



EVERGREEN LITTLE LEAGUE BY LAWS

Board Approved: January , 2018 (2018 Season) with revisions

SECTION I - BOUNDARIES

- 1) All players must comply with Little League residency rule. If a league is not available in the area in which the player resides, the player can be eligible to play outside their league area. Check with local League officials when applying this rule.
- 2) The boundaries of Evergreen Little League (ELL) can be found at www.evergreenlitttleleague.com.

SECTION II – REGISTRATION DONATION STRUCTURE

- 1) Fees collected are donations towards the operation of ELL. No player will be turned away due to any financial hardship. Scholarship or financial assistance is available.
- 2) Spring Registration fees are as follows
 - a. T-Ball \$80 (includes generic jersey and generic hat)
 - b. A-Minor and up \$95 (includes generic jersey and generic hat up to AA. Major league style jersey and hat for Majors and up)
 - c. Additional child (each) \$50
 - d. Family Cap \$195
 - e. Duel Roster \$40.00
 - f. Late Registration Fee
 - i. After February 2nd - \$105.00 per player
 - ii. After March 10th + \$125.00 per player
- 3) Fall Registration fees are as follows
 - a. All Divisions \$75 (includes generic jersey and generic hat)
 - b. Family cap \$150
- 4) Fundraiser Program
 - a. Fundraiser program will be determined each year by the Board.
 - b. If the Board so chooses for a given year, players may opt out from selling the child fundraiser product by electing to buyout and donate a set amount established by the Board.
 - i. The amount for the 2018 season will be \$50.00
- 5) Refund Policy
 - a. The registration fee is a donation towards the operation of ELL. All other donations collected from fundraisers, sponsorships, etc...are not refundable. In order to receive a refund of the registration fee, the parent/guardian of a player must submit a letter to the Board requesting a refund and stating the reason why the player is resigning. No refunds will be processed without this letter. Amount of refund will be based on the following situations. A player, who resigns, quits or is injured...
 - i. Prior to the beginning of the regular playing season but before uniform is ordered, a \$25 administrative fee will be charged and the remaining balance will be refunded.
 - ii. After the uniform have been issued and prior to the beginning of the regular playing season, 50% of the registration fee will be refunded.
 - iii. No refund of the registration fee will be refunded after the regular playing season has begun.
- 6) Return Check Fee
 - a. Checks returned for insufficient funds will be charged \$30.00

SECTION III - DIVISIONS AND TEAM STRUCTURE

Age Alignment

The division structure for Evergreen Little League is created to establish a guideline to place players in their respective leagues by age. The try-outs and draft will determine which division the player will play in based on the age structure of ELL. It may be necessary for an inexperienced or undeveloped player with lack of skills to be placed in a lower division or an exceptional player to play be placed in a higher division. The Safety Officer will recommend (with approval by the Player Agent) for the player to be placed in a division that best meet the player's ability. The Player Agent will discuss this with the parent(s) or guardian of the player. Safety is the main concern here and must be stressed to both the parent(s) or guardian and the player.

Note: A division can be dissolved (i.e. due to lack of players) and will be absorbed into a lower or upper division

1) Baseball

a. T-Ball Division:

- i. Shall comprise of players whose league ages are 4 -6.
- ii. The Player Agent will select teams
- iii. Teams should have a minimum of 7 players and no more than 10.

b. A-Minor Division:

- i. Shall comprise of players whose league ages are 7 and 8.
- ii. This division is coach/machine pitch first half and player/coach pitch second half.
- iii. The teams will be drafted using a serpentine draft system. All players will re-enter the draft each season.
- iv. Teams should have a minimum of 10 players and no more than 13.

c. AA-Minor Division:

- i. Shall comprise players whose league ages are 9, 10 and 11
- ii. Teams should have a minimum of 10 players and no more than 13.
- iii. The teams will be drafted using a serpentine draft system. All players will re-enter the draft each season.

d. Major League Division:

- i. Shall comprise players whose league ages are 10, 11 and 12.
- ii. Teams shall have a minimum of 10 players and no more than 13.
- iii. Players returning to the Majors Division are considered property players.
- iv. All new players will be subject to the supplemental draft.
- v. All returning teams may be disbanded at the Board's discretion for the purposes of maintaining a competitive balance within the division. During this process, all new and existing eligible players will be returned to the draftpool.

e. Intermediate (50/70) Division:

- i. Shall comprise players whose league ages are 11, 12 and 13.
- ii. Teams shall have a minimum of 10 players and no more than 13.
- iii. Players returning to the Intermediate Division are considered property players.

- iv. All new players will be subject to the supplemental draft.
- v. All returning teams may be disbanded at the Board's discretion for the purposes of maintaining a competitive balance within the division. During this process, all new and existing eligible players will be returned to the draft pool.

f. Junior League Division:

- i. Shall comprise players whose league ages are 12, 13 and 14.
- ii. Teams shall have a minimum of 10 players and no more than 13.
- iii. Players returning to the Junior Division are considered property players.
- iv. All new players will be subject to the supplemental draft.
- v. All returning teams may be disbanded at the Board's discretion for the purposes of maintaining a competitive balance within the division. During this process, all new and existing eligible players will be returned to the draft pool.

g. Senior League Division:

Teams will maintain a minimum roster of 10 players and no more than 15. Senior League can have up to 18 players.

2) Softball Division

a. A-Minor Division:

- i. Shall comprise players whose league ages are 7 and 8.
- ii. This Division is coach pitch first half and player/coach pitch second half.
- iii. The teams will be drafted using a serpentine draft system. All players will re-enter the draft each season.
- iv. Teams should have a minimum of 10 players and no more than 13.

b. AA-Minor Division:

- i. Shall comprise players whose league ages are 9 and 10
- ii. Teams should have a minimum of 10 players and no more than 13.
- iii. The teams will be drafted using a serpentine draft system. All players will re-enter the draft each season.

c. Major League Division:

- i. Shall comprise players whose league ages are 11 and 12.
- ii. Teams should have a minimum of 10 players and no more than 14.
- iii. Players returning to the Majors Division are considered property players.
- iv. All new players will be subject to the supplemental draft.
- v. All returning teams may be disbanded at the Board's discretion for the purposes of maintaining a competitive balance within the division. During this process, all new and existing eligible players will be returned to the draft pool.

d. Junior League Division

- i. Shall comprise players whose league ages are 12, 13 and 14.
- ii. Teams should maintain a roster of 10-15 throughout the regular season.
- iii. Players returning to the Junior Division are considered property players.
- iv. All new players will be subject to the supplemental draft.
- iii. All returning teams may be disbanded at the Board's discretion for the purposes of maintaining a competitive balance within the division. During this process, all new and existing eligible players will be returned to the draft pool.

e. Senior League Division

Teams will maintain a minimum roster of 10 players and no more than 15. Senior League can have up to 18 players.

g. Special Try-Outs

Any player, who would like the opportunity to play in the next higher division (Majors and below), may request a special try-out to determine whether or not the player would be safe to play in the next division. Players must have played at least one year in the division below the division they are requesting to try out for in order for the request to be considered. Approved special try-outs will be conducted by the Safety Officer, Umpire in Chief, and at least one additional board member who will then decide whether or not the player is safe to play in the next division. Even if a special try-out is granted and the player is determined safe to try-out to play in the next division, the player must still attend the try-out for the division they would otherwise be placed in.

Note: A special try-out does not guarantee a player will be drafted into the higher division.

SECTION IV - GENERAL RULES

1) Managers and Coaches

All Managers and Coaches of record must be 18 years or older. They must be registered and approved by the Board of Directors.

- a. At least one (1) authorized Manager or Coach must supervise **ALL** practices and games. Only volunteers with approved and current background checks on-file may assist with any on-field activities during practices or games.
- b. All Managers and Coaches must dress appropriately as to set the proper example to players and parents.
The Board of Directors will make any decisions necessary to determine appropriate attire.
- c. Managers shall manage only one team per season, but may serve as a coach of record for one additional team each season with approval by the Board of Directors.
- d. Any physical contact or verbal abuse by any Manager or Coach out of anger directed towards any child will result in immediate and permanent removal from the Manager or Coach position with the team in the league.

2) Ejection of a Manager or Coach

In the event that a Manager or Coach is ejected from the game, he/she must leave the field and park immediately and take no further part in that game. The Umpire(s) may stop the game until the ejected Manager or Coach has left the field. Any ejection will result in an automatic suspension from the next game the team plays. The Umpire must file a formal report regarding the ejection to the board. The Board will review the cause of the ejection and may call a disciplinary hearing, which could result in a more severe penalty, up to, and including suspension for the remainder of the season.

1st offense – miss next game

2nd offense -4 game suspension

3rd offense – contingent on board decision.

3) Un-sportsman-like Conduct

Any physical contact or verbal abuse by a Manager, Coach, or player toward an Umpire, teammate or to the other team will be immediately ejected (refer to Section IV:2) from the game. Manager, Coaches or players throwing or abusing equipment will not be tolerated and may be subject to ejection from the game at the Umpire's discretion.

4) Code of Conduct

All participants in Evergreen Little League including all players, Managers, Coaches, Officials and spectators shall adhere to The Evergreen Little League Code of Conduct at all times whether at ELL home fields, visiting fields or practice fields.

5) Number of Players to Start Game

T-Ball and A-Minor may start the game with less than 9 players. AA-Minors, Majors, Intermediate, Juniors, and Seniors must start and play a game with 9 players.

6) Borrowed Players

A player pool will be maintained by the Divisional Player Agent for AA-minor and above. Teams requesting the use of a pool player may **NOT** request specific players. Player Agents, managers, and coaches must adhere to the rules regarding pool players as outlined in the Little League Baseball/Softball rulebook. A-Minor teams and below may borrow players from the opposing team if the team does not have enough players at the start of a game.

7) POOL PLAY

For **Pool Play** within the same Division, the process is still the same as it has been for past seasons, the Player

- Identifies himself to the Player Agent as a Pool Player candidate
- Cannot pitch for the team on loan to

Player Agent will continue to manage player(s) selection to requesting team(s)

8) DUAL ROSTER PLAY

For Players that want to play within two Divisions (i.e. Majors and 50/70), the Player:

Must register for the 2nd Division that he wants to play in

- Must pay the additional fees \$40.00 to cover Shirt/Hat for Secondary Division
- Will be put into draft pool and be selected in a similar fashion to the draft.
- Will be assigned to roster of Secondary Team, assigned uniform and provided team information.
- Must identify which Division is their Primary Division. To meet All Star criteria for Primary Division, the player must participate in at least 60% of the games played by their team in that Division. **If a Player plays in 60% of both Divisions, he may be offered an All Star Roster spot in both divisions but must choose one. A PLAYER CAN ONLY PLAY ON ONE DIVISION ALL STAR TEAM**

Similar to Pool Play, The key to **Dual Roster Play** is good communication between the Player and his Managers. It is the responsibility of the Player to communicate availability of play and practice to his Secondary Manager and let Primary Manager know of his schedule.

9) Game Start Times

Games will start at the scheduled times. If, after 15 minutes, the game has not started, the Umpire, a league official or both Managers, when no Umpire or league official is available, may determine the game to be "postponed" and will be played at a later date.

- a. For the purposes of game time limits, the official start time shall be the scheduled start time.

10) Postponed Games

A postponed game is a game not played at the scheduled time. It will be recorded as postponed in the official scorebook. The reason for the postponement shall be noted (e.g. rain out, field unsafe, or situations where Managers or league officials have no control over).

11) Rescheduling of Postponed Games

Postponed games for Major or Minor League teams will be rescheduled for the first available day and field with at least 48 hour notice. Rescheduled game days will include Friday and Sunday excluding holidays. Games will be rescheduled through the Divisional Vice President based on field availability. It is the home team Manager's responsibility to inform the Divisional Vice President of the need to reschedule. The home team Manager must also inform the Umpire-in-Chief of the postponed game and the date/time/place of the rescheduled game.

12) Minimum Play

Every player on the team roster will participate in each game per The Little League Rule Book.

- a. Failure of Manager or Coach in charge to comply will result in:
 - i. **First Offense:** The Manager will receive a written warning. The player involved shall **START** the next game and play no less than the mandatory playing time for **BOTH** games.
 - ii. **Second Offense:** The Manager will be suspended from the next scheduled game. The player involved shall **START** the next game and play no less than the mandatory playing time for **BOTH** games.
 - iii. **Third Offense:** The Manager will be suspended for the remainder of the season. This includes postseason play. The player involved, shall **START** the next game and play no less than the mandatory playing time for **BOTH** games.

13) Umpire Scheduling

- a. The Umpire-in-Chief will be responsible for scheduling umpires for AA-Minor Division and higher with the cooperation of the Divisional Vice President. A-Minor Umpires will be approved parent volunteers provided by the designated home team as necessary to call balls and strikes (Coaches should be able to call outs in the field when base coaching at this level).
- b. Managers in the Minor, Major, Intermediate, Junior and Senior divisions will be responsible for providing an umpire when scheduled. It is the responsibility of the manager to either umpire the game himself, ask an approved adult volunteer from his/her team, or any other approved league volunteer to umpire.
- c. Failure of Manager or Coach in charge to comply with part b above will result in:
 - i. **First Offense:** The Manager will receive a written warning. The Manager will be assigned an additional game to Umpire.
 - ii. **Second Offense:** The Manager will be suspended from his or her team's next scheduled game. The manager will be assigned an additional game to umpire.
 - iii. **Third Offense:** The Manager will be suspended for the remainder of the season. This includes postseason play.
- d. If an AA-Minor game has no umpire(s), the Managers from each team may umpire the game. However, every effort should be made to find and approved volunteer umpire.

14) Field Preparation

The home team is responsible for field preparation both before and after the game.

- a. Raking of the infield.
- b. Chalking of the infield.
- c. Placing and removing the bases.
- d. If no home run fence...the placing of cones may be used to mark the home run line. (Cones are an option.)

15) Player Participation (Except T-Ball)

- a. Player Participation forms must be completed and returned to divisional player agents on a weekly basis.
- b. Absences must be noted with the reason for absence in the appropriate section of the player
- c. Failure of Manager or Coach in charge to comply with parts a and b above will result in:
 - i. **First Offense:** The Manager will receive a written warning and will be required to submit future Player Participation forms within 48 hours after completion of the game(s).
 - ii. **Second Offense:** The Manager will be suspended from his/her team's next scheduled game.
 - iii. **Third Offense:** The Manager will be suspended for the remainder of the season. This includes postseason play.

16) Injuries

The Manager **MUST** report all injuries to the Safety Director within twenty four (24) hours of the incident. Any player with an uncovered open wound, blood soiled uniform, or who is bleeding, cannot play. The game will be halted until the player has left the playing field.

17) Infield Warm-up Prior to Scheduled Game Time

Thirty minutes prior to start of game both teams are entitled to ten minutes of infield practice time. The home team will take infield first. If the field is not prepared and it is less than 20 minutes before the scheduled start time, neither team will be allowed to have infield practice. There is no infield practice for T-Ball.

18) Equipment

Each team Manager is responsible for their team equipment, bats, balls, etc, and shall be turned into the Equipment Manager at the end of the season.

19) Uniforms

Each team Manager (if issued uniform are to be turned back in) is responsible for their team uniforms and shall be turned into the Uniform Manager within one week after season play ends. Uniforms must be clean when turned in for storage.

20) Clean-up Area

Both Managers and Coaches are responsible for field cleanliness, i.e., the policing of paper and garbage after his or her game. Each team is responsible for the cleaning of their dugout.

21) Field Maintenance

Managers and Coaches may be scheduled to assist in the maintenance and/or field preparation of the playing fields.

22) Tobacco Use

Tobacco use will not be permitted anywhere in the park during the operation of any Evergreen Little League activities. This includes both smoking and smokeless tobacco products. No Exceptions. League officials and volunteers should inform any violators of the tobacco use policy.

SECTION V – PLAYER ELIGIBILITY, TRYOUTS, DRAFT AND REPLACEMENTS

1) Eligible Player Candidates

Players eligible for the draft are those who qualify under the Little League residency and age requirements and have attended at least 50% of the tryouts.

2) Draft System

Evergreen Little League will use the following draft options:

- a. Players of league age eleven (11) are eligible to try out for the Major or Intermediate division.
- b. Players of league age twelve (12) are eligible to try out for the Major, Intermediate or Junior Division
- c. **Major Division and above:** The draft method shall be "For Existing Leagues - Plan A" as described in the Operating Manual for Little League under the Draft System.
- d. **Minor Division:** The draft method will be "First Year of Operation - Plan A" as described in the Operating Manual for Little League under the Draft System.
- e. **A-Minor & T-Ball:** Will be a blind draft.
- f. If it will deplete the list of players in the draft, the Managers will select as many as possible not to exceed the maximum player requirement. Player Agent will determine from the list of registered players how many players the Managers will pick per team staying within the team roster requirements of Evergreen Little League's structure.
- g. **Manager Options:** Managers may option to take their own son/daughter (or brother/sister) who is otherwise eligible for the division they are managing prior to the draft beginning.

- h. **Coaches Options:** Coaches returning to the same team may request that their son/daughter (or brother/sister) who is otherwise eligible for the division they are coaching prior to the draft beginning.
 - i. A Coaches option can only be requested if the coach is returning to the same team and has coached in the league for at least two years.
 - ii. For the purposes of this section, all teams in divisions without property players will be identified by the Managers. Teams in Divisions with property players are identified by the returning players.

i. **Other Options:** If there are siblings in the draft, they will be connected by option of the Manager selecting the first sibling. If the selecting Manager chooses to honor such option, the sibling will be selected using the Manager's selection in the following round of the draft. Transportation options will be considered on a case by case basis and will be approved as such prior to draft day and handled the same as sibling options.

3) Mandatory Try-Outs

All player candidates with the exception of players for T-Ball, must try out to be eligible for the draft.

4) Returning Property Players (Majors and above Divisions)

- a. Must sign up by the last tryout date and attend 50% of try outs, if not, they may be released from their team at the discretion of the Board. Only by registering before the deadline and attending 50% of try outs will a property player be assured of returning to his or her team. If this deadline is not met, the player then becomes an ineligible player and is subject to ineligible player rules.
- b. A player's parents may submit a "Letter of Release" from his or her team to the board before the deadline.

If the release is approved by the board the player must attend 50% of the tryouts in order to be eligible for the draft. (With exception to extreme cases, Manager must release Player, Board may encourage such release)

5) Ineligible Player Candidates (A-Minors and above Divisions)

A player not attending the tryouts becomes an *ineligible player* and is not eligible for the draft. An ineligible player will be put on the Ineligible Player List.

- a. An ineligible player's parent may present a written excuse stating why the player did not meet eligibility requirements other than age or residency requirements, which may be accepted by a majority of the Board for their son/daughter to become an eligible player. Unless otherwise noted in the rules set forth by Little League International, a candidate not meeting age or residency requirements will not be made eligible.
- b. An ineligible player will not be allowed to play during any regular season game.
- c. An ineligible player will not be eligible for post-season play.
- d. Any waiver for eligibility request must be submitted to the player agent immediately after the player's parent becomes aware of ineligibility. The Board must approve all waivers.
- e. A special tryout will be conducted in order for an ineligible player to become an eligible player. This tryout will be conducted at the player's prospective team's practice within one week of learning of such ineligibility and prior to participation in any regular season games.
- f. All A-Minor players who are determined ineligible by the above guidelines will not be eligible for the draft, but will be placed onto a team either by "hat pick" after the draft or by the Divisional Player Agent.

6) Player Resigns or Quits

A player who quits or resigns from a team becomes ineligible to return and play in the current season or post season. The player may sign up the following year as a new player.

7) Player Trades (A-Minor and above)

Any eligible player may be traded from one team to another team within the same division for any other eligible player provided the following conditions have been met:

- a. Such trade is agreed to by both team managers before the end of the draft
- b. The Division Player Agent & President is notified of the proposed trade and approves the trade.

SECTION VI – SOFTBALL

- 1) All games are scheduled by their respective Division District Representatives.
- 2) Evergreen Little League Tournament of Champions:
 - a. At the conclusion of the regular season, The Tournament of Champions shall be scheduled for each division AA- Minors and above in order to determine a League Champion in those divisions.
 - b. In the event that there are not enough teams in a particular division within ELL to conduct a TOC, it is permissible for ELL to include another League or Leagues.
 - c. All TOC games shall be subject to Tournament rules.

SECTION VII – BASEBALL AA-Minors Division and above

- 1) The applicable ELL Division Vice President schedules all games for their division unless it is determined by the ELL Board of Directors that their division will be participating in an interleague schedule. The Division District Representative will then complete the interleague schedule.
- 2) Evergreen Little League Tournament of Champions:
 - a. At the conclusion of the regular season, The Tournament of Champions shall be scheduled for each division AA- Minors and above in order to determine a League Champion in those divisions.
 - b. In the event that there are not enough teams in a particular division within ELL to conduct a TOC, it is permissible for ELL to include another League or Leagues.
 - c. All TOC games shall be subject to Tournament rules.

SECTION VIII – BASEBALL A-Minors Division

- 1) During the first half of the season the Coach will pitch to the players and the second half of the season a player will pitch. Actual date of the change-over will be determined by the League Vice President in accordance with District Interleague rules.
- 2) **Coach Pitch Rules**
 - a. Only Managers or Coaches are eligible to pitch during games. The offensive Manager or Coach will pitch to his or her own players.
 - b. The batter gets six quality pitches to attempt to hit the pitched ball. There will be no walks. No fouling out on the 6th pitch unless the ball is caught. The batter will be declared out after six quality pitches.
 - c. A pitched ball by an adult coach that hits a batter is a dead ball and called a no pitch. The batter continues his time at bat until he or she hits the ball or has 6 fair pitches.

3) Player Pitch Rules:

- a. During the second half of the season a player will pitch.
- b. Pitchers are limited by pitch count rules as stated in the Little League Baseball

Rulebook. c. **Pitches to Batter**

When a batter has a count of four (4) balls, an adult Coach on the offensive team will come in to pitch to their batter. The strike count will be the count the batter had at 4 balls. The remaining strikes will be delivered by the offensive Coach with only one "extra" to account for an errant pitch by said coach. Example: Player receives 4 Balls and 1 Strike from player pitcher, Coach gets two strikes. If first or second pitch from Coach is errant, then the batter may receive only one extra pitch.

d. **Hit By Pitch Rule**

If a pitched ball by a player pitcher hits a batter, the batter may be awarded first base, however, the batter should be given the option to complete his/her time at bat.

4) Bunting

A batter may only attempt to bunt a pitch thrown by a player pitcher. Pitches thrown by a coach may not be bunted. A ball that is struck by a "full swing" and only travels a short distance in fair territory, is not considered a bunt and should be treated as a live and playable ball.

5) No Stealing

No stealing on a passed pitch ball or a catcher throwing the ball back to the pitcher

6) Play is dead

The play is dead when the pitcher has control of the ball within 10 feet of the pitcher's mound. An exception to this rule is that there must be at least one defensive play before the batter-runner has reached first base. At the time the pitcher has control of the ball and is within 10 feet of the pitcher's mound, any runner that has advanced more than half the distance to either 2nd, 3rd or home base shall be awarded that base.

7) Accidental Contact with Batted or Thrown Ball

Any ball in flight that comes in contact with any Manager or Coach accidentally on the field, in fair territory, is live and playable.

8) Not Enough Players

Less than 9 players *may* start a game: It is allowable in A-Minor to borrow players from the opposing team or a player from the same league in order to have a balance number of players playing each side.

9) Defensive Coaching

One adult Coach may stand in the infield and additional Coaches may be in the outfield near defensive player to offer advice but may not interfere with the play. Time may be called after the conclusion of a play to demonstrate a technique or explain a field situation.

10) Continuous Batting Order

Every player will be in the batting order and take their turn at bat. The entire roster will be entered in the scorebook as the official batting order. The side may be retired if three outs occur, or when the Five- Run-Rule has been completed.

- a. A player may miss his/her spot in the batting order for an appropriate reason (e.g., bathroom break, fear of batting, etc.) without the batting team being penalized.
- b. Players who leave the game early will simply be removed from the batting order without any penalty to their team

11) Five-Run-Rule

After five runs have scored then all play will stop ending the inning and the side retired.

12) Time Limit

A two-hour time limit, from the scheduled start time, will be imposed on A-Minor games. If the game is unable to start at its scheduled time, the Manager must inform the Board Member on Duty to determine course of action (Section IV: 9 & 10). No new innings will start after the 2-hour limit. The bottom of the inning will be completed for the game to end regardless of the game score.

13) Maximum Innings Allowed

Maximum innings played in A-Minor is six innings. If score is tied at the end of 6 innings it will be recorded as a tie game.

14) Darkness/Weather

Board officials may stop a game due to darkness or weather.

15) Umpires

Umpires must perform their duty from the standard umpire position immediately behind the catcher. All home plate umpires must wear protective gear.

16) Scorebook

A scorebook will be maintained to record player line-ups, defensive substitutions, required playing time and runs scored.

17) Postponed Games

Postponed games in A-Minor will be rescheduled at the discretion of the Division Vice President.

18) Protests

Any protest must be resolved before the next pitch. Protests at this level are restricted clarification of a ruling.

SECTION IX – T-BALL DIVISION

Philosophy

T-Ball is an entry-level instructional game between two teams of children, league age 4 to 6 using a batting tee instead of a pitched ball. Emphasis should be placed on fundamental techniques of catching, throwing, hitting, and understanding of the basic rules. Building the self-esteem and confidence of the child is of utmost importance, and above all else, it should be a fun game for children. Many rules can be flexible to adjust to the child's learning experience. Managers and coaches must take this in consideration for the children to have fun while learning the rules of baseball.

1) Length of Game

T-B all games shall consist of four innings or ninety minutes, whichever occurs first and will be played within their time allotted spot. There will be no-infield practice prior to start of game.

- a. T-Ball may play with less than 9 players to start the game.

2) Batting Line-Up

Every player will bat each inning played. The offensive side is retired when all players on the roster have batted and the last batter is put out, forced out, tagged, or a defensive player, while in possession of the ball, tags home plate. There is no three out rule. Allow the last batter to run all bases to home before the defensive players come into the dugout.

- a. In the second half of the season batters can be put out by a standard defensive play (e.g., a caught fly ball, thrown out before reaching base, etc.). All players on the roster still bat regardless of the number of outs recorded in the inning.

3) Runners

There shall be no base stealing in T-Ball. Runners must stay in contact with the base until the ball is hit.

4) Defensive Coaching

One adult Coach may stand in the infield and additional coaches may be in the outfield near defensive player to offer advice, but may not interfere with the play. Time may be called after the conclusion of a play to demonstrate a technique or explain a field situation.

5) Offensive Coaching

Adult coaches may be in the coaching boxes as long as there is one adult coach in the dugout with the players.

6) Protest

There are no protests in T-Ball.

7) T-Ball Set

The offensive manager or coach shall place the ball on the tee for the next batter. The manager or coach shall also remove the tee after a player has hit the ball.

8) Umpire Calls

The manager of the team on the field is to make all umpire calls.

9) Players on the Field

Every player will take a field position when it is the team's turn for defense each inning. All defensive players must take a position near the normal fielding position they are assigned before the ball is hit. Only the pitcher shall be in the infield area of the pitching mound before the ball is hit.

10) Fifteen Foot Arc

The batted ball must travel at least fifteen (15) feet to be in play, if it doesn't, it is considered a foul ball.

11) No standings or scores will be kept.

12) Scorebook is not required to be maintained.

13) Postponed games in T-Ball will be rescheduled at the discretion of the Division Vice President.

SECTION X - ALLSTAR SELECTION PROCESS

1) Post-Season Eligibility

- a. See Official Regulations and Playing Rules of Little League for player eligibility.
- b. All players, Managers and Coaches must be in good standing with the league.
 - i. Any financial obligations must be cleared up with the league.
 - ii. An ejection from 2 regular season games or 1 ELL Tournament game must be approved by the board.

2) All-Star Interest Form

- a. Each player, Coach and Manager shall complete the appropriate All-Star Interest form and submit to it to the ELL Board by the designated deadline.
- b. Any player who cannot be present for their tryout must submit an appeal to the ELL Board prior to the designated deadline in order to be considered for selection to an All-Star Team.

3) All-Star Voting

- a. Player Voting
 - i. All Players in their respective divisions shall vote for up to 5 players from the All Star Ballot. Players may vote up to two players on their own team including themselves. Players shall be reminded during the All Star voting that they are to vote for the most deserving players, not their friends. Results from Player Voting will be provided to the selected All Star Manager for consideration in team selection.
- b. Manager / Coach Voting
 - i. Each candidate coach and manager shall rank their top five (5) candidate players (including those with Board-approved appeals) Each form shall be secret and submitted immediately to the Division Player Agent.

- c. It shall be the responsibility of the Division Vice President and the Division Player Agent to ensure that secrecy is maintained during the voting process and that no collusion occurs.

5) All-Star Committee

- a. The All-Star Committee shall be made up of the following members
 - i. The Umpire-in-Chief
 - ii. The League Vice President
 - iii. The Player Agents from the following divisions
 - 1. AA-Minor/Majors
 - 2. Intermediate/Juniors/Senior/ Baseball
 - 3. Softball
 - iv. The Divisional Vice President shall be present at the interview of each candidate All-Star Manager but shall not be present for committee discussions.
- b. The All-Star Committee shall interview each eligible candidate for the Manager's positions of each team and make their recommendation to the Board.
 - i. Committee recommendations shall be based on but limited to the following in no particular order or weight;
 - 1. Previous All-Star experience as a Manager or Coach
 - 2. Regular season behavior
 - 3. Practice plans
 - 4. Knowledge of the rules
 - 5. Coach selection and/or willingness to work with other candidates
 - 6. Player selection philosophies
 - 7. Win/Loss Record

6) All-Star Manager Selection

- a. The All-Star Committee shall present a nomination for Manager of each All-Star team.
- b. For each nomination presented by the All-Star Committee, the Board shall vote to either confirm the nomination or reject the nomination and ask for an alternate candidate. When voting, the Board shall use the following guidelines;
 - i. The recommendations of the All-Star Committee
 - ii. The recommendations of the Divisional Vice President(s)
 - iii. Any relevant information brought to the attention of the Board by any member of Evergreen Little League
 - iv. The Board may consider a Manager's experience (or lack thereof) in post-season play but should not use such information as the sole criteria for selection or denial.

7) All-Star Team Roster:

- a. Roster sizes
 - i. For 9-10 through Senior League, each All-Star team shall have a minimum of twelve but no more than fourteen players on the team roster.
- b. Selection
 - i. For each All-Star team that completed a tryout, the player rankings completed by the candidate coaches and managers after the All-Star tryouts shall be tabulated and ranked in order.
 - ii. For each All-Star team that completed a tryout, the top five (5) players based on the tabulated rankings shall be automatically placed on the All-Star team.
 - iii. For each All-Star team that completed a tryout, the Manager selected by the Board for that team shall fill the remaining roster positions from the pool of eligible player candidates. Results of the player's voting will be used for consideration.
 - iv. For each All-Star team that did not complete a tryout, the Manager selected by the Board for that team shall fill the roster positions from the pool of eligible player candidates.
- c. Any players selected to an All-Star team who declines to play in the division he or she was selected will not be eligible to play on any other All-Star team. The All-Star Manager may select from the list of eligible players to replace the player refusing to play.
 - i. For Dual Rostered players who have met the 60% requirement, the Division Player Agent shall set a date by which such player candidate must choose which team they would like to play for. After that decision has been made, if the player declines to play for that team they shall be ineligible to play for any other All-Star team.
- d. All Star Player Team Information shall take place in the following order without exception.
 - i. Senior League Team
 - ii. Junior League Team
 - iii. Intermediate (50/70) League Team
 - iv. Major League (11-12) Team
 - v. Ten/Eleven year old (9-11) Team
 - vi. Minor League (9-10) Team

8) All-Star General Rules

- a. A player that is late, or misses a practice, game or becomes in anyway disruptive to the team may be replaced. Managers must use discretion and try to remedy the situation. If the Manager feels it would be best for the team to remove the player, the manager will notify the player agent of his/her intentions. The player agent shall assemble a quorum of the Board to discuss the situation with the manager. Only after receiving approval from the quorum shall the Manager remove the player. The All Star Manager will inform the parents of the removal of the player.
- b. Any Manager or Coach that becomes a distraction to the team, or through actions or behavior becomes a poor representative of Evergreen Little League may be removed from the team and replaced. The Division Player Agent shall assemble a quorum of the Board to discuss the situation with the Manager and coach(es). Only after receiving approval from the quorum shall the Manager or Coach be removed from the team.

- i. In the event that a replacement Manager is needed, the All-Star Committee shall meet with the remaining members of the coaching staff and identify a suitable replacement to nominate to the ELL Board for approval.
- c. No Manager or Coach will be placed on more than one All-Star team roster.
- d. Only one Manager and a maximum of two Coaches on an All-Star team.

9) All-Star Timeline:

- a. The following timeline shall be followed for the selection of the All-Star teams
 - i. Manager and Coach Candidates submit All-Star Interest Form/Contract – No later than April 22nd
 - ii. Player candidates submit All-Star Interest Form/Contract – No later than May 1st
 - iii. Player candidate appeal forms (for missing tryouts) submitted to ELL Board – No later than May 6th
 - iv. Player candidate appeal forms approved/denied by ELL Board – No later than May 6th
 - v. Player candidate voting/ranking by manager/coach candidates – No later than May 18th
 - vi. Manager candidate interviews by All-Star committee – No later than May 20th
 - vii. All-Star Manager selection by ELL Board – No later than May 20th
 - viii. All-Star Manager selections notified and presented first five (5) players – No later than May 20th
 - ix. All-Star Manager submits completed roster to Division Player Agent – No later than May 30th
 - x. All-Star Teams announced – June 2nd or 2 weeks prior to first tournament game

Evergreen Little League By-Laws may be amended with approval from the ELL Board of Directors

Loren R Mallory
ELL Secretary – print name

[Signature]
ELL Secretary – signature

7/16/17
Date

Todd Novak
ELL President – print name

[Signature]
ELL President – signature

1/9/18
Date

Revised 12-15-13 – revised multiple sections

Revised 12-23-14 – revised multiple sections

Revised 11-26-15 – Revised multiple sections

Revised 1-06-17 – Revised Multiple Sections

Revised 01-07-18 – Revised Multiple Sections

