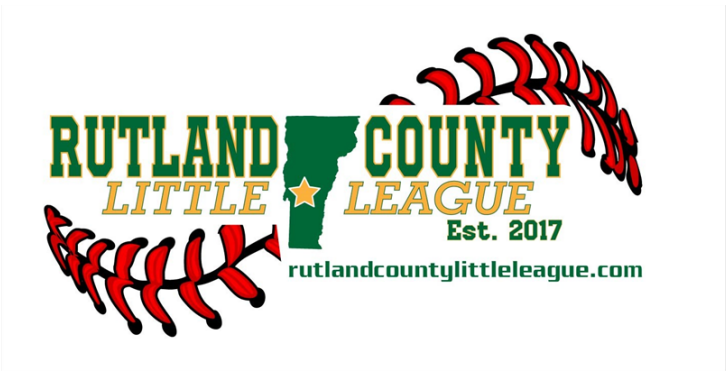


BYLAWS

Updated March 31,2025

Article 1 - Objectives and Introduction

The objective of the Rutland County Little League, shall be to implant firmly in the children of the community, the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children, and will grow to be good, decent, healthy and trustworthy citizens.

These bylaws supplement the rules and regulations established by Little league, International. They are created by the Board of Directors in accordance with the league's constitution. For the purposes of this document, all further reference shall be as "Bylaws."

This document expires at the end of the fiscal year (September 30), and must be renewed by a majority vote of the Board annually. The renewal of the Bylaws should take place prior to player draft and Team assignments. Changes to this document require only Board consent, without the need of the general membership's approval.

No part of the Bylaws can conflict with or supersede any Little League rule, regulation, or policy. The Board retains the right to review and modify, by majority vote, these bylaws, if it is determined mid-season a modification would be in the best interest of the league.

Abbreviations: RCLL = Rutland County Little League.

Article 2 – General League Policy

Section I – Fiscal and Operational Year

a) **Fiscal Year –** The RCLL operates on an October 1 through September 30 Fiscal Year.
b) **Operational Year**
   i) **Pre-season –** The period of time from the release of team rosters prior to the first Regular Season game in a given division.
   ii) **Regular season –** The period of time from the first game in a given division to the last scheduled Regular Season game in a division.
   iii) **Post-season –** The period of time from the last scheduled Regular Season game in a given division until the last game of that division's end of season tournament, if applicable.

Section 2 – Safety and Conduct

a) **Safety -** RCLL strives to provide the safest playing environment possible. RCLL provides training for managers, coaches, and volunteers to be able to handle most accidental injuries. Our facilities are periodically surveyed and maintained to the highest standards to prevent injuries and mishaps.
   i) At least one manager/coach from each team must attend the annual Coaches Clinic training.
      a. Every Manager/Coach will attend this training at least once every 3 years.
   ii) Accidents and Injuries should be reported within 48 hours to the RCLL Safety Officer.
   iii) The RCLL will apply for standard insurance from Little League, International each year.

b) **Conduct –** No player shall be subject to abusive language, harassment, sever or injurious discipline, anger of the coaches, teammates, or spectators. Parents must also exhibit good sportsmanship at all times, especially from the stands. Coaching from the stands is not allowed, but encouraging players is. Negative comments will not be tolerated.

In an effort to promote a positive experience for all participants and guests and to promote good sportsmanship, the RCLL has adopted the following

i) **Code of Conduct:**

(1) No Manager, Coach, Player, Spectator, or League Official shall AT ANY TIME:

(a) Use obscene or indecent language.

(b) Verbally or physically attack or threaten to attack another person.

(c) Consume alcohol or tobacco products at any RCLL function.

(i) EXCEPTION: Alcohol or tobacco products may be consumed at RCLL adult-only functions with the approval of the RCLL Board of Directors.

(d) Criticize any team, its players, umpires, coaches, or fans by word of mouth or gesture.

(e) Demonstrate or incite others to demonstrate unsportsmanlike conduct.

(f) Arrive at any Little League park under the influence of alcohol or non- prescription drugs.

(2) An infraction of the above rules can result in the immediate ejection from the League owned or leased facility.

(3) Any infraction shall be reported to a League Official and conveyed to the Chair of the RCLL Disciplinary Committee.

c) **Disciplinary Committee -** The Board of Directors has empowered a Disciplinary Committee panel made up of a minimum of three (3) League Officers and/or Board of Directors to discipline or suspend the membership of any Member of any class, including but not limited to League Officials, managers, coaches, players, volunteers when the conduct of such person is considered detrimental to the best interests of the RCLL and/or Little League Baseball.

i) The Disciplinary Committee may further recommend the termination or revocation of the membership of any Member of any class when the conduct of such person is considered detrimental to the best interests of the RCLL and/or Little League Baseball.

Section 3 – Registration and Membership

a) **Registration -** RCLL exclusively uses Sports Connect for online registration of players and volunteers. Registration data is automatically sent to Little League International and becomes available to RCLL within 24 hours after registration.
   i) **League Refunds -** Refund requests made before the release of a Team roster shall be accepted. A refund shall be given if written notification is received a day prior to the release of a Team roster.

b) **Scholarship / Hardship –** It is the intent of RCLL to accommodate any player who wants to play baseball. Requests for assistance in support of registration fees are to be submitted to the Player Agent. It is not a guarantee that scholarship funds will be available every season and the amount available per player will be assessed on a season-by-season basis.
   i) Scholarship / Hardship Committee- The Scholarship Hardship Committee, which consists of the Player Agent, Vice President, and Treasurer. Only the Scholarship / Hardship Committee will review the applications / requests.
   ii) The Scholarship / Hardship Committee reserves the right to request additional information.
   iii) Applicant's names and all information provided will be kept strictly confidential.

c) **Membership-**
   i) **Player Membership -** It is the intent of RCLL to accommodate any player who wants to play baseball, lives within the RCLL boundaries (established by Little League Inc.) and meets registration requirements established by Little League Inc. and RCLL.

      No player will be turned away except for severe disciplinary reasons or restrictions placed on RCLL by organizations with which RCCL is obliged to cooperate.

RCLL shall enforce the following age and residence rules during registration in compliance with Little League, Inc.:

(1) **Player Age:** A player's league age for the current season of baseball is his/her age as of September 1 of the given year. Age requirements are per Little League International specifications for Baseball.

(a) See Little League Baseball Proof of Age Requirements document for details on acceptable proof of age documents that must be submitted at registration (http://www.littleleague.org/learn/forms.htm).

(2) **Player Residence Location:** The player must live within the RCLL at least 51 percent of the time and indicate residence location on boundary map during registration or have a completed and approved Regulation II(d) waiver on file.

(a) See Little League Baseball Proof of Residency Requirements document for details on acceptable proof of residency documents that must be submitted at registration (http://www.littleleague.org/learn/forms.htm).

(b) Players who move outside of RCLL boundaries may continue to play for RCLL provided a Regulation II (d) waiver has been submitted and approved by Little League, Inc. The proofs of residency shall be kept with the waiver until the player no longer plays for RCLL.

(c) Per Little League rules, if a player playing under a Regulation II(d) waiver does not play the following year, that player is not eligible to play for RCLL unless that player establishes residency again within the RCLL boundaries.

ii) **Regular Membership –** It is the intent of RCLL to accommodate any individual who wants to volunteer and who has cleared the appropriate background checks.

Section 4. Divisions

RCLL offer the following baseball divisions. The number of teams in each division is limited to the availability of fields. During registration and team formation, players may be placed on a waiting list until there is an opening on a roster or until enough players register to form another team.

Ages indicated are general guidelines for placement in individual programs, but subject to change based on coach and family discussion of individual skill level, if needed.

a) **Tee Ball** is a 10-week program for 4-6 year-olds that focuses on learning basic baseball skills and having fun. Players will practice one day per week and play one game.

b) **Coach Pitch** is a 12-week program for 7-8 year-olds that focuses on skills and game play. Players will practice two times per week and play one game.

c) **Minors** is for 9-10 year-olds with 2-3 practices and 2 games per week for players interested in on-field fundamentals and skill development in a competitive environment.
    i) Following the regular season, if a player is selected for a post-season All-Star Team, there will be tournament play and additional All-Star tournament opportunities.

d) **Majors** is for 11-12 year-olds with 2-3 practices and 2 games per week for players interested in on-field fundamentals and skill development in a competitive environment.
    i) Following the regular season, if a player is selected for a post-season All-Star Team, there will be tournament play with the ultimate goal of entering the Little League International Tournament!

e) **Seniors** is for 13-16 year-olds with 2-3 practices and 2 games per week for players interested in the next level of play on a larger field, with more advanced skill development and a competitive environment. The season will begin immediately following the conclusion of the school season and will conclude in about six weeks.

Section 4. Managers and Coaches

Team Manager and Coaches are volunteer positions. Each Team shall have a Team Manager (Head Coach). Assistant coaches work with the Team Manager to assist with practices and games.

At the Minor, Major and Senior Divisions, Teams may have multiple Assistant Coaches, but only two (2) Assistant Coaches are permitted during games which will be determined by the Team Manger.

a) **Manager Assignment to Teams -** If selected, returning managers shall be assigned to the team they managed the prior year.
   i) If a new manager / coach has a child already on a team or was a manager / coach on the team within the previous two years, that manager / coach candidate shall be assigned to that team.
   ii) All other manager assignments to teams shall be done randomly.

b) **Managers and Coaches Shall:**
   i) Be 18 years or older.
   ii) Be familiar with Little League Rules and Regulations and RCLL by-laws.
   iii) Receive a background check, equipment bag, and team roster at the beginning of the season. All items shall be returned at the end of the season
   iv) Be dressed in neat/clean clothing. Shirts and hats in team colors to identify adult leader.
   v) Be responsible for their team's participation in any RCLL fundraising activities.
   vi) Make sure all paperwork is up to date and any changes are reported to the board, (i.e. injured players, dropped players etc.)
   vii) Maintain all league equipment and return in good repair. If repair or replacement of equipment is necessary it will be reported to the Vice President of applicable Division.
   viii) Return all league property at the end of the last game of the season or after All-Star games, if still coaching all All-Stars.
   (1) Team Manager will ensure the Team Parent(s) collect deposits, distribute Jerseys, collect Jerseys at season end and return deposits.

ix) Shall attend or have a team representative attend regular scheduled meetings, practices, and games as well as required meetings/clinics set by the Board.
x) Report accidents within 48 hours to Safety Officer.
xi) Not use alcohol, tobacco, electronic cigarettes or profanity at any Little League events.
xii) Shall verify that all volunteers used have been approved by the Board.
xiii) Managers shall be selected by the President and approved by the Board.
xiv) Managers will draft teams for Minor, Major and Senior divisions baseball after evaluations for each new season.

Section 5. Parents

a) Little League expectations for Parents

i) Attend your child's games
ii) Be a supportive parent for the manager and team
iii) Communicate with the manager only in appropriate ways
iv) Cheer for all players on both teams
v) Be a positive role model
vi) Be there for your child whether successful or struggling for success
vii) Respect and support league volunteers and be prepared to "pitch in" when asked
viii) Understand that the game is difficult to learn and play
ix) Look for opportunities to work your child on the basic skills of the game
x) Be positive and be supportive whether your team wins or loses
xi) Be a model of good sportsmanship
xii) Never use negative comments towards the players from either team
xiii) Respect the umpire's decisions. Refrain from making the umpire's job more difficult than it already is. Be willing to forgive the bad call, the inconsistent strike zone, or the muffed rule.
xiv) There are no experts in a volunteer Little League organization.
xv) Respond to Questionnaires to evaluate Managers/Coaches at end of season.

b) RCLL expectations for Parents

i) Come and enjoy the games. Help us make this fun for all the players on all teams.

ii) Allow the managers to run the team. REMEMBER THAT WE ARE ALL VOLUNTEERS.
iii) Please discuss any concerns that you have with the manager after the game and away from the team's players.
iv) Set a good example for our players. Don't yell at our umpires or opposing players.
v) Volunteer to help us make this a positive experience for your child.
vi) There are many small and/or one-time jobs that need to be done both during the season and during the offseason.

Section 6. Players and Team Formation

a) **Divisions**

i) **Tee Ball** – is a beginner program that introduces players to the game of baseball. Youngest players hit only from a tee using a softer baseball. Player, coach, and parent involvement is high.

(1) Limited to players league ages 4-6.
  (a) No tryouts.
(2) Teams are formed on the basis of:
  (a) Equal distribution of age.
  (b) Neighborhood school residence.
  (c) Geographic location.
(3) This means that each team will have a similar number of aged players and most players will live close to their nearest neighborhood school.
(4) Registration numbers and age distribution may require that players living in the same neighborhood play on different teams.
(5) Personal requests (place with my friend, etc.) may be considered at the Player Agent's discretion.

ii) **Coach Pitch -** Emphasis on player skill development and the introduction of additional game elements as players age. Youngest players my still hit with assistance from a tee, but players are developing skills to hit a Coach-Pitched regulation baseball.

(1) Limited to players league ages 7-8.
  (a) No tryouts.
(2) Teams are formed on the basis of:

(a) Equal distribution of age.
(b) Neighborhood school residence.
(c) Geographic location.

(3) This means that each team will have a similar number of aged players and most players will live close to their nearest neighborhood school.

(4) Registration numbers and age distribution may require that players living in the same neighborhood play on different teams.

(5) Personal requests (place with my friend, etc.) may be considered at the Player Agent's discretion.

Parents/Guardians may request that a player be placed with another player for justifiable reasons, i.e. siblings, transportation needs, location limitations. However, once teams are created, no further requests will be honored. Approval of requests shall be at the discretion of the Player Agent. ***(Added for 2025)***

iii) **Minors-** Emphasis remains on player skill development and the introduction of additional game elements (pitching, steals / past balls, etc.) as players age. This division is for younger players with less experience; however, this League is more competitive than Coach Pitch and includes player evaluations and a player draft.

(1) Limited to players league ages 9-10. [8 year-olds are eligible for consideration per Section 4.]

(a) Any 9-10 year-old players who wish to play in the Minors Division will be required to attend an evaluation. The purpose of the evaluation is to equally distribute the skill sets possessed by the player to ensure the appropriate distribution of all talent.

(2) Any player league age 9 or 10 that played in the Majors Division last year are eligible to participate in the Minors Division for the 2022 season. Player evaluations will help put the player in a position for success.

(3) Player skill evaluations are conducted.

(4) Teams are formed on the basis of a Player Draft:

(a) Equal distribution of age and skill.

(5) Personal requests for logistical reasons may be considered at the Player Agent's discretion.

(6) All-Star Tournament opportunities.

iv) **Majors-** Emphasis remains on player skill development and the introduction of additional game elements (pitching, steals, bunting, etc.) as players age. League is more competitive with player evaluations and a player draft.

(1) Limited to players league ages 11-12.

(a) Any 11 or 12 year-old players who wish to play in the Majors Division will be required to attend an evaluation. The purpose of the evaluation is to equally distribute the skill sets possessed by the player to ensure the appropriate distribution of all talent.

(b) Parents may petition their child to play Majors when they are League Age 13, provided that their child is still in 6th grade and there is no other option for them to play on another team. Approval is at the discretion of the Board of Directors. Players who are League age 13 are not eligible for All Star Selection. ***(Added for 2025)***

(2) Any players younger than league age 11 who have previously played in the Major's Division will be allowed to participate. Player evaluations will help put the player in a position for success.

(3) Player skill evaluations are conducted.

(4) Teams are formed on the basis of a Player Draft:

(b) Equal distribution of age and skill.

(5) Personal requests for logistical reasons may be considered at the Player Agent's discretion.

(6) All-Star Tournament opportunities.

v) **Seniors -** Emphasis remains on player skill development but highly competitive.

(1) Limited to players league ages 13-16.

(2) Player skill evaluations are conducted.

(3) Teams are formed on the basis of a Player Draft:

(a) Distribution of age and skill.

(4) Personal requests for logistical reasons may be considered at the Player Agent's discretion.

b) **Player Evaluations**

An evaluation conducted by the League to determine the skill level of each Player who wishes to be considered for a draft division.

> **NOTE:** No players, under any circumstance, shall be involuntarily dropped or dismissed from the League as the result of any evaluation.

The evaluation shall consist of objective and subjective components, to be scored and recorded by League volunteers and outside observers whenever possible. While standards may be adjusted depending on available facilities and manpower, the following illustrates typical evaluation criteria:

i) Batting
(1) Contact
(a) Objective evaluation - 10 pitches
(i) One (1) point per solid hit
(ii) One-half (0.5) point per weak hit
(iii) Zero (0) points per miss
(2) Mechanics
(a) Subjective evaluation of fundamental mechanics of hitting
(i) Scored from 0 – 10

ii) Fielding, Grounders
(1) Success
(a) Objective evaluation of ability to field ground balls cleanly – five (5) attempts
(i) Two (2) points per successful attempt
(ii) One (1) point per minor error
(iii) Zero (0) points for no success
(2) Mechanics
(a) Subjective evaluation of fundamental mechanics of fielding ground balls.
(i) Scored from 0 – 10

iii). Fielding, Fly Balls
(1) Success
(a) Objective evaluation of ability to field fly balls cleanly – five (5) attempts

(i) Two (2) points per successful attempt

(ii) One (1) point per dropped error

(iii) Zero (0) points for no success

(2) Mechanics

(a) Subjective evaluation of fundamental mechanics of fielding fly balls

(i) Scored from 0 – 10

iv) Throwing

(1) Accuracy

(a) Objective evaluation of ability to hit a child target (roughly 5' tall) from 60 feet – five (5) attempts

(i) Two (2) points per successful attempt

(ii) One (1) point for near but not easily caught

(iii) Zero (0) points for nowhere close

(2) Mechanics

(a) Subjective evaluation of fundamental mechanics of throwing, including transition from fielding ground balls to throwing.

(i) Scored from 0 – 10

v) Pitching (optional)

(1) Accuracy

(a) Objective evaluation of ability to hit the strike zone from 46' (Junior League: 60' 6") – five (5) attempts, fastballs only

(i) Two (2) points per successful attempt

(ii) One (1) point for near, but a ball

(iii) Zero (0) points for nowhere close

(2) Mechanics

(a) Subjective evaluation of fundamental mechanics of pitching

(i) Scored from 0 – 10

c) **Player Draft**

i) It is the responsibility of the individual team managers to:

(1) Have adequate knowledge of the players attending evaluations and who are eligible to be drafted; or,

(2) Obtain assistance from another individual and/or Player Agent.

ii) Each manager may have one individual assist him/her during the draft.

iii) Each Manager shall have 3 minutes to make his/her selection.
   (1) If after 3 minutes have passed and no selection is made, the manager may be required to forfeit their selection for that round and next manager's selection clock starts.

iv) Each player drafted by a Baseball Minors / Majors division team shall, for the duration of his/her Baseball division career, be a titled member of the team in that division that drafted him/her.
   (1) The RCLL Board of Directors, through the Player Agent, reserves the right to continue any player who has a residence change (e.g., moved outside of the RCLL boundaries) after becoming a member of RCLL as provided in the official rules (following proper completion and submission of appropriate Little League waiver forms). However, the RCLL Board of Directors shall take into account the interests of the player in exercising this right.
   (2) If a manager candidate for a drafted team is approved and has a son/daughter on a team other than the team to which the manager is assigned, the manager's son/daughter shall resign from their titled position on their current RCLL team. After review and approval by the RCLL Board of Directors, that player shall be eligible for the draft.

v) Draft picks will be determined by the current average score of a Team. The lowest average scoring Team will have the first picks of the draft and their score will be reevaluated with those picks. If there are multiple Teams with the same score, the number of players on that Team will determine their place in the draft order. The Team with fewer players will pick before Teams with more players. With each pick of the draft, Team scores will be reevaluated. If their score goes above that of another Team, they will be shifted in the draft order. The draft is complete when all players have been assigned to a team.

vi) Following Evaluations and the Draft, all players once teams are allocated will be contacted by their coach with additional information.

Section 7. Equipment

All players will need a baseball glove to participate. Baseball pants and socks are needed for Minors, Majors and Seniors, and an athletic supporter cup is required. For all Minors and Majors players, purchase of a USA Baseball approved bat and batting helmet is optional. For Seniors players, purchase of a BBCOR approved bat and batting helmet is optional.

Rutland County Little League will supply bats, helmets, and all other equipment for all players. Uniform shirts are provided for use during the season and all players will receive a baseball hat.

Section 8. Fields

As all fields used by the RCLL are owned by organizations other than RCLL, proper field maintenance and care is vital to continued access to these facilities. All League members, volunteers, and parents may be subject to the penalties for failure to comply with any written League, school, or county policy.

The manager of each team shall be responsible to ensure that all players, coaches, and parents adhere to all required field policies – fields and dugouts must be left clean of all litter, bases stored, and fences locked. All garbage must be removed. Fields and dugouts must be left in the same condition or better than when the Teams arrived.

Article 3 – <u>Game Operations</u>

a) Scheduled Games, Practices, and Events

i) The League scheduler shall be responsible for the official coordination and scheduling of all events through the League website; if an event is not scheduled through the website, it does not exist for League and insurance purposes.

ii) Managers, Coaches, and any other League Members shall not use the official League website to communicate with Members about unofficial events.

iii) In the event that inclement weather, player availability, field blackout, or other just causes force the cancellation of League event(s), the League scheduler shall work with the affected Managers to reschedule those events as expeditiously and as fairly as possible.

iv) The RCLL will do their best to inform the membership of any cancelled practices or games due to weather conditions. When practices or games are cancelled due to weather or field conditions, an announce with the cancellation will be sent via an internet email. Parents should assume the game or practice is still being held until they receive an email indicating otherwise.

v) If games or practices are cancelled, no one will be permitted to practice at the field.

vi) Practices will not be rescheduled due to weather conditions.

vii) Games for competitive divisions will be rescheduled on the next available date/field open in the sequence in which they were cancelled.

b) **Time Limit on Games**

i) **T-Ball:** A one-hour time limit will be used for all games. The game will not exceed three (3) innings. Team Managers may mutually agree to conclude the game earlier.

ii) **Coach Pitch:** A one-hour thirty minute time limit will be used for all games. The game will not exceed six (6) innings. Team Managers may mutually agree to conclude the game earlier; however, the game ends regardless of the number of innings completed at the one-hour thirty-minute time limit.

iii) **Minors and Majors:** A normal game for this division is six (6) innings. No new inning may start after two hours.

c) **Number of Players**

i) **T-Ball:** All players should be used in the field. Standard infield baseball positions should be used (including the pitcher position) with extra players used in the outfield. Managers must rotate infielders and outfields every inning.

ii) **Coach Pitch:** A maximum of ten (10) players can be used in the field. If ten (10) players are used, standard infield baseball positions should be used (including the pitcher position) with extra players used in the outfield. To accelerate the learning process, players should be rotated to play in several positions.

iii) **Minors and Above:** The Little League rulebook applies.

d) **Minimum Playing Time**

i) **T-Ball:** Each player shall play the entire game.

ii) **Coach Pitch:** All players will be in a continuous batting order. In an effort to standardize defensive playing time for all teams where more than 10 players are included, no player can sit out two times before every player on that team has sat out one inning.

iii) **Minors and Above:** A continuous batting order will include all players on the team roster present for the game batting in order. Each player will be required to bat in his/her respective spot in the batting order. However, a player may be entered and/or re-entered defensively in the game anytime provided he/she meets the requirements of mandatory play.

iv) If a player is injured, becomes ill or must leave the game after the start of play, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill or absent player returns, he/she is merely inserted into the original spot in the batting order and the game continues.

v) If a child arrives late to the game site, he/she will be added to the end of the current lineup without penalty.

e) **Pitching Rules**

Little League has instituted a pitch count system to protect our children's pitching arms. The following rules will apply:

Player Age:

13 – 16: 95 PITCHES PER DAY

11 – 12: 85 PITCHES PER DAY
9 – 10: 75 PITCHES PER DAY
7-8: 50 PITCHES PER DAY

i) The Manager will remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position.

ii) If the pitcher reaches his/her limit of pitches while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

iii) The official scorer will document pitch counts per inning in the official scorebook. It is the Manager's responsibility to check official pitch counts at the end of each inning and submit pitch counts to the Player Agent following each game.

iv) Little League has further instituted a pitch count system to protect our children's pitching arms. The following rules will apply:

(1) Pitchers league age 14 and under must adhere to the following rest requirements:
   (a) If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
   (b) If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
   (c) If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
   (d) If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
   (e) If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

(2) Pitchers league age 15-16 must adhere to the following rest requirements:
   (a) If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
   (b) If a player pitches 61-75 pitches in a day, three (3) calendar days of rest must be observed.

(c) If a player pitches 46-60 pitches in a day, two (2) calendar days of rest must be observed.
(d) If a player pitches 31-45 pitches in a day, one (1) calendar days of rest must be observed.
(e) If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

f) **Base running**

The Little League batting rules are specified in Little League Baseball Rules & Regulations Section 7.00.

i) **T-Ball & Coach Pitch:** No stealing permitted.
ii) **MINORS:** No lead off is permitted. The runner may steal only after the ball has crossed home plate. Headfirst sliding is not allowed. Runners trying to score must attempt to avoid contact with the catcher. Defensive players covering home plate after a wild pitch or passed ball must have the ball in their possession before blocking home plate. A Team is allowed a maximum of 3 base advancements per inning either by a stolen base, wild pitch, passed ball or overthrow.
iii) **MAJOR DIVISIONS:** No lead off is permitted. The runner may steal only after the ball has crossed home plate. Headfirst sliding is not allowed. Runners trying to score must attempt to avoid contact with the catcher. Defensive players covering home plate after a wild pitch or passed ball must have the ball in their possession before blocking home plate.

g) **Excessive Scores**

Managers and coaches are expected to do their best to prevent very lopsided scoring games.

h) **Forfeits**

i) **T-Ball and Coach Pitch:** It is the intention of the RCLL Board of Directors to have the children in our noncompetitive divisions play all of the games listed on the schedule. Therefore, there will be no forfeits of games due to teams having too few players. If a team cannot field ten players on the date and time of the scheduled game, the game will be played with the available players.

ii) **Minors Above:** A 15-minute grace period will be granted for the start of the game if a team cannot field nine (9) players. After 15 minutes from the official start time, a forfeit will occur. The winning team will be awarded a win, but the game should be played as a "practice" game with available players.

iii) An incomplete or delayed game must be played on the next available date. The only acceptable reason for rescheduling a game is for school or church functions and those reasons are only valid if the manager cannot field a nine-player team. A 72-hour notification to the League President is required to reschedule games.

i) **Division Playing Rules**

i) **T-Ball:**

(1) The players will use a tee when batting.
(2) Runners will only advance one base on a hit ball.
(3) All players in uniform will bat each inning in a continuous order regardless of the number of outs made.
(4) Last Batter Rule: An inning will end when the last batter of the inning gets a fair hit and the base runners cross home plate.
(5) All players will be given a defensive position each inning.
   a. The defensive positions shall include only five infielders.
(6) All players must rotate defensive positions each inning.
(7) The position of catcher will be eliminated for safety reasons.
(8) No official score will be kept for this division.

ii) **Coach Pitch:** This division is where each coach will pitch to his/her own team.

1) Coach Placement: Coaches are always expected to be on the field directing and assisting players on what to do when the ball is hit to them. Coaches are expected to be at 1st base and 3rd base to assist players who are running the bases.
2) Batting Order: Continuous batting order will be used. This means that all players will bat in a consistent order during the game. Coaches should rotate the batting order from week to week.
3) Pitching: The coach pitching to the players can stand or kneel. The coach can pitch from approximately halfway between home plate and the pitcher's mound. The coaches can pitch to their own team, or it may be

determined that a coach from another team will pitch based on coach availability.

4) Defense: The defensive team will have all players on the field at one time. There will be one player at each infield position and the rest of the players will be in the outfield. Coaches should rotate the players in different positions during the game. The goal is to phase in the catcher position halfway through the season, if equipment is available. A coach will be used as a catcher to keep the game moving. Even if a catcher is implemented, a coach is expected to be behind the player that is catching.
5) Game Rules:
    a. An inning will end either after 5 runs are scored or 3 outs are recorded, whichever comes first.
    b. Each player will receive a maximum of six (6) pitches from the coach. If the sixth pitch is fouled off, they will receive another pitch. A tee will be used if the player does not hit the ball into fair territory after six pitches.
    c. For the ball to be in play it must reach the grass past the home plate dirt.
    d. A batter can only run to first base, or advance one base, unless the ball reaches the outfield grass in which case they can advance two (2) bases.
    e. Base runners may not advance on an overthrown ball.
    f. Players will be removed from the bases if an out occurs.
    g. There will be no official score kept. Coaches must keep track of the game in a scorebook provided for tracking the batting order, runs scored, and outs.

iii) **Minors and Above:** These divisions are all considered competitive and will, therefore, play according to the Little League Regular season rules. Volunteers are encouraged to use the Little League rulebook app.

1) RCLL has adopted the continuous batting order for the regular season play
    a. Since all players on the roster are in the line-up and considered starters, there is no need to comply with one at bat and six consecutive outs.
    b. A player being removed from a defense for a substitute will still need to have played for six (6) consecutive outs before being removed.

c. The removed player will remain in the batting order in their original position.

2) Teams shall not be penalized when removing a player due to injuries. An injured player's position will be skipped in the batting order without penalty of an out.
   a. However, the player will not be able to re-enter the game.
   b. When a player has to leave the game for any reason, both coaches will meet with the umpire and respectfully decide if the reason for exiting warrants the penalty of an out. The umpire will make the final decision.
3) If a Team is up by more than five (5) runs they will observe a ten (10) batter rule and limit batters until the lead drops to five (5) or fewer runs
   a. The inning, and subsequent innings, in which the 6 or more run lead is achieved will be limited to ten (10) batters.
   b. If the lead is achieved after the tenth (10th) batter of that inning, the inning is over.
4) RCLL will play the 3rd dropped strike rule only applies to the Majors Division.
   a. A batter may attempt to take first base if the third (3rd) strike is dropped and first (1st) base is unoccupied.
      i. A ball bouncing before the catcher has an opportunity to catch it is considered a dropped 3rd strike.
   b. A batter may attempt to take first (1st) base, even if the base is occupied, if there are two (2) outs.
5) RCLL has instituted a "Hit by Pitch" rule. If a pitcher hits three (3) batters in an inning or four (4) batters in a single game, the pitcher shall be removed from the position of pitcher for the remainder of the game.
   a. No umpire warnings are required prior to implementing the RCLL "Hit by Pitch" rule.
   b. The removed pitcher may remain in the game and play another defensive position.
   c. The RCLL "Hit by Pitch" rule is supplemental to Little League rules and shall not alter an umpire's discretion in removing a pitcher determined to be intentionally throwing at a batter. The umpire has discretion and will make the final decision.
6) ***(New for 2025)*** Minors and Majors divisions will have a regular season playoff and Championship. Should there be a tie in record, placement shall be determined by the Little League Rulebook Tournament Play tie-breaker.

a. For each team involved in a tie in which head-to-head results cannot be used (because no team defeated each of the other teams in the tie each time they played, or because no team has defeated all of the other teams involved in the tie in every one of the pool play games played between those teams, or because the teams involved in the tie did not play one another an equal number of times during pool play), the tournament director will calculate: The total number of runs given up in all pool play games played by that team, divided by 6 innings for Little League and below [7 innings for Intermediate (50-70) Division/Junior/Senior League]. This provides the Runs-Allowed Ratio.

1. - Example: The Hometown Little League (Major) team has given up eight (8) runs in all four (4) of its pool play games. 8 divided by 24 equals .3333.

2. - The Runs-Allowed Ratio for Hometown Little League (.3333 in the example above) is compared to the same calculation for each of the teams involved in the tie.

iv) Minor League Specific Game Rules

1) The side is retired when one of the following occurs: three (3) outs, once around the batting order, or five (5) runs are scored.
2) The five (5) run rule is suspended in the last inning of the game. ***(New for 2025)***
3) After three (3) walks ***(Changed from 4 to 3 for 2025)*** in an inning it is recommended that a coach from the hitting team pitches the remainder of the inning. The pitcher remains in the pitcher position to field the ball and remains eligible to resume pitching the next inning.
4) After completing four (4) innings a coach may start pitching at the beginning of an inning for the remainder of the game if mutually agreed upon by both coaches

Article 4 – <u>All-Star and Tournament Play</u>

Section 1. Manager Selection

a) The All-Star Manager will be selected from the list of regular season managers/coaches from any division. A manager/coach who has been

disciplined by RCLL may be disqualified by the Board from managing an All-Star Team.

i) Managers/coaches are presented by the RCLL President and approved by the Board of Directors.

ii) If that person cannot accept this position, the next person recommended will be contacted.

iii) It is recommended that the regular season managers/coaches be considered for All-Star coaches.

1) Only managers/coaches who have coached more than fifty (50%) percent of the season games are eligible to be coaches on a tournament team.

iv) An All-Star Manager will only be considered if he/she is willing to manage the team if their child is not selected.

Section 2. Player Selection

a) Players are eligible for all-star teams if they have participated in at least sixty (60%) percent of the team's regularly scheduled games since they were added to the roster.

i) The Player Agent (or the designate) will organize the balloting and will maintain team rosters, including alternates.

ii) Managers shall meet with the RCLL Player Agent, Division Vice-President, and President to select players for their respective division's tournament.

1) All division players are eligible for tournament play for their age group.
2) RCLL will hold a required 1-day All Star Evaluation Day. If a player goes to evaluations, the family and player understand the commitment involved and agree that they are available for one hundred (100%) percent of the All-Star events (including practices, games, rain dates, etc.)
   a) All Star coaches run the evaluations.
   b) Players will be scored on throwing, catching, hitting, fielding, running, and pitching.
   c) All age groups will have two (2) hours for evaluations.
   d) Players are required to show up at the field twenty (20) minutes prior to their evaluations to check-in and warm up.
   e) If you are selected for the All-Star team, you will be notified within one (1) week after evaluations and be required to register.
   f) Each team will have 10-15 players.

g) Failure to attend the evaluation day forfeits the player's opportunity to be selected for All Star teams.

3) Ties shall be broken by continued discussion and new votes.

4) If a player selected to a tournament team must withdraw for any reason, the tournament team manager may select a replacement player from the pool of remaining players available who received votes during the tournament team selection process.

5) Should proceedings or discussions during the selection process become too long or unruly, the Player Agent, Division Vice-President, or President may suspend the selection process until a further date.

Section 3. All-Star Time Commitments

a) The All-Stars schedule is demanding and runs from approximately mid-June to about the end of July.

b) There are three All-Star Teams in RCLL. The teams may consist of 8-10 year old players, 9-11 year old players, 10-12 year old players, and/or 11-12 year old players.

c) Families must commit to attending one hundred (100%) percent of the events on the schedule.

d) Once schedules for tournament play are released, they will be shared with the league. Typically, you should plan on practicing every night that there is not a game. The schedule is forwarded to your coach, and then to each of you as soon as we get it. This can make for last-minute scheduling that is unavoidable.

e) By agreeing to play for Rutland County Little League's All-Star Team, players SHALL NOT play for any other baseball team until tournament play is complete. Failure to abide by this rule will result in removal from the team and All-Star Fees deemed non-refundable. ***(New for 2025)***

Section 4. Parents Responsibilities

a) Once your player is selected to an All-Star team you will be notified and sent a link for online registration.

b) There is an additional cost for participation of $50 to cover the cost of the jersey, socks, hat and t-shirt which the player keeps.

c) Parents are responsible for transportation of your player to all practices, games and tournaments.

d) Remember that this is an All-Star team – playing positions, playing time and batting order is totally up to the coach's discretion. Just because your player was a pitcher or shortstop during the season doesn't mean that is where they will play in All-Stars. There is a minimum play rule – everyone will play!!
e) All Star Tournaments will feel competitive. The best of each league has been chosen to play in these tournaments.
f) Remember, your biggest responsibility is to both our players and coaches. Set a good example of support and sportsmanship. Be loud and proud, both in winning and losing.
g) Team Parents will be assigned and will work with the coaches to help coordinate communication, answer any questions that may arise, assign responsibilities to all team families, including coverage for concessions, contributing snacks and water for away games, and more.
d) The tournaments take a lot out of the kids – making sure they get a good night's sleep is essential.

Section 5. Player Responsibilities

a) Players must attend all practices and games which will take place starting at the middle of June and the entire month of July.
b) Players will need to arrive on time for all tournament games and be prepared – dressed in the league-provided uniform, with any needed equipment.
c) The tournaments are often on hot summer weekends – make sure to have drinks and snacks to keep up your energy.

Article 5 – <u>Revisions</u>

With all Board positions assigned, the first order of business for the new Board is to review the league constitution and bylaws that will govern operation of the league for coming year. Following discussion, consider any adjustments or amendments.