



EASLEY LITTLE LEAGUE BYLAWS AND POLICIES 2023

This manual outlines the responsibilities, conduct, and procedures of the Player Agents, Managers, and Coaches in conducting the field operations of Easley Little League (ELL) in compliance with the rules and regulations of Little League Baseball, Inc. (LLB, Inc). The contents of this manual have been reviewed and approved by LLB, Inc and are intended to supplement, not modify, their rules and regulations. ELL intends to follow all rules and regulations of LLB, Inc and will comply with any changes or updates made by LLB, Inc. This manual has been approved by the ELL Board of Directors and the District 1 Administrator and is now a permanent document in the league's operation. This manual will be reviewed annually and is subject to revision with the approval of the ELL Board and LLB, Inc.

I. RESPONSIBILITIES OF MANAGERS, COACHES, PLAYER AGENTS & APPOINTMENT OF MANAGERS

A. Managers and Coaches are responsible for following the direction of the Manager Coordinator of ELL. If a Coaching Coordinator is not named, they are responsible to the Board of Directors. Players are under the direction of the Player Agent.

B. The Player Agent is the primary point of contact for questions or issues from Managers, Coaches, or parents. If a question or issue cannot be resolved, the Player Agent will escalate it to the President and Board for a resolution.

a. The Player Agent will observe Managers and Coaches in their handling of children, hold Manager Meetings, and respond to parent and Manager concerns or protests.

b. The Player Agent assists with tryouts and drafts and serves as an intermediary when trades are undertaken.

C. The President, in coordination with the Easley Parks & Recreation Director, is responsible for allocating practice fields for all divisions.

D. The Information Officer is responsible for maintaining a weekly and overall win/loss record for each team.

E. **CONFLICT OF INTEREST:** If a Board member has a spouse/significant other impacted by a decision that requires a vote, the Board member shall recuse themselves from the vote. At no time will a spouse/significant other cast a deciding vote for a manager position or All-Star Manager Position. If the vote is tied, the deciding vote will be deferred to another Board member. All decisions regarding complaints or disciplinary action affecting the spouse/significant other of a Board member shall be deferred to the Player Agent, Vice President, or President.

F. MANAGER AND COACH APPOINTMENTS:

1. **Appointment Term:** Manager and Coaching appointments for all divisions will be for a term of one (1) season, beginning from the date of appointment by the League President until the end of scheduled games for that season.

2. **Application and Interview Process:**

a. Any person desiring to manage a team must submit a volunteer application, including their social security number, and complete a league coaching application. The applicant consents to undergo a limited background check required by Little League International.

b. All applicants for Manager positions will be interviewed either in person or by phone by the Interview Committee, composed of the President, VP, and Player Agent.

c. The Interview Committee will recommend managers and coaches for all divisions to the ELL Board for approval. Each position will be accepted by a majority vote.

3. **Responsibilities:**

a. Each Manager will be responsible for the conduct and ethics of his/her coaches, players, and

parents on his team.

b. Each Manager shall present the name of one assistant coach for their team to the President and Manager Coordinator immediately after tryouts have concluded for consideration. This assistant coach cannot have a child/player of that age group, and if they do, they cannot be selected until after the draft. All other coaching appointments shall not be made until after the draft.

c. Each Manager must conduct a parent meeting to discuss the purpose of Little League Bylaws, responsibilities during the season for Team Moms, and fundraising. The Manager must turn in the above information to the Manager Coordinator or Board.

4. Volunteer Requirements:

a. All volunteers interacting with players are required to submit the Little League Volunteer Application annually. Managers/Coaches must submit their form, and the background check cleared before tryouts.

b. Background checks will be performed by the Player Agent and/or President using the following guidelines:

- Anyone with a prior conviction of a crime of violence or sex crime against children will be removed immediately.
- Anyone with a conviction of a non-violent felony will be referred to the Board for approval.
- Background checks will follow current LLB, Inc. rules and regulations.

Note: All coaching personnel who have not had their background check cleared will not be allowed on the field in any capacity. Any other volunteers interacting with children must have their background check cleared before starting their volunteer responsibilities.

II. EQUIPMENT

A. Managers are responsible for the safekeeping, maintaining in good condition, and preventing loss of all equipment issued to them. It is the responsibility of the Manager to request an issue of replacement or additional equipment from the Board during the season.

B. Managers will be required to sign out equipment at the beginning of the practice season.

C. Managers must return all equipment issued to their team at the time and place designated by the Board. Failure to return league property may result in suspension from the league and further action if necessary.

D. No ELL equipment will not be permitted to be used by any other baseball program, club baseball, or recreational league.

III. FUNDRAISING

A. Teams are encouraged to engage in community fundraising events, but all fundraising activities must be approved by the Board in advance.

B. Teams are not allowed to use the league name or logo for any fundraising efforts without the prior approval of the Board.

C. Any team or individual found engaging in unauthorized fundraising activities will be subject to disciplinary action by the Board.

D. The Board may establish a fundraising requirement for all families with children participating in the league.

E. All fundraising proceeds will be handled and accounted for by the League Treasurer and will be used to support the league's overall goals and objectives.

IV. DIVISION ELIGIBILITY

All age determinations shall be in accordance with "League Age" determined by rules set by LLB, Inc. All player placements are subject to the recommendation by the Player Agent and the Board.

A. T-BALL DIVISION: 4–5-year-old.

- B. COACHES PITCH(Minors): 6-year-old
- C. COACHES PITCH(Majors): 7-8-year-old
- D. MINOR DIVISION: 9–10-year-old
- E. MAJOR DIVISION: 11–12-year-old
- F. JUNIOR DIVISION 13–14-year-old
- G. SENIOR DIVISION: 15–16-year-old

All Divisions: Requests for specific divisions based on siblings will be considered but not guaranteed.

V. REGISTRATION

- A. The ELL Board will establish registration dates and fees.
- B. If hosting an in-person registration, all board members shall assist in coordinating registration on the dates scheduled and tryouts when required.
- C. All registered players must provide the league with a copy of their birth certificate and three proofs of residency per the Little League Regulations.
- D. If a player resides out of the league boundaries but attends a school within the boundaries, then the Little League required School Enrollment form.
- E. REFUNDS:
 - 1. Refunds for T-Ball and above divisions:
 - a. Refunds will be returned at 100% less the \$15 processing fee for any medical-related issues that prevent players from participating in the desired age group.
 - b. All other requests will be reviewed by the President and Board members.

VI. SELECTION OF PLAYERS

The player drafts will be held within 2 weeks, or sooner, after the final divisional tryouts. The Board will schedule the draft.

- A. ALL REQUESTS FOR LEAGUES OTHER THAN QUALIFYING AGE WILL BE EVALUATED ON A CASE-BY-CASE BASIS.
- B. ALL PLAYERS ARE REQUIRED TO TRY OUT FOR THEIR RESPECTIVE DIVISIONS BASED ON THEIR AGE. (EXCEPTION: THERE WILL BE NO TRYOUT FOR T-BALL)
- C. ALL PLAYERS (RETURNING AND NEW) WILL BE EVALUATED AFTER TRYOUTS. COACHES (USING A GRADING SYSTEM) WILL RATE THE PLAYERS.
- D. PLAYERS WILL THEN BE SELECTED BY THE COACH OF THE TEAM THEY WILL PLAY FOR.
- E. AT THE DRAFT, COACHES WILL DRAW FOR TEAM NAMES.
- F. COACHES WILL THEN DRAW FOR DRAFT SELECTION ORDER. (I.E., 1ST ROUND 1,2,3,4 ETC: 2ND ROUND 4,3,2,1) THIS WILL CONTINUE UNTIL ALL PLAYERS ARE SELECTED

PLAYERS THAT ARE DEEMED A SAFETY CONCERN BY MANAGERS AT TRYOUTS MAY BE MOVED TO THE DIVISION BELOW THEIR RESPECTIVE AGE AT THE BOARD'S DISCRETION. ONLY THE TEAM MANAGER SHALL BE AT THE DRAFT SELECTION.

- A. The Player Agent shall recommend for approval to the ELL Board the number of teams per Division and the number of players on each team. Generally, there will be 12 players per team.
- B. If the expansion of the Major Division is deemed necessary, ELL will utilize Option 1 expansion as listed in the LLB Inc. Operating Manual.
- C. If it is determined that any Division will exceed 10 teams, ELL will utilize a Divisional Format, Option 4,

VII. REPLACEMENTS AND TRANSFERS

- A. No player transfers are allowed with two weeks or less left in the season.
- B. Managers may replace a player who has moved, quit, or becomes injured to the degree that would prohibit his/her return during the remainder of the season. Procedures, as outlined in the LLB Inc. Operations Manual, will be followed to replace that player.
- C. The Manager must select the replacement within seven days following the loss of the player. If a manager does not replace a player within 7 calendar days, the Player Agent will choose the player to be moved up.
- D. If a player misses two consecutive games or practices without notification to the Manager. The Manager shall notify the Player Agent within two days of the second consecutive game/practice missed if he cannot contact the player.
- E. The Player Agent will then investigate the status of the player. If the Player Agent determines the player has abandoned his participation status, the Manager will be notified that his team has an official vacancy, and paragraph (b) will apply for replacement of that player.
- F. Major teams must pull up a 10-year-old from the Minors, if one is available, who has attended a tryout and is not deemed a safety concern and placed at Minors originally for that reason.
- G. Replacement players of the Minor Teams will be chosen in the same manner as described in Division item (F) with Player Agent and Board approval.
- H. Only one player per team can be selected for re-assignment. Each team must lose a player before a second player from the team can be chosen.
 - a. Managers may request the availability of certain players through the Divisional Player Agent. Managers or any person affiliated with the team will not contact the parents of the player being considered, and the Divisional Player Agent will coordinate all details of the transfer.
 - b. Players filling vacancies must remain with their new team a minimum of five played games before moving to the next higher Division.
 - c. Should an eligible Minor player refuse to fill a vacant roster position, the requesting Manager may make an alternate selection from the remaining eligible players.
 - d. Should a manager violate these selection rules, the request for a specific player will be denied, and the Player Agent will assign a player to fill the vacancy.

VIII. GAME OPERATIONS:

GAME TIME/INNING LIMITS:

All-time limits are from the scheduled start time.

- A. T-Ball games will be no more than 1 hour long.
- B. Minor and Major games will not start a new inning after 1 hour 30 minutes, with a drop-dead time limit of 1 hour and 45 minutes. Junior and Senior games will have a 2-hour time limit with a drop-dead of 2 hours and 15 minutes
 - a. Games will end at no later than 9:45pm and lights must be out by 10 pm. If a game is not complete (4 innings or 3.5 if the home team is winning), Little League Official Regulations and Playing Rules will decide how the game is completed.
- C. Ending time of 9:45 pm out by 10 pm will always be observed, regular season and postseason.
- D. The Home Plate Umpire will enforce a 1-minute 30-second inning change overrule. From the time the third out is recorded, both teams must complete their side change.
- F. The Home Plate Umpire will maintain the Official Time. Should the Home Plate Umpire not have a timepiece, the official shall designate the Official Scorekeeper or Pitch Counter to be the timekeeper.
- G. Team Managers will consult with the Home Plate Umpire to determine the official starting time, which will be recorded in the Official Scorekeeper's scorebook before the start of the game.

IX. OVERALL DIVISION STANDINGS

Major, Junior & Senior Divisions- Standings will be determined by the overall divisional record.

- A. In case of a tie in the **Major, Junior & Senior Divisions**, the following tiebreakers, in order, will be used:
- Overall Record
 - Head-to-Head record against the team tied with
 - Total runs scored vs. total runs allowed against the team tied with.
 - Lowest overall runs allowed for the entire season. If a forfeited game in the regular season affects the teams in question, the overall runs will be the average allowed in non-forfeited games played.
 - Coin Flip (last resort if all else is equal)
- B. In case of a tie in the **Minors Division**, the following tiebreakers, in order, will be used:
- Overall Record
 - Head-to-Head record against the team tied with.
 - Total runs scored vs. total runs allowed against the team tied with.
 - Utilizing a Rating System: Each team will be given a point value based on the standings (not including the 2 tied teams) (i.e. 10 teams, 2 are tied, in order of finish points assigned: 8,7,6,5,4,3,2,1). Points will be tallied for the losses of the tied teams, and the team with the most points would win the tie.
 - Coin Flip (last resort if all else is equal)

X. MAJOR/MINOR DIVISION RULES

- A. All rules outlined in the Little League Baseball Official Regulations and Playing Rules for the current year apply with the following options:
- All players present at the start of the game will be listed on the line-up card and shall bat in continuous rotation. Should a player arrive after the game has started, the Manager shall notify the Plate Umpire of the players' arrival and add the player to the bottom of the line-up. Should a player leave in the middle of the game, the player is simply "skipped over" for the remainder of the game.
 - GAMES AND INNINGS:
 - Majors:** If the game is tied at the end of the time limit, the game will be completed on Saturday of that week or a day as agreed upon by both managers and the President. The game must be completed before the next meeting of the teams involved. If time permits, the game will continue until the tie is broken.
 - Minors** may end in a tie. A complete game requires 3.5 innings to be played (if the home team is winning) or 4 (if the home team is losing after 3.5). There is no run limit per inning in the Majors Division.
 - The **Minor Division** will observe a 5-run rule per inning.
 - The 10 run Mercy Rule will apply to **Minors and above divisions.**

XI. NUMBER OF COACHES ON THE FIELD:

- A. Only a maximum of 4 coaches per team, including the head coach, may be on the field during a T-ball game.
- B. Only a maximum of 3 coaches per team, including the head coach, may be on the field during a Coach Pitch game.
- C. Only a maximum of 2 coaches per team, including the head coach, may be on the field during a Minors, Majors, Junior, or Senior Division game.
- D. If a team is short, an adult coach, an athlete wearing a batting helmet, may serve as a base coach to ensure that an adult coach is in the dugout when the team is batting.

XII. PLAYER REQUIREMENTS:

- A. All players must play a minimum of 6 defensive outs.
- B. All players must bat in continuous order.

XIII. BATTERS AND BASE RUNNERS

- A. Leading off is prohibited.
- B. Batters must keep at least one foot in the batter's box during their at-bat, with the first infraction resulting in a warning and subsequent infractions resulting in a strike. In the Minors Division, warnings will be given only for the first two weeks of games, after which the rule will be strictly enforced. The Majors Division will enforce the rule starting with the first game of the season.
- C. Base coaches are not allowed to touch or physically assist a base runner at any time. If this occurs, the runner will be called out.
- D. Base coaches must remain within the marked coach's box, or if the box is not marked, at least four feet from the baseline.
- E. On-deck batters are not permitted.
- F. Intentional walks require notification to the home plate umpire, with no pitch thrown and four pitches charged to the pitcher's pitch count.
- G. Headfirst sliding is not permitted, unless the runner is returning to a base.
- H. All batters and runners must wear protective helmets.
- I. If a batter throws their bat, a warning will be given for the first offense, and the batter will be called out for subsequent offenses. The home plate umpire is responsible for enforcing this rule.