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Lake Havasu Little League Local Rules, Regulations & Bylaws

Board of Directors Roles

The local league Board of Directors, elected from and by the adult members of the league, is responsible for the day-to-day operations of the league within the rules, regulations and policies of Little League. This board does not have the authority to alter, suspend or change any of the rules, regulations or policies of Little League. However, wide latitude is given to this board in many areas of operation so that the local needs of the community may be met. For instance, the local league board of directors is entirely responsible for choosing a method for selection of Tournament Teams (or "All Stars"). Annually, the regular membership of each Little League is required to meet and elect the board of directors. Following the election, the board of directors meets to elect its officers from within the newly elected board. The officers required are: president, vice president, secretary, treasurer, player agent, and safety officer (Information officer recommended but not required). The board may adopt such rules and regulations for the conduct of its meetings and the management of the league as it may deem proper. The board has the power to discipline, suspend or remove any director or officer or committee member of the league, subject to provisions of the local league constitution. Members of the local league board of directors, particularly the officers, should not be involved as members of other boards when such membership may cause a conflict of interest.

President - Apart from all other considerations, sound leadership, couched in knowledge, experience and common sense, is the greatest requirement and most exemplary qualification of the man or woman selected as president of a Little League. It is preferable that the President have at least one year experience with the Executive Board of Directors. While efficient organizational and administrative abilities are desirable credentials, the search for good leadership must transcend all other attributes in the adult who gives direction to the Little League movement in the local community. Dedication to the goals and purpose of Little League is inherent in the volunteer aspect of those who serve, but not everyone who serves is gifted with the quality of leadership. Presidents must reflect these qualities if they are to be of benefit to children. The president has many responsibilities in the administration of the league. Each President is elected by, and is accountable to, the local league board of directors. Duties of a president are described within the limits of the rules and regulations, and within the local league constitution, giving each president the ability to oversee the affairs of all elements of the league. As the chief administrator, the president selects and appoints managers, coaches, umpires and committees. As such, no person becomes a manager, coach, umpire or committee member without the approval of the president. However, all appointments are subject to final approval by the local league's board of directors. Importantly, the president is the officer with whom Little League International maintains contact. The president also represents the league in the District organization. The president should be the

most informed officer of the league. Each president must know the regulations under which Little League operates and in authorizing the annual application for charter, binds all members of the league to faithfully observe the regulations. Little League Baseball International Headquarters reserves the right to require a league to remove any officer who does not carry out the terms of the charter application. Serious violation can result in loss of the league's charter by action of the Charter Committee in Williamsport, Pennsylvania. Beyond the requirements of league administration, the president should personify the best public image in reflection to the community at large. Each president should take an active role in gaining support and winning friends for the league program. The president presides at league meetings and assumes full responsibility for the operation of the local league. The president receives all mail, supplies, and other communications from the Little League Headquarters. A president may manage, coach or umpire, provided he/she does not serve on the protest committee, nor serve as tournament team manager or coach.

Vice President - The vice president presides in the absence of the president, works with other officers and committee members, is an ex-officio member of all committees, and carries out such duties and assignments as may be delegated by the president. Separate vice presidents may also be selected to oversee individual divisions within the league. If so, one vice president should be selected as the one to preside in the absence of the President. A vice president may manage, coach, or umpire, provided they do not serve on the protest committee.

Secretary - The secretary maintains a register of members and directors, records the minutes of meetings, is responsible for sending out notice of meetings, and maintains a record of league's minutes. Maintains knowledge of local Little League rules & regulations.

Treasurer - The treasurer signs checks, dispenses league funds as approved by the board of directors, reports on the status of league funds, keeps local league books and financial records, prepares budgets, and assumes the responsibility for all local league finances.

Player Agent - The player agent conducts annual tryouts, is in charge of player selection, assists the president in checking birth records and eligibility of players and generally supervises and coordinates the transfer of players to or from the Minor Leagues according to provisions of the regulations of Little League Baseball. Separate player agents may also be selected to oversee individual divisions within the league. The player agent must not manage, coach or umpire in the division over which he/she has authority, unless the local league has received explicit written permission to allow this from Little League International.

Safety Officer - The safety officer coordinates all safety activities including supervision of ASAP (A Safety Awareness Program), ensures safety in player training, ensures safe playing conditions, coordinates reporting and prevention of injuries, solicits suggestions for making conditions safer, and reports suggestions to Little League International through the ASAP system.

Coaching Coordinator – Represents coaches/managers in league; gains the support necessary to implement a league-wide training program; distributes training materials to players, coaches and managers; coordinates mini-clinics as necessary; helps implement manager/coach education program for the league and is the main contact for all coaching inquiries.

Sponsorship/Fundraising Coordinator – Solicits and secures local sponsorships to support league operations. Maintains records of monies secured through sponsorship initiatives & submits all sponsor paperwork. Responsible for coordinating & ordering banners, hang banners at fields and distribute plaques & banners (shirts if applicable) at the end of the season. Organizes and implements approved league fundraising activities. Collects and reviews fundraising opportunities

Concession Manager – Maintains the operation of concession facilities which includes scheduling volunteers and board members, organizes the purchase of concession products, organizes, tallies and keeps records of concession sales and purchases, submit all receipts & cash deposits.

Umpire N Chief – Organizes & maintains umpire list and database. Responsible for ensuring each umpire has turned in the required paperwork, and scheduling umpires for games. Also, responsible for training & ensuring the continuing training of umpires on a regular basis and resolves issues as they occur.

Field & Equipment Manager – Responsible for maintaining fields by ensuring supplies are on hand (ie chalk), all league bought equipment (hose, locks, pitching machine etc) is in good working order & available for use, reporting maintenance issues to city and proposing improvements needed to Board. Also, responsible for maintaining player equipment such as coaches bags, baseballs, tee's, catchers equipment etc. Will maintain a list each season of bags checked out to each coach & check in bags at the end of season. Perform inventory of product regularly & recommend when purchases are needed.

Information Officer - The information officer manages the league's official home page on active.com, manages the online registration process and ensures that league rosters are maintained on the site, assigns administrative rights to league volunteers and teams, ensures that league news and scores are updated on a regular basis, collects, posts and distributes important information on League activities including direct dissemination of fund-raising and sponsor activities to Little League International, district, public, league members and media, serves as primary contact person for Little League and active.com regarding optimizing use of the Internet for league administration and for distributing information to league members and to Little League International, and displays enthusiasm for using the Internet for league administration, for sharing information and for creating a more enjoyable and efficient Little League experience.

Uniform/Trophy Coordinator – Responsible for gathering information from player agent and compiling order for uniforms; including parent orders. Also order patches, trophies and tournament pins needed for season. Works with vendors to secure the best pricing and is the main contact for all uniform inquiries.

Volunteer Coordinator/Assistant Player Agent – Organizes & maintains volunteer list and database throughout the year. Ensures that all volunteers have completed and submitted all required paperwork & issues badges will be the main contact for all volunteer inquiries. Assist the Player Agent with duties, as necessary to help the league run efficiently.

1. **LEAGUE STRUCTURE**

SECTION 1 – Player Placement & Team Structure

Managers

All managers must pass a background check and must abide by the Field Decorum expectations outlined in Regulation 14 in the Little League rule book. Managers who fail to abide by the Little League rule book are subject to suspension by vote of the board. Any Manager or approved coach that does not attend one of the mandatory coach's clinics/meetings offered by the league or cannot show proof of having attended one offered by another league, may be subject to disciplinary action as approved by the board. In the event a Manager or coach is unable to attend the mandatory coach's clinic/meeting, they must obtain prior approval from the Board of Directors.

a. Selection of Managers

Manager positions are filled subject to the board's approval and in accordance with the procedures outlined below and must be in good standing. In the event there are more interested Managers than available teams, priority will be given based on seniority and experience.

1st priority is given to returning Manager in the same division
2nd priority is given to returning Assistant Coach in the same division
3rd priority is given to a returning Manager moving a division
4th priority is given to a returning Assistant Coach moving a division
**In the event that there are more managers than available teams, selections will be made based on total teams Managed or Coached with LHLL. This will be subject to verification.

b. Player & Division Structure

All players are required to attend the annual skills assessment to be eligible to play Little League Minor, Majors, Juniors, Seniors. If a player is absent from the skills assessment, the player will be given a score for the draft based on input and knowledge from the board.

i. All 12-year olds must be drafted to a Major League Team or higher division
ii. At the discretion of the Board of Directors and upon written request from a parent, children may be allowed to participate in divisions other than what the table provided below states if the following apply:
    1. The safety of the child is not in jeopardy.
    2. The safety of the children the child will be playing with are not put in jeopardy by a child playing in a lower division.
    3. The child has had at least one year of the lower division experience AND Board of Directors approval.
iii. No Major team may have more than 15 players or less than 11. There will be no minimum or maximum established at the Minor, AA, Coach Pitch and Tee Ball Levels but each team should attempt to field 9 players. The number of signups will determine the number and size of the teams in all divisions.
iv. In all divisions, each team shall be staffed with a Manager, two assistant coaches & a Team Parent.
v. Senior, Junior, Majors & Minors also require an Official Scorekeeper(s) & an Umpire Minors/Majors: 1 plate umpire required, Junior/Senior/Big: 1 plate & 1 base umpire required
vi. The following table represents the divisions for which players of the ages specified may qualify to play:

DIVISION	AGES	SELECTION PROCESS
Tee Ball	4 - 5	Randomly Assigned by Player Agent
A Minors	5 - 7	Randomly Assigned by Player Agent
AA Minors	6 - 8	Randomly Assigned by Player Agent
AAA Minors	8 - 10	Skills Assessment and Draft
Majors	10 - 12	Skills Assessment and Draft
Juniors	13 - 14	Skills Assessment and Draft
Seniors	15 - 16	Skills Assessment and Draft

SECTION 2 - Team Selection - Draft

Draft Plan B from the LL Rule Book will be followed without considering returners or new players to the division and will follow the serpentine method. Draft order will be determined by a random draw. No point value will be assigned to Manager's kids.

Only Managers and Board Members as needed shall participate in the draft; no assistant coaches. Please note: assistant coaches are not approved by the board until after the draft and player selections have been made to avoid "Red Shirting" of players through selective coaching appointments. Secrecy of the drafting order must be kept by all managers and board members. The player and parents must never be told when and where in the draft they were selected. If this occurs the board can and will take action against the managers and coaches. If a manager is unable to attend the draft then the Manager may choose to attend virtually or the Manager will select a Board Member as proxy to select the draft picks for the team. The Manager will be required to provide the proxy with a list of selections ranking choices from first to last picks.

Draft Procedures: The draft will be moderated and presided over by the Player Agent. The decisions of the Board are final.

Options

An option is an agreement between a Manager and the Player Agent covering a special condition. All options must be in writing and should be submitted to the Player Agent within 48 hours before the draft. The options are as follows:

a. **Brothers/Sisters in the Draft** Prior to the draft, sets of siblings in the draft pool will be identified. If requested by the parent, the siblings must be *paired*. The parent also has the option for the siblings to be *split* to separate teams. Prior to the draft, the Player Agent will check with the parent of all sibling groups and determine the status as *paired* or *split*. When a paired sibling is chosen, the manager must draft all of the remaining siblings in the next subsequent rounds.

b. **Sons/Daughters of Managers** If a manager has sons and/or daughters eligible under Regulation 11 for the draft, and wishes to draft them, his/her child(ren) will be placed on his/her team at the start of the draft prior to the serpentine draft. In the event a Manager does not have a son/daughter in the draft, the Manager will begin the draft by making the first selection regardless of draft pick, then the serpentine draft will resume.

Special Considerations Which Apply

a. If the manager so chooses, the option on son or daughter may be waived.
b. Players are eligible only in the league whose boundaries include the parent/managers home residence (as defined by Little League)
c. When a vacancy occurs during the playing season, the player selected to fill the vacancy becomes the permanent member of that team, governed by the same regulations of the team selected in the draft
d. All players, including sons/daughters of managers and coaches at the Minor league level, are subject to the draft.
e. Parents of Major league players who become managers or coaches after their children have been selected to a Major team may not automatically claim their sons or daughters, but may trade for them at the proper time, subject to requirements for trading.

Minor & Majors

a. Team Managers begin each season with an empty roster.
b. Managers will draw numbers to determine who will select the drafting order.
The numbers will be as follows: 1,2,3,4,5. The draft will start with the coach selecting number 1 and continue in a serpentine rotation (Example: 1,2,3,4,5,5,4,3,2,1)
c. All 12-year-olds must be drafted.
d. A 12-year-old can only be drafted to the minors, under certain circumstances and with the approval of the District Administrator, the local board, and the parents. A 12-year-old may not pitch in the minor league.
e. It is recommended that each team not have more than eight players of the same age

Juniors & Senior

a. Team Managers begin each season with an empty roster.
b. Managers will draw numbers to determine who will select the drafting order. The numbers will be as follows: 1,2,3,4,5. The draft will start with the coach selecting number 1 and continue in a serpentine rotation (Example: 1,2,3,4,5,5,4,3,2,1)
c. Upon drawing numbers to determine the order, the Player Agent will provide a list of players eligible to be drafted.
d. Pitchers will be drafted first with an equal number of pitchers divided per teams.
e. After all pitchers have been drafted, the rest of the player draft can continue. Pitcher ratings will be based on tryouts
f. Each team shall not have more than eight players of the same age

Trading:

Following the draft, Managers may, if they desire, trade players until the date and time set by the Player Agent after the draft. The Player Agent must monitor any attempts by managers and parents to manipulate the system and thus create an imbalance in the league. All Trades must be for justifiable reasons and be approved by the local board. All trades shall be made through and with the approval of the Player Agent and the following restrictions also apply:

a. All trades must be justifiable & be approved by the local board
b. Minor League players may not be traded for Major Division players.
c. All trades must be player for player only. (Ex. 2 players from team A cannot be traded for 1 player on team B.)
d. Trades involving a player for draft choices are not permitted. (Example: A Manager cannot trade his/her right to pick the third player overall for an existing player on another team. However, once the draft is complete, a trade may be consummated, providing it meets all other criteria for trading.)

SECTION 3 - Player Participation:

a. A player not in attendance at the beginning of the game should be listed as absent on the line-up card.
b. Rostered players who arrive at the game site after the game has begun may be inserted in the lineup, if the manager so chooses. This applies even when a suspended game is resumed at a later date.
c. If the manager informs the Chief Umpire and the opposing manager that the child is eligible to play, then the child must complete the required amount of play to comply with Little League Regulation IV
    i. Exception: the child arrives too late to comply with the regulation, or the game is shortened due to weather, lights or mercy rule.

SECTION 4 - Player Loss & Movement:

a. Player Agent will accept a waiting list in numerical order based on the time of late registration and will be maintained through the season.
b. Any player who registers late will be placed on a wait list. Late registrants will be assigned to a team by a random draw. Team(s) with the smallest roster will all be subject to random assignment of late registrants.
c. Little League Majors teams must maintain a minimum twelve (12) player roster for the season, unless there are not enough players.

Openings on a Team Roster in all Divisions:

a. When an opening occurs on a team roster (as defined in Regulation III(d) of the Little League Rule Book), the Manager must notify the Player Agent within twenty-four (24) hours of the opening. Reporting should be done by telephone and in writing.
b. If candidates available, the opening must be filled within one (1) calendar weeks after notification. Replacements will come from the waitlist and be randomly assigned by the player agent.

SECTION 5 - Game Schedule Information by Division:

All playing requirements outlined in the official Little League Rule Book must be adhered to. Score keeping and win/loss records will be maintained for the Minor, Major, Junior & Senior Divisions.

a. Overall standings will be used to determine end of the season tournament seeding but will not result in trophies (see section 8E). Standings will be based on most wins in league play.
b. If two teams finish with the same record in a division, a one (1) game playoff will be played to determine first and second place local tournament seeding for that division. In the event a playoff game cannot be scheduled, or if it is for other than first/second place seeding, the following criteria will be used in the order indicated:
    i. Head-to-head record for the entire season
    ii. Coin Toss
    iii. If more than two teams are tied, the head-to-head record will be used, if applicable. Otherwise, a coin toss will be used.
d. All Major and Minor division make-up games will be played on the first available date, or as may be determined by the Board of Directors. Teams must be notified by telephone and/or e-mail of new game time at least 48 hours prior to game date. Both teams must make every effort to ensure a make-up game can be scheduled. If the game is not played, once the date is set and agreed upon, the game is subject to forfeit by the Board of Directors.
e. The following time restrictions apply
    i. There will be no time limit in the Junior/Senior divisions. However, a new inning cannot be started after 10pm.
    ii. For Majors, no new inning will start after 1 hour and 45 minutes.
    iii. For Minors, no new inning will start after 1 hour and 15 minutes.
    iv. No shorting game times unless the 10-run rule applies. Trailing team must bat 4 times before you can use this rule. 5
    v. In the Tball, A Minor & AA Minor divisions, no new inning will start after 1-hour time limit
f. Protesting of a game shall only be considered when based on the violation or interpretation of a playing rule, use of an ineligible pitcher or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. In order to protest a game, the League must be notified in writing.

SECTION 6 - Local Playing Rule Variations

Major/Junior/Senior Division

a. An official scorekeeper from the Home team shall be the designated "Official Scorekeeper and Pitch Counter". The Visiting Team shall designate a person to keep pitch counts and should confer with the official scorekeeper at the end of each half inning.
b. Majors - Mercy Rule: If **after three (3) innings** – ***(2) 3½ innings if home team is ahead*** – if one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs must concede the victory to the opponent. If **after four (4) innings** – *3 ½ innings if home team is ahead* – if one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

c. The drop third strike will be utilized in all games. Once a batter either looks at strike three or swings and misses at strike three and the ball is either not caught or dropped by the catcher, the batter becomes a runner and can attempt to make it to first base before either being tagged by the catcher or thrown out at first base. This will only apply if 1st base is unoccupied and less than two outs.
d. No new inning will start after 1 hour 45 minutes. 6 innings maximum.
e. An official scorekeeper from the Home team shall be the designated "Official Scorekeeper and Pitch Counter". The Visiting Team shall designate a person to keep pitch counts and should confer with the official scorekeeper at the end of each half-inning.
f. The team must place all members of the team that are present in the batting order and must bat each player in that order. A continuous batting order involving all players present will be utilized for the all games.
g. Games **can** end in a tie.
h. Batters may not stand in the "on-deck circle" in the Majors division but are permitted to in Juniors and Seniors.

AAA Minor Division

a. An official scorekeeper from the Home team shall be the designated "Official Scorekeeper and Pitch Counter". The Visiting Team shall designate a person to keep pitch counts and should confer with the official scorekeeper at the end of each half-inning.
b. The team must place all members of the team that are present in the batting order and must bat each player in that order. A continuous batting order involving all players present will be utilized during all games.
c. When the pitcher has control of the ball and is within the 10' diameter for the mound, the ball is considered dead & all base runners must return to the last base they occupied. Pitcher cannot run into the 10' to stop a runner who is already advancing. If a runner is off the base when the pitcher enters the 10' circle they must either advance or return immediately. If a runner is on the base and leaves the base when the pitcher enters the circle he will be considered has having left the base to soon. (7.13a)
d. During the first three (3) innings, there will be a five (5) run rule per half inning. The team at bat will automatically be retired after scoring five (5) runs. No more runs will be allowed even if a runner crosses the plate in course of a continuous play situation. The side is retired when three offensive players are legally put out, or when all players on the roster have batted one time in the half inning, or when the offensive team scores five runs.
e. At the top of the 4th inning, there will no longer be a run rule. Each team will continue their at bat until three offensive players are legally put out or called out by an umpire. The half inning will not be suspended after a team has batted through the lineup. The mercy rule will remain in effect.
f. Mercy Rule: If **after three (3) innings** – *2 ½ innings if home team is ahead* – if one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs must concede the victory to the opponent. If **after four (4) innings** – *3 ½ innings if home team is ahead* – if one team has a lead of ten (10) runs or more, the manager of the team with the least runs must concede the victory to the opponent
g. The drop third strike will **NOT** be utilized in games.

h. No new inning shall begin after 1 hour 15 minutes.
i. Games **can** end in a tie.
j. Batters may not stand in the “on-deck circle”.
k. Bunting is allowed.
l. Infield fly is NOT in effect
m. A runner may not score on a pitched ball that results in a passed ball or a wild pitch. However, any attempted play, overthrow of the pitcher, walk, or batted ball removes the restriction. This restriction will remain in effect for the first five (5) games of the season for the Minors division.

Mandatory Play:

“Every rostered player present at the start of the game will participate in each game for a minimum of six (6) defensive outs.”

Penalty: “The player(s) involved shall start the next scheduled game, play any previous requirement not completed…and the requirement for this game before being removed.” (regulation IV)

Substitution Rules

“A player in the starting line-up who has been removed for a substitute may **re-enter the game**: when his or her substitute has played defensively for a minimum of six (6) outs.

AA Minors Division

These AA minor rules and regulations are a modification of the tee ball & "A" rules and are usually reserved for older players or for younger players whose batting skills have advanced.

Below are some rules to develop baseball hitting skills and learn other baseball training for players 7-8. Everyone participates and every player gets to bat and play in the field. Parent participation is highly encouraged at practices and games! You must use a league approved hard ball for all games.

All Season

a. A regulation game consists of 4 innings (unless time limit expires)
b. No new inning will start after the 1 hour time limit. (Tournament 1:15)(Championship no Time Limit)
c. Stealing is not permitted.
d. There are no walks. Hit batter takes their base.
e. Batters may not stand in the “on-deck circle”.
f. Bunting is not allowed. Outfielders must be positioned in the outfield grass. There will be a catcher.
g. Machines will be set at 35’. No coach pitching allowed.
h. A batter will be allowed 7 pitches or 3 swinging strikes. If the 7th pitch is fouled off additional pitches will be given until the batter strikes out or hits the ball fair.
i. The team must place all members of the team that are present in the batting order and must bat each player in that order. A continuous batting order involving all players present

will be utilized. If the last batter is batting the inning is over when any base is touched by a defensive player with the ball in front of any runner or the batter.

j. During the first inning, all players will field and all players will bat, regardless of the number of outs. From inning 2 forward, all players will bat in the line-up. The "at bat" will end when the team at bat receives 3 outs or has batted its entire line up once. (Tournament 3 OUTS) If the batting team returns to the field before they have batted their line-up, the next player in the line-up will be up to bat when they return to batting.
k. During the game, no more than 2 coaches from the fielding team shall be on the field. The batting team shall have no more than 3 coaches on the field (one machine pitching and two base coaches).
l. Runners may not advance once a fielder has control of the ball in the infield. If a fielder makes a play then runners may advance until another fielder has control in the infield (Foul territory between 1st, 3rd and Home is considered infield and an extension of the outfield grass to the fence). Runner more than halfway may advance to the next base.
m. Overthrow to first base is considered a dead ball. The following Official Baseball Rules section will apply: 7.05 - Each runner including the batter-runner may, without liability to be put out, advance: (g) - two bases when such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners and batter-runner at the time the ball was pitched; in all other cases, the umpire shall be governed by the position of the runners at the time the wild throw was made.
n. Home Team Has 3rd Base Dugout

First half of the Season Coaches will machine pitch the first half of the season from 35'.

Second Half of Season and (Tournament)

a. Player cannot pitch more than 25 pitches and complete pitching to batter. If 8 consecutive balls are thrown (without the batter swinging or called strike) to 2 consecutive batters, the pitcher must be replaced when batter reaches base or is retired.
b. Six year olds shall not be allowed to pitch.
c. Players will pitch from a distance of 35'. If the pitcher is unable to retire the batter after 4 pitches, the coach will Machine Pitch an additional 3 pitches from 35'. If swung at or fouled they will be strikes. If the 7th pitch or 3rd strike is fouled continue to bat until out. Example: If the Batter has 1 called and 1 swinging strike from player pitch and swings at a machine pitch, that is 3 strikes and is out. If combination (Player/Machine) of CALLED STRIKES and SWINGING STRIKES equals 3 the batter is out. Machine Pitches are not called strikes only swinging strikes.
d. If there are no qualified pitchers the coach will Machine Pitch to the batter and the batter will be allowed 7 pitches or 3 swinging strikes
e. The Offense (the coach manning the Pitching Machine) will call Strikes when player pitches.
f. Home team will set up Pitching Machine and Pitching Plate.
g. Pitching limited to a 4 pitchers' rotation each game.
h. Ball Hitting the Machine or the Coach is a dead ball, batter awarded 1st base runners only advance if forced.

A Minor Division

These "A" Minors rules and regulations are a modification of the tee ball rules and are usually reserved for older players or for younger players whose batting skills have advanced. Below are some guidelines to develop baseball hitting skills and learn other baseball training for players 6-7. Everyone participates and every player bats and play in the field. Parent participation is highly encouraged at practices and games!

a. Only one player per position at the normal location for that position. Outfielders must be in the outfield behind the outfield line(65'). No Catcher. Pitcher must be inside a 10' diameter of the mound
b. Coaches will Machine Pitch from 35' the entire season. No Coach Pitching Allowed.
c. A batter will be allowed 7 pitches. If the 7th pitch is fouled off, batter will bat until a fair ball is hit or strikes out.
d. The team must place all members of the team that are present in the batting order and must bat each player in that order. A continuous batting order involving all players present will be utilized.
e. During the first 2 innings, all players will field and all players will bat, regardless of the number of outs.
f. From inning 3, all players will bat in the lineup and all players will field. The offense will be retired after 3 outs or has batted its entire line up once. If the batting team returns to the field before they have batted their line-up, the next player in the line-up will be up to bat when they return to batting.
g. The last batter(If the entire lineup has batted) is out when any base is touched by a defensive player with the ball in front of any runner or the batter.
h. During the game, no more than 2 coaches from the fielding team shall be on the field. The batting team shall have no more than 3 coaches on the field (one Machine Pitching and two base coaches).
i. Runners may not advance once a fielder has control of the ball in the infield. A runner more than half way may advance to the next base. One base may be taken on an overthrow.
j. Stealing is not permitted.
k. There are no walks.
l. Bunting is not allowed, a ball must travel 10 feet to be fair.
m. A league approved "soft ball" must be used for all games.
n. Batters may not stand in the "on-deck circle".
o. A regulation game consists of 4 innings (unless time limit expires)
p. No new inning will start after the 1 hour time limit.
q. Home Team will set up the Pitching Machine
r. Home team has 3rd base dugout.

Tee Ball Division

These tee ball rules and regulations are devised to teach kids the principles of baseball before they are coordinated enough to hit and catch. Below are some rules to develop baseball hitting skills and learn other baseball training for players 4-6. Everyone participates and every player gets to bat and play in the field. Because everyone gets to hit each inning and everyone play the field each

game, the whole process is fair, and no one gets left out. Parent participation is highly encouraged at practices and games!

a. All players will hit off the tee for the entire season.
b. All players will bat in their line-up and all players will take the field.
c. The offensive side is "out" when the entire line-up has batted, and the last batter is put out.
d. Last batter is put out by touching any base in front of any runner or batter.
e. The ball is hit off a batting tee & the player is given 7 attempts to hit. If they do not get a hit, then that batter is out & the next batter is up.
f. If a batter or(RUNNER) is put out, they must return to the dugout.
g. The ball must travel 10 feet, or it is a foul. If the 7th attempt is foul additional attempts will be given until a strike out or fair ball is achieved.
h. No stealing. Player stays on the base until the ball is hit.
i. Scores is not kept.
j. 50 feet between the bases.
k. An outfield line is between first base Line and third base line of an arc 65 feet from home plate.
l. Only one player per Infield position.
m. No fielder may not cross the outfield line until the ball is hit.
n. Player does not advance on overthrow.
o. Ball is dead when a fielder has control of the ball in front of the Blue Line.
p. Safety helmets must be worn.
q. Bats - must have USA STAMP max. 17 to 20 ounces.
r. Ball - **9" to 9 1/4" around**; 4 to 5 ounces. Softer than a standard baseball. Molded core or sponge rubber center.
s. Tee - adjustable, flexible tube on a moveable base.
t. A regulation game consists of 3 innings (unless time limit expires)
u. No new inning will start after the 1 hour time limit. (Should complete existing inning before ending game)
v. Home Team Has 3rd Base Dugout and provides the TEE.

ARTICLE IV – TOURNAMENT & ALL STARS

All Tournament rules will be governed by the official Little League rule book.

SECTION 1 – Selection of Tournament Players

a. Player selection for tournament teams will begin with a vote. Players will vote for no more than the top eight (8) players in their division.
b. The top eight (8) All-Star selections will be determined by player vote. The All-Star Manager will then select the final four (4) players to complete the roster. In the event of a tie in scores, the Board of Directors will make the decision and may choose to consult with the manager on his/her preference.

SECTION 2 – Selection of Tournament Managers

a. The Little League All Star Manager selection will begin with all eligible managers who are interested in serving as an All Star Managers to submit a letter of interest when requested by the board to be considered. The Manager must be in good standing with the board to be placed on the ballot.

b. The Little League All Star Manager will be decided by a vote from players within the division, all eligible managers, **coaches (limit 2 per team)**, and board of directors members and final approval shall be given by the board.

c. The All Star Manager shall choose the All Star Coaches from among the Board approved managers and coaches pending Board approval. All coaching candidates must be in good standing with the Board of Directors.
d. The All Star team will consist of no less than 12 players and no more than 14 players.
e. A voting location will be determined by the Board of Directors for each division to individually cast their votes. Managers will only be allowed to vote once and will not be able to vote for themselves. Coaches will not be permitted to vote.
f. The Board of Directors will determine any other All Star team entries and selections.
g. All player, coach & team selection is subject to Board approval.

SECTION 2 – Team Structure

8 - 10 District All Stars

a. There will be one 8 - 10 Year Old All Star team.
b. All players of league ages 8, 9 or 10 who meet Little League criteria and are in good standing with the Board of Directors, are eligible for consideration.
c. Players, who are 10 and played on a Major team during the regular season, will be given consideration for a spot on the 10 - 12 All Star Team.
d. All players will be listed on the ballot, except players of league age 7, playing on a Little League Minor team. Players of league age 7, on a Little League Minor Team, are allowed to vote for the Little League All Stars.

10 – 12 District All Stars

a. There will be one 10 - 12 Year Old All Star team.
b. All players of league ages 10,11 or 12 who meet Little League criteria and are in good standing with the Board of Directors, are eligible for consideration.
c. All players will be listed on the ballot, except players of league age nine, playing on a Little League Major team. Players of league age nine, on a Little League Major Team, are allowed to vote for the Little League All Stars.

9 - 11 District All Stars

a. There may be one 9 - 11 Year Old All Star team that is assembled after the 10 - 12 & 9 - 10 All Star teams have been selected.
b. All players of league age 9 - 11 who meet Little League criteria are eligible for consideration.
c. The 9 - 11 year old All Star selection committee shall consist of all managers from the Minor and Major division

d. The 9 - 11 year old All Star manager is selected by the Board of Directors

13 – 14 District All Stars

a. There will be one 13-14 Year Old All Star team.
b. All players of league ages 13 or 14 who meet Little League criteria and are in good standing with the Board of Directors, are eligible for consideration.

All Stars - 15 & 16 Year Old's (Seniors)

a. There will be one 15 - 16 Year Old All Star team.
b. All players of league ages 15 or 16 who meet Little League criteria and are in good standing with the Board of Directors, are eligible for consideration.

ARTICLE V - PURCHASING

All financial accounts shall have the President, Vice President, and Treasurer as authorized users. Authorized users are permitted to make purchases that do not exceed $500 to ensure the smooth functioning of the LHLL. These purchases shall be for equipment and materials needed to assist in the day-to-day operations, i.e. game balls, score books, replacing broken equipment, chalk, etc.

Any purchases that exceed $500 shall be submitted to the Board for a majority vote. Purchases in excess of $500 shall require a minimum of 2 quotes to ensure fiscal responsibility. In the event that a vendor is the sole-source provider of a product, this will be stated by the party requesting the purchase and a comparable product will also be presented for the Board's consideration.

ARTICLE VI - AMENDMENTS

These Local Rules/Bylaws may be amended, repealed or altered in whole or in part by a majority vote at any duly organized meeting of the Members provided notice of the proposed change is included in the notice of such meeting.

Draft of all proposed amendments shall be submitted to Little League Baseball, Incorporated, for approval before implementation.

These Bylaws were approved by the Lake Havasu Little League Membership on 12/9/2024.

Steve Dochterman, President October 2024 - October 2026

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President's Name (Print) President's Signature Date

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Little League ID No. 04030917