

2026 Bylaws Of Boone National Little League, Inc

I. Child Protection

- A. As a condition of service to the Local League, all managers, coaches, Board of Directors member and any other person, volunteers or hired workers, who provide regular service to the Local League and/or have repetitive access to, or contact with players or teams, Will complete a background check in accordance with Little League International.
- B. The Local League may prohibit any individual from participating as a volunteer or hired worker, if the Local League deems the individual unfit to work with minors.

II. Team Management

- A. Manager/Head Coach
 1. Must be approved by the Board of Directors prior to the draft.
 2. Must be at least 18 years of age at the beginning of the season.
- B. Assistant manager/Assistant Coach
 1. Must be approved by the Board of Directors prior to the draft.
 2. Must be at least 16 years of age at the beginning of the season.
 3. Must be at least 3 years older than the oldest age group in that league
 4. If less than 18; must have permission of parent or legal guardian.
- C. Supplemental Coaches/Practice-Dugout Assistant.
 1. Must be approved by the board of directors prior to assuming any coaching responsibilities.
 2. The age requirements remain the same as the assistant manager/assistant coach
- D. Coach assignments will be made using the following priority
 1. Returning coach for same division
 2. Returning from other division
 3. Order of registration

III. Team Management Responsibility

- A. League Equipment
 1. Must be returned to the Equipment Coordinator immediately after the last game of the regular season.
 2. Must not be used for any purpose other than functions that have been approved by the Local League.
- B. Equipment usage for “All-Stars” / participation in the Little league International Tournament
 1. Must be returned to the Equipment Coordinator within two weeks after the last All Star game.
 2. Must not be used for any purpose other than functions that have been approved by the Local League.
- C. Penalty Clause
 1. Failure to comply with any portion of this section may result in the ineligibility of that person to be approved for a management/ Coach position for the following season.

IV. Registration and Player Eligibility

- A. Registration
 1. Players/Volunteers must register through the affiliated league program which will be available online at <https://www.BooneLL.com>
 2. Walk-In registration and one-on-one registrations may be available upon request for those needing assistance navigating the league program.
 3. Registration Dates/ walk-in locations and times will be advertised in no less

than 2 forms of media.

4. Timely registration
 - a) Registrations that occur within the preset date range will be considered “timely”
5. Late Registration
 - a) Registrations that occur after the posted registration deadline will be considered Late.
 - b) Late Registrations may forfeit the ability to be involved in pictures, receive Jerseys, and complete All-Star minimum game requirements necessary for eligibility or be ineligible as determined by the Board.
 - c) A Player that moves into the Local League Boundary after the closure of registration
 - (1) Must practice once with the team before they are eligible to play in a game
 - (2) Fees are the same as Timely Registration
 - (3) Pictures, Jerseys, and All-Star Eligibility will be at the discretion of the board
6. Registration Fee adjustments
 - a) It is a long-standing goal of the local league to allow every child to participate, regardless of his/her parent/guardian's ability to pay. The following allow the local league to accomplish this goal
 - (1) Parent/Guardian must apply and be approved for the grant assistance as designated by Little League International and their 3rd party partnership. (2026 season - “T-Mobile Little League Call Up Grant”) before the registration will be considered complete and viable.
 - (2) If funds are not approved by the affiliated Little League International Funding source, The Board may request information to evaluate whether extenuating circumstances may apply and seek a local donor to cover the registration of the requested player. The board will to the best of their ability use the same criteria as the affiliated Little League program when making these decisions.
7. League Uniforms
 - a) BNLL will only special order uniforms in extreme situations

V. Draft and Team rostering

A. Leagues and Divisions

1. Tee Ball Division Shall Consist of 4, 5, and 6 year old Players
2. T-Shirts Division shall consist of 7 and 8 year old players
 - a) 6 year olds that have completed that are deemed to have the necessary skills for that level, at the discretion of the Board with safety considerations in mind, may be allowed to play in the T-Shirt Division.
3. Minor Division shall consist of 9 and 10 year old players,
 - a) Younger players that are deemed to have the necessary skills for that level, based on skills assessment and/or at the discretion of the board with safety considerations in mind, may be allowed to play in the Minors division
4. Major Division shall consist of 10, 11, and 12 year old players
 - a) Younger players that are deemed to have the necessary skills for that level, based on skills assessment and/or at the discretion of the board with safety considerations in mind, may be allowed to play in the

Majors division

5. Junior and Intermediate Divisions shall consist of 13 year old players
 - a) Younger players that are deemed to have the necessary skills for that level, based on skills assessment and/or at the discretion of the board with safety considerations in mind, may be allowed to play in the Junior/Intermediate division

B. Draft Procedures

1. Automatic Picks.
 - a) A Team's Head Coach/Assistant Coach picks will be taken in the second round or first available round after or as advised by the board.
 - (1) son/daughter (biological, adopted, or step)
 - (2) If the Head Coach/Assistant Coach does not have a son/daughter in the league; the manager's niece, nephew, sibling, grandchild, foster child or other relative may be taken in lieu of son/daughter.
 - (3) Only one automatic pick is allowed per coach, unless the automatic pick has a sibling.
 - (4) Automatic Pick's sibling will be taken in the "Sibling Round" (see below)
 - (5) If other kids are allocated to a coach due to extenuating circumstances, the board will identify the appropriate draft position for that player.
 - b) Siblings (biological, adopted, step, or foster)
 - (1) Will be chosen in the 4th round of respective age group
 - (2) 5th, 6th, and 7th etc will be used if numerous siblings.
2. Special Requests
 - a) Parents of players may request that ONE Manager/Assistant Manager not draft their child. The request shall be made in writing, with a valid reason; signed, and dated to the Vice President of the Division in which the child is registered. The Vice President shall make the affected Manager aware of the Parental Request.
 - b) The parent(s) may be requested to attend a meeting with the Board and the Manger.
 - c) No other special requests shall be granted unless it is due to an extreme case and then it shall be considered on an individual basis.
3. Player evaluations
 - a) All Major and Minor division participants will be invited to attend a player evaluation session prior to the draft
 - b) Players who fail to attend the evaluation session shall not be drafted before the 4th round of their respective leagues player draft.
4. Late Registration/Roster Additions
 - a) Players added to rosters due to late registration will be added using the following method:
 - (1) Players will be assigned a team by random draw of 3 teams.
 - (2) The 3 possible teams will be based on the respective leagues draft order (the 3 teams next in line to pick following the final selection of the player draft will comprise the 3 team pool).
 - (3) All additional player additions will use the same method.

VI. Team Practice

A. Definition of Practice

1. Anytime a coach gathers registered players and BNLL equipment is being utilized.
- B. Coaches are to coordinate practices whereas the most number of kids can attend.
- C. Practice Sites
 1. Reserved - Reservations handled by Head Coach and available to sign up Under “Coaches/Parents” section on BooneLL.com
 - a) Casey’s - Behind “West Side Casey’s” - 3 back stops
 - (1) Casey’s NW, NE, SE Fields
 - b) Grace Community Church
 - c) Batting Cage A, B, C - BNLL Complex
 - d) BNLL Complex Fields -during preseason and potentially available when no games are played
 2. First Come -First Serve -
 - a) Playground at any Boone Community Public School
 - b) Boone City Parks
 3. Private Property - Board must receive a request to practice from the Head Coach and receive permission from property owner before the board will consider allowing.
- D. Prior to Opening Day
 1. Maximum Practice Rule –
 - a) Three (3) – one and one half hour practices per calendar week or;
 - b) Two (2) – two hour practices per calendar week.
 2. Minimum Practice Rule – Only weather conditions will affect minimum practice requirements.
 - a) Two (2) – one and one half hour practices per calendar week or;
 - b) One (1) two hour practice calendar week.
- E. After Opening Day
 1. Maximum Practice Rule –
 - a) Two (2) – one and one half hour practices per calendar week or;
 - b) One (1) – two hour practice per calendar week.
 2. Minimum Practice Rule – Only weather conditions will affect minimum practice requirements.
 - a) One (1) – one and one half hour practice per calendar week.
- F. No Practices shall be held on the following (unless approved by the Board)
 1. Easter Sunday
 2. Memorial Day
 3. On Game days except for usage of batting cages.
 4. Before 4:00 pm on days that school is in session
 5. Before 9:00 am on days that school is not in session
 6. After sunset on any day (Unless practice facility has appropriate lighting and must be approved by the board)
 7. Before 1:00 pm on Sundays
- G. Batting Cage Rules
 1. Shed that houses the pitching machines will be locked with a combination lock which grants access.
 - a) To obtain access to the Pitching Machines, the Head coach that reserved the practice must email “info@boonell.com” 48 hours prior to practice to obtain the 4-digit combination to unlock the shed.
 - b) Head coach is responsible for locking the shed back up with the appropriate equipment that they used.

2. Only Adults may operate the pitching machines.
 3. Only the Adult pitcher and hitter (player) are allowed in each cage when in use.
 4. All players must have a helmet on at all times when in the fenced area.
 5. Each team is allowed to have a maximum of one batting cage practice per week not including “game day” warmup usage.
 6. Teams are encouraged to sign up for batting cages prior to their game.
- H. Warm Up before games
1. Warmups may consist of using the outfield along their dugouts foul line as well as batting cages or if the field is in use prior to game, may use other BNLL fields not in use.
 2. Teams will plan to organize and be ready at their field of play no later than 15 minutes prior to each game.
- I. Prohibited Practice Equipment
1. Rope Ball

VII. Concession Stand

- A. Workers/Volunteers
1. No Person under age sixteen (16) will be allowed to work in the concession stand without the approval of the Board or their designee.

VIII. Insurance

- A. During registration, Each player’s parent or legal guardian will have been required to sign an injury waiver to complete the registration process prior to any participation in a practice or game.
- B. It is the intent of the Local League to provide insurance for all participants in case of injury or accident. Little League’s insurance is secondary to the participant’s insurance.
- C. If the injured party does not have insurance, Little League’s insurance becomes the primary insurance.
- D. The injured party or the parent or guardian shall be responsible for the deductible.
- E. The contracted Little League insurance carrier may deny any accident that is not reported to the Local League within 24 hours of the injury.

IX. Property Damage

- A. The Local League holds no liability or responsibility for any damaged, lost or stolen property, equipment or personal items while such property, equipment or personal items are located at, on, or near any property or facility owned, operated, controlled, used, rented, leased or managed by the Local League and shall not, at any time, make any financial remuneration for same.
- B. Lost and Found is located in the Boone National Little League Clubhouse

X. Use of BNLL Facility(s)

- A. Use, possession, or being under the influence of alcoholic beverages and/or controlled substances during league activity is forbidden. Violators will be asked to leave the ballpark immediately, and board members shall not hesitate to call the police.
- B. Use of tobacco products (including e-cigarettes or “vaping”), abusive language and/or abusive behavior by Managers/Coaches, assistants, or volunteers at practices, games, or any other activity associated with Little League is strictly prohibited.
- C. Gifts shall not be given to individual ballplayers for making good plays, hits or having good games. If you have questions concerning rewards, obtain prior approval from the Board of Directors.
- D. The use of buildings and facilities are at the sole discretion of the Local League Board of Directors.
- E. Use of the facility without express written permission is prohibited.

- F. Little League sanctioned activities will take precedence over all other organization and/or youth sports program activities and events.
- G. The Boone National Little League park is for the exclusive use of Boone National Little League players; any outside club team that is registered in any organization not sanctioned by Little League International wishing to use property leased to Boone National Little League shall also maintain 100% Little League registration for ALL players and coaches regardless of league eligibility. Boone National Little League shall make available registration for outside groups to sign up, but not be included on a team. Individuals rostered to a little league must maintain good standing (full participation and adherence to the Boone National Little League bylaws) to maintain eligibility for their outside organization.

XI. Behavior, Discipline, and Disputes

- A. Unsportsmanlike, inappropriate and/or illegal behavior by ANYONE – WILL NOT BE TOLERATED.
- B. An orderly face to face discussion should be utilized to resolve disputes between players, Coaches and parents.
- C. If the parties involved are unable to resolve their dispute.
 - 1. The Board Member(s) on duty may be requested to become involved by either party and a meeting of all parties involved shall be arranged.
 - 2. Action by the Board of Directors shall not be taken on any matter concerning the alleged inappropriate actions of anyone associated with the Local League unless such concern compromises the safety and/or security of any individual or the facilities.
- D. This does not limit the Board Member on Duty from ejecting any person from any and all BNLL facilities.
 - 1. The Board of Directors realizes that each situation is different and reserves the right to deal with each situation as the Board of Directors deems appropriate.
 - 2. Shall include, but not limited to, banishment from BNLL premises for the current season and/or future seasons.
- E. Ejection by an Umpire
 - 1. Any umpire in charge of a game may eject any player, coach, assistant coach or Practice/Dugout Assistant for any conduct he/she believes to be unsportsmanlike or inappropriate.
 - 2. If an umpire ejects a player
 - a) The player must go directly to his/her respective dugout and remain there or under the care and direction of his/her parents/guardian until the end of the game.
 - b) Immediately after the completion of the game, the umpire shall submit to the Board Member on Duty, a written report giving the player's name, team's name and a summary of the circumstances.
 - 3. If an umpire ejects a Coach, assistant Coach or Practice/Dugout Assistant.
 - a) Any ejection must be reviewed by the board member on duty at the time of incidence.
 - b) The ejected coach shall immediately remove him/herself from ballpark property. The ejected coach will not be allowed to return to his/her team duties as a Coach or on ballpark property until after a meeting with the board of directors
 - c) Immediately after the completion of the game, the umpire shall submit to the Board Member on Duty, a written report giving the manager's name, team name and a description of the circumstances.

- d) A 24 hour “cool down” period will be required before meeting with the board of directors to discuss the ejection.
 - 4. If an umpire is harassed by a spectator to the point that it affects the umpire’s ability to perform his/her duties. The umpire shall immediately halt the game and:
 - a) Summon the Board Member(s) on Duty to the field.
 - b) Identify that spectator to the Board Member(s) on Duty.
 - c) The Board Member(s) on Duty shall eject that spectator from the sight and sound of the umpire for the remainder of that game.
 - d) The Board of Directors of the Local League shall review the umpire’s written report and any other written statements concerning the incident and may take any additional action as the Board of Directors deems appropriate.
- F. Ejection/Suspension of a Player
 - 1. Any ejection must be reviewed by the board member on duty at the time of incidence, prior to play resuming.
 - 2. The Head Coach should attempt to avoid the suspension of a player if at all possible.
 - 3. The Head Coach may suspend a player on his/her team for missing practices or games, or any unsportsmanlike, inappropriate or illegal behavior.
 - 4. The Head Coach may involve the appropriate Vice President and/or Player Agent and/or Board Member(s) on Duty in an attempt to avoid the suspension.
 - 5. The Head Coach shall notify the umpire of the game in which the player is suspended, and the parents of the player.
 - 6. The player shall automatically be suspended for the game following the ejection. (Miss the remainder of the current game and the next full game)
 - 7. The Head Coach and/or the Executive Committee may extend the suspension.
 - 8. During the suspension, the suspended player will be expected to attend all practices and games as a non-participant.
 - 9. The player shall not be placed on the All Star ballot during the playing season in which the ejection took place.
- G. Ejection of a Coach, Assistant Coach, or Dugout/practice assistant.
 - 1. The ejected Coach shall automatically be suspended for the game following the ejection.
 - 2. The Executive Board and/or the Board of Directors may extend the suspension.
 - 3. The ejected coach shall be ineligible as an All Star Coach during the playing season in which the ejection took place.

XII. Game Responsibilities

A. Official Game Time

- 1. The official start time for a game scheduled to be the first game of the day IS the scheduled time.
- 2. The official start time for the second and subsequent game of the day IS 10 minutes after the completion of the previous game to align with the scheduled start time.
- 3. The Home Plate Umpire is in charge of enforcing the time limit.
- 4. He/she may direct the Official Scorekeeper to record the start time and amount of time used for injury and/or weather delays.
- 5. Time delays for injuries and weather shall not count toward the time limit. (1 hour 50 minutes hard stop limit when subsequent games to follow)

B. Start Times

1. Games on Saturdays will be scheduled no earlier than 8:00AM. A hard stop of 1 hour 50 minutes will be in place when there is a scheduled game to follow.
2. Weekday games are scheduled for 6:00pm.
3. On weeknights that doubleheaders are scheduled:
 - a) The second game will be scheduled at 8:00 pm.

C. Time Limit

1. When back-to-back games are scheduled a hard stop rule of 1 hour 50 minutes will be in effect.
2. No new inning shall begin after one hour and forty-five minutes from the start time of the game.
3. There is a hard stop of 10:00 PM for all games, with exception of 50/70 Baseball which has a hard stop of 10:30 PM
4. An inning begins when the third out is made in the previous inning

D. Official Scorebook

1. A member of the approved coaching staff of both teams may sign the scorebook.
2. A Board member will sign the scorebook if a member of the approved coaching staff does not.
3. The official scorebook for minor and major Baseball must include the pitch count for each pitcher and the final score.
4. All scores and pitch counts will be considered valid 24 hours after the completion of the game.
5. The official scorebook will not leave the ballpark and will be turned in at the end of the final game on a field.
6. The official score book will be located as follows:
 - a) T-Shirt Softball, T-Shirt Baseball, Minor Baseball & Minor Softball – in Little League Headquarters
 - b) Major/Minor Softball – in the Field 1 Press Box.
 - c) Major Baseball – in the Field 5 Press Box.
 - d) If a division is playing on a field other than their normal field, the scorebook for that field will be used.

E. Garbage

1. Both teams are responsible for picking up trash around the bleachers.
2. Parents may help out their players, however it is the TEAM'S responsibility to see that their dugout is cleaned out and their respective bleacher area is picked up.
3. Failure to clean up may result in the Head Coach being summoned back to the ballpark.

XIII. Rescheduling of games

- A. The Local League retains all rights and responsibilities to reschedule any scheduled game
- B. Cancellation notifications will be made via social media, text, email, the website, or any combination as soon as decisions are made.
- C. It is the coach's responsibility to notify the parents/players.
- D. Tee Ball games may not be rescheduled.
- E. Games rescheduled due to environmental reasons shall have priority on those games rescheduled due to lack of participation.
- F. Local League Tournament Games will be rescheduled for environment related reasons ONLY.

G. PARTICIPATION

1. Rescheduling of games with teams from other leagues will be determined by discussions between coaches and league directors

XIV. Local League Playing Rules - Unless hereinafter stated, all play of all divisions of the Local League shall comply with the Appropriate Little League Rulebook as provided by Little League Baseball, Incorporated.

*Rules of play for interleague games will be established and made available to teams at least 24 hours prior to a scheduled game.

- A. The entire roster will be listed in the batting order and will be used the entire game.
- B. Each player must start every other game unless disciplinary action is being taken.
- C. Minors Only (Baseball and Softball) - All innings will have a 5-Run limit imposed.
- D. Run Rule
 1. If after (3) innings, two and one-half innings if the home team is ahead. One team has a lead of 15 runs or more, the team with the least runs shall concede the victory
 2. If after (4) innings, three and one-half innings if the home team is ahead. One team has a lead of 10 runs or more, the team with the least runs shall concede the victory
 3. If after (5) innings, four and one-half innings if the home team is ahead. One team has a lead of 8 runs or more, the team with the least runs shall concede the victory
- E. If a player becomes ill or injured and cannot continue to play; their position in the batting order will not be an automatic out. Once they have missed an at bat however, they may not return to the game.
- F. The home team will:
 1. Occupy the dugout closest to third base.
 2. Provide the home plate umpire.
 3. Provide a person to operate the scoreboard controls if applicable.
- G. The visiting team will:
 1. Occupy the dugout closest to first base.
 2. Provide the base umpire.
 3. Record game play in the official scorebook.
 4. Record pitch count on the provided sheet (Junior, Major, and Minor Baseball)
- H. Coaches, assistant coaches, Practice/Dugout assistants will be allowed in either of the coaches boxes during the game
- I. Any offensive player in live ball territory shall wear a Little League Approved helmet equipped with a face guard.
 1. Major & Junior Division Baseball is excluded from the facemask/face guard helmet attachment
- J. Umpires shall be at least sixteen (16) years of age unless approved by the Board
 1. 14- or 15- years olds may receive board approval only after evaluation
- K. Player Pool- Minor, Major, and Junior division
 1. Shall be in effect when either team has less than nine (9) players available for play or is expecting less than 9 players for an upcoming game.
 - a) The Manager may request a player from the player pool.
 - b) Borrowed players shall not play the position of pitcher or catcher.
 2. The Player Pool will be navigated by the board member on duty.
 - a) The board member will send a text message/call to the indicated number for the next player in line. The player/parents will have 3 minutes to respond at which point the board member moves onto the next player listed in the pool.

3. There shall be no automatic outs for the team with less than nine (9) players.

L. Penalties

1. Violation of the rules will result in either loss of coaching privileges or possible forfeiture of a game or games for severe rule violations. The Board of Directors will determine the penalty based on the facts surrounding the incident.

XV. Tournament of Champions - If scheduled, All regular season rules as used during the regular season play shall apply with the following exceptions and/or additions:

- A. The Tournament Director shall be the President of the Boone National Little League
- B. The Tournament Director's Designees shall be the Board Members on Park Duty.
- C. ANY decision made by the Tournament Director or designee(s) shall be final and not open to appeal.
- D. If a lawful appeal is lodged with the home plate umpire, the game shall be halted and the Tournament Director or Designee(s) shall be summoned to the field and a decision made prior to the resumption of the game.
- E. No appeal shall be considered if lodged after the end of the game unless it concerns the 3rd out of the last inning in which case, the appeal must be lodged with the home plate umpire prior to the time the umpires leave the field.
- F. Home team will be determined by the toss of a coin at the Manager's Meeting.
- G. There shall be no time limit on the Semi-Final games or the Championship game(s).
- H. A winner shall be determined.
 1. If the score is tied after (7 innings in Major Baseball & Softball – 8 innings in Junior/Senior League Softball) OR at the end of the time limit, the International Tiebreaker shall be implemented.
- I. Curfew – All play must be completed by 10:00 PM and the park must be emptied by 10:30 PM.
 1. The only exception is for 50/70 league, in which all play must be completed by 10:30 PM and the park must be emptied by 11:00 PM
- J. If a game is halted due to curfew or environment and it is not yet a legal game, it shall be completed from the point at which it was halted.
- K. Game shall not be postponed unless it is due to the environment.
- L. Games that have not started due to lack of players must be started within 15 minutes of the scheduled game time or game may be forfeited. Official start time shall be time of first pitch. Postponed / Halted games shall be rescheduled / continued at the discretion and convenience of the Tournament Director, but in every case, prior to the beginning of the following tournament game.
- M. Tiebreaker Procedures for Tournament of Champions Event
 1. Tournament will be seeded based on regular season results

XVI. T-Shirt Baseball/Softball Rules - Unless hereinafter stated, all play of the T-shirt Baseball and T-Shirt Softball divisions of the Boone National Little League shall comply with the appropriate official Little League Rulebook as offered by Little League Incorporated and made available in digital form as an "app" via the Apple store/Google play store for download.

- A. No Bunting
- B. No Infield Fly Rule
- C. No Base Stealing
- D. Pitching shall be 35 ft for softball/ 38 ft for Baseball.
 1. Baseball - Pitches are to be thrown overhand from the pitching rubber
 2. Softball - Pitches are to be thrown underhand from the pitching rubber
- E. No infielder shall be positioned closer to home plate than the pitching distance at the time of the pitch.

- F. The team on defense MAY field four (4) outfielders throughout the entirety of the season.
- G. A catcher's mitt is encouraged for use at the catcher's position, but if equipment doesn't allow a fielders mitt may satisfy.
- H. At-Bat - Coach will pitch a maximum of five(5) pitches or three (Swings) before the batter is retired. If the batter has not hit a fair ball, struck out, or been put out after receiving the maximum number of pitches without completing any of these situations, the batter will be called out.
 - 1. No Walks
 - 2. Foul ball on the 5th pitch will be considered a foul ball and the batter will await the next pitch. This will stand until the batter puts the ball into fair play, watches the fifth ball go by without swinging, or strikes out swinging.
- I. Each team on offense will be allowed five (5) runs or three (3) outs at which time the teams will move onto the second half of the inning or move forward to a new inning.
- J. All Players on the roster will bat in order regardless of number of players on the roster.
- K. There can be up to ten (10) defensive players on the field but no more than six (6) players, including the catcher, can be in infield positions. 4 of the 10 must be in the outfield.
- L. Runner can take one (1) base on an overthrow, unless the defensive team makes a defensive attempt. **Example: 1st base drops the ball or goes over his/her head and she tries to throw the runner out at 2nd base. If the runner is not put out and the ball is overthrown, she can advance to 3rd base.** The ball becomes dead and the runner cannot advance.
- M. The Coach or Manager (Pitcher) must attempt to receive the ball within the circle. A ball touched, caught, or attempted by the coach will be called dead. In the judgment of the umpire, if the runner is not over half way to the next base, they must return to the last touched base.
- N. Up to two (2) coaches will be allowed on the field during defensive play for instructional purposes. There must be at least one (1) approved volunteer in the dugout with the players while on defense at all times.
- O. Game will consist of 6 innings or 1hr 50 minutes if another game is scheduled on the field.
 - 1. Innings will end if:
 - a) The third out is made or
 - b) 5 runs have scored.
- P. Run Rule
 - 1. If after (3) innings, two and one-half innings if the home team is ahead. One team has a lead of 15 runs or more, the team with the least runs shall concede the victory
 - 2. If after (4) innings, three and one-half innings if the home team is ahead. One team has a lead of 10 runs or more, the team with the least runs shall concede the victory
 - 3. If after (5) innings, four and one-half innings if the home team is ahead. One team has a lead of 8 runs or more, the team with the least runs shall concede the victory
- Q. Player Pitch
 - 1. During the 2nd half of the season coaches will have the option of choosing to have player pitchers.
 - 2. Vice President will make final determination of adoption of player-pitch format
 - a) Opposing pitcher will throw three pitches to each batter.

- b) If the batter is not retired by swinging strike-out, defensive put-out or if the batter reaches base safely, after 3 pitches the batter will begin a new count following the Coach-Pitch format.
- c) Player pitches must be counted and player-pitchers are subject to all age appropriate Little League pitch count standards.

XVII. Tee ball Playing Rules

- A. Unless hereinafter stated, all play of the T-Ball division of the Boone National Little League shall comply with the appropriate Little League Rulebook as provided by Little League Baseball, Incorporated AND the All League Playing Rules as provided by the Boone National Little League.
 - 1. Upon request, a player may move up to the t-shirt league if they have played one year of t-ball AND are approved after participating in a skills assessment.
- B. Skills assessments as requested and available by the Board. Each assessment will consist of three stations
 - a) Throwing
 - b) Catching
 - c) Hitting

XVIII. Tee ball League Wide Rules

- A. Tee Ball is for instructional purposes ONLY.
- B. Games have a 1 hour time limit
- C. Any offensive player in live ball territory must wear a Little League approved helmet equipped with a face guard.
- D. A half inning consists of each offensive player batting once (one time through the line up)
- E. Batting will be done exclusively from the batting tee for the first half of the season. For the second half of the season, a coach MAY underhand pitch the first 3 pitches, then place the ball on a batting tee for the player to hit if successful contact has not been made.
- F. The batting order shall be rotated each game.
- G. There are no strikeouts, walks, or infield fly rules.
- H. The score shall NOT be kept.
- I. Runners shall not advance on an overthrow.
- J. A batted ball shall become a foul ball if it comes to rest on or before the 15-foot line.
- K. There shall be 5 infield positions; the rest of the defense shall play in the outfield an a normal outfield depth.
- L. Every player should play at least one inning in the infield.
- M. All coaches / parent volunteers MUST BE APPROVED BY BNLL BEFORE participating in ANY team responsibilities.
- N. No more than 4 team coaches shall be allowed on the field during the game.
- O. An offensive coach shall act as a home plate umpire and catcher.
- P. Defensive coaches shall act as base umpires.
- Q. Practices shall be held at the BNLL complex.
- R. There must be an approved adult volunteer in the dugout with the children at all times.
- S. Any adult or child wearing a cast, of any type, is not allowed on the playing field at any time.

XIX. Cold Weather Policy

- A. If the ambient temperature at the scheduled start of the game is below 40 degrees, or we have a wind chill below 30 degrees, that game will be postponed or canceled. This policy has been put in place for the safety of the players and so that there is consistency on whether or not a game starts on any given day at the beginning of the season. As with any postponement or cancellation, notification of a change in the schedule will be made via the BNLL website (www.boonell.com), the BNLL facebook page

(<https://www.facebook.com/BooneNationalLittleLeague>), and through the league text/email notification service.

- B. Practice cancellation will be the decision of the coaches in charge of the team although the cold weather policy will be a guideline for them to use for their practices as well. Notifications of practice changes will come directly from the coaches themselves.

XX. Lightning/Severe Weather Policy

- A. When a Little League approved weather app detects lightning at the 8 mile distance approaching the BNLL Facilities(using an app such as weatherbug, 13warn me, etc), the BNLL Board of Directors member who is on duty will suspend and stop all play with an announcement over the intercom system.
 - 1. All players, coaches and umpires will vacate the field and enter their team dugout.
 - 2. All spectators will take shelter under the canopy between the bathrooms and the concession stand, the canopy to the west of the concession stand or under the canopy to the south of the Little League Headquarters.
 - 3. Once play is suspended, a wait period of at least 15 minutes is observed.
 - a) Once it can be safely determined that the impending storm is 8 miles past the BNLL Facilities resumption of play may be considered. The Board of Directors members on duty shall make the determination if another 15 minute wait period should be implemented based on current conditions.
 - 4. The Board of Directors members on duty will make the final decision pertaining to when play can resume or if field conditions are unsafe to continue play.
 - 5. The Board of Directors members on duty will announce over the intercom when play can resume.
- B. BNLL Board of Directors protocol for canceling games
 - 1. 2 scenarios
 - a) Poor field conditions (Current/previous rain)
 - (1) Groundskeeper's input communicated to B&G chair
 - (2) B&G chair and committee makes the call (Prior to 4PM)
 - (a) Notifications:
 - (i) Mass email
 - (ii) Facebook
 - (iii) Text system
 - b) Inclement weather 4PM through end of games or unsafe environment ("Active shooter situation")
 - 2. Board Member(s) on duty evaluate situation/forecast
 - a) Delay - 15 minutes from last lightning strike within 8 miles
 - (1) App based information for deciding (weather app)
 - (2) Notification through PA system indicating delay time.
 - b) Cancel - Make notifications through
 - (1) Mass Email,text system
 - (2) Facebook
 - (3) PA system

XXI. Player Safety

A. Coach's Responsibilities

- 1. BNLL players may not be left alone after practices or games under any circumstances. A BNLL coach must remain with players at the practice or game field until they have been picked up by either; a parent, a legal guardian, an emergency contact, a responsible adult or the Boone Police Department (see schedule). In addition, it is highly recommended that at least one other adult be present in any situation that would otherwise leave a coach alone with a player.

Coaches who violate this policy are subject to disciplinary action, including termination for cause.

2. If a player is arriving to practice/game on foot/bike/scooter/unaccompanied, this is implied consent that the child may leave practice/game unattended.

B. Parent's Responsibilities

1. Parents are obliged to try to pick up their children, or make arrangements for that child to be picked up by someone else, on time. If you are going to be late, you must attempt to contact your coach. In cases where your child remains more than 15 minutes after the normal end of a practice or game, the coach will attempt to contact you, an emergency contact, a responsible adult known to have transported your child before, or the Boone Police Department (see schedule). Repeated lateness offenses may result in your being asked to leave the league.

C. Action Schedule

1. **Step 1: 15-20 minutes after practice or game:** The coach must attempt to contact parents or a legal guardian by telephone (all contact numbers must be attempted).
2. **Step 2: 21-30 minutes after practice or game:** If the coach is unable to contact a parent or legal guardian he or she must now attempt to phone the emergency contact for that child to arrange a pickup. The coach may, at this time, transfer responsibility for that child to another coach remaining at the complex. All contact information for that child must be given to the remaining coach.
3. **Step 3: More than 30 minutes after practice or game:** If, after this time, arrangements for the child have not been made, the coach must, at his or her own discretion, either:
 - a) Wait longer with the child (recommended, if possible)
 - b) Allow the child to go home with a responsible adult as long as there is a precedent for that child traveling to and from practices or games with that person. Authorization to do so is implicit in the precedent.
 - c) **If all contact options have been exhausted and it is readily apparent that the child has been left unattended,** contact the Boone Police to have the child picked up and taken to the police station.
 - d) In all three cases, the coach must contact the league President to let them know of the situation.

D. Weather Cancellation:

1. If a practice session is cut short due to weather conditions the coaches will immediately begin attempting to contact the parents or legal guardian (Step 1) to pick up early. Step 2 and Step 3 will be conducted according to the timeline of the originally scheduled practice time. Parents are encouraged to keep track of the weather in order that players may be picked up in a timely manner should there be a sudden cancellation

XXII. All Star Team

A. Player Selection

1. Teams will be decided through a meeting between head coaches or their designee (one representative per team) and VP of League.
2. All players selected must be in good financial standing (zero balance on BNLL fee's) before being able to participate in All Stars

B. Coach Selection

1. If multiple coaches are interested in Coaching and a consensus cannot be agreed upon by all involved, coach win record will be used to determine the Head Coach, 2nd most wins will be Assistant Coach, and 3rd most wins will be the Practice/Dugout Assistant