

Abilene Legacy Little League By-Laws – 2026 (Draft v5)

1. Each scheduled game shall have a League Official present to represent Legacy Little League. League Officials will be designated by the current Legacy Board.
 - a. Representing the League in spectator/parent problems.
 - b. Monitoring field/stand maintenance.
 - c. Monitoring any disputes in which the League would be involved with coaches, fans, and umpires.
 - d. Ensure an adequate supply of baseballs to the game umpire (baseballs will be located in each facilities concession stand for AA - Juniors)
 - e. Pay the umpire at the end of the game. (Money located in each facilities concession stand)
2. No alcohol - Any person drinking alcohol or using illegal drugs will be asked to leave the park. Police will be called if the situation escalates.
3. No profanity or excessively unruly behavior – Anyone using profanity or acting in an excessively unruly manner will be asked to leave the park. In addition, anyone unreasonably harassing an umpire, with or without profanity, will be asked to leave the park.
4. No tobacco – There will be no smoking allowed in the park per city ordinance, Chapter 10, Article III, Division 2, Section 10-61 (Prohibition of Smoking at Public Outdoor Events).
5. No fighting
 - a. Players
 - i. First occurrence – Players fighting will be benched for four (4) games or two (2) weeks, whichever is the shortest time. The player will still be required to attend each team practice and each game.
 - ii. Second occurrence – The player will be dismissed from the league.
 - b. Managers/coaches - Managers/coaches fighting or using excessive force on a player will lose the privilege to manage or coach a team.
6. **Team managers/coaches or players ejected from a game**
 - a. **Team managers/coaches or players ejected must leave the League complex for the remainder of that game. (rule 4.07)**
 - b. **Team managers/coaches or players ejected will be suspended from the next played game and may not attend the game. (rule 4.07)**
 - c. **Abilene Legacy team managers and/or coaches ejected a 2nd time will be suspended indefinitely, pending Legacy Board discretion.**
7. Sportsmanship
 - a. A player may not throw equipment on the playing field.
 - b. After each game all players and coaches are expected to shake hands with the opposing team.

- c. Any verbal, physical or inappropriate behavior by an adult, while on the Local League complex or while representing the Local League, will be brought before the Board of Directors for determination of suspension or dismissal.
8. Before any player is removed from a team for disciplinary actions, the league President and/or Player Agent must be notified, and approval of the dismissal made by the Legacy Little League Board.
 9. If a player quits a team or is removed from a team for disciplinary reasons, the player cannot be picked up by another team during the current season. The player will be returned to the draft the following season.
10. Abilene Legacy Divisions of Play
 - a. Senior League – league ages 14-16
 - b. Junior League – league ages 13-14 (league age 15 if in middle school; not All-Star eligible)
 - c. Intermediate League – league age 13
 - d. Major League – league ages 12 and below based on tryouts
 - e. AAA (Minor) Division – league ages 9, 10 and 11 based on tryouts
 - f. AA (Minor) Division – league ages 9, 10 and 11 based on tryouts
 - g. Farm/Machine Pitch – league ages 7-8
 - h. Coach Pitch – league ages 5-6
 - i. Tee Ball - league ages 3-4
11. Selection of Team Managers – Team Managers can only choose one assistant coach before team drafts. They may choose a second assistant coach once the team drafts are finished. The Legacy Little League coaching coordinator will organize the list of coaches for board approval. In the event there is a tie decision for coach approval, the Legacy board President will make the final decision to break the tie.
12. During pre-season, if the number of team Manager volunteers exceeds the number of teams in a division, the following steps will be taken in order:
 - a. Seniority within Division – volunteers will be ranked by number of complete spring baseball seasons they have served as Manager or Coach in that division [Major, AAA (Minor), AA (Minor), Farm, Coach Pitch]. Higher seniority has priority to be selected as Manager.
 - b. Seniority within Legacy Little League - If there is a tie in paragraph b., volunteers will be ranked by the number of complete spring baseball seasons they have served as Manager or Coach in Legacy Little League. Higher seniority has priority.
13. Tryouts
 - a. The Player Agent will coordinate the draft dates and events. Board members will assist.
 - b. For players to be eligible for All-Stars, they must attend at least one tryout date with exceptions approved by the Legacy Board.

14. **Prior to the draft**, In a season 8 year olds are eligible for Minor Leagues to balance player numbers, but will only be allowed to play in AA Minor League. If a player desires to drop down to a lower division (i.e., Major to AAA (Minor), AAA (Minor) to AA (Minor), etc.), he/she may do so with the permission of the league President or Player Agent. That player may not return to the higher division during the current season, except by the approval of the President or Player Agent. Once the player has been selected through the drafting of teams, they will be unable to change divisions.

15. Drafts

- a. Team Managers will draw for draft order.
- b. Trading of players may only occur at the draft and must be done before the completion of the draft upon approval of the Player Agent.

16. Field Maintenance:

- a. Team Managers and Coaches will do as follows:
 - i. Home team is responsible for lining the field (if necessary) and placing the bases on the field.
 - ii. Visiting team is responsible for raking and smoothing the infield prior to game (if necessary).
 - iii. After game is complete both teams coaches are responsible for raking and smoothing infield dirt and sweeping the edges of the grass around the entire perimeter of the infield. If you are the final game of the night pull bases and plug the anchors with provided base plugs.
 - iv. Each team is required to pick up trash on their side of the stands and in their dugout after each game. (Please do this before post-game drinks/snacks.)

17. Managers and coaches must set times for practices. Adult supervision must be provided during games and practices. Legacy Little League discourages managers and coaches from conducting baseball practice on Sundays. Additionally, the manager or coach should not penalize any player who is absent for Sunday or Wednesday practices.

18. Use of Game Field for Practice – Teams may only conduct practices (formal and informal) on Legacy Little League game fields with permission from the league President or Director of Field Maintenance. Coaches must be diligent to care for the fields to keep them in good shape for games. Note: External use of the baseball complexes should be coordinated with the City of Abilene and approved for use by Legacy Little League when the league is under contract.

19. Each player must play at least six (6) defensive outs (consecutive batting lineup).

- a. Exceptions:
 - i. Rain out

- ii. Injury to player (League Official for the game and umpire will determine its validity)
- iii. Pool Player (9 consecutive outs; see below)
- b. Penalties:
 - i. The player(s) involved shall start the next scheduled game and play any previous requirement not completed plus the requirement for the current game before being removed;
 - j. The manager shall:
 - 1. First Offense: Receive a written warning
 - 2. Second Offense: Receive a suspension for the next scheduled game
 - 3. Third Offense: Receive a suspension for the remainder of the season iii. If a violation is determined to have been intentional, a more severe penalty may be assessed by the Board of Directors. However, forfeiture of a game may not be invoked. If a violation occurs in a game shortened by curfew, darkness, inclement weather, etc., the Local League may elect not to impose a penalty.

20. General Disciplinary Actions: These actions are to take effect if nothing else is explicitly explained anywhere else, either by the Little League rule book or these Bylaws. The rules discussed below reference any rule set forth by the Little League rule book/app or Abilene Legacy Little League Constitution or Bylaws. **Before the umpire leaves the field**, if a coach is found to have violated any rules (ex. Pitch counts, use of an illegal bat, etc) these disciplinary actions will be taken upon Legacy League's Board review and discretion:

- a. The coach's first offense of any rule will cause that coach to be suspended for the following game.
- b. The second offense of breaking a rule by a coach during a single season will result in that coach being suspended for the following two games.
- c. When a coach is found to have violated the rules for a third time within a season, that coach will be suspended for the remainder of the season including post-season tournament play.
- d. The disciplinary action to take place will be approved or denied by the Board of Directors at Abilene Legacy Little League.

21. Planned Game Duration by Division:

- a.Coach Pitch Division – 1 hour (60 minutes)**
- b.Farm/Machine Pitch – 1 hour 15 minutes (75 minutes)**
- c.AA (Minor) Division – 1 hour 30 minutes (90 minutes)**
- d.AAA (Minor) Division – 1 hour 30 minutes (90 minutes)**
- e.Major League – 1 hour 40 minutes (100 minutes)**
- f. Intermediate League – 1 hour 40 minutes (100 minutes)**
- g.Junior League – 1 hour 40 minutes (100 minutes)**
- h.Senior League – 1 hour 40 minutes (100 minutes)**

22. Time Limits for Regular Season Games

- a. It is the League's intent to complete six (6) innings (7 innings for teenage divisions) of play when possible so the players will have more playing time on the field.
- b. No inning may begin after 10:00 pm, per Little League rules (Regulation X – Night Games, para a).
- c. An inning starting before the time limit is reached will be completed.

23. Tie Scores in Regular Season games

- a. If the score is tied when the time limit above is reached and the inning ends, an extra inning will be played to break the tie.
- b. At the start of extra innings, each team will be given one out and the last two batters from the previous inning will be placed on 2nd base and 3rd base.
- c. The 6 pm game, if playing extra innings to break a tie, will NOT start another inning past 7:45 pm. The 8 pm game may NOT start another inning after 10 pm, per Little League as mentioned above.
- d. If teams are still tied when they reach 7:45 pm or 10 pm, the game will continue at the earliest possible date as coordinated with the Division Coordinator pending Board approval.
- e. When the continuation game begins, play will continue as above in para b.
- f. Teenage Divisions will need to follow District 5 guidelines.

24. Run Rules

- a. In the divisions from Major-AA run rules will be as follows
 - 15 runs after 3 innings
 - 10 runs after 4 innings
 - 8 runs after 5 innings
- b. Farm/Machine pitch refer to Farm Division General Rules.
- c. Intermediate-Senior refer to District 5 rule.

25. Runs per Inning in Farm/Machine Pitch, AA (Minor) and AAA (Minor) Divisions – A maximum of five (5) runs per inning is all that can be scored by either team during their time at bat. Once the fifth run crosses the plate, the inning is declared over and the next inning begins.

26. Farm/Machine Pitch refer to Farm Division General Rules for coordination of play.

27. Postponements:

- a. In the event of inclement weather or inability of both teams to field nine (9) players, a game shall be rescheduled for a later date.
- b. If either team is unable to field nine (9) players due to a required school activity (i.e. choir or band concert) the game will be rescheduled. However, if both teams can field nine (9) players, the game will be played as scheduled. The appropriate league coordinator will verify the event and the player's involvement in the event, if necessary.
- c. If one (1) team is unable to field nine (9) players, the game will be declared a forfeit in favor of the team which was prepared to play on the scheduled date, unless a suitable date and time

for rescheduling can be agreed upon by both of the involved managers, subject to field and umpire availability.

- d. When games are rained out, the Major League games will be given first priority in making up games, followed in order by AAA (Minor), AA (Minor) and Farm. Games will be rescheduled for the first available date (usually Wednesday night or Saturday of the same week) or a designated make-up period if available.
- e. Any Board member can approve field conditions.

28. Pool Players – Pool players will be nominated from the division above [i.e. Major team managers will nominate AAA (Minor) players to be in the pool, and so forth]. **The Player Agent will oversee the Division Coordinators to assign a pool player to the team requesting a player.** If a Major team needs a pool player, the pool player will be from the AAA (Minor) division. If a AAA (Minor) team needs a pool player, the pool player will be from the AA (Minor) division. If a AA (Minor) team needs a pool player, the pool player will be from the Farm/Machine Pitch division. If a Farm team needs a pool player, the pool player will be from the league age 6 year olds in the Coach Pitch division. Pool players for Intermediate, Junior, and Senior divisions can come from either the division below or from another team within the same division. Pool players cannot come from the current game's opponent or from a higher division, even if the player is the proper age. (Reference Regulation V, para c in the Little League rule book)

- a. Pool players cannot pitch.
- b. A team may have up to 2 pool players to bring the team up to 9 players.
- c. Pool players are required to play 9 consecutive defensive outs (Rule V) regardless if a player that wasn't expected to show up for a game shows up to play.
- d. Pool players will play in the outfield and bat last.
- e. Prior to the season start, each Team Manager will provide one or two names of their best players for the pool.
- f. It is recommended each division creates a "Pool Player GroupMe" or something similar to allow for rapid communication.
- g. Players may be added to the pool after the season starts will have to be approved by the Player Agent.
- h. Pool players must be added to the game day roster prior to the start of the game. Pool players may NOT be added during the game for any reason. (Exception if game is continued on a different day and original rostered player is unable to attend)
- i. In the event that a game where a pool player was needed is continued on another date where original rostered player is now available that original rostered player will be placed in the spot of the lineup where the pool player was listed. Original rostered player is also allowed to pitch as long as proper days rest have been applied.

29. At the end of the regular season, a tie between two teams in Division standings will be broken as follows:

- a. First Tiebreaker – Head to Head competition between the two teams during the regular season.

- b. Second Tiebreaker – A single playoff game in which home/away teams are determined by a single coin flip.
 - c. Third Tiebreaker – If unable to have a playoff game, the tiebreaker will be determined by the greatest run differential.
30. Team Manager and Coaches will be allowed in dugout for safety purposes and coordination of play. All volunteers must be approved by the Board and have passed a background check. The league has the option to require approved volunteers to wear an identification badge to indicate their approved status.
- a. Senior, Junior, Intermediate, Major, AAA (Minor), and AA (Minor) Divisions: One Team Manager and two Assistant Coaches.
 - b. Farm/Machine Pitch: Maximum of four adults on the field/dugout at any time during games. One Team Manager and three Coaches (or two Coaches and a Team Helper) will be allowed. This allows for three coaches on the field (pitching machine coach and two base coaches) and one adult (Coach/Team Helper) in the dugout when their team is up to bat. While on defense, two Coaches in the outfield, one Manager or Coach in the dugout, and one assisting the catcher. Note: During Farm tournament play, typically only two or three adults are allowed on the field/dugout.
 - c. Coach Pitch Division: Unlimited adults are allowed to assist the Team Manager with the players. However, all must pass the background checks.
31. Selection of All-Stars
- a. A player must meet Little League residency/school boundary requirements (or waiver) to be eligible for All-Star selection.
 - b. The All-Star Selection Group will be chaired by the League President, or a designated substitute chosen by the League President. The All-Star Selection Group will consist of the Team Manager **and one assistant coach** from each team in the division. If a Team Manager cannot attend the draft, they can appoint one of their regular season assistants to represent their team at the draft along with the other assistant coach.
 - c. Parents/Guardians will sign an All-Star agreement to pay the player's share of cost and that their player will be available for all practices and games if selected.
 - d. Depending on the game schedules and planned draft dates, the order of the All-Star drafts will take place in this order:
 - i. Senior Division
 - ii. Junior Division
 - iii. Intermediate Division
 - iv. Major Division/LL International Team
 - v. 8-10 yr old Team
 - vi. 9-11 yr old Team (In the years that this team is formed its draft will take place after all other kid pitch divisions)
 - vii. Farm/Machine Pitch (league ages 7-8)

- e. Players may be moved between divisions for All-Stars if the player is the appropriate league age, as defined by Little League Rules, to be voted onto a lower division's All-Star team than the player was in during the regular season. Example: A player who played in the Major Division during regular season may be moved down to the AAA (Minor) Division for their All-Star drafts if that player is the appropriate League Age as defined by the Little League Rules.
- f. The President will appoint 3 board members to count the votes. If a board member's player is being considered, they cannot count votes in that Division.
- g. Voting
 - i. The player agent will provide a list of all potential All-Star players at the meeting.
 - ii. Team Managers' votes will count as 2 points and assistant coaches' votes count as 1 point.
 - iii. The goal is for the group of coaches to select the group of 12 players as a whole but must at a minimum select 10.
 - iv. For the 1st and 2nd rounds and prior to discussion, votes will be cast with those players receiving unanimous votes placed on the All-Star team.
 - v. For the 3rd and 4th rounds, votes will be cast for those receiving votes that were not unanimous. Discussions may be made prior to voting with the Team Manager given one minute. Team Managers may not discuss their own son/daughter. Other Team Managers or coaches may also discuss the player without a time limit. If a player receives 80% of the vote in this round, they are placed on the team.
 - vi. For the 5th and 6th rounds, votes will be cast for those receiving votes that were not 80%. Discussions may be made prior to voting with the Team Manager given one minute. Team Managers may not discuss their own son/daughter. Other Team Managers or coaches may also discuss the player without a time limit. If a player receives 70% of the vote in this round, they are placed on the team.
 - vii. If the selected team is short of the minimum 10 players, another vote will happen. The top vote getters in this round will be selected rounding out the team to 10 players (example if 8 players have been selected in previous rounds, 2 top vote getters will be selected).
 - viii. After 6 rounds of voting if the group of coaches as a whole did not select all 12 but has reached the minimum of 10 players, it will then be the job of the All-Star Coaching Staff to round out the team to 12 players. (Remaining players must be amongst those still receiving votes in previous rounds)
 - ix. Alternates, if needed will be the next two highest vote getters remaining on the ballot. In the event that an alternate is needed they will be placed in the order they were selected.
 - x. **The results will be recorded as AND will be kept confidential until players are announced on or after May 15th.**
- h. **If a team manager, assistant coach or anyone present at the All-Star selection meeting communicates the results of the All-Star selections prior to the announcement, they will NOT be allowed to coach or be a board member for any future Legacy Little League seasons.**

32. All-Star Team Managers Draft

- a. The All-Star Team Manager will initially be selected from the 1st place team. They must have set a good example throughout the season following the Coaches Code of Conduct. And, the Legacy Little League Board has determined the Team Manager will represent the league well.
- b. If an 11 year old team is formed, the League's Board will vote for the Team Manager.**
- c. The All-Star Team Manager may select two assistant coaches, who must have been Team Managers or assistant coaches in the League in that same division during the season.
- d. The Legacy Little League Board of Directors will have the final approval of the All-Star Team Manager and Assistant Coaches.

33. **Exceptions to these by-laws are at the discretion of the Legacy Board.**