

Biddeford Little League Incorporated

By- Laws

General

It will be the obligation of all Officers and Directors to comply with all Little League Rules and Regulations as stated in the Little League Manual published by Little League International. Board members, officers, and volunteers must uphold the standards and requirements of conduct set forth by Little League International.

The Board of Directors will establish the dates for registrations and tryouts. They will be conducted in a manner prescribed by the Little League Manual.

A schedule for the upcoming season will be distributed to the proper officials of the League prior to the start of the season.

Any issue not covered in these by-laws will be governed by the Little League Baseball Operating Manual, or the Official Regulations and Playing Rules of Little League Baseball.

Any discussion acted upon by the Board of Directors at a given meeting may not and will not be discussed at another meeting for the duration of the current season, unless it was tabled at a previous meeting.

Funding

Only active appointed members of BLL will be considered for funding of any sort. The funds may be used to attend clinics, seminars, or any other event sponsored by Little League Baseball. The amount of the contribution by the League will be decided by the Board of Directors on a case by case basis.

Drafting Order

The drafting procedure for each division including the order of selection, will be reviewed, and determined each season by the Player Agent. The method chosen will be in direct compliance with one of the several methods outlined in the Little League Operating Manual. The drafting order and procedure will be described in detail by the Player Agent prior to the start of the draft.

Tie Breakers

If the Board elects to forego the complete redraft, or clean slate approach to team selection, then the following tie breaking procedures will be used to aid in establishing the draft selection order.

(a) Head to head results will be the first tie breaker.

(b) If there is a tie between the top 2 teams, and they split their head to head match ups, then a one game playoff will be played to settle first and second place.

(c) For the remaining positions, a point system similar to the Heal Point system will be used to determine the team's strength of wins. (Example: In a 6 team league, a win over the top team would be worth six points and a win over the last team would be worth one point.) Add the points to break the tie.

(d) If ties cannot be broken by the previous methods, then the remaining positions will be settled by a coin flip. The winner of the coin flip will get to determine his position in the upcoming draft.

***If the League participates in inter league play, the Board will determine what impact the inter league schedule will have on the league standings, if any. This decision will be made upon approval of the game schedule for that season.

Drafting Players

The draft will be conducted according to the Little League Operating Manual.

Conditions for freezing or optioning players are:

(a) When two or more siblings are trying out together, the manager selecting the first sibling must select the remaining sibling in the very next round.

(b) Players with a sibling already on a team must be drafted on or before the 3rd round, otherwise the player will be available for selection by any other team. (Only applies in a Non-ReDraft)

(c) Sons or daughters of managers or coaches may be frozen if the manager and coaches meet the following conditions.

1. The coach or manager must have two or more years of concurrent service as Manager or coach in the league at any level.

2. The coach or manager must be returning to the same team as last year. Both conditions must apply in order to exercise an option.

***Only the manager can submit an option to the player agent. All options must be submitted prior to the draft. Options will be for siblings, or manager/coaches sons or daughters that meet the above conditions only. New coaches will not be appointed until after the draft process is completed. New Team Managers elected by the Board to the League may submit for approval to the Player Agent an Option on His / Her own Sons or Daughters. As Defined above as a New Team Managers will NOT be able to submit an option for a returning Coaches sons or daughters meeting both conditions 1 & 2.

Please refer to Little League Rule book for Sons & Daughters of Coaches.

The option schedule by age is as follows:

9 or 10 year olds must be drafted by round 5

11 year olds must be drafted by round 4

12 year olds must be drafted by round 3

***Any child failing to attend at least 50 percent of the tryout sessions shall lose the status of a candidate unless that child presents an excuse which is accepted by a majority of the coaches (from that set division) and player agent.

Trades

Trades will be allowed under the conditions specifically outlined in the Little League Operating Manual, with exception to the time frame stated.

All trades at BLL will be conducted prior to the adjournment of the annual draft meeting. No trades will be considered after this time.

Replacing Players

When a team loses a player during the season, the manager of the team losing said player shall immediately advise the Player Agent. Failure to do so should result in disciplinary action against said manager as recommended by the Operating Manual.

This may include but is not limited to probation, suspension, or termination of said manager, to be determined by the Board of Directors.

The Player Agent will directly monitor the replacement process as outlined in the Operating Manual. Replacements must be approved by both the Player Agent, and Executive Board. No replacement player will be submitted in the last two calendar weeks of the regular season.

Players Wishing to Change Teams

A player may only change teams if there is a legitimate and justifiable reason to do so. The final decision on this matter will rest with the President and the Executive Board. Before making said decision, the President and Player Agent will investigate the matter extensively, conducting interviews with the player, parents, and the coaching staff of said player. The President and Player Agent will report their findings to the remaining Executive Board members so that they may make an informed decision on the matter.

If there are no justifiable reasons found to allow said player to leave his/her team, the manager of said team under advisement of the President and Player Agent may refuse to release said player. In this case the player would be forced to remain on his/her current team, or elect to sit out one season to break his/her tenure to the team. After sitting out one season, said player may re-enter the draft process and

be selected by any other team, in accordance with the regular draft rules.

***In the case of a team having no returning coaches, a player is still bound to that team and must play on it, or follow the same rules above to break his/her tenure.

*****This rule would not be in effect if the league is practicing a redraft, or clean slate approach to the selection of teams.**

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DIVISIONS

Majors Division:

The Majors division will be comprised of players that are of league age 10, 11, and 12 years. All *11 and **12 year olds will be placed in this division, with only the strongest 10 year olds being selected to round out the balance of the teams. Once the 10 year olds player evaluations are completed, coaches in the division and Player Agent will determine who is eligible to play in the Major division. The Maximum amount of 10 year olds on a Major division team is 2. Biddeford Little League does not allow a player to be on a roster for two or more local leagues/teams.

*11 year olds may be placed in the Minors Player Pitch Division upon request, and with approval of the Player agent and Director of the Minors Player Pitch Division. This decision will be based on the best interest of the child in question only.

****12 year olds may be placed in the Minors player Pitch Division upon request, and with the approval of the Executive Board and the Directors of Majors Player Pitch and Minors Player Pitch Divisions**

Minors Player Pitch Division:

The Minors Player Pitch division will be compromised of players that are of league age 8, 9, 10, and 11 years. Only the strongest 8 year olds being selected to round out the balance of the teams. Once the 8 year olds player evaluations are completed, Coaches in the division and Player Agent will determine who is eligible to play in the Minors division. Biddeford Little League does not allow a player to be on a roster for two or more local leagues/ teams.

Minors Coach Pitch Division:

The Minors Coach Pitch division will be comprised of players that are of league age 6, 7, 8, *9, and *10 years.

Six year olds must have completed 1 season of Little League T-ball to be eligible to play in this division. Adequate proof as defined by the Player Agent must be made to the Executive Board and Directors of Coach Pitch and T-ball, meeting this requirement must be made to the Player Agent.

*9 and 10 year olds may be placed in the Minors Coach Pitch Division upon request, and with approval of the Player agent and Director of the Minors Coach Pitch Division. This decision will be based on the best interest of the child in question only. Minor Coach Pitch rules can be found within this package.

Tee-Ball Division:

The T-ball division will be comprised of players that are of league age 4,5,6, and *7 years.

*Seven year olds will only be allowed to participate in this division upon request, and with the approval of the Player Agent and Director of Minors T-ball Division.

T-ball rules can be found within this package.

Challenger Division:

The Little league Challenger Division is a program for the developmentally and/or physically disabled youth to enjoy the full benefits of Little League participation in an athletic environment structured to their abilities.

The program is designed to accommodate players of all ages up to 18 years old.

Challenger rules can be found within this package.

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Season Operating Rules

Majors and Minors Player Pitch Divisions

Game Specific Rules

(a) The Little league Baseball Official Regulations and Playing Rules Manual will be binding in these divisions of the league. Any variation from these rules must be approved by Little League Baseball Inc., after first receiving approval from the league Board of Directors.

(b) Local rules of this league for the upcoming season shall be adopted by the Board of Directors at a meeting to be held not less than one month prior to the first regularly scheduled game of the season. The local rules will in no way conflict with the rules of Little League Baseball Inc.

(c) No player shall “chatter” or make unnecessary sounds in which the intent is to distract or intimidate an opposing player or team at bat or in the field, with specific attention to the pitcher as they start their windup. The first infraction shall constitute a warning from the umpire.

(d) All teams will use a continuous batting order that will include all players present for the game. Teams will have free substitution of defensive players, and each player shall play a minimum of 50% of the game’s defensive outs, with no more than 2 consecutive innings on the bench. The penalty for not fulfilling this minimum playing rule will be the same as not fulfilling the little league mandated playing rule. For discipline, promptness or attendance reasons, a player’s defensive participation may be reduced to 2 innings provided the manager notifies the opposing manager, and Umpire-in- Chief prior to the start of the game. The notification should be made in writing, and must include the reason for the disciplinary action. After the game, this notification should be forwarded to the Player Agent.

(e) If a team is unable to field 9 players to start a game, the opposing team’s manager may agree to provide up to 2 outfielders, playing the two outfield positions. The players chosen will be the players whose at bat is the furthest from coming up to bat during the existing inning, but must not be the expected pitcher, or catcher for the next inning. Under no circumstances will these players bat, or play the infield for the opposing team. This regulation will not apply during Tournament play. Tournament guidelines will be followed as provided by current Little League Official Regulations permitting a team to Start play with (8) players.f) Intentional walks are highly discouraged. **Managers found intentionally walking players during regular season play will be questioned by the President, Player Agent, and the Director of that division of play. Substantial and meaningful intent should be provided by the manager**

during questioning. Active and flagrant disregard for this rule may result in disciplinary action by the Executive Board, which could include suspension for the next physical game.

(g) Minors Player Pitch only: No inning in a regular season game shall start after two hours have expired from the start of the game. There will be no time limit during playoff or inter-league games. The intent of this time limit rule is to shorten games that seem to last forever. Intentional delay of game tactics by managers, coaches or players will not be tolerated, and the offending individual may be subject to automatic ejection. This time limit may be waived if weather related, or injury delay lasting over 15 minutes has occurred.

(h) Minors Player Pitch only: When any defensive player has control of the baseball in fair territory and within the infield grass and dirt area, and the pitcher is on the mound area ready to receive the ball, no runner may advance.

(i) Minors Player Pitch only: Each half inning will end after 3 recorded outs, or after the scoring of 5 runs. The exception will be the sixth inning, where teams will be allowed to score as many runs as possible to give teams a chance to catch or overtake their opponent.

(j) Run Rules

Majors Division (10 - 12 yrs.) and Minors Player Pitch Division (8 - 11 yrs.) If a team is ahead by 10 or more runs after 4 innings, or 3 1/2 if they are the home team, then the manager of the team with the least runs will concede the game.

(k) BLL Tournament Play Guidelines:

1. Battng Order-

(A) Teams will utilize continuous batting order

(B) If a team has only 9 players present, then standard baseball substitution guidelines in accordance with Little League international rules for regular season play will be followed.

(C) Player substitutions for defense remains free, and 50% defensive participation remains enforce.

(D) In general Pool Players are NOT eligible for playoffs. Teams with fewer than 9 Players during tournament play can ask the Player Agent for a Pool Player to attend, but approval of the Pool Player must be verbally agreed upon by both impacted Teams Managers and the

Player Agent prior to the Start of the game. Managers and coaches do not have the right to Randomly select players from the pool that may have existed during the regular season or players who become available after having their team eliminated in playoffs prior.

(E) Managers should make all attempts to field a full roster for tournament Play. Managers are not permitted to forfeit any game.

(F) Intentionally walking a player will be allowed for tournament play. Good judgment, and sportsmanship should be used. This rule may be used twice per game only, and only one time on any player.

(G) Any maximum per inning run rules for any division will no longer be Enforced during tournament play. Total run rules per game still apply.

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General Rules, Policy and Procedure

Forfeits

Failure to field a team shall not be grounds for an automatic forfeit as recommended by rule 4.16 of the Official Regulations and Playing Rules manual.

There are no legitimate reasons to consider forfeiting a game during the regular season.

Therefore, forfeits will only be allowed by the direction of the Board of Directors. Managers do not have the authority to forfeit any games on their own. All attempts should be made to play every game on the schedule.

Rescheduled games will be played on the earliest available makeup date as determined by the Official League Scheduler.

Protested Games

Protested games will be replayed at the discretion of the Executive Board, and in accordance with the Little League playing rules. Their decision shall be final. No exceptions will be granted or considered.

Managers and all league officials should do everything possible to avoid protest situations. If you have information that can prevent a protest situation, speak up.

Do not wait until after the offense takes place.

Caged Helmets

During Regular Season and Tournament Play Helmet Specifications:

- (A) All Majors Division and Minors Player Pitch Biddeford Little League players must wear caged helmets or jaw guards while batting in practices and games.
- (B) Biddeford Little League players in Minors Coach Pitch, Tee Ball and Challenger Programs must wear caged helmets while batting in practices and games
- (C) ALL League Provided Helmets will be used with a cage regardless of the division of play in which it is used, and should not be altered.

Special Games (scrimmages)

Any teams wishing to scrimmage other leagues must first seek approval from the District Administrator through the league President.

During the regular season, the scrimmages must be between regular season teams from other chartered leagues only.

There are no special rules for scrimmaging teams within our own league.

Tournament teams may scrimmage other tournament teams after June 15th, as long as it is done out of uniform.

Rainouts

Rainouts must be rescheduled on the earliest open date available as determined by the League Scheduler, to avoid creating a backlog of make-up games at the end of the season.

The availability of pitchers or lack thereof should not be a deciding factor in the rescheduling of games. If possible try to reschedule games in the same week as the postponement takes place.

It is the responsibility of both team managers to notify the Canteen Manager, and the Umpire-in-Chief if the game is to be rescheduled. The managers, under the direction of the League Scheduler, will agree on a new date and time to play the game. Once this decision has been made, the managers will notify the Canteen manager, and the Umpire-in-Chief to allow them to re-staff the new date agreed upon.

Rainy Day Procedure

Weekday games. Managers should contact each other and inform their team on the status of that day's game no later than 430pm. If the game is called, the managers in consultation with the Scheduler will agree upon a tentative makeup date at this time. Once a decision is made, the Canteen Manager, and the Umpire-in-Chief must be informed of the cancellation and the tentative make-up date.

scheduled meetings, without providing other team representation.

***A poor attendance record will be justifiable cause to deny members the right to use their proxy vote at any properly scheduled meeting of the league. The Executive Board will make the final decision on any request by a member to utilize their proxy voting privilege.

The Executive Board will reserve the right to deny voting privileges to any members that are not in "good standing". Members who have not attended at least 1 meeting prior to the meeting designated to select our Tournament Managers, will not be entitled to vote during the Tournament Managers selection process.

Disciplining Players and Fans

Managers have the right to discipline players by barring them from practices and benching them for games for unexcused absences and misbehavior. The President and Player Agent should be notified before disciplinary action is imposed.

If the child continues to miss practices, or the misbehavior persists, the manager will have the right to move to dismiss the player from the team upon consultation with the President and Player Agent. The President and Player Agent will present the matter to the remaining Executive Board members for a decision. If the Executive Board approves the motion, the player will be dismissed from the team. The dismissal will create an opening on the team which must be filled as outlined under the "Replacing Players" section of this package.

Tournament team players will be responsible for adhering to the Tournament Team Attendance Policy, which will be handed out and explained by the coaches at the first team practice, on or around June 15th.

Managers are responsible for the conduct of their fans, and may find it necessary at times to take an active role in controlling them. If forced into this situation please confront the offender in a polite and cordial manner. Inform the offender of the leagues "zero tolerance policy", and do not take a confrontational tone. If this does not stop the abusive behavior, it may be necessary to call the authorities to remove the offender.

Prior to the start of the season, team managers should have all parents read and sign a "Parent Code of Conduct" contract. Managers should take this time to explain the leagues "Zero Tolerance Policy" as well.

ZERO TOLERANCE POLICY

1. Managers are responsible for the conduct of their team. This includes players, coaches, and spectators, and managers may find it necessary to take an active role in controlling them. Managers must make all parties aware of the leagues Zero Tolerance policy, and the Parent Code of Conduct policy, and do everything possible to ensure that everyone adheres to the principles of each.
2. Any spectators engaging in any derogatory language, criticism, or behavior toward an umpire, or other league official during a game will be asked to leave the game site immediately. If necessary, the authorities will be summonsed to assist in removing the offender.

3. Any player, manager, or coach, who verbally objects to an umpire's decision that calls into question the umpire's judgment, (not the interpretation of a rule) is subject to automatic ejection.
4. If there is reasonable doubt that an umpire's judgment is in conflict with Little League rules, the manager must call time out and summon the Umpire-in-Chief (plate umpire), and opposing manager for a discussion behind home plate. If the manager is not present, the team should inform the UIC which ONE coach will be responsible for such appeals prior to the start of the game. Any verbal comments made prior to calling timeout, or made in route to the meeting behind home plate, shall be grounds for automatic ejection. Any comments by non-designated coaches or players shall result in automatic ejection.
5. Once the meeting behind home plate begins, the manager or his designee should document the suspected rule violation to the umpire using a current copy of the Official Regulations and Playing Rules. All discussion with an umpire will be made in a respectful manner, and with intent so as not to be audible to surrounding players, coaches, or spectators.
6. Once the Umpire-in Chief analyzes the suspected rule violation, he/she will inform both managers of the decision, and play should resume. If a manager does not feel the umpire's decision is correct, he may file a protest at that time, and then the game will resume. Protests will not be accepted or allowed if made after play resumes. Continued discussion following the UIC's decision shall be grounds for automatic ejection.
7. Un-Sportsman like comments not directed at the umpire but verbalized in a tone which is audible to the umpire, players, coaches and/or spectators shall be grounds for automatic ejection.
8. Any player, manager, or coach who is ejected from a game, will be suspended from his/her team's next physical game. This includes regular season games, playoffs, tournament games, or any other games involving a Biddeford Little League team.
9. Any person ejected must leave the field and surrounding area immediately. Game play will not resume until the person ejected leaves the surrounding area. Any manager or coach who does not leave the grounds immediately, may be suspended for a minimum of 3 additional games. The Board may take more extensive action in cases that are deemed severe, and detrimental to the league and its members. This may include permanent dismissal from the league.
10. Any manager or coach ejected twice in a season, or three times in his/her Biddeford Little League career, shall be suspended from the league for one calendar year.
11. Any appeal of an ejection will be made to the Executive Board, and their decision will be final.

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TOURNAMENT RULES and PROCEDURE

General

The League will financially assist in the purchase of uniforms, and the payment of entry fees, one tournament team in each division of play.

Players selected to the tournament teams will be assessed a participation fee to assist in the financial support of the teams. The amount of the fee will be determined by the Board on a yearly basis.

The league will provide additional financial support to any team advancing beyond the District level of play. The amount will be determined by the Board on a case by case basis.

Candidates for tournament team managers for all divisions to be entered will be elected by the Officers of the league, and the coaches and managers of the division being considered. Prior to the vote, all candidates will be given the opportunity to speak on their own behalf, and answer questions if any are presented.

Any member that has not attended at least 1 meeting prior to this meeting will not be eligible to vote for the Tournament managers. Any member who is not familiar with the candidates may choose to abstain from the vote by simply casting a blank ballot.

Kids will vote on their All Star coach. The winner of the kids vote will receive 1 vote in the candidate process.

The managers will choose 1 or 2 other coaches to complete their staff.

The teams will consist of a minimum of 12 players per team. The team coaching staff may opt to carry as many as 14 players if they desire. Coaching Staff of the Tournament Team (Manager & Coach) during the Team Selection Phase 2 Board Meeting can ask the Player Agent to petition the Executive Board to allow less than the Minimum number of players, by eliminating Phase 3. In closed session the Executive Board will vote by private ballot counted and recorded by the Player Agent. The decision of the Executive Board will be final, and must be made during the meeting. No further considerations will be made on the matter for the remaining tournament season. If approved only Phase 1 and Phase 2 as prescribed in the bylaws will be used in team selection until the newly approved Minimum number is met.

Alternates are not authorized, and will not be selected through the voting process.

The coaching staff will distribute, and explain the League's Tournament Team Attendance Policy.

Should the team rosters fall below the desired levels because of injury, dismissal, or unavailability of a player, the team coaches will choose the replacements if desired, from the listing of prior balloted

players in phase 2 of voting working with the Player Agent

All equipment and uniforms must be procured by the Equipment Manager. The League will only be responsible for purchases made by the Equipment Manager, per the budget approved prior to the Tournament Season.

The Equipment Manager should inspect and approve all equipment to be used by each tournament team within the first week of practice for each team.

Team Selection Process

The teams to be entered in the District tournaments will be selected by the following process:

Player Agent prior to any phase voting will have asked and confirmed from the active player population which if ballot or ballots said player would like to be considered for in Phase 1 or 2, based on age, eligibility, and divisional regular season play. Players have the right to refuse consideration on any or all ballots they may be eligible for by age. Players having participated in an older division for the regular season, can ask to be considered within a lower age tournament team for ballot purposes, however a player cannot be placed on a ballot for an older age division without having participated in that group during regular season play.

Phase 1: Voting Participants: Players in the respective division, Director of the respective division, President and VP of the league, Umpire-in-Chief

The participants will vote for 9 players. **The top 5 vote recipients will be placed on the team.** . If there is a tie between players for 1st part of process all kids involved in the tie make the team. The remaining 2 players with the highest amount of votes will automatically be placed on the ballot for phase 2 of the process. If more than 2 players share the next highest amount of votes, they will all be placed on the ballot for phase 2.

The voting in this phase must be completed and tallied by the Player Agent prior to the selection meeting for the managers and coaches. Any tie can be moved to Phase 2 or voted on in Phase 2 for placement prior to creation of the phase 2 ballot and under the direction of the Player Agent.

Phase 2: Tournament Team selection will be completed in Divisional order starting with Majors, followed by Minors. **Voting Participants:** Managers and Coaches of the respective division.

The participants will select up to 6 players to be added to the team, following the procedure detailed below. When this phase is completed 11 players total should be selected for tournament play. Unless the Executive Board has approved a new minimum of less than twelve players during the meeting then the phase 2 process must be used eliminating ties until the new minimum is fulfilled and the team selection completed.

Any 10 Yr old, who played in the Majors division for the regular season, and who was not selected in the Majors Tournament Team will automatically be place on the Phase 2 Ballot for Minors Tournament Team Selection process by the Player Agent.

*** Managers holding more than one voting position within the respective division must vote with the managers and coaches in this phase of the process. No member will have more than 1 vote within each respective division.

The player selection procedure for managers and coaches:

(a) The selection meeting will be attended by the managers and coaches, along with the Player Agent, the President and another member of the Executive Board who will aid in tabulating the votes if the President is also a manager or coach.(b) The Player Agent will create a ballot of the eligible players and distribute them to the managers and coaches in attendance.

(c) The manager of each team will speak briefly about each of his players that he intends to nominate to the ballot.

(d) Any players not receiving a recommendation of a coach or manager, and players previously selected to the team by the participants of Phase 1, will be eliminated from the ballot. The remaining players, along with the 2 (or more for ties) next highest vote recipients from Phase 1, will form the pool of players that this portion of the team will be selected from.

(e) Each team will cast one ballot, and vote for up to the **top 6** players on the list. The ballots will be returned to the Player Agent, and a second Executive Board member for tallying.

(f) Up to the **top 6** vote recipients will be added to the tournament team. (Not to exceed 11 Players Total)

(g) Extra rounds will be used to settle ties until up to 6 players have been determined.

Phase 3: Voting Participants: Tournament Team Coaching Staff

The participants will select up to 3 players, depending on the desired roster size. – Please refer to Team Minimum requirements within Little League Notification of Team Selection to players can not be completed until ALL Regular Season play within the respective Division has been completed. This includes ALL Interleague games or Regular Season League Tournaments.

It is highly recommended the Announcement of the Team be delayed until the local Schools have recessed for Summer Break, and the Leagues “Field Day” or End of the year Awards Ceremonies have been completed.

*****The process detailed above will be used for all teams to be entered into each division of District play.**

District Teams

The League will annually enter the following teams into the District 4 Tournament:

Major Division All Stars

(a) All 11 and 12 year olds that played in the Majors Division Regular Season will be eligible for selection.

8, 9 and 10 year old Minor Division All Stars--A team

(a) All 8, 9 and 10 year olds will be eligible for selection.

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***The decision to enter the following teams into the District 4 Tournament will be assessed annually by the Board of Directors. The decision will be based solely on the availability of players, and or coaches.

11 year old division All Stars

(a) All 8-11 year olds not having been chosen previously will be eligible for selection.

(b) This team will be selected after the Major Division team has been finalized, which will require scheduling an additional selection meeting after June 15th.

(c) The Player Agent will maintain the voting results from the Phase 1 participants of the Major Division elections. The top five 11 year olds remaining on this ballot after the Major Division team has been finalized will be assigned to the 11 year old team.

(d) The rest of the process will continue in the same manner as the previous teams.

8, 9 and 10 year old Minor Division All Stars--B team

(a) All 8, 9 and 10 year olds not having been chosen previously will be eligible for selection.

(b) This team will be selected as soon as the A team has been finalized, which will be June 15th, or 2 weeks prior to the first scheduled game for that tournament. This will require an additional selection meeting after the pertinent date.

(c) The Player Agent will maintain the voting results from the Phase 1 participants of the original Minor Division elections. The top five vote recipients remaining on this ballot after the A team has been finalized will be assigned to the team.

(d) The rest of the process will continue in the same manner as the previous teams.

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***The decision to enter a team or teams into additional tournament will be assessed annually by the Board of Directors. The decision will be based solely on the availability of players, and or coaches. Team Selection for any additional Tournament must be completed by the Managers and Coaches of the Team working with the approval of the Player Agent.

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MINOR LEAGUE COACH PITCH DIVISION

Mission and Philosophy

The primary goal of the Biddeford Little League Minor League Coach Pitch division is to provide a learning environment suitable for young players to obtain the necessary skills to prepare them for a safe and enjoyable future in the more competitive levels of Little League play. The intensity of the games should be kept at a level that is suitable to the age group involved. The importance of playing with structure however, must not be diminished. Baseball is a game, and should be fun. Players have the most fun when they can execute plays successfully. With this in mind, tremendous emphasis should be placed on fundamentals, both during practices, and in games. It is the coaches' responsibility to teach relevant baseball skills, and it's the players' responsibility to give the game their best effort. The players should walk away from each practice and game with a sense of accomplishment and purpose. They should be made to understand what they did well, and what they need to improve on.

Managers and Coaches

Minor League Coach Pitch Managers/Coaches will be appointed by the Minor League Coach Pitch Director, through the Appointment Committee, and subject to approval of the league President.

Managers/Coaches will be responsible for teaching the players the basic fundamentals of hitting, fielding, and base running.

Managers/Coaches will be responsible for maintaining discipline among team members, and instilling in them a respect for the game, the umpires, and the opposing team.

Managers/Coaches should stress the importance of attendance at practices and games, and arriving on time. These are all important elements in each level of Little League play.

Managers/Coaches should not take an "It's just Minor League" approach to coaching, or the players and parents will take the same attitude.

Managers/Coaches should not hesitate to seek help from other more experienced, or knowledgeable coaches in the league, if needed.

Managers are encouraged to be enthusiastic, happy, engaged, and provide positive feedback to all players.

Do not stress wins and losses. The score of the games should not be kept by adults.

As long as everyone is having fun, and learning, everyone wins.

Each manager should hold a minimum of 1 practice per week, not to exceed 4 events per week counting games, group clinics, and individual practices.

Minor League Eligibility

The Minors Coach Pitch division will be comprised of players between the ages of 6, and 9 years only.

No player age 8, 9 or 10 will be allowed to participate in the Minor League Coach Pitch division until the player has registered, completed the Minor League Player Pitch tryouts, and has passed unselected through the draft process for the Minor League Player Pitch division. **Late Registrations will be assigned by remaining draft order.**

*9 and 10 year olds may be placed in the Minors Coach Pitch Division upon request, and with approval of the Board of Directors. This decision will be based on the best interest of the child in question only. Exceptions may be made subject to the approval of the Player Agent, and the Director of The Coach Pitch Division.

Teams

The team rosters will include no more than 12 players, with a more desirable goal of between 8 and 10 players per team being the objective.

The Minors Coach Pitch Director, Player Agent, and all Coach Pitch Managers shall be responsible for assembling the teams, through an evaluation program if possible. **All possible attempts will be made to evenly divide the children into equally competitive teams.**

The teams should be assembled as evenly as possible, by age, and ability. Special attention should be paid to those that can pitch. Each team should be assigned an equal amount of players with pitching ability.

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MINOR LEAGUE COACH PITCH DIVISION RULES

BOTH COACHING STAFFS ARE RESPONSIBLE FOR PREPARING THE FIELDS ON GAME DAY. THIS IS NOT THE RESPONSIBILITY OF THE HOME TEAM ALONE. PLEASE WORK TOGETHER, IT WILL BE EASIER FOR EVERYONE. THERE IS PLENTY TO DO!

PLEASE FOLLOW THE RULES OUTLINED BELOW TO THE LETTER. TO DEVIATE FROM THEM IN ANY WAY WILL ONLY CAUSE PROBLEMS. IT IS IMPORTANT THAT WE ARE ALL ON THE SAME PAGE, AND THAT CAN ONLY BE ACHIEVED BY FOLLOWING THE WRITTEN RULES.

Game Preliminaries:

- (a) All games are to start promptly at the scheduled times.
- (b) Both coaches will make a decision on rainouts no later than 1-hour prior to scheduled game start time.
- (c) Rainouts will be made up at the earliest available date through the League Scheduler.
- (d) Player warm-ups will be allowed in 15- minute blocks preceding the start of each game. These warm-ups should include proper stretching and throwing, to help players avoid injuries.
- (e) Home team will be required to provide two game balls at each game.
- (f) Coaches will be required to bring their league equipment, including a medical kit, to the field at every game and practice.
- (g) Coaches must complete a line-up card, and position plan for each inning before arriving to the game, to avoid using up time making these decisions during the game. All positions should be assigned visually if possible, and by number as the season progresses. Players should learn the numbered positions on the field (with 10 being left center field, and 11 being right center field if needed). This will also speed up the game and leave more time for teaching and learning.
- (h) A home plate umpire is optional and must be agreed upon prior to the start of the game. If agreed upon, the home plate umpire must be used properly throughout the game.
- (i) Complete games are 6 innings, or 2-hours, whichever comes first. All games should be played to regulation, which is 4 innings of play.
- (j) Only players and team staff are allowed in the dugout/field area at all times. No siblings.
- (k) Players may only leave the dugout with the manager's approval.
- (l) There is no eating in the dugout at any time.

Ball:

A soft core ball also referred to as a Reduced Impact Factor (RIF) baseball will be used. RIF 5 or higher.

Offensive team:

The offense must provide 2 coaches, and an adult pitcher if possible, keeping in mind that an adult coach must be in the dugout with the players at all times. The coach in the dugout should be a league appointed coach, or team staff, who will be responsible for lining up the hitters for that inning, and maintaining order in the dugout. The offensive coach pitcher will also be the umpire, making all strike, safe, foul ball, and out calls. The offensive team must also announce when the last batter of the inning is up if the team has batted around. In addition, the offensive adult pitcher will use their own judgment in calling Infield Fly rules, and it should be called with less than 2 outs with a runner's protection in mind.

Offensive Rules:

A continuous batting order will be used throughout the game. The batting order consists of all players, not just those in the field. All players present at the game must bat in order before any player of the same team gets a second at bat. This continues for the whole game. The only exception to this rule is injury or illness preventing the player from returning to play during the at bat. Players will be returned to their original spot in the line-up once deemed ready to return. Any violation of this rule will be subject to action by the Executive Board. There are no batting out of order penalties for injuries.

Base Running: Players will advance 1 base at a time unless a batted ball reaches the outfield grass. If a batted ball reaches the outfield grass, and the outfielder does not have possession of the ball, then the batter can advance to second base at their own discretion and risk. Once the outfielder clearly has possession of the ball, and is ready to throw it into the infield, all play must stop. Players cannot advance past second base on their own batted ball regardless of the situation.

Overthrows: Runners will not take extra bases on overthrows to bases, in the attempt by the defensive team to record an out.

Strikes: Managers should begin to call strikes on players whether it is a player or coach pitcher, until there are 2 strikes on the batter. There will be no called strikes to end an at bat. This should be discussed by both managers prior to the start of the game. Unless there is a plate umpire, the offensive coach pitcher will call the strikes. Managers must encourage players to swing at good pitches thrown by opposing players.

Bunts: There is no bunting allowed. All bunt attempts will be considered strikes. If the batter intentionally bunts a fair ball and is put out, the out will stand. If he reaches base safely, he will return to home plate to continue his at bat, with the bunt being recorded as a strike. If the batter had 2 strikes before the bunt, it will be considered a foul ball, and strike 3 on the batter.

Walks: There are no walks. Players hit by a pitch shall advance to first base.

Leading or Stealing: There is no leading or stealing. Base runners must stay in contact with the base until the ball reaches the catcher. The coaches should teach the players to take a 3 step jump when the ball reaches the catcher.

On Deck Batter: There is no on deck area. Players must remain in the dugout or on the bench, without a bat in their hand until it is time to go to home plate to hit.

1/2 inning: 3 outs, or once through the batting order will constitute a half inning, whichever comes first. The offensive coach will declare when the last batter is coming to the plate.

Defensive Team:

Only players who have mastered catching a thrown ball should be allowed to play first base.

Only players with the proper protective gear, (including cup) and ability to catch thrown balls should play the position of catcher. Coaches should assist the catcher each inning in getting the catcher's gear on to expedite transition between innings.

Teams may field 9 to 11 players. Any players above 9 must play in the outfield, using left center and right center field as positions. Infielder's should be positioned no closer to the batter than the infield edge of the grass in front of the base paths. Each player must play in the field a minimum of 9 defensive outs.

Managers should adjust defensive positions each inning of play. Each player with the proper ability (for safety concerns) should have at least 2 innings of play within the infield. Ensure that players playing in the infield are ones that do well paying attention. Not paying attention in positions closer to the batter can result in serious injury. All coaches should stress this with their teams each practice and game.

Players should be positioned in a variety of positions throughout the game with each player getting chances to play different positions, with the exception of catching, pitching, and first base, as listed above. Coaches should refrain from positioning players in the outfield for more than 2 consecutive innings, unless attention spans are an issue. If a team has more than 11 players, players should take turns sitting out one inning at a time in a rotational fashion.

The defensive team can have 2 coaches on the field (1 behind SS, and 1 behind 2B), and another backing up the catcher to retrieve balls to speed up the game. If there are players in the dugout, the defense must have a league appointed coach, or staff member, in the dugout. In this case, 1 of the coaches behind the infield must back up the catcher. The defensive coaching staff will not make or debate any calls regarding the offensive team, avoiding competitive parents and/or player encouragement.

Pitching:

Only players that have demonstrated consistency in arm strength and accuracy should be allowed to pitch. Pitching evaluations will be completed either in winter sessions, or in preseason evaluations. **The Director of Coach Pitch, with any assistant deemed necessary should evaluate, and approve of player pitchers prior to game situations.**

A coach will stand with his glove side in front of the pitcher to protect them from hard come backers.

Player at the pitcher's position will stand to the coach's left side on a left handed batter, and on the right side for a right handed batter while the coach is pitching. The player should be slightly further back than the coach for safety.

The pitching mound will be 40 feet away from home plate. Pitchers more than 8 years old will pitch from the regular mound, 46 feet away. **Pitchers younger than 8 years of age should be encouraged if possible, to pitch from the full distance unless accuracy is an issue. Managers should use good judgment of ability prior to recommending the increased distance for any pitcher.**

Coach pitches will be thrown overhand by a coach from in front of the minor league pitching rubber, at a minimum of 40 feet. Pitches should be attempted to be thrown on a straight line, to avoid batters swinging underneath "lobbed" pitches. Please remember, you are trying to teach proper hitting techniques. Lob or underhand pitching is highly discouraged.

Game Pitching Rules:

Innings 1, 2 & 3 will utilize player pitching up to 4 pitches per batter. Innings 4-6 pitching assignments will be at the coaches discretion. After 4 pitches, the coach will take over until the at bat is complete. **This will be done under manager supervision.** Pitching to the batting order in that rotation in innings **1, 3, and 6** should provide ample opportunity for each player to face player pitchers during the season. **Team managers should be trying to ensure that all players will have the opportunity to face a player pitcher by rotating the batting order from game to game.** Innings **2,4,5, and possibly 6** will be entirely coach pitch, unless time permits players to pitch in inning 6, as explained below.

6 and 7 year old pitchers will face a maximum of 6 batters in a single game. 8 year old pitchers should follow pitch counts as defined in the Little League Rule Book.

The batters count will continue when going from a player pitcher to a coach pitcher. Batters should be encouraged to swing at the player pitches, and not wait for their coach to "groove" one. Players should not be discouraged to hit against another player.

A player can strike out a hitter using their 4 pitches

TEE BALL DIVISION

Mission and Philosophy

Tee-Ball is a game and should be fun. Players have the most fun when they can execute plays successfully; as a result, a strong emphasis should be placed on fundamentals both during practices and games. We believe our coaches' primary responsibility is to teach relevant baseball skills while keeping the atmosphere fun and exciting. It's the player's responsibility to give the game or practice their very best effort. This will not always be an easy task with this age group. Coaches must teach the players the game, but take special care in understanding the age group they are working with. We want the players to walk away from each practice and game with a sense of accomplishment, and purpose. Most importantly, we want them to look forward to, and be excited for the next team function. The players should understand what they did well, and what they need to improve on.

General

The team rosters will include no more than 12 players, with a more desirable goal of between 8 and 9 players per team being the objective. Roster size will be determined by the Player Agent

The Director of T-Ball, Player Agent, and all T-Ball managers shall be responsible for assembling the rosters.

Each team should be assigned an equal number of players from each age group. The talent should be divided as equally as possible.

Each manager should hold a minimum of 1 practice per week, but will not exceed 3 events per week, counting games, clinics, or individual team practices.

The opposing managers will work together to prepare the field for play. In doing so, they will discuss and

agree upon the size of the field. The size of the field should be such as to provide ample room for the safe spacing of the defensive team, and such as to accommodate the talent level of the teams.

Make up schedules will be coordinated through the T-Ball Director, and League Scheduler.

Game Rules

1. T-Ball will use a RIF ball designed specifically for the T-Ball division.
2. The batting order will consists of all players, not just those in the field. All players present for a game must bat in order before any player gets a second at bat. This continues for the entire game.
3. The batter will hit off a tee placed over home plate. As the season progresses, the offensive team's coach may pitch to his batters. After 5 swings without a hit, the tee must be returned until the batter hits a fair ball.
4. Players will hit off a tee until they hit a fair ball. If coaches are pitching, no player is allowed to walk or strikeout. No called strikes are allowed. The batter must swing at the ball to accumulate strikes.
5. There is no bunting.
6. Players advance 1 base at a time. No one is ever out.
7. There are no leads, or stealing bases. Base runners may not leave until the ball is hit.
8. The on deck batter must wait in the dugout, or sit on the bench, and must not be holding a bat.
9. The offensive team may have coaches at both first and third bases. The offensive team must have 1 bench coach at all times. The bench coach will aid the batter, and make sure all on deck batters are seated with a helmet on, and out of danger.
10. The offensive manager will notify the defensive team when the last batter is coming up. The last batter clears the bases, and ends the 1/2 inning.
11. All players will play the field. Two players are assigned the pitching position, and play opposite sides of the mound. These players will be the closest fielders to the batter. All other players will be equally spaced in the field.
12. Only players who have mastered catching a thrown ball should play first base. Coaches may play first base to give players the simulation of throwing to a base.
13. The defensive team may have 2 coaches on the field behind shortstop and second base, but they must also have 1 coach behind the catcher to help retrieve passed balls or errant throws.
14. Batting through the order constitutes a completed 1/2 inning, regardless of how many outs are

recorded.

15. A regulation game is 3 times around each teams batting order, or 1 hour.

16. Speedy transition between innings is the key to keeping the players' interest, and providing an exciting environment for the game. Only players and coaches are allowed in the dugout/bench area, or on the field. No siblings will be allowed in these areas during play.

17. There will be no eating in the dugout or bench area at any time.

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CHALLENGER DIVISION

A. the Little League Rule book is open and nonspecific in many areas concerning the Challenger division. The District 4 Charter allows all eligible players to participate. Biddeford Little League has therefore outlined the rules in specific detail for this division. Also, The Little league Challenger Division Official Regulations and Playing Rules book can be used as a governing guide when addressing issues in the Challenger Division.

B. Philosophy: The Biddeford LL Challenger Division philosophy is simple: Baseball is a game and should be fun. Players have the most fun when they can execute plays successfully, or within the scope of their ability. Emphasis should be on fundamentals both during practices, and games. We believe our coaches' primary responsibility is to teach relevant baseball skills specific not only to the team, but also the individual. It's the player's responsibility to give the game their very best effort. We want the players to walk away from each practice and game with a sense of accomplishment and purpose. We want them to understand what they did well.

C. DO NOT stress wins and losses. DO NOT keep a scorebook. When asked who won, say both teams did. Anyone playing baseball, learning, and having fun, wins.

CHALLENGER DIVISION RULES:

1. There will be no limit on the Challenger Division roster size. Roster size will be determined by the Player Agent after Consulting with the Director of Challenger Division.
2. The Challenger Division Director, Player Agent and all Challenger League managers shall be responsible for assembling the rosters.
3. Each team shall be assigned an equal number of players from each age group. The talent level should be divided as equally as possible.
4. Each manager should hold a minimum of 1 practice per week, not to exceed 3 events per week counting games, group clinics and individual team practices.

5. Pitching:

As defined within the Challenger Division Rule Book published by Little League International, the batter may select the method of ball delivery. This includes, but is not limited to Live Pitching, Coach Pitch, or Tee. Pitching distance from the plate (except from the tee) shall be at least 40 H for safety purposes.

Challenger league will use a “restrictive-injury” soft core baseball. For Safety purposes the equipment should be in fundamentally sound condition, and only be used to match the skill level of the child.

6. The batting order consists of all players, not just those in the field. All players present at the game must bat in order before any player of the same team gets a second at bat. This continues for the entire game. Every player on the roster is in the batting order, and shall play defensively for a minimum of 9 defensive outs.

7. No player is allowed to walk. However, players can strike out swinging. No called strikes are allowed. Players can only get a strike on a foul ball, or a swing and a miss. There is no bunting.

8. Players advance one base at a time unless coaches feel a player deserves extra bases for a great hit. A great hit should be one that gets behind outfielders despite a normal effort to keep it in front.

9. There are no leads and no stealing of bases. Base runners may not leave the base until the ball is hit.

10. On-deck batters must wait in the dugout, or behind protective fencing, and must not be holding a bat.

11. Offensive team may have coaches at both first and third bases. Offensive team must have 1 coach on the bench as well as provide the pitcher (coach).

12. The offensive coach who is pitching should call all strikes, (loud) as well as all out, and safe calls at all bases. The defensive coach will make no calls, to eliminate confusion and/or getting some competitive parents all riled up. If agreed upon prior to the game, a uniformed Umpire may be used.

13. The offensive manager must notify the opposing manager when the last batter is coming up. There will always be two outs whenever the last batter comes up.

14. Teams may field 9-11 defensive players, but if any extra fielders are to play defense, they must play in the outfield. Infielders should play no closer than the edge of the infield grass in front of the base paths.

15. Each player must play a minimum of 9 defensive outs. Priority in playing the infield should be given to the older kids who are getting ready to move into regular little league, but every player should get at least one inning in the infield provided they pay attention in practice, and are not a safety risk. Only players who have mastered catching a thrown ball should play first base.

16. Defensive team is allowed to have 2 coaches on the field behind shortstop and second base. They

must also have 1 coach on the bench, and 1 coach behind the catcher to speed up the game by retrieving passed balls. Each player in the Challenger Program may use the “buddy” system, however it is not mandatory. Buddies can also assist the player pitch participants.

17. Buddies are helpers who will be chosen from Biddeford Little League players. The “Buddies” role is to protect the challenger player, and to assist in any way necessary. It is important to remember that each Challenger player will need a different level of assistance, and may face unique challenges while participating. While fielding, batting or running the “Buddies” role is as follows:

- a. Make sure fielders are at a safe distance from the batter. No fielder should be located in front of the pitcher’s mound. Avoid standing in the base paths.
- b. The “Buddy” will stand near their player in a position that will allow them to protect him/her from a batted or thrown ball.
- c. If necessary, the “Buddy” can help a player (batter) chose a helmet and/or bat, and help get the player into the ready position.
- d. Some players may need guidance on where to run after they hit the ball. In this case, move to first base and encourage the player to follow you.
- e. During live pitching, “Buddies” can allow a player (batter) to swing at a pitch, and assist if needed. If a player is not successful at hitting a thrown pitch, encourage them to use a tee.
- f. While using a tee, set the ball in place only when the fielders are ready, and get the player into the batting position. Assist the player at swinging the bat if needed.
- g. If a player has unlimited mobility, “Buddies” should allow the player to field the ball alone, and direct the player where to throw the ball.
- h. If the ball is headed into the outfield, the “Buddy” should let the ball go. If the ball is in the infield, a “Buddy” can knock the ball down, and let the player field it. If a player has limited mobility (wheelchair, etc.), the “Buddy” can field the ball, and hand it to a player. Allow them to throw it or hold it momentarily. The “Buddy” can assist the player throwing the ball, if necessary.
- i. A “Buddy” can assist a child by getting at **eye level, and speaking face to face** with the player.
- j. During base running, a “Buddy” can run with a player to help direct them, and protect the runner from a loose ball or bat.

18. Three outs, or batting through the order constitutes a completed half-inning.

19. Players who play the catcher position must wear a protective cup and full gear.

20. A regulation game is six innings, or 1 hour 45 minutes, regardless of the score.
21. **Speedy transition** is the key to keeping the players' interest, and providing an exciting environment for the game. Use line-up sheets so players can learn when they are due at bat, and what position they will be playing during the next inning. Coaches should assist the catcher each inning at getting ready to make sure the game is not delayed.
22. Only players, coaches, and buddies are allowed in the dugout/field at all times.
23. Players may only leave the dugout with their manager's approval.
24. Have players wear uniforms in the proper manner. Challenger Division players in accordance with Little League International shall wear the same uniforms, shoulder patches, and safety equipment required for all Little League Divisions
25. There is no eating in the dugout at any time.
26. Whenever possible, and within reasonable accommodations approved by the board, disabled children should participate in unrestricted league play provided their participation is possible, and fair with in the standard rules and regulations of Little League. The Player Agent will present possible participants prior to the draft for Board approval in the March meeting.

*****These By-Laws may be amended by a majority vote of the Board of Directors present at any meeting designated for that purpose. A minimum of Two Readings of proposed changes will be made by the Bylaws Committee Chair to the Board prior to Acceptance.**

The By-Laws will be reviewed at the conclusion of the season. This can be completed in regular announced Board meeting after August but prior to January of the new year. Any change recommendations will be made by the bylaws committee formed by the prior years regular season Board of Directors. Bylaws will then be approved annually by the Newly Appointed Board of Directors.

It is recommended to complete up to Three Readings prior to Board Vote for adoption. A minimum of Two Readings of proposed changes will be made by the Bylaws Committee Chair to the Board prior to Acceptance.

Once accepted, no changes will be allowed, or entertained for the duration of the current season.

Date of prior revisions: February 2022

Date of most recent revisions: June 2023

Package accepted and approved by the Board of Directors on: February 2024