



Fort Bragg Little League
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2024 BY-LAWS (LOCAL RULES)

Article 1. Name

This organization shall be known as the Fort Bragg Little League (FBLL).

Article 2. Objective

Section 2a. The objective of FBLL is to implement the principles of respect, honesty, loyalty, and sportsmanship of the game, while building courage and self-esteem in our youth. FBLL believes in the power of youth baseball to teach life lessons which build stronger individuals and communities.

Section 2b. To achieve our objective, FBLL will provide a supervised program in which we will follow the Rules and Regulations of Little League Baseball, Incorporated. All officers and volunteers shall bear in mind that win or lose, we are molding the future citizens of this community.

Section 2c. All volunteers and players shall adhere to the Volunteer Code of Conduct and follow the Rules and Regulations of Little League Baseball, Incorporated. Failure to do so will result in a written warning from the President for the first offense, and removal with a letter for the second offense. All warnings and removals shall require an Executive Board of Directors decision and approval. The 2023 FBLL Executive Board members will be decided by motion of the Board.

Article 3. Board Objective and Requirements

Section 3a. If a Board member misses three (3) consecutive meetings, they may be dismissed from the Board. You must call or email the President before the regular Board meeting to inform them of your absence. The President will determine if that is a missed meeting or excused absence and it will be stated as such at the current meeting. All warnings and removals shall require a Board of Directors decision. All Board Members will attend a District meeting for the position in which they volunteered for.

Section 3b. All Board Members will receive a copy of the Local Rules and Board Code of Conduct for which they will sign an acknowledgment receipt.

Section 3c. All Board Members must maintain currency in the following online courses: Concussion Awareness, Diamond Leader, and SafeSport.

Article 4. Divisions

Section 4a. The FBLL divisions are as follows:

1. T-Ball Ages: 4-6 years
2. Farm Ages: 6-9 years
3. Minors Ages: 8-11 years
4. Majors Ages: 9-12 years
5. Juniors Ages: 13-15 years

FBLL will adhere to the LL International age recommendation. Age determination will be based on the current Little League International guidelines for each playing season. Players may only play in a higher or lower division under special circumstances and with Board approval. Note: district approval is required for 12-year old players to play in Minors. Note: for 15-year old players to play in Juniors, it requires a Little League Waiver. The waiver must be approved before the player can play or practice.

Section 4b. If any player misses 3 practices or 7 consecutive days of participation, the Manager must contact the Player Agent. That player will be released from LL (unless they have a doctor's note of return from an injury) if the player misses his/her 7 days without due cause, and upon Board approval. If the player has left the field, he/she cannot return to the game. Managers who violate this rule are subject to disciplinary action.

Section 4c. Managers are required to notify the Player Agent for any player who has missed 7 consecutive days. The manager shall have no contact with the player. The Player Agent will instruct the manager of the replacement deadline (one game or two days to choose a player). If he/she cannot make that choice, the Player Agent will then make the choice for the manager to fill the roster. A player in the Minor Division may be pulled up in the last 2 weeks of the season with Board approval. Managers who violate this rule are subject to disciplinary action. See Article 7: Loss of a player Section 7a.

Section 4d. Restroom Visits/Cell Phones/Pages

There are no time-outs for restroom visits. Caution the manager to remind your players to do visits between innings. The use of electronic equipment is restricted. No team shall use electronic equipment, including walkie-talkies, cellular telephones, etc. for any communication with on-field personnel including those in the dugout, bullpen, or field. Managers who violate this rule are subject to disciplinary action. See rule 3.17 of 2023 Baseball Official Regulations and Playing Rules.

Section 4e. Challenger Program

This program is for special needs children who will be placed based on ability on age appropriate teams: T-Ball, Coach Pitch, and Player Pitch teams. No additional equipment is necessary. See Article 13.

Article 5. Registration Fees and Assessments

Section 5a. Registration

Early Registration will be available from December 1 through December 31 for the following season. Walk-in registration(s) will be held on date(s) to be determined by the Board.

All registering players are required to present a birth certificate and a signed local school enrollment verification form. Previously submitted school enrollment forms are valid until a player changes schools. Three 3 proofs of address from 3 separate categories can be used in lieu of the signed local school verification form (per LL guidelines e.g. utility bill, school report card, etc. These documents must be shown and documented or the player will be unable to play in a league game. Refer to Residence Eligibility Requirements & Proof of Age Requirements of the rule book and <https://www.littleleague.org/downloads/residency-school-attendance-eligibility-requirements>.

Returning players must also register and present the same proof. Tournament Verification form may also be used.

Sign up deadlines: The last day of sign-ups will be held on the final assessment day for Minors, Majors, and Juniors. Exceptions must be approved by the Board. The Board will determine the final registration date for T-ball and Farm on an annual basis.

15-year old players may register with FBLL with option of a refund if they make the high school team and choose not to play LL. If they want to play, they must register by the registration date and pay registration fees. At the finish of their high school season, the player is eligible to join LL.

Section 5b. Fees and Refunds

The player participation fee will be established by the Board of Directors. All refunds are subject to Board approval. Scholarships will be available upon request. A refundable volunteer fee will be charged during registration. Volunteers may be reimbursed when their time is completed, or no later than the end of the season.

Section 5c. Assessments: Assessments will not be conducted for player candidates in T-Ball or Farm divisions.

Assessments for Minor, Major, and Junior Divisions will be conducted. Assessments will be planned and run by the Player Agent(s) with the assistance of the Registration Chair. At assessments, each player candidate will be given the opportunity to (1) bat/bunt, (2) field fly balls, (3) field ground balls, (4) throw, and (5) run in competition with children having the same league age. Each of the skills will be graded on a scale of 1 to 5. A total score of 25 points is the highest rating. Candidates

scoring 15 to 25 points are considered for the Majors Division. These assessments will be conducted in the presence of all managers who shall observe the ability of each candidate. All player candidates ages 9 to 15 must attend one of the assessment dates. 9 year olds who chose to play in the Farm Division do not need to attend assessments. Player candidates who are league age 8 and who wish to try out for Minors must also attend one of the assessment dates to be considered for the Minor draft. Each manager shall grade the player candidates.

Article 6. Local Rules- General

Section 6a. Game Schedules:

Minors, Majors and Juniors: all games must be played as scheduled unless a 9-player team cannot be fielded. Game schedules for the current season shall be determined by a scheduling meeting, and then brought to the Board of Directors for discussion and approval. Rainouts, cancellations, and tied games will be played in the order of their cancellation as related to the league schedules and must be made up at the earliest possible convenience. If the games are not made up by the end of the season, both teams will take a forfeit.

Section 6b. Umpires

Pertaining to Minors, Majors and Juniors: Refer to Rule 9.01 of the 2021 Baseball Official Regulations and Playing Rules. Farm, Minors, Majors, or Juniors managers and coaches are required to umpire at least 2 games during the season.

Section 6c. Team Field Duties

The home team will be responsible for lining the field prior to the game, setting up the scoreboard, providing at least two game balls to the umpires, raising the flag, and unlocking the porta-potty. The home team must also provide an official scorebook keeper.

The visitor team manager will be responsible for putting bases away after the game, locking up the dugouts, putting the flag away, locking the porta-potty, and maintaining the field at the end of each game in accordance with field maintenance rules for the particular field.

Both managers are responsible for completing the pitch count chart for their respective divisions at the end of each game, no exceptions.

Trash: All trash must be removed from the fields and dugouts after each game. All teams are responsible for cleanup.

Section 6d. Volunteers

Board members, Managers, Coaches, adult Umpires, Scorekeepers and adults working in Concessions more than 2 shifts must complete the JDP Background check annually per Little League Regulations.

Per California AB 506, effective January 1, 2022, regular volunteers in California must have a one-time background check as approved by the California Department of Justice to exclude individuals with a history of child abuse. This form of background check requires live scan fingerprinting. This applies to volunteers who have direct contact with children 16 hours a month or 32 hours per year, which applies to Managers, Coaches, Umpires, and Board Members who spend 2 or more hours on the field weekly. Live Scans will be conducted at FBPD and paid for by Fort Bragg Little League as needed.

Section 6e. Manager Applications

All Managers/Coaches must submit applications and pass JDP background checks prior to the January Board meeting. Applications submitted after that date may not be accepted. Managers will be considered based on experience (prior coaching and/or playing), recommendations from parents, players and coaches. The President will ask the Board of Directors to complete a sealed ballot vote to approve the assignment if necessary.

All Managers/Coaches are required to attend a pre-season meeting where they will receive a copy of FBLL Local Rules and be advised on how to obtain the current season baseball official regulations and playing rules application. In addition to an overview of the Local Rules, this training will include an overview of the Safety Plan and CPR/1st aid. An additional mandatory field training may be held. Managers and Coaches must complete the following courses online: SafeSport, Concussion Awareness, and Diamond Leader Trainings in line with Little League Rules and regulations.

All Managers/Coaches will follow CA District 35 Dress Code. No open toe shoes, sandals, or crocs allowed.

Section 6f. Player Selection

Pertaining to Minors, Majors and Juniors, the Little League Alternate Method for Plan B will be used for the draft.

Article 7. Loss of a player

Section 7a. Loss of a Player

If a team loses a player due to injury, illness, moving, etc. for the remainder of the season, that player will be removed from the team. The Manager must notify the Player Agent and Safety Officer within 24 hours of the event, and notify the player that they will be released. The Manager will contact the player agent for any replacement of players he/she might need (see also Article 4, Section 4c). Players that were part of the Majors draft are REQUIRED to move up when selected by the Manager of the team who has lost a player.

If the Manager does not notify the Player Agent and or Safety Officer within 24 hours of the missed game, the Manager will be subject to disciplinary action.

Section 7b. Injured player

An injured player (e.g. sprain or broken bones) may be excused from practice and or games per Regulation III (d). When a player misses more than seven (7) consecutive days of participation for an illness or injury, a physician or other accredited medical provider must give written permission for return to full baseball activity. If they are released from FBLL, the Player Agent will contact the Manager for a player replacement selection (see also Article 4, Section 4c).

Article 8. T-Ball

1. 4-6 years of age.
2. T-Ball games shall be 4 innings or 1-hour time limit.
3. The entire roster will be used for the batting order.
4. No Manager/Coach pitch.
5. No on deck batter. No bats in the dugout.

Article 9. Farm/Coach Pitch

1. 6-9 years of age.
2. Games shall not exceed 1½ hour or 4 innings.
3. The entire roster will be used for the first inning batting order.
4. The rest of the game will be played with 3 outs.
5. Coach pitch. (mechanical pitching arm available)
6. Each player will receive 6 pitches. There are no walks.
7. If a batted ball hits the adult pitcher or equipment, the ball is dead. This will be considered a base hit and the batter will receive first base. If first base is occupied, the runner will advance to second base and so on. If first base is unoccupied, no other runners will advance.
8. There is NO sliding.
9. The adult pitcher may help the batter (for example telling the batter how to stand and hold the bat in the batter's box.)
10. There is no infield fly rule.
11. All Players must rotate every two innings and have played each position by the end of the season.
12. No on deck batter. No bats in the dugout.

Article 10. Minors

1. 8-11 years of age.
2. Pitching Machine & Player Pitch. A pitching machine will be used to pitch to all batters for the first 3 innings of a game for all games in this division during the first four weeks of the season as set annually by the Board, except for interleague games, and will be governed by the following rules:
 - a. A batter shall get five (5) pitches or 3 swinging strikes. If he has not hit the ball in play or struck out after the fifth pitch, he is then out. If the final pitch is hit foul, the batter is still alive. An "at bat" will not end on

- a foul ball. Encourage your players to swing early in the count. The batting rotation shall consist of all players on your team.
- b. The pitching machine will be placed on the pitcher's dirt mound in the middle of the grass infield. This entire dirt mound will be considered the "Restricted Zone". For safety reasons, a player may NOT enter the pitching circle for any reason.
 - c. Any batted or thrown ball that lands and remains in this circle becomes an immediate DEAD ball with the batter being awarded first base and ALL FORCED runners advancing one base.
 - d. Any batted ball that hits the machine or coach becomes an immediate DEAD ball with the batter being awarded first base and ALL FORCED runners advancing one base.
 - e. Any batted ball that is a pop fly and is above the machine and is considered to be a safety hazard to the defensive team as deemed by the umpire will be called a FOUL ball.
 - f. Any batted ball that passes through the circle without obstruction is a live ball.
3. Scores and standings will be kept.
 4. Games will be a maximum of 6 innings.
 5. Games in this division will have a time constraint. During a weeknight game, no new inning shall start after 1 hour 45 minutes after the first pitch. During weekend games, no new inning shall start after 2 hours 15 minutes. The last inning, for the purpose of the five-run rule (unlimited inning), shall be defined as any new inning that begins 1 hour and 30 minutes after the first pitch, and 2 hours after the first pitch for weekend games. Games that have completed at least 4 innings of play that have been ended due to time, lighting, or weather will be recorded as complete games at the end of the last complete inning played.
 6. Rule 4.04 will be in effect. The entire roster will be used for a continuous batting order.
 7. Base Coaches, see Rule 4.05.
 8. Rule 2.0 Inning & Rule 5.07 5 Run Rule apply. Exception: unlimited runs may be scored in the 6th inning of play. Games are a maximum of 6 innings regardless of score.
 9. Rule 4.10(e) Run Rule* will be in effect.
 10. Regular Season Pitching Rules and days of rest, Regulation VI in Baseball Official Regulations and Playing Rules apply at all times. Managers/Coaches/Official Scorekeeper must record pitch count and days of rest on the pitch count chart, no exceptions. Managers must also highlight ineligible pitchers on lineup cards at the beginning of each game.
 11. Regulation V(c) Pool Play** in effect.
 12. No on deck batter. No bats in the dugout.
 13. Hit by pitch- If a pitcher hits 3 batters with a pitch in an inning, that pitcher must be removed/ replaced immediately after the 3rd batter is hit by a pitch.
 14. No intentional walks allowed.

Article 11. Majors

1. 12 drafted, 9-12 years of age.
2. All teams are required to maintain a 12-player roster.
3. Base Coaches, see Rule 4.05.
4. Only the Manager and Coaches of record are allowed in the dugout and on the field.
5. Rule 4.10(e) Run Rule* will be in effect.
6. Regular Season Pitching Rules and days of rest, Regulation VI in Baseball Official Regulations and Playing Rules apply at all times. Managers/Coaches/Official Scorekeeper must record pitch count and days of rest on the pitch count chart, no exceptions. Managers must also highlight ineligible pitchers on lineup cards at the beginning of each game.
7. Regulation V(c) Pool Play** in effect.
8. Regulation I(a) and Regulation IV(a) Dual Roster in effect for 12 year old Majors player to dual roster at Junior level with Board Approval.
9. No time limit on games.
10. No on deck batter. No bats in the dugout.

Article 12. Juniors

1. 13-15 years of age.
2. Team rosters are limited to 12 players unless agreed upon by the Board.

3. Base Coaches, see Rule 4.05.
4. Rule 4.10(e) Run Rule* will be in effect.
5. Regular Season Pitching Rules and days of rest, Regulation VI in Baseball Official Regulations and Playing Rules apply at all times. Managers/Coaches/Official Scorekeeper must record pitch count and days of rest on the pitch count chart, no exceptions. Managers must also highlight ineligible pitchers on lineup cards at the beginning of each game.
6. Regulation V(c) Pool Play** in effect.
7. Regulation I(a) and Regulation IV(a) Dual Roster in effect.
8. All players must remain in the dugout.
9. **Note:** For 15-year old players to play in Juniors, Little League Waiver is required. The waiver must be approved before the player can play or practice.

***Run Rule 4.10(e)** If after three (3) innings [Junior League: four innings], two and one-half innings [Junior League: three and one-half innings] if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings [Junior League: five innings], three and one-half innings [Junior League: four and one-half innings] if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after five (5) innings [Junior League: six innings], four and one-half innings [Junior League: five and one-half innings], if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

NOTE: (1) If the visiting team has a lead of fifteen, ten, or eight runs or more respectively, the home team must bat in its half of the inning. (2) A game determined by the 15-run rule, 10-run rule, or 8-run rule shall be considered a regulation game.

****Pool Play**

1. Prior to the beginning of the season, players will have the option to opt-in to the player pool. Upon written request of a player's parents and approval of the Player Agent(s), players may also be entered to play in the player pool for a higher division (e.g. a Minors Player may be placed in the Majors pool or a Majors player may be placed in the Juniors pool).
2. Following the close of registration the Player Agent(s) may also solicit registered players to join the player pool. These players will be added to the bottom of the player pool list. Once the pool player is utilized, his/her name should be moved to the bottom of the pool list for any future games until all players have been called to play.
3. During the season, players can choose to opt-in or opt-out by contacting the Player Agent.
4. All players opting-in will be listed in the order in which they registered.
5. Players will be contacted in the order they appear on the player pool list. Starting at the top, contact the parent(s) of the player to see if they are able to play. If the player can play, they will be instructed to show up and play in their own team's normal regular season uniform. If the player cannot play in the game after being asked, move to the next player on the list. Managers and Coaches do not get to pick the player that would like to use from the pool.
6. No request is to be made if 10 players are already available to play. Managers should (but are not required to) request a pool player if they only have 9 available players. A team with less than 9 players available to play must request a pool player.
7. The request must be made by the Manager or Coach of the team directly to the Player Agent no less than 24 hours before the game. Under no circumstance may a Manager or Coach approach a player directly.
8. Once a Pool Player has arrived at the field they must be placed in the lineup and follow minimum time requirements: 9 defensive outs, 3 innings, and bat at least once, even if a rostered player arrives to fill the order.
9. Pool players are not to be starters (in lieu of rostered players) and will bat only after all present team players have batted.
10. No more than TWO pool players may be requested for any one game.
11. Pool players cannot pitch or catch.

Article 13. Challenger Program

Challenger Program is for children of age and ability appropriate teams. Players will either play T-Ball or coach pitch/player pitch. Each individual child may use his or her own equipment as long as it is approved by Regulations of Little League Baseball, Incorporated. Each player may use lighter equipment if it's too heavy for them.

Article 14. Tie Breakers

In the event there is a tie in the Minors, Majors, or Juniors Division for 1st place, a one-game playoff will determine the 1st place team. The playoff game will be scheduled by the Board.

Article 15. All Stars

Section 15a. Manager Selection

All Star managers and coaches for all divisions will be voted on and chosen by the Fort Bragg Little League Board. People who would like to be considered will complete an application which will be reviewed at a scheduled board meeting with the present members of the Board voting on the most qualified individuals. Applicants must be a regular season manager or coach of record.

If a current board member who is also a regular season manager or coach of record is an applicant, they will be recused from the vote for the division that has a conflict of interest. The chosen manager will choose his/her assistant coach(s). The manager selected will take into consideration the other managers that applied for the position, but were not selected.

Section 15b. Player Selection

Juniors

The Juniors All Star player selection for the top 8 spots will be determined by a vote of the players, coaches, and managers. The players' compiled top votes will contribute a weighted value equal to one regular season team's manager and two coaches' vote, i.e. 33% if there are 2 teams. The remainder of the All Star selection will be by regular season and All Star managers consensus (manager's must recuse themselves from voting for their own child). If a decision on a player is a tie, the Board will vote to place the player. The All-Star manager will choose the size of the roster, which cannot be greater than 14 or less than 12 players. Ages: 13-14 years

Majors

The Majors All Star player selection for the top 8 spots will be determined by a vote of the players, coaches, and managers. The players' compiled top votes will contribute a weighted value equal to one regular season team's manager and two coaches' vote, i.e. 25% if there are 3 teams. The remainder of the All Star selection will be by regular season and All Star managers consensus (manager's must recuse themselves from voting for their own child). If a decision on a player is a tie, the Board will vote to place the player. The All-Star manager will choose the size of the roster, which cannot be greater than 14 or less than 12 players. Ages: 11-12 years

Minors

The Minors All Star player selection for the top 8 spots will be determined by a vote of the coaches and managers. The remainder of the All-Star selection will be by regular season and All Star manager's consensus (managers must recuse themselves from voting for their own child). If a decision on a player is a tie, the Board will vote to place the player. The All Star Manager will choose the size of the roster, which cannot be greater than 14 or less than 12 players. Ages: 8-10 years