

**STAMFORD AMERICAN LITTLE LEAGUE (SALL)
2019 BY-LAWS**

PURPOSE

The purpose of the By-Laws is to govern the baseball operations of the SALL. No part of the By-laws can conflict with or supercede any Little League rule, regulation or policy. The SALL Board of Directors has the authority to change the By-Laws as deemed appropriate.

The By-laws are to be distinguished from the SALL Constitution. The Constitution spells out the duties and responsibilities of the officers of the board, definition of membership, election procedures, meeting requirements such as quorum, etc. The By-Laws will be posted on the League website and will be made available to any member of the SALL for review and inspection, if requested.

The SALL By-Laws expire annually at the end of the fiscal year and must be renewed annually.

MAJORS DIVISION

The number of teams in each Majors division will be determined annually based on the number of players registering to play in each age group.

Majors Division Draft:

The League requires all 12 year-olds to be drafted to the Majors division, unless the player's parent(s) request otherwise and the process is followed according to Little League International.

Majors Division Team Size and Ages:

- Majors division will have rosters limited to no more than 13 and no less than 11 players - unless otherwise affected due to a loss of a player.
- Majors teams must have 9 players at each game, if they will be short - the team's manager must notify the Majors Commissioner or Player Agent in a timely manner.
- Any player called-up as a substitute will not be able to pitch or catch for the team that is calling them up.

Majors Team - Losing a Player for the remainder of the season

- A majors team losing a player (for any reason) for the balance of the season, or for what is expected to be the balance of the season, will be required to call-up or have assigned to them either a player from AAA or a new registrant. A Doctor's note must be provided to the Player Agent, to substantiate a player's injury and the duration of their absence. The new player will be selected by the Player Agent, Manager of the team and Major League Commissioner. This new player will be "permanently" added to the Major team's roster. If the originally lost player should become eligible or return to the team, to play before the end of the season - the team will be required to carry 12 players for the balance of the season, and all minimum play rules will still apply.
- The call-up should be completed within 7 days or before the team's 3rd game (whichever is shorter) from the time they learned of the need.
- If the permanent assignment is not completed in time, the Player Agent will assign a "temporary call-up" for the teams 3rd game (effectively giving the team a 12 player roster) and the team's manager will be issued a warning that the call-up must be completed before the team's next game (i.e. their 4th game). If the permanent assignment is not completed by the 4th game – another call-up will be assigned by the Player Agent and the team's manager will be suspended until the call-up is complete.

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- If a permanent selection is not made prior to entering the last two (2) weeks of the season (i.e. this drags on) - Majors Commissioner and Player Agent will assign a permanent call-up and the manager will be suspended for the balance of the season (including the playoffs).

Note: A team will be allowed to play with 10 players only if a good faith effort was made to replace the lost player and the call-up of a potential substitute player is not advisable because of a potential safety concern. This exception to the rule must be approved by the President, Majors Commissioner and Player Agent.

- If a team loses a player in the last two (2) weeks (calendar weeks) of the regular season - no permanent assignment will be made. The team must play with one (1) less player.
- Each team will be assigned one manager and one coach. Their child (ren), if any, will be freezes in the draft and will be automatically assigned in the team allocation process.

The Majors division will bat 10 batters in the games. If a team has only 9 players (batters), the team will not be charged an “out” for the 10th batting position.

For Majors division regular season play, each player will play a minimum of three (3) innings in the field and have at least one at bat, when a team has six (6) full defensive innings. This rule does not apply for shortened games (i.e. 10 run rule games, weather-related shortened games, etc.). This rule will be lifted for playoffs.

The use of cell phones in the dugout area by Managers and Coaches is restricted to the use of baseball related applications (i.e. GameChanger mobile app). There will be no smoking on the fields, at games, at practices or in front of the players.

MINORS DIVISIONS

The number of teams in each Minors division will be determined annually based on the number of players registering to play in each age group.

The decision regarding the number of teams will be a combined decision of the Player Agent and the respective Commissioners.

Minors Division Draft/Team Creation Process:

AAA Division:

Each team will be assigned one manager and one coach - their children (if any) will be freezes in the draft or automatically assigned in the team allocation process.

AAA teams will be formed based upon either of the following processes - to be determined by the Board of Directors prior to the season try-out date:

- (1) A regular draft (similar to Majors) based upon players demonstrated abilities in tryouts.

From the tryouts, the top rated XX number of players will be placed on a draft board and would then be selected by the AAA managers (draft order is drawn from a hat).

AAA teams will draft 11 to 12 players per team. XX - the number of AAA teams multiplied by 11 to 12 (size of the AAA rosters).

Freezes will occur based upon where the coaches' children and/or siblings fall on the draft board.

OR

- (2) The players will be divided by a committee formed by the Player Agent and AAA Commissioner into evenly balanced teams.

AAA Division – Rules of Play

Please see Addendum A., for the specific rules of play for the AAA Division.

AA, A, T-Ball

Teams in these divisions are created by assigning each player to a team. Requests from parents for friends to play together, for players to be with certain coaches, etc. will be honored, if possible.

Team selection for each division shall be overseen by the Division Commissioner. The Little League Green Book will be followed for the number of players per team.

COACHING

Coaching positions (including Managers) at all levels are reviewed and renewed annually prior to each season - prior year coaches are not automatically carried over year-to-year. The Board of Directors must approve all managers and coaches.

Coach's Clinic

The League will offer all prospective coaches a coaching clinic at the beginning of the season - free of charge. The Coaching Coordinator(s) will maintain attendance records of those individuals who attend the clinics.

If for any reason a manager or coach cannot attend the coach's clinic, they must provide a written notification to the League President, in advance of the scheduled clinic. The League President will determine other arrangements for providing a make-up coach's clinic.

Safety Clinic

The League will offer all coaches a safety clinic at the beginning of the season - free of charge. The Manager and one rostered coach from each team must attend the safety clinic. The Safety Officer will maintain attendance records.

If for any reason a manager or coach cannot attend the safety clinic, they must provide a written notification to the League President, in advance of the scheduled clinic. The League President will determine other arrangements for providing a make-up safety clinic.

Post Season Coaching

All Star Managers are selected via an interview process.

Following the LL Green Book rules for eligibility, the President shall interview prospective Managers. The President shall provide the Coaching Coordinator and Safety Officer with a list of people who are seeking to be All-Star Managers. The Coaching Coordinator and Safety Officer will then confirm the eligibility of each of these candidates based upon whether they attended the coaching and safety clinics.

The President has final say in the selection of the Managers of the All-Star teams.

All-Star Coaches are selected by the All-Star Manager. All-Star coaches must be approved by the President, prior to their selection/announcement.

Friendship Managers and Coaches shall be approved by the President - who will consult with the respective Commissioners.

ALL-STARS

A Post-Season Commissioner will be established by the Board.

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All-Star Teams - Number of teams to be fielded will be determined annually by the Board of Directors based upon the number of eligible players in each age group.

All-Star Teams - Teams to be fielded from:

If the Board elects to field a team to compete in the 12 and/or 11 year old tournaments, then the members of these teams will be selected from the Majors Division. If the Board elects to field a team to compete in the 10 year old tournament, then the members of the team will be selected from both the Majors Division and AAA Division

All-Star Voting Process:

All players in the division of play vote for the All-Star teams.

Players interested in All-Stars will have to opt-in to be on the ballot. The league will send out an information sheet describing the commitment and each eligible player will have the choice to be on the ballot or not.

All players in the Majors division will vote for the 10/11 and 11/12 All-Star team players.

All Managers and Coaches (i.e. the teams “rostered” coaches) in the division of play will also vote for players for the All-Star Teams, in their division of play.

The League Player Agent will conduct voting and vote tabulation working with the Major League Commissioner to ensure all votes are collected. The Player Agent may at his or her discretion utilize the Information Officer to help support the process. All parties involved in executing the voting process must maintain strict confidentiality over the process and results. No other official will have access to the voting tabulations before, during and after the process.

All-Stars - Player Selection:

11-12 Year Old Team:

If the Board elects to field a team to compete in the 12 year old tournament, then the members of the team will be selected as follows:

- All players in the Majors division will elect the first 5 players.
- The Majors division Managers and Coaches will elect the next 5 players.
- The All-Star Manager will select the remaining players to fill the vacancies on the roster.

If a player elected onto the team decides not to play - the next highest vote getter will be offered a spot on the team - until the minimum number of “voted” positions is filled.

Please see the section “All-Stars - Electing Not to Play and/or injuries” for additional information.

10 -11 Year Old Team:

If the Board elects to field a team to compete in the 11 year old tournament, then the members of the team will be selected as follows:

- All players in the Majors division will elect the first 5 players.
- The Majors division Managers and Coaches will elect the next 5 players.
- The All-Star Manager will select the remaining players to fill the vacancies on the roster.

If a player elected onto the team decides not to play - the next highest vote getter will be offered a spot on the team - until the minimum number of “voted” positions is filled.

Please see the section “All-Stars - Electing Not to Play and/or injuries” for additional information.

9 -10 Year Old Team

If the Board elects to field a team to compete in the 10 year old tournament, then the members of the team will be selected as follows:

- The selection of the 9-10 team crosses over the major league and AAA divisions. A committee made-up of the Major league and AAA Managers, both AAA and Major league commissioners and the Player Agent will meet to rank and select the team from both divisions. Every effort should be made to ensure each team is represented at the committee meeting. If a manager is not available, he can be represented by one of his rostered coaches. There will be no voting. The goal of the committee is to create a list in order of ranking of the best players, regardless of age or division of play among the available 9-10 year old players. The All Star manager will follow the list provided by this committee until his roster is filled out. All parties involved will commit to maintaining confidentiality.

All-Stars - Electing Not to Play and/or Injuries

If a player “voted” onto the team elects not to play - the next highest vote getter from the coaches and officials vote will be offered the spot on the team until the minimum number of “voted” positions are filled.

If an all-star manager’s pick elects not to play, the manager can select another player or choose the next eligible player “voted” onto the team by the coaches and officials. The manager is not required to select another player.

If a player leaves the team, for any reason, or is injured after the team is announced - the coach is not required to replace the player.

Any replacement player to the All-Star team, while the team is still in competition, must be done via the approved LL procedure.

Managers “must” go to the Player Agent before making any decisions on a replacement or before making any commitments to a replacement.

Failing to follow the proper process could lead to disqualification from the LL tournament.

All-Star Teams - Post LL Tournaments

The League will sponsor each All-Star team in one (1) tournament after the LL sponsored All-Star tournament has ended (‘sponsor’ meaning the League will pay the entrance fee, and will not cover any travel and/or lodging costs).

If players from the All-Star team are not able to play in these subsequent tournaments, call-up/replacement players are allowed - but, must be done so based on the following process:

- All additions to the team are approved by the President or Post-Season Coordinator (All-Star Commissioner) - in advance of them joining the team.
- All added players must be Stamford American regular season players from the season.
- All replacements/call-ups/additions to the team will come from the team’s age bracket (i.e. the 11/12 All-Star team must first offer the spot 12 year-old players; the 11 All-Star team would offer the position to 11 year-old players; etc.).
- Teams can not ‘dip’ into another All-Star team for a player (i.e. the 11/12 team can not take a player from the 11 All-Star team, etc.) - especially if one is still in competition.

Teams should not add players if they will have at least 11 of their original players in attendance.

POST-SEASON

Majors and AAA Playoff and Championship Games - All Playoff and Championship games will be played to conclusion. If a game is stopped short because of darkness or weather, it will be resumed the next day.

ADDENDUM A: RULES OF PLAY FOR AAA DIVISION

The following rules govern play in the Stamford American AAA division and are considered an addendum to the SALL Bylaws:

- 1) Runners can only advance 1 base on an overthrow. If there are consecutive overthrows the runner can advance another base. No advancing on overthrows on steals.
- 2) Only three successful steals per half inning (including passed balls, wild pitches, delayed steals and regular steals). The trail runner on a play is considered a separate steal. (i.e., player on first and second both steal base it is considered 2 steals).
 - Only one successful steal of home per half inning, this would count as one of your three steals.
 - When stealing runners cannot advance on an overthrow
 - A catcher overthrow back to the pitcher, if runner advances is considered a steal.
- 3) Batting is done in a continuous order with all players batting.
- 4) Every player must play at least 1 inning in the infield, unless there is a safety concern for that child which must be approved by both Managers and the Commissioner (if available).
- 5) A player cannot be on the bench for two consecutive defensive innings.
- 6) Max of 5 runs can be scored by either team in an inning. If 4 runs have scored and a grand slam is hit, only 1 run will count. The final play of an inning will be played to completion even if it pushes the run total over 5 runs, but only 5 will count. There is no cap on runs in the last inning.
- 7) 10 run mercy rule – if a team is ahead by 10 or more runs in the fourth inning or later, and both teams have had an equal number of offensive innings, the game is over. Home team will not bat in the bottom of the 4th inning if it already has a 10 run lead.
- 8) When a game is scheduled immediately following a AAA game, the game should be limited in time. No new innings shall be started after 1 hour 45 minutes following the first pitch. Any innings started prior to 1 hour 45 minutes shall be completed. There will be no time limit when no AAA or majors game are scheduled immediately after the AAA game.
- 9) Players may not play more than 4 innings at any one position. This does not apply to a pitcher who pitches more than 4 innings. A catcher that catches 3 innings plus even just one pitch of a 4th inning cannot pitch in that game.
- 10) A maximum of one manager and two coaches are allowed in the dugout.
- 11) No drop third strike
- 12) Starting a game with less than 8 players will be a forfeit. If 8 players are there, and no "call-up" from another AAA team has occurred, then the team with 8 can borrow an opponent's player to play RF. They will not bat and when the 9TH spot in the order comes up it is an automatic out.

End