

2026 QUEEN CREEK LITTLE LEAGUE BYLAWS

ARTICLE I - NAME, LOCATION, AND MEETINGS

The name of the corporation is Queen Creek Little League, Inc., an Arizona corporation, not for profit, hereinafter referred to as the "Local League". The principle office of the location shall be located at Mansel Carter Oasis Park in Queen Creek, Arizona. The principal mailing address shall be: P.O. Box 324, Queen Creek, AZ 85142. Meetings of members and directors may be held at such places in the State of Arizona as may be designated by the Board of Directors from time to time.

SECTION 1 - Absence at Board Meetings

The league Secretary shall maintain a log of all Board Members present for each meeting. Any Board Member who is absent from two (2) regularly scheduled board meetings with unexcused absences (no advanced notice by teams message, phone, text or email), will be subject to removal from the Board of Directors following the rules set forth in the Queen Creek Little League Constitution.

SECTION 2 - Board Member Voting Procedures

Voting will be conducted as set forth in Robert's Rules of Order and the QCLL Constitution.

ARTICLE II - ADMINISTRATIVE RULES & REGULATIONS

SECTION 1 - Amendments to the Bylaws

These bylaws may be amended, repealed or altered, only for safety concerns or situations that conflict with the Little League rule book(s), or property agreement in whole or in part by a majority vote at any duly organized meeting of the Board of Directors, provided notice of the proposed change is included in the notice of such meeting.

SECTION 2 - Player Registration

Players may register in person at the pre-determined registration location and time, online (if available), or by contacting the QCLL Player Agent and League President. Any players seeking scholarships or payment arrangements will be required to complete the proper request form and submit the form along with all required documents to the QCLL Board of Directors for approval.

SECTION 3 - Disciplinary Action

The Board of Directors (or a disciplinary committee appointed by the Board of Directors) will review all infractions of the Code(s) of Conduct. Depending on the seriousness or the frequency, the board may assess disciplinary action up to and including expulsion from the league. The following shall be considered as grounds for dismissal from the league:

- Lack of attendance at regularly scheduled monthly meetings
- Lack of participation in scheduled events or maintenance days
- Failure to follow the Code(s) of Conduct
- Failure to follow the Queen Creek Little League Constitution/Bylaws

ARTICLE III - FACILITY RULES AND USAGE

All field usage must be approved and scheduled by the league. Field preparation and usage by QCLL will follow and adhere to any contract or agreement with QCLL and other property owner(s).

SECTION 1 - Game Rules and Schedules

No games shall be canceled or rescheduled by managers, coaches or parents without notifying the Director of the appropriate division and getting approval from the Local League Player Agent and League President. The Local League Player Agent and League President must be notified, in advance, should there be a need to cancel a game for any reason. In the event of field availability issues, the Local League Player Agent and League President will make any necessary adjustments to game start times and the length of games.

SECTION 2 – Players and Player Pool

Teams will be permitted to start a game with 8 players with the 9th batting position to be considered an automatic out. Player Agent will establish a player pool. Managers will be able to request a pool player when the team will not be able to field 9 players. If no request is received, team shall play the game with 8 players and accept the 9th batting position as an out. Pool player selection will be done by the Player Agent. Player Agent will confirm with pool players who is available and will then randomly draw names(s). No specific player request will be honored.

SECTION 3 – Tie Breaker

Should there be a tie in the standings at the end of the season, the below will be used to break a tie. Should the tie remain, the higher seed will be determined by a coin flip administer by a board of directors. The team that won the previous head to head game will call the flip.

Head to head
Runs Against
Runs Scored

ARTICLE IV - LOCAL LEAGUE STRUCTURE

SECTION 1 - Division Structure

A player's League Age determines their division eligibility as set forth in the Little League Baseball Rule Book.

A. TEE BALL DIVISION – (4-5-6 year olds) League age four, five, and six (If never played TEE BALL) year olds.

Objective: To instruct players in the fundamentals of the game in a fun, low-key atmosphere. At no time should winning or losing take priority in this program!

B. MACHINE PITCH DIVISION - (5-6-7) - League age six and seven year olds. A league age five year old can play if he has played a season of Tee Ball.

Objective: To further instruct the player coming out of Tee-Ball, the fundamentals of the game in a fun, low-key atmosphere. Emphasis in this program should be on the proper technique of throwing, catching, running, hitting and field positions. This division will use the pitching machines for all game play.

C. JUNIOR MINOR LEAGUE DIVISION (MACHINE PITCH/PLAYER PITCH COMBO) - (7-8-9) - League age 7, 8, and 9 year olds.

Objective: To instruct players in the fundamentals of the game in a fun, low-key atmosphere. Provide an outlet of healthful activity and training under good leadership. Establish the values and concepts of teamwork, sportsmanship and fair play. To further develop the techniques of throwing, catching, running, hitting, and pitching.

D. SENIOR MINOR LEAGUE DIVISION (PLAYER PITCH) – (9-10-11) - League age nine, ten, and eleven.

Objective: To establish the values and concepts of teamwork, sportsmanship, and fair play. To challenge the players towards the perfection of physical skills and bring into play the excitement of tactics and strategy.

E. MAJOR (LITTLE LEAGUE) DIVISION – (10-11-12) League age ten, eleven and twelve year olds.

Objective: To establish the values and concepts of teamwork, sportsmanship, and fair play. To challenge the players towards the perfection of physical skills and bring into play the excitement of tactics and strategy.

F. JUNIOR DIVISION – (12-13-14-15) League age twelve, thirteen, fourteen, and fifteen year olds. **Objective:** To establish the values and concepts of teamwork, sportsmanship, and fair play. To challenge the players towards the perfection of physical skills and bring into play the excitement of tactics and strategy.

G. CHALLENGER DIVISION – QCLL does not offer a Challenger Division. The Challenger League of Arizona District 14, is a program for mentally and physically disabled youth between the ages of 5 to 18 years old that need one on one with a more relaxed baseball setting.

Objective: The Challenger League offers children that are unable to play a “regular” game of baseball an opportunity to play with the help of a “Buddy”.

SECTION 2 - Divisions of Play

A. JUNIOR/MAJOR/SENIOR MINOR BASEBALL

DIVISIONS PLAYER TRYOUTS:

- Each player league ages 9 through 15 that is registered to play within the Senior Minor, Majors, and Junior Divisions must complete a player evaluation in the spring to be eligible for the player draft unless written excuse is presented to and approved by the league Player Agent and President.
- Protected players do not need to attend the evaluation.
- Parents at registration may select the division their child will be placed in. Parent can engage the league to determine the best division for their child. Approval of the Player Agent, President and parents is needed to shift a player between divisions after the spring tryouts.
- Any player not completing a spring tryout will be considered a “blind draft pick”.
- Managers and/or their designated representative shall attend tryouts and evaluate the players performance for their own reference. No other individuals will be allowed on the field during tryouts except league officials.

PLAYER DRAFT:

- The managers shall draw numbers before the draft begins to determine the order of the player selection process.
- The draft will be a "snake draft" meaning the manager receiving the first pick in round 1, will receive the last pick in round 2. The manager receiving the last pick in round 1 will receive the first pick in round 2. This will continue until all players have been selected.
- For all divisions, a manager may select up to two (2) assistant coaches to coach with. They will be required to protect their own children. Tee Ball divisions are allowed up to four (4) assistant coaches.
- A manager may protect up to three (3) players on their team. (4 will be allowed with Executive Board approval for circumstances where one of the coaches has more than one child on that team.) Any players that are protected that are not one of the coach's children, must have a property player form completed by the parents. That player must have played for that manager in the prior season.
- Protected players will be handled in the following manner:

Senior Minors, Majors, and Junior Division protected players will occupy the 1st through 3rd draft picks for that team; this includes 1 child from each coach. Should the manager or assistant coach have an additional child, normal draft rules will apply. The team will forfeit every other round for each sibling.

Example: Team has all 3 coaches established prior to draft. One of the coaches will have siblings on the team. The First 3 draft picks shall be forfeited in lieu of the managers and assistant coaches children. The team shall be awarded a draft pick in the 4th round but will forfeit the 5th round as this will be the sibling pick and so forth.

- Unless parents request separate teams for siblings, they will be kept together and drafted to the same team.
- Once the player draft is completed, the managers will have a maximum of 30 minutes to complete any trades. No trades will take place once the managers leave the draft room.
- In the event of contraction of teams, players from the teams contracted will be placed back in the draft pool to be chosen by the other managers.

B. MACHINE PITCH/TEE BALL/JUNIOR MINOR DIVISION

- Instead of implementing a draft, the Local League Player Agent will divide the players into a specified number of teams based on the number of registered players.

ARTICLE V - *ALL-STAR SELECTION PROCESS*

The Local League President or His/Her designee will serve ex-officio as the director of the All-Star Selection Committee. Prior to the end of the regular season, the Local League Player Agent shall preside over the All-Star Selection Committee process consisting of all managers and coaches in the Major/Minor League Divisions. All voting and feedback from the managers and coaches must be managed through the Player Agent. At no time may any players or other children be aware of or part of any discussions about the selection process. The managers and coaches will select the players to participate in the final evaluation process for the All –Star teams. The President, Player Agent and selected All Star Managers may also identify players to participate in the final evaluation process if they have not already been identified by the managers. Each manager must verify with the player’s parents for availability and division participation.

SECTION 1 - Selection of Managers & Coaches

The Local League Board of Directors will select managers who are in good standing with the Local League. The manager with the approval of the Local League Player Agent will select two coaches for each All-Star team.

SECTION 2 - Selection of Players:

Players will be selected by the Local League Player Agent, All-Star Managers, and All-Star coaches in the following order (all teams will carry a minimum of 12 players and a maximum of 15 players):

Only the Local League Player Agent, current All-Star managers and All-Star coaches of the respective division are eligible to vote for the players.

Note - All-Star teams will be selected in the following order:

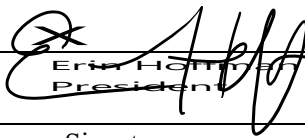
1. Little League - consisting of 12, 11, and 10 year olds
 - A. All voters will vote for the top SIX (6) 12-year-old players available. Coaches children are not included in the top SIX (6) elected by board.
 - B. After the top SIX (6) 12 year olds are chosen, the All-Star Manager selects 6 to 7 additional players from the 12/11/10 year old group.
2. 9-11 –consisting of 11, 10, and 9 year olds
 - A. All voters will vote for the top SIX (6) 11-year-old players available. Coaches children are not included in the top SIX (6) elected by board.
 - B. After top six 11 year olds are chosen, the All-Star Manager selects 6 to 7 additional players from the 11/10/9 year old group.
3. 8-10 – consisting of 10, 9, and 8 year olds
 - A. All voters will vote for the top SIX (6) 10-year-old players available. Coaches children are not included in the top SIX (6) elected by board.
 - B. After top six 10 year olds are chosen, the All-Star Manager selects 6 to 7 additional players from the 10/9/8 year old group.
4. Juniors – consisting of 13 & 14 year old
 - A. All voters will vote for top SIX (6) 14 year old players available. Coaches children are not included in top SIX (6) elected by board.
 - B. After the top SIX (6) 14 year olds are chosen, the All-Star Manager selects 6 to 7 additional players the from the 13/14 year old group.

****All selected players must meet eligibility requirements as set forth by Little League Baseball All-Star Tournament Rules.***

THE RELEASE OF NAMES OF PLAYERS SELECTED FOR THE ALL-STAR TEAMS SHALL NOT BE MADE BEFORE THE DATE SET FORTH IN THE LITTLE LEAGUE RULE BOOK

2026 Queen Creek Little League Bylaws

These Bylaws have been approved by the QUEEN CREEK LITTLE LEAGUE Board of Directors.

 _____ Signature	12 01 2025 _____ Date
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Queen Creek Little League President

00193005

Little League ID Number

55-0909203

Federal ID Number