

BY-LAWS  
OF  
DEL REY AMERICAN LITTLE LEAGUE  
Approved November 8, 2022  
Restated November 2022

These by-laws are intended to supplement the Del Rey American Little League  
Constitution. Adopted on November 18, 2014.

[Article I – Meetings](#)

[Article II – Board](#)

[Article III – Nomination and Election of Board](#)

[Article IV – Managers, Coaches and Umpires](#)

[Article V – Selection of Players](#)

[Article VI – Financial and Accounting](#)

[Article VII – Local Rules](#)

[Regulation IV – The Players](#)

[Regulation V – Selection of Players](#)

[Regulation VI – Pitchers](#)

[Regulation VII – Schedules](#)

[Regulation XIV – Field Decorum During Games](#)

[Rule 2.00 – Definition of Terms](#)

[Rule 3.00 – Game Preliminaries](#)

[Rule 4.00 – Starting and Ending the Game](#)

[Rule 5.00 – Putting the Ball in Play – Live Ball](#)

[Rule 6.00 – The Batter](#)

[Rule 7.00 – The Batter](#)

[Rescheduling Games](#)

[Determination of Regular Season Standings](#)

[DRALL Playoff Rules](#)

[Article VIII – Conflict of Interest Policy](#)

[Article IX – Selection of All Star Players and Managers](#)

[Article X – Amendments](#)

[ADDENDUM](#)

## **Article I – Meetings**

### **SECTION 1**

A meeting of the Membership shall be held a minimum of twice a year on dates to be determined by the Board of Directors (hereafter referred to as “the Board”). These two (2) meetings may include Opening Day/Pancake Breakfast and a League Picnic.

A regular meeting of the Board shall take place every month, at a place and time as directed by the President. Notice of said meetings shall be posted on the Del Rey\American Little League Official website.

A Special meeting of the entire Board may be called by the President at any time, upon written request from at least three (3) Officers of the Board, or written request from at least ten (10) members of the regular membership.

Notice of the Special meeting shall be given two (2) days in advance thereof to all Officers of the Board unless a waiver of the 2-day notice is received from the President. No business other than that specified in the notice of the meeting shall be transacted at any special meeting of the Board.

A majority of the Board shall constitute a quorum at any meeting.

When an elected Officer of the Board misses three (3) consecutive meetings of the Board without reason acceptable by the majority of the remaining Officers, the Officer will vacate the office.

Only regular Members shall be entitled to vote at any General Meeting of the Del Rey\American Little League.

## **Article II – Board**

### **SECTION 1 Board of Directors**

The Management of the property and affairs of the Del Rey\American Little League shall be vested in the Board.

The Board shall consist of Twenty (20) elected Officers as follows:

1. President.
2. First Vice-President (Sponsorship/Fundraising).
3. Second Vice-President (Registration).
4. Secretary.
5. Treasurer.
6. Safety Officer.
7. Chief Umpire.
8. Player Agent - Little League (Major) Division.
9. Player Agent - Minor League/PC.
10. Division Director - Little League (Majors).
11. Division Director - Minor League (Minors).
12. Division Director - Minor League (Farm).
13. Division Director - PC League.
14. Coaching Coordinator.
15. Team Parent Coordinator Committee.
16. Field Director.

17. Information Officer.
18. Concession Manager.
19. Gamechanger/Scorekeeper Coordinator
20. Scheduling Coordinator

**NOTE:** Division Directors shall be the equivalent of a Vice-Presidents as defined by the 1996 Little League Operating Manual (See Addendum 1 for a job description of each Officers' duties). **NOTE:** The past President is an honorary Officer, who may attend meetings, but may not vote on resolutions.

**NOTE:** A deputy to an Officer (i.e., Deputy Chief Umpire) may attend meetings, but may not vote on resolutions.

Officers shall be elected for a one-year term but may be eligible for re-election. Said term shall run from August 1 through July 31. Officers shall assume their duties in advance of September 1 date in the constitution.

Player Agents and Division Directors shall not serve in the division/league in which their child is participating.

### 3

#### **SECTION 2 Board Vacancies**

Vacancies: If any vacancy occurs in the Board, by death, resignation or otherwise, it may be filled via nomination by any Officer of the Board with a majority roll-call vote of the remaining Officers at any regular meeting or at any special meeting called for that purpose.

#### **SECTION 3 Operations of Board Decided by Vote**

The operations concerning Del Rey\American Little League shall be decided by a majority roll-call vote of the Board present, except as provided herein.

The Board may vote electronically for those motions presented to the Board electronically (Example: appointment of a coach may be submitted to the Board electronically for approval). All votes must be cast with the Secretary within 72 hours of the motion. The Secretary shall put the motion to the Board and record the time the motion is presented along with the responses and corresponding time. Decisions shall be decided by a majority vote.

An Officer that misses a meeting may absentee vote electronically if (i) the motion or proposal is provided and discussed prior to the meeting at which the vote will take place, and (ii) the Director submits his/her vote via email to the Secretary prior to the beginning of the meeting.

All appointments (i.e., Major/Minor League umpires, Managers, Coaches) shall be made by the President and approved by the Board.

The Membership shall receive at an annual meeting of the Members of the Del Rey\American Little League a Balance Sheet Report verified by the President and Treasurer, or by a majority of the Officers, showing:

1. The whole amount of real and personal property owned by Del Rey\American Little League,
2. Where the property is located, and
3. Where and how invested.
4. The amount and nature of the property acquired during the year immediately preceding,
5. The date of the report and the manner of the acquisition.

The Membership shall receive at the annual meeting of the Members of the Del Rey\American Little League an Income Statement for the previous year and a Budget for the current year. A copy of the report shall be forwarded to Little League Headquarters.

#### 4

### **SECTION 4 Removal of an Officer of the Board:**

An Officer of the Board can be removed from the Board for conduct that is determined to be detrimental to Del Rey\American Little League. Said Officer shall be informed of all allegations at least five (5) days prior to a hearing to determine whether said Officer should be removed. A Special Hearing of the Board shall be called to determine whether the Officer shall be removed. The Officer shall have the opportunity at said hearing to rebut any allegation. It shall take a two-thirds (2/3) roll-call vote of the Board to remove an Officer.

### **SECTION 5 Protest Committee:**

Game Protests during the regular season or league playoffs are entirely under the jurisdiction of the DRALL Protest Committee.

The DRALL Protest Committee is composed of the (i) President, (ii) Second Vice-President, (iii) Division Director - Little League (Majors), (iv) Division Director - Minor League (Minors and Farm), and (v) Chief Umpire. If a member of the protest committee is associated with the protest (i.e., they participated in the event the protest is associated with), the President will replace them with another Board Officer to address the protest. This committee is totally responsible for solving protests of regular

season and playoff games at the local Little League.

The President and/or the Chief Umpire may consult the District Administrator or District Umpire-in-Chief for interpretation of a rule or regulation as it applies to the protest, but not for a ruling on the protest. The ruling by the DRALL Protest Committee is final.

One (1) day notice is required prior to a meeting, except when one (1) day notice would impact the schedule (i.e., during playoffs).

#### **SECTION 6 Disciplinary Committee:**

The DRALL Disciplinary Committee is composed of the (i) President, (ii) Second Vice-President, (iii) Division Director - Little League (Majors), (iv) Division Director - Minor League (Minors and Farm), (v) Division Director – PC, (vi) Chief Umpire, and (vii) Safety Officer. This committee is totally responsible for objectively reviewing facts associated with an event that may warrant disciplinary action and administering any action that a majority of the committee determines is warranted.

The President and/or the Chief Umpire may consult the District Administrator or District Umpire-in-Chief for guidance, but not for a ruling on discipline. The Disciplinary Committee shall not remove any mandatory discipline as defined in the Official Little League Regulations, rules, and Policies. The ruling by the DRALL Disciplinary Committee is final.

One (1) day notice is required prior to a meeting, except when one (1) day notice would impact making a necessary timely decision (i.e., ability of a manager, coach, or player to participate in a game).

### **Article III – Nomination and Election of Board**

Nominations and elections shall be conducted under the direction of the Secretary. The Secretary shall appoint, with the approval of a majority of the Board, a Nomination Committee consisting of not more than five (5) and not less than two (2) regular Officers. The Committee may include Board Officers who are not seeking office.

Nominations for the Board shall be collected by the Nomination Committee, with the intent that nominations be completed and published on the DRALL website not less than one (1) week before the election.

The election of the Board shall take place at the Annual League Picnic. The ballots shall be available at the picnic. Absentee ballots shall be available as provided for in the DRALL Constitution.

The President and the Secretary shall tabulate the votes. In the event the President and/or the Secretary are in a contested election, the President shall appoint another Board Officer to tabulate the votes to replace the President and/or Secretary, as applicable. The Secretary (or his/her replacement) shall certify

the election. The results of the election shall be announced within fourteen (14) days of the election.

## **Article IV – Managers, Coaches and Umpires**

### **SECTION 1 Manager and Coach Appointment and Approval**

Team Managers and Coaches shall be appointed annually by the President and approved by the Board.

Managers shall be responsible for their own and for their team's actions on the field (as set forth in the Official Regulations, Playing Rules, and Policies of Little League Baseball, Inc., as well as DRALL's local Regulations and Playing Rules).

### **SECTION 2 Umpire Appointment and Approval**

Umpires for the Little League (Major) Division and Minor League shall be comprised of district level umpires and DRALL developed umpires and external umpires who have been approved by the Chief Umpire, who will be assigned to games by the Chief Umpire and/or their deputy. Any issue that a manager, coach, parent, or Board Officer has with a Little League (Major) Division or Minor League umpire should be raised to the Chief Umpire, who will either adjudicate the issue and/or raise the issue with the Board for discussion/adjudication. In lieu of a chief umpire then the board will be responsible for appointment.

Umpires for the Minor Farm League will be managers, coaches, parents and/or other volunteers as agreed to by the league's director (i.e., Minor League Director). Any issue that a manager, coach, parent, or Board Officer has with a Minor Farm League umpire should be raised to the Minor League Director, who will either adjudicate the issue and/or raise the issue with the Chief Umpire and/or the Board for discussion/adjudication.

### **SECTION 3 Restriction on Board Members as Managers or Coaches**

While holding office, the President may manage or coach in any division during the regular season only. While holding office, the Division Directors shall not manage or coach in the division(s) for which she/he is Division Director.

## **Article V – Selection of Players**

### **SECTION 1 Major Division**

**Little League (Major) Division:** All new incoming players of Little League (Major) Division age shall be evaluated and be rated by the Little League (Major) Division Managers along with the Little League (Major) Division Player Agent (and Little League (Major) Division Director). The Little League (Major) Division Player Agent shall compile the ratings. The Little League (Major) Division Player Agent shall

then conduct a draft using “Plan B” in accordance with the Little League Operating Manual. The managers shall randomly draw for draft order. The draft will be conducted in a “snake” format where the last manager to draft in the first round receives the first pick in the second round. Effectively the odd draft rounds move in the order of the draw and the even draft rounds move in reverse order of the draw.

Prior to the draft the Major Division Player Agent and Major Division Director shall determine the pool of Major Divisions players. It will include:

- returning Major Division players
- registered players who, based on player evaluations, are assessed to play in the Major Division.

Managers must select players from the predetermined pool of Major Division players. Each manager selects players at his or her own discretion in each round.

Standard Little League Draft Options shall apply during DRALL player draft.

The draft shall be limited to the Little League (Major) Division Director, Little League (Major) Division Player Agent and the Managers. All other persons shall be excluded. Information regarding the draft results shall not be disclosed in accordance with the Little League Operating Manual. The President may attend if he/she does not have a child participating in the draft.

Note: If a player is unable to attend at least one of the assigned tryout sessions for valid reasons, the Little League (Major) Division Player agent and Little League (Major) Division Director will determine a rating to be assessed and assigned to that player to create fairness to that player to create fairness in team formation. If the child of a Little League (Major) manager does not attend at least one tryout session, that child shall be given a first round rating by the Little League (Major) Division Player agent and Little League (Major) Division Director.

### **Options on Sons, Daughters, and Siblings**

DRALL follows the Little League Operating Manual procedures for draft options. An option is an agreement between a manager and the player agent covering a special condition. All options must be in writing (except No. 1) and be submitted to the player agent 48 hours prior to the draft. The options are as follows:

#### **Brothers/Sisters in the Draft**

When there are two or more siblings in the draft, and the first brother or sister is drafted by a manager, that manager automatically has an option to draft the other brother or sister on the next turn. If the manager does not exercise the option, the second sibling is then available to be drafted by any team.



**Sons/Daughters of Managers**

If a manager has sons and/or daughters eligible under Regulation II for the draft, and wishes to draft them, he/she must submit the option in writing. If so stated, the parent/manager is required to exercise the option at or before the close of the specific draft round, depending on the League Age of sons and/or daughters. Parent/manager option takes priority over any other option.

NOTE: These provisions also apply for managers having eligible brothers or sisters in the draft.

**Draft Round**

All ages will be assigned to a draft round that will be determined by the rating earned during the assigned tryout session. Any son and/or daughter that does not attend at least one tryout session, that child shall be given a first round rating by the Little League (Major) Division Player agent and Little League (Major) Division Director.

**SECTION 2 Minor League**

**Minor League:** All players of Minor League age shall be evaluated and be rated by the Minor League Managers along with the Minor League Players' Agent (and Minor League Director). The Minor League Player Agent shall compile the ratings. The Minor League Player Agent (and the Minor League Director) shall then conduct a draft using "Plan B" in accordance with the Little League Operating Manual. The managers shall randomly draw for draft order. The draft will be conducted in a "snake" format where the last manager to draft in the first round receives the first pick in the second round. Effectively the odd draft rounds move in the order of the draw and the even draft rounds move in reverse order of the draw.

Prior to the draft the Minor League Player Agent and Minor League Director shall determine the pool of Minor Leagues players. It will include:

- registered players who are returning to the Minor League
- registered players who, based on player evaluations, are assessed to play in the Minor League.

Managers must select players from the predetermined pool of Minor League players. Each manager selects players at his or her own discretion in each round.

Each team may have up to one Assistant Coach declared prior to the draft.

The round in which the Sons/Daughters of each Manager are to be selected will be determined by the Division Player Agent based on the number of players on each team and the rating of each player at evaluations. (i.e., If the Son/Daughter of a Manager is evaluated as a 2nd round player based on evaluations, that player will be assigned as the team's 2nd round draft pick.

The round in which the Sons/Daughters of each Assistant Coach are to be selected will be determined by the Division Player Agent based on the number of players on each team and the rating of each player at evaluations. (i.e., If the Son/Daughter of an Assistant Coach is evaluated as a 2nd round player based on evaluations, that player will be assigned as the team's 2nd round draft pick.)

The draft shall be limited to the Minor League Director, Minor League Player Agent, and the Managers. All other persons shall be excluded. Information regarding the draft results shall not be disclosed in accordance with the Little League Operating Manual. The President may attend if he/she does not have a child participating in the draft.

Note: If a player is unable to attend the assigned tryout session for valid reasons, the Minor League Player agent and Minor League Director will determine a rating to be assessed and assigned to that player to create fairness in team formation.

### **SECTION 3 Farm Division**

**Minor Farm Division:** The same procedure as Minor League, except that the rating shall be done by the Managers of the Minor Farm League along with the Minor League Player Agent and Minor League Director.

Prior to the draft the Minor League Player Agent and Farm Division Director shall determine the pool of Minor Farm Division players. It will include:

- registered players who are returning to the Minor Farm Division
- registered players who, based on player evaluations, are assessed to play in the Minor Farm Division

Managers must select players from the predetermined pool of Minor Farm Division players. Each manager selects players at his or her own discretion in each round.

Each team may have up to two Assistant Coaches declared prior to the draft.

The round in which the Sons/Daughters of each Manager are to be selected will be determined by the Division Player Agent based on the number of players on each team and the rating of each player at evaluations. (i.e., If the Son/Daughter of a Manager is evaluated as a 2nd round player based on evaluations, that player will be assigned as the team's 2nd round draft pick.)

The round in which the Sons/Daughters of each Assistant Coach are to be selected will be determined by the Division Player Agent based on the number of players on each team and the rating of each player at evaluations. (i.e., If the Son/Daughter of an Assistant Coach is evaluated as a 2nd round player based on evaluations, that player will be assigned as the team's 2nd round draft pick.)

Note: If a player is unable to attend the assigned tryout session for valid reasons, the Minor League Player agent and Minor League Director will determine a rating to be assessed and assigned to that player to create fairness in team formation.

#### **SECTION 4 Pacific Coast (P.C.) Division**

**Pacific Coast Division:** The PC Division Player Agent (and the PC Division Director) shall formulate the teams in accordance with the procedures recommended by the PC Players' Agent and approved by the Board.

## **Article VI – Financial and Accounting**

### **SECTION 1**

The Board shall decide all matters pertaining to the finances of the Del Rey\American Little League and

shall place all income, including auxiliary funds, in a common league treasury, directing the expenditures of same in such manner as will give no individual or team an advantage over those in competition with such individual team.

## **SECTION 2**

The Board shall not permit the contribution of funds, property, or services to individual teams, but shall solicit the same for the common treasury of the Del Rey\American Little League, thereby to discourage favoritism among teams and to endeavor to equalize the benefits of the league.

## **SECTION 3**

All checks are to be signed by two of the following: (1) the Treasurer, (2) the First (1<sup>st</sup>) Vice President, or (3) the President. No single expenditure more than \$100.00 or a total expenditure of over \$250.00 per month may be made without prior approval by the President of the League. Total Expenditures shall not exceed the approved budget without approval of the Board.

## **SECTION 4**

Budget to be submitted to the Board by the Treasurer for approval at the November meeting.

# **Article VII – Local Rules**

## **SECTION 1 Little League Official Playing Rules and Regulations**

The Official Regulations, Playing Rules, and Policies of Little League Baseball, Inc. shall be binding on this League. Local Rules shall not be in conflict with official Little League Green Book rules.

## **SECTION 2 Local Playing Rules and Regulations**

Del Rey American Little League games are played under the Official Regulations, Playing Rules, and Policies of Little League Baseball, Inc. The League has also adopted additional local Regulations and Playing Rules covering play in the Little League (Major) Division, Minor League, Farm Division, and Pacific Coast (PC) Division as well as other matters.

### **Regulation IV – The Players**

#### **(A) Reference Section (i) – Mandatory Play –**

- i. Every rostered player present at the start of the game will participate in each game a minimum of nine (9) defensive outs and bat at least one (1) time. For the purposes of this rule, “nine (9) defensive outs” is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies a defensive position while nine outs are made; “bat at least one (1) time” is defined as: A player enters the batter’s box with no count and completes that time at bat by being retired, retired as a batter-runner or runner, scores, or the inning or game ends.

**PENALTY:** The player(s) involved shall start the next scheduled game, play any previous requirement not completed for Section (i), and the requirement for this game before being removed.

- ii. **Farm Division Only:** A player arriving with less than enough defensive outs to play minimum play must play the remainder of the game.
- iii. **Farm Division Only:** Roster size permitting, each player must be given the opportunity to play as an infielder (which includes pitcher and catcher) for at least two (2) of the first four innings of every game. **NOTE:** Prior to the game, each manager will provide the Umpire-in-Chief with a line-up card that must include the batting order and defensive positions for at least the first four (4) innings.
- iv. **Farm Division Only:** Each team may play up to ten (10) players with the tenth player playing in the outfield for a total of four (i.e., four outfielders).
- v. **PC Division Only:** Every rostered player present at the start of the game will play the entire game defensively; additional players beyond 9 will play in the outfield.

- vi. **PC Division Only:** Each rostered player present at the start of the game will be given the opportunity to play as an infielder (which includes pitcher and catcher) for at least two

(2) of the first four (4) innings of every game.

**NOTE:** If a team has 13 players, an additional player is allowed to play infield in order to accommodate the minimum infield play rule (i.e., a seventh (7<sup>th</sup>) infield position).

### **Regulation V – Selection of Players**

- (A) **Substitute Pool Player(s)** – If a team believes that fewer than nine (9) of the team’s players may be available for a game, the team’s Manager can request substitute players from the “player pool,” to attain a pre-game roster of nine (9) players.
- i. The selection and determination of the substitute(s) is managed by a Division/League Player Agent. This regulation is NOT intended to create an advantage for the team receiving a substitute.
  - ii. On defense, substitute players shall only play in the outfield. Exception – If less than six (6) team players are present, than one or more substitutes may play an infield position (except pitcher or catcher) to fill out the infield. No substitute may play more than 2 innings in the infield.
  - iii. On offense, substitutes shall bat in the last spot(s) in the batting order, i.e., if there are two (2) substitutes making a nine (9) player roster, they will hit in the eighth (8<sup>th</sup>) and ninth (9<sup>th</sup>) spots.

### **Regulation VI – Pitchers**

- (A) **Reference Section (e)** – Official Pitch Count Recorder – DRALL has designated the official scorekeeper as the official pitch count recorder. **NOTE:** The pitch count shown on the scoreboard is not considered the official pitch count.
- (B) **Farm Division Only:** A pitcher can re-enter the pitching position if he has not actually thrown a pitch, i.e. In a farm game the first inning or two are almost exclusively machine pitch and not kid pitch. So, for example, you can have a kid play “pitcher” in the first inning and so long as he does not pitch a ball, he can re-enter in the 4th inning to pitch when the machine rule is done.
- (C) **Farm Division Only:** Only one substitute pitcher may enter the game mid-inning per inning. If the substitute is removed, Coach Pitching rules apply.
- A.R. – A pitcher who pitches the first pitch of an inning, even if they are different than the pitcher who pitched the last pitch of the previous inning, is not counted as a substitute pitcher with respect to Regulation VI (B). If this pitcher is replaced mid-inning, then one substitute pitcher has now been brought into the game for that inning and Regulation VI (B) will be in effect.
- (D) **Farm Division Only** Minor Farm League is a combination of Player and Machine (Offensive Coach operated “Coach Pitch”) pitching.

i. Initiated at the start of the game; each Offensive Coach will use the pitching machine to pitch to their team once through their entire batting order. Once all Players on their team have batted once, they will convert to Player pitch (i.e., defensive team delivers Player pitch).

ii. The exception is if the Player Pitcher substitution is removed, in which case, Coach Pitching will apply for the remainder of that half inning (per Regulation VI (B)).

iii. Player Pitching

a. The Player pitcher will deliver pitches to each batter until the following has occurred, whichever comes first:

1. The batter reaches base safely.
2. The batter is put out by the defense or strikes out.
3. The batter is hit by a pitch.
4. The batter has received four balls.

b. Each Player pitcher may pitch to no more than ten (10) batters per game.

c. A Player pitcher who hits two (2) batters must be removed and replaced by another Player pitcher. If the second Player pitcher is removed for any reason within an inning, the remainder of the defensive half of the inning shall be Coach Pitch.

iv. Machine (Coach) Pitch

a. If the batter is still at bat and reaches a count of four balls, Coach Pitch will be introduced. Any strikes thrown by the Player pitcher during the at bat will remain in the count. The batter will receive additional pitches until:

1. The batter reaches base safely.
2. The batter is put out by the defense or strikes out.
3. A third (3rd) Coach Pitch is delivered. **EXCEPTION:** If the third (3<sup>rd</sup>) or subsequent pitch is fouled off, the player will receive an additional pitch.

**NOTE:** If the batter is hit by a pitch (dead ball) during Machine (Coach) Pitch, the batter continues batting without being awarded first base.

b. The play is considered dead when the Player pitcher is in the process of giving the ball to the Coach Pitcher.

v. Any thrown ball that contacts the pitching machine or the coach at the pitching mound shall be deemed an automatic dead ball. The umpire shall award/return players to the nearest base.

vi. Any hit ball that contacts the pitching machine or the coach at the pitching mound directly off the bat shall be an automatic dead ball and the batter shall be awarded first base. All other baserunners shall be awarded the next base only if forced by the preceding runner.

vii. A batted ball that contacts a defensive player and then proceeds to contact the pitching

machine or the coach at the pitching mound shall be an automatic dead ball with the batter awarded first (1<sup>st</sup>) base. All other baserunners shall be awarded the next base only if forced by the preceding runner.

(E) **Pacific Coast League (PC)** is a combination of Machine (Offensive Coach operated “Coach Pitch”) pitching and hitting from a tee.

i. The offensive half inning ends at the completion of the sixth (6<sup>th</sup>) batter’s at bat. If three (3) outs are recorded in a half-inning prior to the completion of the sixth (6<sup>th</sup>) batter’s at bat, the bases will be cleared, and the team will continue batting.

ii. There are no strike outs or walks.

iii. Batting with the Tee – **Age five (5) and below** – The batter may use a tee for their entire at bat. The batter is given as many swings as necessary to put the ball into play.

iv. Machine (Coach) Pitching – The Coach Pitcher initiates the at bat by delivering pitches to each batter until one of the following has occurred:

a. The batter reaches base safely.

b. The batter is put out by the defense.

c. A fourth (4<sup>th</sup>) pitch is delivered. **EXCEPTION:** If the fourth (4<sup>th</sup>) or subsequent pitch is fouled off, the player will receive an additional pitch.

**NOTE:** If the batter is hit by a pitch (dead ball), the batter continues batting without being awarded first base.

v. The ball is ruled dead when the ball has been returned to, or crosses over the pitching area as a result of an attempt to return the ball to the pitching area. Runners will be placed at the closest base (either back or forward) at the point the dead ball is called.

**Note:** The “pitching area” is the area located around the pitcher’s mound and includes an approximate diameter of 20 feet.

vi. Batting with the Tee – If a batter has not hit the ball into fair territory after receiving a minimum of four (4) Machine (Coach) Pitches, the batter will switch to hitting from a tee. For the remainder of this at bat, the batter is given as many swings as necessary to put the ball into play.

vii. The defensive play designated as the “pitcher” must stand on the outline of the mound when the pitch is delivered or the batter hits from the tee.

viii. Any thrown ball that contacts the pitching machine or the coach at the pitching mound shall be deemed an automatic dead ball. The umpire shall award/return players to the nearest base.

ix. Any hit ball that contacts the pitching machine or the coach at the pitching mound directly off of the bat shall be an automatic dead ball and the batter shall be awarded first base. All other baserunners shall be awarded the next base only if forced by the preceding runner.



- x. A batted ball that contacts a defensive player and then proceeds to contact the pitching machine or the coach at the pitching mound shall be an automatic dead ball with the batter awarded first (1<sup>st</sup>) base. All other baserunners shall be awarded the next base only if forced by the preceding runner.

## **Regulation VII – Schedules**

- (A) **Reference Section (a)** – The schedule of games for the regular season shall be prepared by the Board of Directors of the league and shall consist of not less than twelve (12) games per team per regular season, including interleague games and exclusive of pre-season, playoff, and tournament games. Prior to the regular season, **Little League (Major) Division, Minor League, and Farm Division** schedule shall include four (4) designated practice games, which will not count for team standings.

**NOTE:** Interleague games at any level will be counted for team standings.

**NOTE:** Regulation VI (i.e., pitching rules and days of rest requirements) shall apply to all pre season, regular season (intra- and inter- league games) and post season games as applicable.

- (B) **Insurance** – The League has no insurance coverage except on those fields specifically authorized by the Board of Directors. **No team may practice on any other field.** Managers are to check with the DRALL Board for permitted fields for the current season.

- (C) **Weekly Game and Practice Limit** –

Major and Minors Teams may not have more than four (4) games and/or practices in a calendar week. **Example:** If a team has three (3) games in a week, it may have only one (1) practice.

Farm and PC Teams may not have more than (3) three games and/or practices in a calendar week. **Example:** If a team has three (3) games in a week, it may not have any practices.

**NOTE:** A “calendar week” is Sunday through Saturday.

## **Regulation XIV – Field Decorum During Games**

- (A) **Reference Section (b)** –

- i. Players in the dugout may stand by the fence that faces the field (i.e., they are not required to sit on the bench).
- ii. No player shall sit or stand by any opening to the field (i.e., an open dugout door). Repeated violation of this safety regulation during a game may result in the ejection of the bench coach.
- iii. Players not (a) in the dugout or bullpen area, (b) on defense, or (c) warming up a defensive player between innings, must wear a helmet at all times when on the field.

### **Rule 1.00 – Objectives of the Game**

(A) **Reference Rule 1.01** – A game may not be started with less than eight (8) players on each team. See reference rules 4.16 and 4.17.

- i. **Farm Division Only:** No more than four (4) manager/coaches may be on the field and in the dugout during games.
- ii. **Farm Division Only:** One defensive coach may be outside (but in the vicinity of) the dugout during player pitch to provide instructions to the pitcher and catcher.
- iii. **Farm Division Only:** For the first four (4) practice games, a defensive coach may also be positioned in the outfield.
- iv. **Farm Division Only:** A defensive coach may be positioned behind the catcher to assist with passed balls during coach pitch. The catcher should return the ball to the pitcher.
- v. **PC Division Only:** No more than five (5) manager/coaches may be on the field and in the dugout during games.
- vi. **PC Division Only:** While on defense, two of the manager/coaches may be on the field but must take a position behind first or third base outside of the field of play, except during the practice season when no more than three manager/coaches may take positions in the outfield.

(B) **Reference 1.09** –

Farm PC Divisions Only: The ball used will be low compression and must meet Little League specifications and standards.

### **Rule 2.00 – Definition of Terms**

(A) **Farm and PC Divisions Only:** An OVERTHROW is any throw after a batted ball between two infielders (including the pitcher and catcher) or from the outfield to the infield, in which the intended recipient does not field the thrown ball. Any overthrow, whether in the infield or from the outfield to the infield, will result in all baserunners advancing 2 bases (the base they were going to plus 1 base). If the runner is not tagged out, the play will be ruled dead and play stopped. (As an example, if a ball is hit to the short stop and the short stop overthrows the first baseman, the batter may run to second at his or her own risk but will remain at second if not tagged out.)

### **Rule 3.00 – Game Preliminaries**

- (A) **Field Duties** – The **home team** is responsible for preparing the field for play before the game. The **visiting team** is responsible for post-game field cleanup and for securing bases and equipment in the storage shed. **Both teams** are responsible for cleaning up dugouts, bleachers and snack stand area.

17

(B) **Booth Duties** –

- i. Announcer – The home team must furnish an announcer.
- ii. Scorekeeper – The home team must furnish the official scorekeeper.
- iii. Location and Conduct - Announcers and scorekeepers must sit in the booth behind home plate. They (and anyone else in the booth) may not coach, assist or distract players at any time.

**NOTE:** The announcer should only announce official league announcements, the score, the batter's name, and substitutions (once made official by the umpire). The announcer should not provide play-by-play commentary or in any way make a statement that may contradict and/or cause confusion with an umpire's call or ruling (i.e., do not announce "ball," "strike," "foul ball," "out," "safe," "time," "obstruction," "interference").

- (C) **Infield Practice** – A total of twenty (20) minutes (divided substantially equally between both teams) will be allowed for infield practice before the game, with the visiting team going first. Time not used is lost. The Umpire-in-Chief, in their judgment, may reduce or eliminate the total time if necessary, in order to begin the game at the Scheduled Start Time.

- (D) **Ceremonies** – The Pledge of Allegiance, Little League Parents Pledge, and the Little League Pledge will be recited immediately prior to the Scheduled Start Time of each game.

- (E) **Scheduled Start Time** – The League's Game Schedule shall list the Scheduled Start Time for each scheduled game. For purposes of this rule, the Scheduled Start Time shall be the later of (1) the time listed in the League's Game Schedule or (2) after a preceding game, when the Umpire in-Chief for the scheduled next game determines the field has been prepared to an acceptable condition, conducts all pre-game activities (i.e., manager meeting and ceremonies) and calls "Play Ball."

- (F) The President, or their designee, shall determine the Scheduled Start Time for a rescheduled game.

(G) **Farm Division: Scorekeeping** –

- i. An official game score will not be kept for pre-season games.

**NOTE:** Pitch count will be tracked during pre-season games.

- ii. The *scoreboard* shall be turned off if at the end of any completed inning the score differential is ten (10) runs or more. Official Scorekeeper will record the score in the official scorebook.

- (H) **Farm Division: Umpires** – The DRALL Umpire Director will not schedule/provide umpires for

these games. It will be the responsibility of each manager to provide an umpire for their games (i.e., one will be the plate umpire and one will be the base umpire). If an agreement cannot be reached on which umpire will do plate vs. base, the umpire provided by the home team will be the plate umpire.

- (I) **PC Division: Scorekeeping** – There is no scorekeeping in PC. The lineup should be added to the folder following the game.
- (J) **PC Division: Umpires** – The league will not schedule/provide umpires for these games. It will be the responsibility of each manager to provide an umpire for their games (i.e., one will be the

18

plate umpire and one will be the base umpire). If an agreement cannot be reached on which umpire will do plate vs. base, the umpire provided by the home team will be the plate umpire.

- (K) **Minors/Majors Division: Scorekeeping** – The official scorer shall use Gamechanger app to keep score for all games. It should be printed out and a copy placed in the official scorebook.

#### **Rule 4.00 – Starting and Ending the Game**

- (A) **Little League (Major) Division Only**– Reference Rule 4.04 – Continuous batting will be applied during the regular season and playoffs. If a team that has started the game with 9 or more players, and then drops to 8 eligible players for any reason, then an out is only recorded the first time that spot in the order comes up to bat. Every subsequent time that spot in the order comes up, it shall be skipped and then next spot in the order shall bat with no out being recorded.

**NOTE:** The rules established for the DRALL/WLL President's Cup will determine if continuous play will be applied for these interleague games.

- (B) **Minor and Farm Divisions Only – Reference Rule 4.10 (b)** – Tie games shall be allowed during the regular season, but not for any post season games.

- (C) **Reference Rule 4.10 (c)** –

- i. Games shall terminate at sunset as published on the DRALL website or as defined via smartphone application.
- ii. If a game is called by the Umpire-in-Chief due to darkness (i.e., sunset) and/or time limits, and at least four innings have been completed if the visiting team is ahead, 3-1/2 innings have been completed if the home team is ahead, or if the home team scores one or more runs in the fourth (4th) inning to tie the score, it is a regulation game.
- iii. The requirement to have a regulation game (i.e., at least four innings have been completed if the visiting team is ahead, 3-1/2 innings have been completed if the home team is ahead, or if the home team scores one or more runs in the fourth (4th) inning to tie the score) supersedes any time limit related requirements. If a game is suspended by the Umpire-in-Chief due to darkness, prior to this requirement being met, then it will be resumed per rule (d).

- iv. In all other situations that may cause a game to be halted, except where addressed specifically by rule 4.10 (c), the Umpire-in-Chief will suspend the game and the Board will then determine the appropriate next step (i.e., continue game where it left off, declare game as a completed regulation game, declare game as forfeited by a team).

**(D) Minor and Farm Divisions Only – Reference Rule 4.10 (e) –** A ten (10) run mercy rule will not apply during regular season. **It will only apply to the playoffs. We are not adopting the 15 run or 8 run rule.**

**NOTE:** Once the requirements of a regulation game have been met, the manager of the team that is down by ten (10) or more runs may concede the victory to the opposition.

#### Rule 3.09

Managers and coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time during the Regular Season and Playoffs.

Majors Division - Reference Rule 4.10 (e) - If after four (4) innings, three 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. We are not adopting the 15 run and 8 run rule. This would be in effect for the Regular Season and Playoffs.

**(E) Farm and PC Division Only: Reference Rule 4.16 –** A game can be played as long as each team can bat/field a minimum of seven (7) players before and at any time during the game. If a team is only able to field eight (8) players or a minimum of seven (7) players, the following shall occur:

#### 19

- i. While on defense – At the beginning of each inning, said short team shall borrow the required number of players (maximum of 2) from the opposing team to complete a nine (9) player defensive team. The opposing manager shall select defensive substitute players to lend to the short team from his/her line up. Such defensive substitute player(s) shall consist of the last, or last two, batter(s) in the opposing team's batting order for the current inning. If the borrowed player's batting spot should occur while serving as a defensive substitute, the opposing manager should call timeout at the time that the substitute's batting spot becomes the on-deck batter and a new defensive substitute player (the then current last batter in the lineup who is on the bench) shall be provided. Borrowed player(s) may play only outfield positions.
- ii. While on offense - The team will not be penalized for having a seven (7) or eight (8) player batting lineup.

**(F) Reference Rule 4.15, 4.16, 4.17 –** Unless specially addressed in rule 4.15, a game cannot be forfeited by Umpire-in-Chief. If a situation arises where a game cannot be continued or declared a forfeit, the Umpire-in-Chief shall suspend the game and it shall be referred to the Board of

Directors for a decision. A game may not be started with less than eight (8) players on each team. A game may not be continued with less than eight (8) players on each team.

- (G) **Major League Only – Time Limits** – Once the requirements of a regulation game have been met, no new inning may begin two (2) hours after the start time declared by the Umpire-in-Chief. There will be no time limit for playoff games.
- (H) **Minor League Only – Time Limits** – Once the requirements of a regulation game have been met, no new inning may begin one hour and forty-five (45) minutes (2 hours for the playoffs) after the start time declared by the Umpire-in-Chief.
- (I) **Farm Division Only – Time Limits** – Once the requirements of a regulation game have been met, no new inning may begin one and one-half (1½) hours (1¾ hours for playoffs) after the actual start time of the game.
- (J) **PC Division Only – Time Limits** – The game will terminate one and one-half (1½) hours after the actual start of the game, regardless of the better's count, outs, inning, or score.

#### **Rule 5.00 – Putting the Ball in Play – Live Ball**

- (A) **Minor and Farm Division Only – Reference Rule 5.07** – The side is retired when three offensive players are legally put out, called out by the umpire, when all players on the roster have batted one time in the half-inning, or when the offensive team scores four (4) runs. The Umpire-in-Chief may suspend the four-run rule (i.e., declare an open inning) at any time after the beginning of the fourth (4<sup>th</sup>) inning, when in their judgement, that inning may be the last inning.
  - i. **Farm Division Only** – Hits to the infield should result in a base runner only going to the next base unless there is an overthrow (as defined in rule 2.0) or an error. (As an example, if there is a runner on second base, and there is a ground ball fielded by the pitcher and thrown to first base, and no errors or overthrows are made, the runner on second base may only advance to third base. As another example, if there is a runner on first base, and a ball is hit to the first baseman and the first baseman forces out the batter, the runner on first should not attempt to run to third on that play, assuming no errors or overthrows were made to put out the baserunner on first.)
  - j. **Farm Division Only** – On hits to the outfield, runners may advance until the ball is controlled in the infield. (As an example, if a ball is hit to the outfield and the outfielder throws the ball into the infield, the runner may not advance to the next base once the infielder has controlled the ball. Control is defined as a player is holding the ball in their glove and or hand. As another example, the ball is hit to the outfield and the outfielder controls the ball and then runs into the infield. Once that player is deemed to be in the infield the runners may no longer advance.) Please refer to Rule 2.0 in regards to an overthrow from the outfield to the infield.

- (B) **Major League Only – Reference Rule 5.07** – For pre-season games only, the side is retired when three offensive players are legally put out, called out by the umpire, when all players on the roster have batted one time in the half-inning, or when the offensive team scores four (4) runs.

**(C) PC Division Only Reference 5.01 – Outfield Play –**

- i. Outfielders should take a position at least ten (10) feet (American Field) or two feet (Del Rey Lagoon Field) behind the back edge of the infield dirt.
- ii. An outfielder may not field a ball inside the infield dirt area.
- iii. An outfielder cannot complete a put-out by tagging a base or tagging a runner.

A.R. – In the event of a violation of either rule ii. or iii., the ball will be immediately called dead and all runners will be allowed to advance to the next base. The batter runner shall be awarded first (1<sup>st</sup>) base.

**NOTE:** Outfielders are encouraged to field balls in the outfield and throw the ball to an infield player.

**Rule 6.00 – The Batter**

- (A) **Reference Rule 6.02** – DRALL will enforce Rule 6.02 related to the batter remaining in the batter's box with at least one foot throughout the at bat.
- (B) **Farm and PC Division Only:** Bunting is not allowed.

A.R. – If the umpire judges the batter attempted to bunt, the ball is dead, and a strike is added to the batter's count. If the batter already had two (2) strikes, then this would be the third (3<sup>rd</sup>) strike and the batter will be out.

**Rule 7.00 – The Batter**

**Reference Rule 7.14 –**

A player whose name is on the team's batting order may become a "courtesy runner" for the catcher and/or pitcher of record when there are two (2) outs. The "courtesy runner" may be in the team's batting order and must be the player in the batting order who made the last out. A courtesy runner must be reported to the plate umpire.

- (A) **Farm Division Only: Reference 7.13 –**

- i. Runners may not advance to any base on a catcher's overthrow when returning the ball to the pitcher.
- ii. Base runners must stay in contact with the base until the ball is hit (i.e., there will be no stealing). **EXCEPTION:** A baserunner on second (2<sup>nd</sup>) base may steal third (3<sup>rd</sup>) base if the following conditions are met:
  - (a) Coach machine pitch is in effect.
  - (b) Third (3<sup>rd</sup>) base is unoccupied.

- (c) The ball has not been returned to the pitcher (whether caught, dropped, or overthrown).

(d) For age six (6) batters, it is their first time at bat (i.e., first time through batting order).

In the situation that there is also a runner at first (1<sup>st</sup>) base, that runner may advance to second (2<sup>nd</sup>) base with the lead runner's steal attempt.

Runners are at risk to be put out.

Runners may not advance any additional bases.

**(B) PC Division Only: Reference 7.13 –**

- i. Runners may not advance to any base on a catcher's overthrow when returning the ball to the pitcher.
- ii. Base runners must stay in contact with the base until the ball is hit (i.e., there will be no stealing).

**Rule 9.00 – The Umpire**

**Reference Rule 9.01** – DRALL will enforce all sections and subsections of Little League Rule 9.01 including, "The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team's subsequent offense.

**Rescheduling Games**

- (A) **In general** - The President, or their designee, shall determine the date, time, and location of any suspended or cancelled game that must be rescheduled. The opposing managers may jointly recommend the date, time, and location for the rescheduling.
- (B) Every effort will be made to reschedule any game that could not be completed as a regulation game.

**NOTE:** Incomplete games, which in the judgment of the President or their designee will not materially affect the Division or League's regular season standings, may not be rescheduled.

**NOTE:** For any game that must be rescheduled, the following order of precedence will be followed:

- i. A rescheduled game will take precedence over any practice time.
- ii. A suspended game will take precedence over a cancelled game.
- iii. A Little League (Major) Division game will take precedence over a Minor League game, which in turn shall take precedence over a Minor Farm or Pacific Coast League game.

**NOTE:** No game included on the original League Game Schedule may be cancelled in order to substitute a reschedule game.



**NOTE:** A “cancelled” game is defined as any game that was (1) scheduled, but never started or (2) started but called before one inning was completed.

### **Determination of Regular Season Standings**

- (A) **General** - The standings within a Division or League for the regular season shall be determined by the teams' Winning Percentages. First Place will be awarded to the team with the highest Winning Percentage, Second Place to the team with the next highest Winning Percentage, etc.

**NOTE:** A tie game will be recorded as one-half (1/2) a win and one-half (1/2) a loss.

**NOTE:** A team's Winning Percentage is computed by dividing the total number of games won by the total number of games played. The calculation will be made to three decimal places. Any cancelled or suspended game not completed will be excluded in computing the Winning Percentage.

- (B) **Tie Between Two (2) Teams** - If two teams have identical Winning Percentages, the tie will be broken in the following order:
- i. First Tie-Breaker – Head-to-Head
  - ii. Second Tie Breaker - Winning percentage for league games only (i.e., Presidents Cup games excluded)
  - iii. Third Tie-Breaker - The higher number of wins in games between two (2) teams and 2 of 3 Presidents Cup games. (i.e., President's Cup games included).
  - iv. Last Tie-Breaker – Agreement by Board to have co-champions or determination by lot or flip of a coin.
- (C) **Tie Between Three (3) or More Teams** - If three (3) or more teams have identical Winning Percentages, the tiebreakers shall be applied in the aggregate for all teams in the tie for league games only (i.e. Presidents Cup games excluded in a head-to-head game). If a team's standing can be determined after applying a tiebreaker, it shall be awarded that standing and only the remaining tied teams shall participate in the next tiebreaker.
- (D) **Special Provisions** – All tie breakers shall be used even if the tied teams did not play the same number of total games or the same number of games against opponents.

### **Playoff Seedings**

- (A) **Seeding for DRALL Playoffs** is determined by the final regular season standings in each division. A team's final place in the regular season standings is its playoff seed (i.e., first place team is #1 seed, second place team is the #2 seed....)
- (B) **Major and Minor League DRALL Playoff** are double elimination tournaments. Home team for each game is determined in the following order:
- i. Team with fewer losses in the tournament.
  - ii. Team with a higher playoff seed.

- (C) **Farm Division DRALL Playoff** is a single elimination tournament. In each game, the team with the higher seed entering the playoff will be the home team.

## **Article VIII – Conflict of Interest Policy**

It is considered critical that all Regular Members, Board Officers, and Committee Members shall not engage in any activity which gives rise to, or could give rise to, an appearance or claim of self-dealing, divided loyalty, or conflict of interest because of such person's position with the Del Rey\American Little League.

In the event such person has reason to believe his or her activities or anticipated activities could give rise to any such claim, he or she shall have a duty to disclose such activities or anticipated activities to the Board.

In the event any such person may either directly or indirectly be a party to or be in any manner financially interested in any contract or agreement with Del Rey\American Little League for any matter, cause or thing, such contract or agreement shall be in violation of these By-Laws and the same shall be null and void.

In addition, any such person violating these By-Laws will be subject to Article VII of the By-Laws of Little League Baseball, Incorporated, entitled "DISCIPLINING MEMBERS, DIRECTORS, OFFICERS, AND FIELD PERSONNEL." Article VII provides for disciplinary action including, but not restricted to removal or suspension, for any act, conduct or involvement contrary to the Rules, Regulations and Policies of the Corporation or which might tend to bring the Corporation into disrepute, or for any failure to perform properly the duties and responsibilities assigned to each person.

## **Article IX – Selection of All Star Players and Managers**

## **Article IX – Selection of All Star Players and Managers**

### **SECTION 1**

The process for the selection of the players to each of the All-Star Teams is defined herein by the authority of the Board, with the intent of following Little Minor League's recommended processes and having the players select All-Star Players and Teams, as much as possible. If a Team and/or Player selection scenario occurs that is not specifically addressed and accounted for

within these By-Laws, the Board will determine the modification(s) necessary to the selection process for that season. There shall be up to fourteen (14) players selected per team, as stipulated by Little League rules.

Player availability will be subject to rules set by the Board. To participate on any All-Star team, a player's parent (Guardian) MUST AGREE IN WRITING that the player will be available for the entire All-Star tournament time frame. The parent (guardian) will submit a signed copy of the All-Star application. This application is provided to each eligible player by the Players' Agent in that division.

24

Although there are multiple teams, each player is only eligible to be on one team and need only submit one application.

All Major and Minor League players who do not wish to apply for the All-Star team must indicate in writing that they do not wish to be considered for the All-Star team. It is the responsibility of the Major and Minor League Player Agents to ensure that each player has indicated their intention to be considered or not to be considered for All-Star.

The All-Star period typically runs from mid-June through the entire month of July, depending on how far the team advances. Any violation of this agreement can and will result in the player being immediately removed from the All-Star team. The President and the applicable Player's Agent may grant a waiver of this requirement with approval from the Board.

Any manager granting such waiver without the expressed approval of the President or the Applicable Players' Agent may be removed from their position by the President with approval from the Board.

For purposes of this Article IX, Section 1, the applicable Players' Agent shall be defined as; Little League (Major) Division Players' Agent for the 10-11-12 Year-old "Little League" Team and the 9-10-11 Year-old Team, and Minor League Players' Agent for the 8-9-10 Year-old Team(s).

The teams are formed in the following order (provided there are enough players for these teams): 1. The 10-11-12 year old team.

2. The primary 8-9-10 year team.

3. The 9-10-11 year old team; and

4. The secondary 8-9-10 year old team.

## **SECTION 2**

**10-11-12 Year-old "Little League" Team:** There shall be up to fourteen (14) players selected. The

Board shall determine the selection of the players to this team. Subject to Little League Rules (including, without limitation, the residency requirements) any player League age 10,11 or 12, who has participated as an eligible player on a Little League (Major) Division or Minor League team during the regular season is eligible for the 10-11-12 Year-old Team. The Manager and Coaches shall be appointed by the President and approved by the Board.

It is the intent of the League to make this team the most competitive All-Star Tournament team. For this reason, this is the first team to be selected.

**The selection process for the 10-11-12 Year-old “Little League” Team shall be:**

1. Player Agent issues All-Star application forms (as described in section 1) to all eligible players in the Major division.
2. Players who wish to be considered for the All-Star team submit a signed copy of the application to the Player Agent.
3. Based on the applications received, the Player Agent prepares the All-Star ballot and issues them to all Little League (Major) Division players who vote for nine (9) All-Stars (when there are sufficient numbers of teams and eligible players in the selection pool, players cannot vote for players on their own team. When the prohibition on voting for players on their own team would create an inequity in the voting balance, the players may be allowed (with prior Board approval) to vote for players on their own team). The top nine (9) players with the most votes are selected to the 10-11-12 Year-Old All-Star Team.
4. Up to five (5) additional players may be added to the roster (these optional picks do not have to be executed). Two (2) of the players will be selected by Major Division Managers (in case of a tie, the 10-11-12 All Star Manager will be the deciding vote). Three (3) players may be added to the roster based on the 10-11-12 All Star Manager selection. The board can select player(s) to serve as alternates. The alternate player(s) shall be Little League Age 12 players only. The number of alternates selected will be a byproduct of how many players are chosen to be on the roster. As an example, if there were thirteen (13) players selected for the roster, the board may select up to three (3) alternates. The number of alternates and rostered players shall not exceed sixteen (16) players.
5. Should the initially confirmed team require substitute player(s) (i.e. due to injury or availability), the All-Star Team Manager selects from the board selected alternate players.
6. The Board confirms the 10-11-12 year old team as constituted by the above process.

### **SECTION 3**

**9-10-11 Year-old Team:** Subject to Little League Rules (including, without limitation, the residency requirements) any player League age 9, 10 or 11, who has participated as an eligible player on a Minor League or Little League (Major) Division team during the regular season, is eligible for the 9-10-11 Year-Old All-Star Team. The Manager and Coaches shall be appointed by the President and approved by the Board.

#### **The selection process for the 9-10-11 Year-old Team shall be:**

The players to be considered for this team are also considered for the 10-11-12 year old team. They submit a signed application and are placed on the ballot for the 10-11-12 year old team. This is the same process listed above for the 10-11-12 year old team.

1. Once the 10-11-12 year old team has been selected, the next ten (10) non 12 year old players with the most votes from the 10-11-12 year old player voting, who do not to make the 10-11-12 Year-Old Team, will be selected to 9-10-11 Year-Old team.
2. Two (2) additional players are chosen by the manager. An additional two (2) players may be added to the roster (these optional picks do not have to be executed). These selections are initiated by the All-Star Manager and/or the Board. It is the intent of this process for the All-Star Manager and Board to collaborate and agree upon the selections, however, the Board has the authority to select players without approval of the All-Star Manager.
3. Should the initially confirmed team require substitute player(s) (i.e. injury or availability), the All-Star Team Manager selects the player(s), pending Board approval.
4. The Board confirms the 9-10-11 Year-old Team as constituted by the above process.

### **SECTION 4**

**8-9-10 Year-old Team(s):** The Board shall determine how many teams shall enter the 8-9-10 Year-old All Star Tournament. There shall be up to fourteen (14) players selected for each team. The Board shall determine the selection of the players to the team(s). Subject to Little League Rules (including, without

limitation, the residency requirements) any player League age 8, 9 or 10, who has participated as an eligible player on a Minor League Division or Major League Division team during the regular season, is eligible for the 8-9-10 Year-old Team. Major League Division players are not automatically given a spot on the 8-9-10 All Star Team. The Manager and Coaches shall be appointed by the President and approved by the Board.

**The selection process for the 8-9-10 Year-old Team shall be:**

1. Player Agent issues All-Star application forms to all eligible 8, 9 and 10-year-olds.
2. The number of players per team will be determined because of the process, with a maximum number of fourteen (14) players as stipulated by Little League rules.
3. Player Agent prepares ballot and issues to all Minor League's players who vote for ten (10) All-Stars (players cannot vote for their own team).
4. Player Agent also submits ballots to all Minor League's Managers. Managers will vote for players across all teams, including their own.
5. The votes would be weighted as follows:
  1. Minor League players vote for players on other teams with a 20% weighted vote.
  2. Managers vote for players across all teams with a 80% weighted vote.
6. The top ten (10) players with the most votes are selected to the first 8-9-10 year old All-Star team.
7. Two (2) additional players are chosen by the manager. These players may include any 8, 9 or 10 year old player who participated in the Major League Regular season. Up to two (2) additional players may be added to the roster (these optional picks do not have to be executed). These selections are initiated by the All-Star Manager and/or the Board. It is the intent of this process for the All-Star Manager and Board to collaborate and agree upon the selections, however, the Board has the authority to select players without approval of the All-Star Manager.
8. Should the initially confirmed team require substitute player(s) (i.e. injury or availability), the All-Star Team Manager selects the player(s), pending Board approval.

**NOTE:** It should be noted that these additional picks will likely affect the second 8-9-10

team, after that team has been selected.

9. The Board confirms the 8-9-10 Year-old Team(s) as constituted by the above process.

When there is a second 8-9-10 year old team being entered into the All-Star Tournament:

1. The ten (10), nine (9) and ten (10) year olds with the most votes from the 8-9-10 year old player voting, who do not make the first 8-9-10 Year-Old Team, will be selected to the second 8-9-10 Year-Old team.
2. In instances when there are fewer than ten (10) player receiving votes and/or fewer than 12 players overall, the Board will decide on how to select the remaining players needed.
3. Two (2) additional players are chosen by the manager. Those players may include any 8, 9 or 10 year old player who participated in the Major League Regular Season. Two (2) additional players may be added to the roster (these optional picks do not have to be executed). These selections are initiated by the All-Star Manager or the Board. It is the intent of this process for the All-Star Manager and Board to collaborate and agree upon the selections, however, the Board has the authority to select players without approval of the All Star Manager.
4. Should the initially confirmed team require substitute player(s) (i.e. injury or availability), the All-Star Team Manager selects the player(s), pending Board approval.
5. The Board confirms the 8-9-10 Year-old Team(s) as constituted by the above process.

## **Article X – Amendments**

These By-laws and any section thereto may be amended or repealed by a two-thirds [2/3] majority of the Board.

Effective for Calendar Year 2021

*Approved: 02/09/2021*

# ADDENDUM

28

## BOARD OFFICERS AND THEIR DUTIES

The following is a clarification to the duties set forth in the DRALL Constitution.

### **President –**

- The President is elected by, and is accountable to, the local league Board of Directors. • Duties of a president are described within the limits of the rules and regulations, and within the local league constitution, giving the president the ability to oversee the affairs of all elements of the league.
- As the chief administrator, the president selects and appoints managers, coaches, Major/Minor League umpires and committees. As such, no person becomes a manager, coach, Major/Minor League umpire or committee member without the approval of the president. However, all appointments are subject to final approval by the Board of Directors.
- The Officer with whom Little League International maintains contact.
- Represents the league in the District organization.
- Should be the most informed Officer of the league. Must know the regulations under which Little League operates and in authorizing the annual application for charter, binds all members of the league to faithfully observe the regulations.
- Personify the best public image in reflection to the community at large.
- Presides at league meetings and assumes full responsibility for the operation of the local league. • Receives all mail, supplies and other communications from the Little League Headquarters. • May manage, coach or umpire.

### **First (1st) Vice President –**

- Presides in the absence of the President, works with other Officers and committee members, is ex officio member of all committees, and carries out such duties and assignments as may be delegated by the president.
- Responsible for securing sponsors and compilation of the DRALL book (if published). • Organizes and implements approved league fundraising activities.
- Contacts all past sponsors to collect money to secure participation in the coming year. • Coordinates with team managers to follow-up on team sponsors.



- Coordinates participation in fundraising activities.
  - Follows up with sponsors to collect money, clipart, or ad design for book and/or banner. •
- Purchases the necessary sponsor banners.
- Responsible for distribution of the final DRALL book (if published).
  - Maintains records of monies secured through sponsorship and fundraising initiatives. •
- May manage, coach or umpire.

#### **Second (2nd) Vice President –**

- Presides in the absence of the President and First Vice President, works with other Officers and committee members, is ex-officio member of all committees, and carries out such duties and assignments as may be delegated by the President.
  - Responsible for Little League registration, including marketing as appropriate. •
- Compiles the official Little League master registration and team rosters.
- Responsible for assigning a Board Officer to be on duty at a DRALL field whenever a League Game is being played.

#### **Secretary –**

- Maintains a register of members and Board officers.
- Maintains records the minutes of meetings.

29

- Responsible for sending out notice of meetings.
  - Issues membership cards.
  - Maintains a record of league's activities.
  - Handles league correspondence, except for information shared with league members (i.e., information shared by the Information Officer).
  - Assists President with overall communications with Board Officers, parents, and players. •
- Organizes and conducts election of Board Officers at annual league picnic, including preparing ballots.

#### **Treasurer –**

- Signs checks co-signed by another Officer or director (or as directed by the local league's constitution).
- Dispenses league funds as approved by the Board of Directors.
- Responsible for accurate financial reporting on the league's fiscal condition. • Responsible for the security and integrity of all DRALL local league books and financial records. • Prepares budgets.
- Assumes the responsibility for all local league finances.
- Ensures the security of all money at fundraisers and at the snack stands.

#### **Safety Officer –**

- Coordinates all safety activities including supervision of ASAP (A Safety Awareness Program). •
- Ensures safety in player training.
- Ensures safe playing conditions.
  - Coordinates reporting and prevention of injuries.
  - Solicits suggestions for making conditions safer, and reports suggestions to Little League International through the ASAP system.
  - Maintains, posts, and enforces all safety rules.
  - Performs site inspections and reports safety concerns to the Board.
  - Ensures that all Managers, Coaches and Umpires have completed Concussion Awareness Training. •

Primary safety contact to District 37 staff.

**Chief Umpire –**

- Coordinates and/or provides Umpire Training.
- Schedules Umpires for Little League (Major) Division and Minor League games. •
- Member of Protest Committee.
- Annually reviews and recommends necessary revisions to local regulations and rules; coordinate activities associated with obtaining a waiver from Little League Baseball to apply local regulations and rules.
- Primary league contact with District 37 Chief Umpire.

**Player Agent (Major, Minors, P.C.'s) –**

- Conducts annual tryouts.
- In charge of player selection.
- Assists the president in checking birth records and eligibility of players.
- Responsible for filling any vacated player positions during the season; supervises and coordinates the transfer of players to or from the Minor Leagues according to provisions of the regulations of Little League Baseball.
- The player agent must not manage, coach, or umpire in the division/league over which he/she has authority, unless the local league has received explicit written permission to allow this from Little League International.

30

**Division/League Director (Little League (Major) Division, Minor League, Farm Division, PC League) –**

- Serves as liaison between team managers and the Board.
- Distributes and collects team equipment.
- Primarily responsible for resolving any conflicts which may arise during the season concerning managers and their team, including parents.
- Responsible for the accurate reporting of Pitch Counts.
- Major Division Director is responsible for:
- Maintaining a schedule for DRALL Spring, President Cup Tournament, and Playoff games, as well as practice field assignments.
- Organizing the 12-Year-Old Classic Tournament.
- Minor League Director is responsible for:
- Completing DRALL Fall game and practice schedules.
- Coordinating all professional training, if applicable, associated with Fall program. •
- Coordinating the President's Cup interleague play with Westchester Little League.

**Coaching Coordinator –**

- Represents coaches/managers in league.
- Presents a coach/manager training budget to the Board and gains the support and funds necessary to implement a league-wide training program.
- Orders and distributes training materials to players, coaches, and managers.
- Orders and distributes line-up cards to Major Division and Minor League managers. •
- Coordinates mini-clinics, as necessary.
- Helps implement [www.LittleLeagueCoach.org](http://www.LittleLeagueCoach.org) as the manager-coach education program for the league.

**Team Parent Coordinator –**

- Serves as liaison between team parents and the Board.
- Distributes information to the team parents.
- Coordinate with Concessions Manager to schedule volunteers to work the concession booth during league events.
- Coordinates team involvement in special events during the season.

**Field Director –**

- Overall responsibility for the condition and maintenance of DRALL fields.
- Determines if a field is in playable and maintainable condition prior to the plate meeting (when the Umpire-in-Chief assumes this responsibility).
- Supervises Field Maintenance Supervisors.
- Primary contact to the City of Los Angeles, Parks and Rec. Dept.

**Information Officer –**

- Manages the league's official web home page.
- Manages any online registration processes and ensures that league rosters are maintained on the site.
- Assigns administrative rights to league volunteers and teams.
- Ensures that league news and scores are updated on a regular basis.
- Collects, posts, and distributes important information on League activities including direct dissemination of fund-raising and sponsor activities to Little League International, district, public, league members and media.

**31**

- Serves as primary contact person for Little League regarding optimizing use of the Internet for league administration and for distributing information to league members and to Little League International.
- Displays enthusiasm for using the Internet for league administration, for sharing information and for creating a more enjoyable and efficient Little League experience.
- Manages the DRALL email newsletter.

**Concession Manager -**

- Maintains the operation of concession facilities.
- Organizes the purchase of concession products.
- Responsible for the management of the concession sales at league events.
- Coordinates with Team Parent Coordinator to schedule volunteers to work the concession booth during league events.
- Collects and reviews concession related offers including coupons, discounts, and bulk-purchasing opportunities.
- Organizes, tallies, and keeps records of concession sales and purchases.

