38-41 mph beginning the season at 38 or 39 with an adjustment mid-season to 41 at the call of the player agent. The machine will be at 46 feet and coaches will set these up at beginning of game and no one is to adjust speed once the machine is set up. If the machine needs to be adjusted both coaches need to agree. The height of the machine must be such that the entire ball exits the machine at least three feet, but not more than four feet above home plate.
11. Scoreboards will be used if available but we will not keep score or standings for teams. Kids like to see runs.
12. 9 or 10 players may play defense at a time; with 10 players, there are four outfielders.

LITTLE MAJOR BASEBALL LOCAL RULES

1. All players must play at least three full innings or nine (9) outs. Innings do not have to be consecutive.
2. A lineup of all players reporting for game will constitute the batting order for the entire game. Late arrivals will be entered at the bottom of the lineup in order of their arrival. Players leaving during the game will simply be scratched from the lineup.
3. Player Absent Substitution Rule: See details in Section IV. Teams needing substitutes must go through the player agent and follow substitution rules. Coaches may not find their own substitutes.
4. Teams are allowed two adult coaches on the base paths on defense.
5. Five (5) run rule per inning, **with no continuous play**, will be in effect during the game for the first five innings. Sixth inning and extra innings will continue until three outs have been made. If time is running out, coaches and umpires should agree on having continuous play before the next inning begins (i.e. 4th or 5th inning).
6. No balks by pitchers in this division.
7. All pitchers must adhere to the maximum number of pitches per game and rest periods described in Regulation VI – Pitchers (New Pitch Count Regulation). **Managers are responsible for strict adherence to the New Pitch Count Regulation and maintenance of all related tracking forms and pitching logs.**
8. Re-entry rule may be used on starting lineup only. Re-entry rule is not applicable to the pitcher. Once the pitcher is removed, he/she cannot re-enter the game as a pitcher.
9. The Infield Fly Rule will be in effect during the entire season.
10. Chartered teams of the same and contiguous districts may engage in special games during and after the regular season but not prior to opening day of the school term or September 1st, whichever comes sooner. Note: Teams participating in special games during the regular season shall be regular season teams only.
11. The league will not routinely schedule umpires. It is the responsibility of the home team to provide the home plate umpire and the visiting team to provide the base umpire. The Field Director is not responsible for finding umpires.
12. The 10 run mercy rule will be in effect as described below:
If a team is ahead by 10 or more runs after 4 innings of play (3 1/2 innings for the home team), the game will be declared over and the team with the lead will be declared the winner. The scoreboard will be shut off and both teams will play 2 innings of instructional scrimmage. The emphasis of the scrimmage is fun and fundamentals. Managers should explore different positions for players during this time. Play should be stopped if desired to instruct players in specific rules or plays.
13. Home team has the responsibility of keeping the official scorebook and reporting all scores to the player agent. Accurate pitch count information for both teams needs to be recorded in the official scorebook.
14. Saturday games: If a game over laps a scheduled game at anytime of the day regardless of the inning. The game will be officially over when the home team completes its turn at bat.

MAJOR BASEBALL LOCAL RULES

1. Substitutions are made in accordance rule 3.03 et. al. with two exceptions. First, 3.03 (1) does not apply because an open batting order is in effect. Second, according to rule 3.03 (2) a player must have “played defensively for a minimum of **nine (9)** outs.”
2. Players arriving late, after game has started, will bat at least once and play a minimum of two innings defensively.
3. Late arrivals will be entered at the bottom of the lineup in order of their arrival.
4. At no time shall a team have on its roster more than eight players whose league age is 12.
5. Two adults are permitted to be base coaches.
6. No balks by pitchers in this division.
7. All pitchers must adhere to the maximum number of pitches per game and rest periods described in Regulation VI – Pitchers (New Pitch Count Regulation): See Page 6. **Managers are responsible for strict adherence to the New Pitch Count Regulation and maintenance of all related tracking forms and pitching logs.**
8. A team may play one (1) double header in a calendar week. (Exception under Rule 4.12).
9. Chartered teams of the same and contiguous districts may engage in special games during and after the regular season but not prior to opening day of the school term or September 1st, whichever comes sooner. Note: Teams participating in special games during the regular season shall be regular season teams only.
10. Player Absent Substitution Rule: See more information in Article IV.
11. The 10-run mercy rule will be in effect as described below:
If a team is ahead by 10 or more runs after 4 innings of play (3 1/2 innings for the home team), the game will be declared over and the team with the lead will be declared the winner. The scoreboard will be shut off and both teams will play 2 innings instructional scrimmage. The emphasis of the scrimmage is fun and fundamentals. Managers should explore different positions for players during this time. Play may be stopped if desired to instruct players in specific rules or plays.
12. In the event an umpire does not show up for a game as scheduled, the home team will be responsible to provide the plate umpire and the visiting team provide the base umpire. The field director may be requested to find umpires but it is not his/her responsibility to do so. The home team is responsible to provide the base umpire when the league has provided a plate umpire.
13. The home team has the responsibility of keeping the official score book and reporting scores to the player agent. Accurate pitch count information for both teams needs to be recorded in the official scorebook.
14. The dropped third strike rule is in effect.

JUNIOR/SENIOR BASEBALL LOCAL RULES

1. Base coaches may be rostered players or adults.
2. Pitchers may throw up to 8 pitches at their first appearance and no more than 5 pitches thereafter for warm-ups.
3. Home team will supply the base umpire and a minimum of 2 new game balls and as many used balls as necessary to keep the game moving. In the event that a scheduled umpire does not show, the home team is responsible to provide the plate umpire and the visiting team provides the base umpire.
4. Timeouts for the offensive team will be only for injury or substitution.
5. Junior and Senior baseball divisions do not bat through the full roster. Open batting is optional in Junior Baseball provided that both managers agree and have prior approval from the umpire.
6. Substitutions are made in accordance with rule 3.03. However, managers must substitute players such that each player plays a minimum of 3 innings (9 outs).
7. All pitchers must adhere to the maximum number of pitches per game and rest periods described in Regulation VI – Pitchers (New Pitch Count Regulation): See Page 6. **Managers are responsible for strict adherence to the New Pitch Count Regulation and maintenance of all related tracking forms and pitching logs.**
8. Chartered teams of the same and contiguous districts may engage in special games during and after the regular season but not prior to opening day of the school term or September 1st, whichever comes sooner. Note: Teams participating in special games during the regular season shall be regular season teams only.
9. Player Absent Substitution Rule: See additional information in Article IV. Only option one applies.
10. The home team Manager is responsible for the scorebook; he/she must return it back to the small concession stand and record the game score on the posted score sheet. Accurate pitch count information for both teams needs to be recorded in the official scorebook.

TEEBALL SOFTBALL LOCAL RULES

The principal objectives of this league are **FUN** for the kids and **INSTRUCTION** in the basic fundamental skills of baseball and softball (throwing, hitting, fielding, running bases etc.). Competition and winning is secondary to these objectives.

This division is primarily for 5 and 6 year olds who are just starting to play organized softball and want to learn the fundamentals of hitting and fielding. Some first year 7 year olds may also be playing in this division. Suggested team size is 9-10 players to ensure fair and even position rotation and playing time.

Tee Ball is generally the first introduction to organized softball for most players. A major objective for the coaches are to ensure by the end of the season each player has had a "positive experience" with softball, desires to play again the following year, and is working toward successfully demonstrating the skills listed below.

- Warm up techniques
- Names of defensive positions
- How to execute a throw (proper grip)
- Proper fielding position (down and ready)
- How to hold a bat properly
- What to do after the ball is hit (as a batter and a runner)
- Knows how, why and when to run to the next base

1. Tee ball is scheduled for 75 minutes long each scheduled evening.
2. It is recommended to split the scheduled time into 2 different segments; skill development and Tee Ball Scrimmage.
3. All players must be given the opportunity to play every position during the season. **No Exceptions.**
4. No player should play one position more than one inning in a game.
5. Players hit the ball from a tee furnished by the league or coach pitch based on skill.
6. Entire roster bats. No strikeouts. No bunting. No base stealing. No walks. Bat through entire line-up. If a batter is out, he/she may be called out, but may remain on base to have the opportunity to run bases when teammates hit the ball. The batting order should be rotated every game to allow players different starting and finishing batting positions.
7. Players will rotate positions on defense every inning. Only six defensive players (including the catcher) are permitted in the infield area. Outfielders should be positioned at least five steps back in the outfield grass and must throw the ball to an infielder. Teach positional play/responsibilities.
8. The game will end at the end of the recommended time limit or three full innings are completed.
9. The manager and/or assistant coaches may coach first and third and help the batter while their team is on offense.
10. The manager and/or assistant coaches are permitted on the field of play while their team is on

defense.

11. A batted ball is in play after it leaves the designated marked area and runners may advance one base.
12. The defensive players assigned to the pitcher's mound must stay in contact with the mound (not necessarily the pitcher's rubber) until the ball is batted and must wear an approved batting helmet.
13. The catcher must also wear a helmet and be positioned on the grass area, behind home plate, until the ball is batted.
14. Umpires are not assigned for this division. Managers and assistant coaches from both teams are urged to participate in these roles.

MINOR (Machine Pitch) SOFTBALL LOCAL RULES

The two principal objectives of this league are **FUN** for the kids and **INSTRUCTION** in the basic fundamental skills of softball (throwing, hitting, fielding, running bases etc.). Winning should **NOT** be emphasized in importance at this level.

1. Games will be 75 minutes long in duration..
2. Scoreboards will be used but we will not keep standings for teams.
3. Up to ten offensive players on the field, 6 players in the infield and 4 in the outfield.
4. The catcher takes his normal position and should have a few warm up pitches for each inning.
5. All players should be placed in the batting order.
6. Machine speed should be set at 32-34 mph and the leg of the machine should be resting on the pitching rubber. Coaches will set this up at beginning of game and no one is to adjust speed once the machine is set up. If the machine needs to be adjusted both coaches need to agree.
7. There is no on deck batter.
8. There are no base-on-balls.
9. General guidelines are that each batter gets five to seven pitches from the machine to put the ball in play. If the ball is not hit after seventh pitch, the coach will soft toss a few balls and then finally the batter will be asked to hit from a tee. It is suggested to allow 7 pitches for the first 4 weeks, then 5 pitches the next 4 weeks and 3 pitches the remaining weeks. The use of tee for hitting is up to the coaches.
10. If the ball is hit to outfield the base runners can continue to advance until ball is thrown to infield and controlled by the defense.
11. There should be a 10-foot diameter circle chalked around your pitching machine. Any ball that hits the machine is a live ball. Any batted ball that comes in contact with the adult operator is dead or if the ball comes to rest under the machine and not safe to field, the ball is dead and the hitter is awarded first base. All base runners advance one base. A player taking the defensive position of the pitcher must have one foot in the 10 ft circle with their shoulders behind the machine. They may not advance until the ball has left the machine.
12. Bunting is allowed.
13. There is no "infield fly" in this division.
14. Stealing is not allowed, however, players can leave the base and to lead off once the ball crosses the plate.

For the 1st prtion of the season: The following rules will be followed

1. After 3 outs the bases are cleared but the team continues batting until the entire roster has batted.
2. The last runners run around the entire bases and clear the bases.
3. Runner can't advance extra bases on over throws.

For the 2nd portion of the season: The following rules will be followed

1. After 3 outs or 5 runs/inning , the half inning will be over.
2. Runners may attempt to advance 1 extra base per each overthrow

LITTLE MAJOR SOFTBALL LOCAL RULES

1. All players must play at least three innings or nine (9) outs. Innings do not have to be consecutive.
2. **Continuous Batting Order** – A continuous or open batting order will be in effect. Free substitution of defensive players, except for the pitching position will also be in effect.
3. Player Absent Substitution Rule: See page 15 of the Managers Manual.
4. Base stealing (including home) is permitted throughout the entire season. Runner may leave the base when the ball crosses home plate.
5. Five (5) run rule per inning will be in effect during the game for the first five innings. Sixth inning and extra innings will continue until three outs have been made.
6. No balks by pitchers in this division. Pitchers can pitch up to six innings per day. Seven innings and more require one day or rest. Use Little League Rules for postseason or tournament play.
7. **Two Walk/Hit Batter Limit Rule:** No more than a combination two walks/hit batters per half inning will be issued. After that, a coach will come in and pitch to any batter with a ball 4 count or to a player that has been hit by a pitch. The coach assumes the strike count and will pitch until the ball is put into play or the batter strikes out swinging. No stealing of bases will be allowed when the coach is pitching.
8. Re-entry rule may be used on starting lineup only.
9. The Infield Fly Rule will be in effect during the entire season.
10. The league will not routinely schedule umpires. It is the responsibility of both teams to provide the home plate and base umpires. The Field Director is not responsible for finding umpires.

Home Team to provide the following:

- Home plate umpire
- One new softball
- Scorekeeper

Visiting team to provide the following:

- One good used softball
- One base umpire
- Scorekeeper. Both teams will use their scorekeeper's sheet for player eligibility purposes

11. Chartered teams of the same and contiguous districts may engage in special games during and after the regular season but not prior to opening day of the school term or September 1st, whichever comes sooner. Note: Teams participating in special games during the regular season shall be regular season teams only.
12. The 10 run mercy rule will be in effect as described below:
If a team is ahead by 10 or more runs after 4 innings of play (3 1/2 innings for the home team), the game will be declared over and the team with the lead will be declared the winner. At

the discretion of the coaches as time allows, the scoreboard will be shut off and both teams will play 2 innings of instructional scrimmage. The emphasis of the scrimmage is fun and fundamentals. Managers should explore different positions for players during this time. Play can be stopped if desired to instruct players in specific rules or plays.

13. Saturday games: If a game overlaps another scheduled game, regardless of the inning, the game will be officially over when the home team completes its turn at bat for the next game to commence.

MAJOR SOFTBALL LOCAL RULES

1. Substitutions are made in accordance rule 3.03 et. al. with two exceptions. First, 3.03 (1) does not apply because an open batting order is in effect. Second, according to rule 3.03 (2) a player must have “played defensively for a minimum of **nine (9)** outs.”
2. Players arriving late, after game has started, will bat at least once and play a minimum of two innings defensively.
3. Late arrivals will be entered at the bottom of the lineup in order of their arrival.
4. Players whose league age is 12, should be evenly spread amongst teams in the division.
5. Two adults are permitted to be base coaches.
6. Drop Third strike rule applies. Runner may leave the base when the ball leaves the pitcher’s hand.
7. Pitching rules for Little League Softball are outlined in the Little League rulebook. It is the manager’s responsibility to understand these rules and strictly adhere to them.
8. A team may play one (1) double header in a calendar week. (Exception under condition of Rule 4.12).
9. Chartered teams of the same and contiguous districts may engage in special games during and after the regular season but not prior to opening day of the school term or September 1st, whichever comes sooner. Note: Teams participating in special games during the regular season shall be regular season teams only.
10. Player Absent Substitution Rule: See Article IV.
11. The 10-run mercy rule will be in effect as described below:

If a team is ahead by 10 or more runs after 4 innings of play (3 1/2 innings for the home team), the game will be declared over and the team with the lead will be declared the winner. At the discretion of the coaches as time allows, the scoreboard will be shut off and both teams will play 2 innings of instructional scrimmage. The emphasis of the scrimmage is fun and fundamentals. Managers should explore different positions for players during this time. Play can be stopped if desired to instruct players in specific rules or plays.

12. The league will not routinely schedule umpires. It is the responsibility of both teams to provide the home plate and base umpires. The field director is not responsible to find umpires.

Home Team to provide the following:

- Home plate umpire
- One new softball
- Scorekeeper

Visiting team to provide the following:

- One good used softball
- One base umpire
- Scorekeeper. Both teams will use their scorekeeper's sheet for player eligibility purposes

JUNIOR/SENIOR SOFTBALL LOCAL RULES

1. Two adult base coaches are permitted.
2. Pitchers may throw up to 8 pitches at their first appearance and no more than 5 pitches thereafter for warm-ups.
3. Drop third strike rule applies.
4. Home team will supply the base umpire and a minimum of 2 game balls and as many used balls as necessary to keep the game moving.
5. All players reporting for games will bat in an open batting order (all players bat).
6. Timeouts for the offensive team will be only for injury or substitution.
7. Substitutions are made in accordance with rule 3.03. However, managers must substitute players such that each player plays a minimum of 3 innings (9 outs).
8. Pitching rules for both Junior and Senior softball are as outlined in the Little League Softball Rule Book. It is the Manager's responsibility to understand this regulation and strictly adhere to it.
9. Chartered teams of the same and contiguous districts may engage in special games during and after the regular season but not prior to opening day of the school term or September 1st, whichever comes sooner. Note: Teams participating in special games during the regular season shall be regular season teams only.
10. Player Absent Substitution Rule: See Article IV. Only option one applies.
11. The home team Manager is responsible for the scorebook; he/she must return it back to the small concession stand and record the game score on the posted score sheet.

ARTICLE X – PLAYER SAFETY

Section 1. The League will make every and all effort to protect our players from any types of abuse, being physical, verbal, emotional, or other abuse. Coaches and volunteers with regular player contact must be trained annually in proper reporting procedures of any such abuse.

Section 2. At every and all League activities, volunteers must avoid any one-on-one contact with minor players. Volunteers must ensure that more than one adult is present at all practices, games, or other team activities. Volunteers should avoid ever being alone with minor children, other than their own family members.

Section 3. The League has adopted a No-Retaliation Policy for the reporting of any child abuse. Any reports of child abuse will be considered in “good faith” and investigated/reported immediately. Under no circumstances will a Volunteer be punished for honestly reporting child abuse via the identified process. Should any false accusations of child abuse be claimed, said Volunteer may be subject to disciplinary action and possible legal action.

Section 4. Following Michigan Law, Volunteers should report any “good faith” reports of abuse to the League President *immediately*. Volunteers have all authority and right to contact local Law Enforcement (dial 911) in the event of any abuse or assault that threatens the health or welfare of any other individual(s). The President of the League is required to report such abuse to the State of Michigan *immediately* upon learning of such abuse. Additional written reporting must follow current State of Michigan requirements for reporting such abuse of minors. (See <https://www.littleleague.org/player-safety/child-protection-program/state-specific-information-child-abuse/>).

Section 5. Volunteers with regular player contact are HIGHLY encouraged to complete the “Pure Baseball Abuse Awareness Training” course annually – offered Free via Little League at: https://www.littleleague.org/player-safety/child-protection-program/safesport-resources-parents/?utm_source=DA%20Bulletin%20-%20February&utm_medium=email&utm_campaign=safesport%20link
All League Board Members will complete this training annually and provide proof to the President of completion no later than Opening Day each year.