



# Alpine/West Menlo Little League Bylaws (Local Rules) 2023-2024

[www.alpinelittleleague.com](http://www.alpinelittleleague.com)

A California Nonprofit Public Benefit Corporation

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# Bylaws/Local Rules

Alpine/West Menlo Little League

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# 1 INTRODUCTION

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Alpine/West Menlo Little League is a California, non-profit public benefit corporation d/b/a Alpine Little League (“Alpine LL”). Alpine LL is governed by the 2023 Little League® Baseball Rulebook: Official Regulations, Playing Rules, and Operating Policies for the 2023 Season (together the “Little League Official Rules”). All references to “Rules” and “Regulations” below are to the Little League Official Rules.

The Bylaws set forth below are Alpine LL’s additions and modifications to the Little League Official Rules, which have been adopted by the Alpine LL Board of Directors (the “Board”) and approved by our Members. In some cases Rules and Regulations have been repeated here for emphasis. For more information, please visit the Alpine LL website ([alpinelittleleague.com](http://alpinelittleleague.com)) and the website for Little League International® ([www.littleleague.org](http://www.littleleague.org)).

Except for the limited special provisions outlined in these Bylaws, the contents of the Little League Official Rules will govern all play and conduct of players, coaches and managers across all levels of Alpine LL. Any uncertainties concerning rules shall be clarified by the Alpine LL Disciplinary/Protest Committee.

## 2 HISTORY AND MISSION

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Alpine Little League has served the families of Menlo Park, Woodside and Portola Valley since 1960. Alpine LL’s mission is to be an outstanding community organization that creates a culture where kids of all abilities love playing the game of baseball and softball. Essential to that culture is a commitment from all involved (players, coaches, parents, board members, officials and fans) to cherish and respect the special role that youth sports play in the development of our children.

### 2.1 Goals

- To help players develop baseball or softball skills and a greater understanding of the game,
- To instill a respect for the traditions of the game and all who are involved,
- To teach the value of individual responsibility, teamwork, and sportsmanship,
- To foster an environment of healthy athletic competition, within our local community

## 3 GENERAL LEAGUE POLICY

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### 3.1 FISCAL YEAR/OPERATIONAL YEAR

The fiscal year of Alpine LL shall begin on October 1 and shall end on September 30.



## **3.2 SEASON SCHEDULE**

Below is an outline of the Spring and Fall regular seasons. Dates provided are as planned now and may change due to unforeseen circumstances (i.e. weather, health orders, et al).

### **3.2.1 Spring Season**

- Player registration begins the first or second week of November. Registration for Baseball Juniors, Majors, PCL, Minors and Machine Pitch and Softball Majors and Minors will close in mid/late January.
- Player evaluations for baseball Majors, PCL, Minors and Machine Pitch will take place in mid-late January, weather permitting. There will be one make-up player evaluation date as needed for players who may have missed the main player evaluation date or as needed for weather. The Juniors Coordinator will schedule player evaluations for Juniors players, if applicable. The Softball Commissioner will schedule player evaluations for softball along a similar timeline.
- The drafts for Baseball Juniors, Majors, PCL, Minors and Machine Pitch and Softball Majors and Minors will generally take place the first week of February. Teams will be announced at the end of draft week and practices begin the following week.
- Opening Day for Baseball Majors, PCL, Minors and Machine Pitch and Softball Majors and Minors will generally be the first or second weekend in March (typically following daylight savings).
- For Baseball Majors the regular season includes 15 league games and 2 games against opponents from Menlo-Atherton Little League. (Exception: if we end up with an odd number of teams, we will consider a full season of interleague with M-A Little League). For Baseball PCL, Minors and Machine Pitch, the regular season includes approximately 17 league games. The regular season ends in mid-May.
- Playoffs for Baseball Majors, PCL and Minors follow with a double elimination tournament ending in division championships the first weekend of June. Playoffs for Baseball Machine Pitch usually follow a single elimination tournament ending about the same time. The following week the winning Majors champion and the winning PCL champion will play their corresponding team from Menlo-Atherton Little League in the City Championship game.
- Coach Pitch, Tee Ball and Softball Coach Pitch registration will remain open until the end of February. Teams will be announced in early March. Games will begin in the middle of March and the season will end in the middle of May.
- The All Star Tournament season follows the regular season and is described in more detail in Section 17 below.

### **3.2.2 Fall Season**

- Player registration begins immediately following the conclusion of the Spring regular season. For Baseball Player Pitch and Machine Pitch, registration will close the third week of August. Registration for Coach Pitch will remain open as long as there is an opportunity to place players on available teams.
- Fall season softball will be based on player interest.
- Player evaluations, if scheduled, and draft for Player Pitch and Machine Pitch takes place in late August. Teams are announced immediately thereafter and practices begin the week after Labor Day.



- Games begin the second week of September and the regular season ends the second week of November.
- For Player Pitch and Machine Pitch, there are play-offs and a Championship game that conclude prior to the Thanksgiving holiday.

### **3.3 LEAGUE FINANCE**

#### **3.3.1 Revenues**

Alpine LL receives revenue from three main sources (1) player registration fees/volunteer buyout fees, (2) team sponsorships and (3) event fundraising. (2) and (3) shall be coordinated by the Sponsorship and Fundraising Coordinator and in connection with other volunteers as needed.

#### **3.3.2 Required Spending Approvals**

Generally, any spending or reimbursement request that is (i) not included in the annually approved budget and (ii) in an amount greater than \$500 requires Board approval. There are two exceptions.

- Certain volunteer roles include the responsibility to manage a budget. These include Facilities Manager, Equipment Manager, Uniforms Manager, Coach Development Coordinator, Registrar (registration marketing), Softball Commissioner, Special Events Coordinator and PCA Coordinator. Each of these roles creates an expense budget. They are permitted to exceed their budget by up to 10% without Board approval. The intention here is to allow these key roles flexibility to carry out their responsibilities in an efficient manner.
- Separately, if there is an urgent need for an expenditure greater than \$500 that is not included in one of these budget areas, the expenditure can be approved by the Finance Committee immediately and then communicated to the Board at the next scheduled board meeting.

#### **3.3.3 Special Expenditures**

The Board shall have the authority, from time-to-time, to use excess revenues and league assets for special purposes (i.e. upgrade batting cages, field improvements, technology expenditures, special equipment purchases).

#### **3.3.4 Scholarships**

Alpine LL firmly believes that each child who wishes to play baseball or softball should be entitled to do so regardless of skill, gender, or financial circumstances. Our league will not deny any child a chance to play due to a financial hardship. To aid parents who may need assistance with registration fees, Alpine LL has a comprehensive scholarship program that covers (1) full or partial scholarships that cover all registration fees and (2) assistance with uniforms and equipment needs that are required to be a part of the team and participate in baseball and/or softball play. Full terms and application instructions can be found on the Alpine LL website.

#### **3.3.5 Playing Equipment & Uniforms**

The Equipment Manager will handle all procurement of league equipment. Team-specific equipment will either (i) be handed out to team managers on draft night or (ii) made available for



pick up at a location communicated to team Managers. The Equipment Manager will be responsible for coordinating with the Division Commissioners for distribution of team equipment.

The Uniforms Manager will set up uniform ordering and provide instructions to each team manager on how to notify families of instructions for ordering. These instructions should be passed on to players' families just as soon as team placement is determined (for both the Fall and Spring seasons) to ensure timely delivery of uniforms.

### **3.3.6 Finance Committee of the Board**

Per the Constitution, the Board will appoint a Finance Committee consisting of not less than three (3) nor more than five (5) Directors. The Treasurer shall be an ex-officio member of the Committee. The Committee shall review the League's annual budget, review monthly budget v. actual results, review monthly bank statements and review the annual Form 990. This Committee can make recommendations to the Board but is not a substitute for the Board's fiduciary obligations to monitor the League's finances.

At the end of each month the Treasurer prepares a budget v. actual report and reconciles the bank statement(s). This information, along with a copy of the bank statement(s) themselves is sent to the Finance Committee for review and oversight.

The Finance Committee is also responsible for making recommendations to the Board for investing any cash balances in excess of operating needs that the League may have.

## **3.4 FIELDS AND FACILITIES MAINTENANCE, INSURANCE**

### **3.4.1 Field Closures**

Alpine LL receives field allocations from the City of Menlo Park, the Town of Portola Valley, the Town of Woodside and many of the school districts operating in those cities. The respective cities/schools maintain authority over all playing fields available to public access within their geographic limits. In applying for and accepting field use permits, Alpine LL agrees to honor field closures mandated by the respective cities, their Parks and Recreation departments and the schools, including closures due to inclement weather. The respective cities reserve the right to assess fines or revoke our field use permits if this policy is violated. Please see the Alpine LL website for information on field hotline information for each city where we use fields and for up-to-date field closure information when available.

### **3.4.2 Facilities Maintenance**

Alpine LL has a Facilities Manager whose role is to work with the cities/towns where we use fields to maintain the safety and playability of the fields and make sure appropriate supplies are available at the fields throughout the Spring and Fall seasons.

### **3.4.3 Insurance**

Alpine LL maintains accident and general liability insurance obtained through the AIG Insurance program for Little League® as required by Regulation 1(c)7.





## **4 VOLUNTEERS, TEAM MANAGERS AND TEAM COACHES**

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### **4.1 VOLUNTEER COMPLIANCE REQUIREMENTS/BACKGROUND CHECKS**

Pursuant to Regulation I(b), as a condition of service to Alpine LL, all managers, coaches, board members, and any other persons, volunteers or hired workers, who provide regular service to the league and/or have repetitive access to, or contact with players or teams, must complete an *annual* background check. This background check must meet the requirements outlined in Regulation 1(c)9 and must be completed prior to the applicant assuming his/her duties for the current season. Alpine LL will complete background checks through our website linking directly to Little League®'s partner JDP.

California law further requires that all managers, coaches, board members and other key volunteers, complete a LiveScan fingerprint check. The LiveScan fingerprint check must be completed FOR ALPINE LL (doing it for other organizations, schools, etc. will not satisfy the requirement). However, it only needs to be done one time - not annually like the background check above.

Additionally, Alpine LL will provide our board members, managers, coaches and umpires with training on concussion and head injury and sudden cardiac arrest prevention annually, either online or in person, before supervising an athlete in an activity of Alpine LL. We will also offer first aid training to all coaches/managers in the league and mandate that this training be completed at least once every three years.

### **4.2 TEAM MANAGER RESPONSIBILITIES**

Team managers are ultimately responsible for the operation of their team: setting practice schedules, establishing team culture, communicating with player families; understanding and teaching the rules of Little League® Baseball or Softball and much more. At the Baseball Majors, PCL, Minors and Machine Pitch and Softball Majors and Minors level they will also be responsible for attending player evaluations, drafting their team and selecting their coaches. Alpine LL provides a detailed description of the role of Manager as a separate document.

### **4.3 CODE OF ETHICS FOR MANAGERS AND COACHES**

The primary objective of Alpine LL shall be to instill in the youth of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority. These ideals support the goal of developing well-adjusted, stronger and happier children who will grow to be decent, healthy and trustworthy adults. Managers and coaches must be responsible adults who are sensitive to the mental and physical limitations of Little Leaguers, recognizing that the game is a vehicle of training and enjoyment, not an end unto itself. A detailed Code of Ethics for Managers is provided in our description of the Role of Manager. *In addition to the Role of a Manager document, all Alpine LL managers and coaches should familiarize themselves with Regulation XIV and Rules 4.06, 4.07, 4.08, 9.01 and 9.03(d)4.*

### **4.4 MANAGER AND COACH SELECTION**

Parents of players are given the opportunity to volunteer to manage or be a coach on a team during the registration process. Adults interested in managing and/or coaching can also



proactively reach out to the Division Commissioners to volunteer. When a parent volunteers to manage or coach, it will be assumed that the parent desires to manage/coach their child in the level of play he/she is registered for. It is the role of each Division Commissioner to recruit, interview and recommend managers and coaches to the President. The President then nominates selected Managers and Coaches to the Board for approval.

#### **4.4.1 All Divisions Except Spring Baseball Majors**

For all divisions except Baseball Majors, once registration is complete, the Board will make a determination of how many teams the league will be able to form in each division of play. The President will then review the manager recommendations from the Division Commissioners and submit a list of managers by Division to the Board for approval. The President also creates a pool of coaches, by division, and as recommended from the Division Commissioners, and submit this list to the Board for approval.

- For Baseball PCL, Minors and Machine Pitch and Softball Majors and Minors, coaches will be drafted from the coaches pool by the managers when such coach's child is drafted.
- Coach Pitch, Tee Ball and Softball Coach Pitch teams are formed by friend requests and common school groups (rather than by draft) and managers/coaches will naturally team-up.
- For Fall Ball, coaches will be drafted from the coaches pool by the managers when such coach's child is drafted. If the Fall Ball division forms teams by friend requests, coaches may naturally team-up.

#### **4.4.2 Spring Baseball Majors Division**

Depending on registration numbers and player evaluations, there will be between four (4) and six (6) Spring Baseball Majors teams. The recommendation on how many teams will not be made until after Player Evaluations. This recommendation will be made to the Board by the Majors Commissioner in consultation with the Majors Managers, the Baseball Player Agent and the President. By necessity, this means more Majors Managers may be approved by the Board than there are ultimately teams. Any "extra" Managers will be automatically in the pool of available Majors coaches.

The Majors Commissioner shall solicit and interview Majors managers and coaches in the early Fall. A committee of the Majors Commissioner, the Coach Development Coordinator and the Minors Commissioner from the prior Spring season (the "Majors Manager/Coach Selection Committee") shall convene to review the list of interested Majors managers, review notes from the Majors Commissioner's interviews and make Major Manager recommendations to the President. If any one of the Majors Manager/Coach Selection Committee members is also applying to be a Majors Manager, they shall be replaced on the Committee with another board member at the discretion of the Majors Commissioner as it relates to their candidacy. In mid-fall, the President will submit a list of 6 Majors managers to the Board for approval with the understanding that 1-2 will be alternates if fewer than 6 teams are formed. The President shall also create a coach's pool, based on recommendations from the Majors Manager/Coach Selection Committee, and submit this pool to the Board for approval. Coaches will be drafted from the pool with their child during the Major's draft.

*NOTE: Majors managers, like all volunteers in Alpine LL, DO NOT HAVE TENURE, regardless of their years of service. Prior service does not guarantee reappointment. In order to serve,*



*Majors managers are appointed by the President and approved by the Alpine LL Board annually.*

#### **4.5 DISCIPLINE OF MANAGERS AND COACHES**

One of the goals of Alpine LL is to create a fun and safe environment for players to learn baseball and softball. From time to time, a member of the Alpine LL community may exercise poor judgment or fail to abide by these Bylaws or Little League Official Rules. This section outlines Alpine LL's disciplinary policy for managers, coaches and volunteers.

##### **4.5.1 Violations of Baseball Mandatory Play Rules - Modification of Regulation IV(i)**

Please see the following Sections of these Bylaws which modify the requirements in Regulation IV(i) for mandatory play requirements: Section 9.3 for Majors, Section 10.3 for PCL, Section 11.3 for Minors and Section 12.3 for Machine Pitch. Protests regarding a violation of these rules must be made before the end of the game to the umpire and the opposing coach. The game may proceed but the protest will be referred to the Disciplinary/Protest Committee, via the applicable Division Commissioner, immediately after the game. If the rules set forth in those Sections are deemed to have been violated (even unintentionally), there are consequences for the manager and team as follows:

- First Offense – the manager is suspended for the next scheduled game.
- Second Offense – the manager is suspended for the remainder of the season.
- The team violating the rule will be deemed to have forfeited the game.
- The player involved must start the next scheduled game, play any previous requirements not played in the previous game and then play any requirements for the current game before the player can be removed from the game.
- If the violation is determined to have been intentional, a more severe penalty may be assessed by the Disciplinary/Protest Committee at their sole discretion.

The mandatory play rules go to the heart of the spirit of Little League Baseball. Violations of these rules will be taken seriously.

##### **4.5.2 Violations of Player Pitching Limits**

Discipline and consequences for violations of player pitching limits are outlined in Section 8 below.

##### **4.5.3 Other Instances of Misbehavior**

Other instances of misbehavior by a manager or coach may also be reported by a witnessing parent, other manager/coach or an umpire to the applicable Division Commissioner, or if particularly egregious, directly to the President. The Disciplinary/Protest Committee will immediately be notified of the complaint and, if they deem necessary, may suspend the manager/coach while the following investigative process is carried out. *If a manager/coach is ejected from a game, they are automatically suspended from their current game and their next scheduled game.*

The applicable Division Commissioner will collect the facts and schedule a meeting with the manager/coach and the Disciplinary/Protest Committee. The Disciplinary/Protest Committee has the authority to name and enforce consequences for the manager/coach. These consequences range from a written warning for a more minor offense to a suspension of one or more games for a more serious offense. If deemed necessary by the Disciplinary/Protest



Committee, a special meeting of the Board may be called to discuss the recommendation of the Disciplinary/Protest Committee and to approve the ultimate consequences but it is not necessary for enforcement.

All managers and coaches must remember that Alpine LL employs many youth umpires. **Intimidation of youth umpires will not be tolerated.** All calls are final. The umpires are trained to consult each other when in doubt about a call. Respect the umpires at all times. *Remember, it is Little League baseball and they are children.*

#### **4.5.4 Protests - Rule 4.19**

Protests shall only be made in accordance with Rule 4.19 and such protest must be made first to the umpire on the field of play and then, within 24 hours, to the applicable Division Commissioner. The Division Commissioner can convene the Disciplinary/Protest Committee to review the protest. All attempts should be made to avoid protest situations, including alerting the potential offenders before they act.

#### **4.5.5 Disciplinary/Protest Committee**

The Disciplinary/Protest Committee shall be composed of the President, Coach Development Coordinator, Player Agent, Umpire Coordinator, PCA Coordinator and the applicable Division Commissioner for the matter at issue.

## **5 YOUTH UMPIRES**

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Alpine LL employs a limited number of more seasoned umpires and a larger pool of youth umpires.

### **5.1 GOALS OF YOUTH UMPIRE PROGRAM**

Alpine LL is very proud of our youth umpire program and it is an important part of how we develop baseball/softball players and young athletes. It is a key component of our development program. The program teaches not only a greater understanding of the rules of baseball and softball but empathy for officials, leadership and character building skills.

Alpine LL has youth umpires work games in the Baseball Majors, PCL, Minors and Machine Pitch and Softball Majors and Minors Divisions. This experience spans games in which umpires are working in machine-pitched games with fairly elementary play and no called ball/strike responsibilities to gaining called plate experience with pitchers and catchers in more sophisticated game situations (PCL/Minors) to our most senior level with generally strong play and more complex game situations (Majors).

### **5.2 AGE REQUIREMENTS FOR YOUTH UMPIRES & UMPIRING PRIVILEGES**

Those league age 11 and older may participate in the youth umpire program. Baseball and/or Softball experience and knowledge as a player and or an observer is generally preferred and very helpful to being an umpire. ALL of our umpires must register anew for every season.

Privileges are set by a combination of age and experience by the Umpire Coordinator. There are some *rough guidelines*: league age 11 and 12 year olds will be able to work Machine Pitch games, with those with experience being able to work Minors games, league age 13 year olds





will have PCL base privileges added, league age 14 year olds may have PCL plate privileges added with solid experience, and league age 15 year olds with experience will be able to work Majors bases. Some more veteran league age 16 year olds will have plate privileges for Majors, although league age 17 year olds to adult umpires are preferred for the Majors plate position. Decisions about umpire privileges are made exclusively by the Umpire Coordinator in consultation with the Head Umpire. We generally encourage youth umpires to work divisions appropriate for their age and experience, even if they have privileges for all divisions.

### **5.3 TRAINING OF YOUTH UMPIRES**

Each spring, the Umpire Coordinator, and other seasoned umpires, will present a training slide deck that essentially acts as the manual for the rules and guide to the season program. The division-specific rules are available on the Alpine LL website.

Umpires should dive deeper into the Little League Office Rule which is available as an app: <https://www.littleleague.org/playing-rules/>.

New umpires and those with three (3) seasons or less of experience must attend at least one training session before the season starts. Although we encourage all umpires to attend as a refresh of their knowledge.

### **5.4 SAFETY EQUIPMENT FOR PLATE UMPIRES**

The plate umpire will need to wear an umpire's mask, chest protector, and shin/leg guards. The Equipment Manager will ensure that these are available in each shed at every Alpine LL field.

### **5.5 COMPENSATION OF YOUTH UMPIRES**

Umpires get paid according to an age scale and bonus system. The pay scale is made available to registered umpires via the Alpine LL umpire training sessions and their associated materials. All umpires will be paid in one lump sum from Alpine LL when the relevant season comes to an end. The league uses the Arbiter platform to track games worked and umpire pay.

### **5.6 MANAGER/COACH AND UMPIRE INTERACTIONS**

Managers and coaches must show the utmost respect to our youth umpires. This goes beyond simply respecting their calls on the field. Alpine LL expects its managers and coaches to actively support our youth umpires and help them learn. There will be some missed calls - that is part of the learning process. But, as a league, we value the development of these young umpires above the occasional missed call. Any disrespect shown to any umpire is grounds for disciplinary action by the Discipline/Protest Committee.

## **6 PLAYERS**

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Alpine LL conducts player selection through the draft process prescribed by the Little League Official Rules for Baseball Majors, PCL, Minors and Machine Pitch and Softball Majors and Minors. Baseball Coach Pitch, Softball Coach Pitch and Tee Ball teams are formed by friend requests and school-based teams.



## **6.1 PLAYER ELIGIBILITY AND REGISTRATION**

### **6.1.1 Age Requirements**

Boys and girls of the appropriate ages are eligible to participate in Alpine LL. A player's Little League age can be determined using the Little League baseball or softball age tool posted on the Alpine LL website. Proof of age (birth certificate, or other accepted government-issued form) may be required at registration.

Placement in a division is based on age and ability level. The general age guidance is as follows for the Spring season (using appropriate baseball/softball league ages). There may be exceptions to these general guidelines that will be determined in coordination with the Player Agent on a case-by-case basis.

Juniors - 13 and 14

Majors - 10 in rare exceptions, 11 and 12

PCL - 9 in rare exceptions, 10 and 11

Minors - 9 and 10

Machine Pitch - 8 and 9

Coach Pitch - 6 and 7

Tee Ball - 4 and 5

Softball Majors - 10, 11 and 12

Softball Minors - 8, 9, 10 and 11

Softball Coach Pitch - 6, 7, 8 and 9

### **6.1.2 Residency Requirements**

Little League® International requires players to meet certain residence requirements to be eligible to participate in a specific Little League program. Prospective players can view the Alpine LL boundary map on the league website to see if they reside within the boundary. For Baseball, generally residents of or those players who attend school in Woodside, Portola Valley and the area west of El Camino Real in Menlo Park meet the residency requirements for Alpine LL. For Softball it is this boundary plus Atherton and the rest of Menlo Park. If a player resides outside the Alpine LL boundary they may still be eligible to play for Alpine LL if they meet one of the following requirements:

1. School verification - If the player attends a school that is inside the boundary, the registrar will work with the player to complete a school verification form.
2. Change of residence - If the player has played in Alpine LL previously, but has recently moved outside the boundary, the registrar can help the player obtain a waiver.
3. Older siblings - If the player has older siblings that have played in Alpine LL, the registrar can help the player obtain a waiver.

### **6.1.3 Registration**



Alpine LL registration begins in mid-November for the Spring season and will be conducted through the Alpine LL website. Additional age and residency verification will be required for players participating on an All Star team in the Spring.

## **6.2 PLAYER EVALUATION (BASEBALL MAJORS, PCL, MINORS, MACHINE PITCH AND SOFTBALL MAJORS & MINORS)**

Alpine LL holds baseball player evaluations in mid to late January, weather permitting. There will be a make-up player evaluation the following Saturday, weather permitting. Softball evaluations for softball Majors and Minors will follow a similar timeline. All registered players will be notified by the league of these dates and provided detailed information on how evaluations will work. Player evaluations shall consist of baseball or softball skills evaluation involving fielding, hitting, pitching, running and fly balls.

Little League rules require any player candidate to attend at least one Spring player evaluation session and if they do not, they forfeit eligibility. Alpine LL amends this policy to promote greater participation and help facilitate balanced teams. If players in either Majors, PCL, Minors or Machine Pitch are not able to attend a player evaluation, and their reason for missing is acceptable to a majority of the Board (for example injury, illness, etc), they will be deemed to have satisfied eligibility requirements and placed in the applicable draft. If they are not selected in the draft (because managers were not able to evaluate them), the Player Agent has the authority to place them on a team at his/her discretion after the draft is complete. The Player Agent can consider filling a spot on a team without enough players, helping maintain balance and similar considerations when placing the player. If during pre-season practices it becomes apparent to the Player Agent the player needs to be moved to maintain balance, the Player Agent is authorized to move the player.

## **6.3 PLAYER DRAFT AND TEAM PLACEMENT (BASEBALL MAJORS, PCL, MINORS AND MACHINE PITCH)**

Following player evaluations, the Player Agent will organize player drafts for the purpose of distributing qualified candidate players. The order of drafting for baseball will be first to the Major teams, then to the PCL teams, then to the Minors teams and finally to the Machine Pitch teams and for softball first to the Majors teams and then to the Minors teams. The goal is to use the draft process to appropriately balance teams and place kids in the division best for their development as a player.

The number of players per team in each division will be determined by the Board prior to the draft. The Board shall also establish any age requirements by division prior to the draft.

### **6.3.1 Player Selection/Draft**

Alpine LL elects to re-draft teams each year and follows the “Alternative Method for Plan B” as described in the Little League Official Rules and explained below. Team managers will select players from the pool of candidates certified eligible by the Player Agent for each division as described below.

#### **6.3.1.1 Baseball Majors Player Selection Pool**

For the Majors draft, the player pool will consist of registered players of league age 10 (in rare cases), 11 and 12 who have satisfied player evaluation eligibility requirements and who meet the requirements of either pool below:



(A) Majors Pool A - players who played in the Majors division in prior seasons and any player league age 12 who has not played Majors<sup>1</sup>; or

(B) Majors Pool B - players who have not been placed on the roster of a Majors team prior to this season and whose parents have not indicated an option to keep the player in the Minors Division.

**6.3.1.2 Baseball PCL Player Selection Pool**

When the rosters of the majors teams have been filled, any remaining players from Pool B become part of PCL Pool C below. For the PCL draft, the player pool will consist of registered players of league age 9 (in rare cases), 10 and 11 and who meet the requirements of either pool below:

(A) PCL Pool C - players who played in the PCL Division in prior seasons and any player league age 11 who has not played PCL<sup>2</sup>; or

(B) PCL Pool D - players who have not played in the PCL Division in prior seasons and whose parents have not indicated an option to keep the player in the Minors Division.

**6.3.1.3 Baseball Minors Player Selection Pool**

When the rosters of the PCL teams have been filled, any remaining players from Pool C become part of Minors Pool E below. For the Minors draft, the player pool will consist of registered players of league age 9 and 10 and who meet the requirements of either pool below:

(A) Minors Pool E - players who played in the Minors Division in prior seasons and any player league age 10 who has not played Minors<sup>3</sup>; or

(B) Minors Pool F - players who have not played in the Minors Division in prior seasons and whose parents have not indicated an option to keep the player in the Machine Pitch Division.

**6.3.1.4 Baseball Machine Pitch Player Selection Pool**

When the rosters of the Minors teams have been filled, any remaining players from Pool F become part of Machine Pitch Pool G below. For the Machine Pitch draft, the player pool will consist of registered players of league age 8 and 9 and who meet the requirements of either pool below:

(A) Machine Pitch Pool G - players who played in the Machine Pitch Division in prior seasons and any player league age 9 who has not played Machine Pitch<sup>4</sup>; or

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<sup>1</sup> In certain exceptional circumstances, including parent or league safety concerns, a player who is league age 12 may be placed in the PCL draft. The Player Agent shall discuss this situation with the player's parents prior to the draft.

<sup>2</sup> Pool C will also include any league age 12 year olds from Footnote 1 above. Similarly, in certain circumstances, including parent or league safety concerns, a player who is league age 11 may be placed in the Minors draft. The Player Agent shall discuss the situation with the player's parents prior to the draft.

<sup>3</sup> Pool E will also include any league age 11 year olds from Footnote 2 above. Similarly, in certain circumstances, including parent or league safety concerns, a player who is league age 10 may be placed in the Machine Pitch draft. The Player Agent shall discuss the situation with the player's parents prior to the draft.

<sup>4</sup> Pool G will also include any league age 10 year olds from Footnote 3 above.





(B) Machine Pitch Pool H - players who have not played in the Machine Pitch Division in prior seasons and whose parents have not indicated an option to keep the player in the Coach Pitch Division.

#### **6.3.1.5 Parental Restrictions**

Parents are authorized to impose certain special restrictions regarding the eligibility of players by informing the Player Agent of their desires prior to the player draft. Parental restrictions include:

(i) PCL, Minors or Machine Pitch only option: remove the player's name from the Majors, PCL or Minors (as applicable) eligibility list for the season even though they meet the age guidelines,

(ii) Siblings on the Same Team Option: Can only be guaranteed in the Minors and Machine Pitch divisions but you can request it at any level.

(iii) Siblings on Different Team Option: Can only be guaranteed in the Minors and Machine Pitch divisions but you can request it at any level.

#### **6.3.1.6 Player Selection Order**

Manager player selection order is determined prior to the draft by a random draw. The order will "snake" throughout the draft with the team that picks last in each round, picking first in the following round. Each round is defined as each team manager making one player selection. When a manager reaches the round where his/her child has been assigned, he/she will automatically select their child and the draft will continue. For example, if a manager's child is slotted as a "Round 1 Pick", the manager will be deemed to have made his/her Round 1 selection by choosing his/her own child.

Managers shall make selections from Pool A until all players in pool A have been selected. Managers may not waive a draft choice. Once Pool A is fully drafted, the manager who picked last in Round 1, becomes the first manager to pick in Pool B and the picks continue in the reverse order from Pool A.

Drafts to form teams in PCL, Minors and Machine Pitch will follow using the same process and the pools of players described above in this Section 6.3.1.

#### **6.3.1.7 Number of Players Selected**

Each team manager is responsible for drafting a total number of players equal to the roster size designated by the Board for that division (typically 12 players per team but may be more or less depending on registrations). The selection process is a complete redraft of eligible players. All teams in a particular division must carry the same number of players on their rosters per Regulation III(a). The number of players per team must be maintained in uniform for all teams and open roster slots occurring mid-season are to be promptly filled per Regulation III(d). In certain circumstances, in the Minors, Machine Pitch, Coach Pitch and Tee Ball divisions, Alpine LL will allow slightly varying roster sizes to accommodate late registrations and allow more players to participate.

#### **6.3.1.8 Sons and daughters of Managers**

All managers' sons/daughters will be required to attend player evaluations. The purpose is for all team managers to assess the player's talent and capabilities. This assessment will be utilized to determine what round a manager's son/daughter should be drafted. Ultimately the final



decision on which round of the draft to slot a manager's son or daughter rests with the Player Agent, who is not a Manager. If the Player Agent is a Manager, the Division Commissioner will make the decision. In making his/her decision, the Player Agent will give very strong preference to the following process:

The managers in the applicable division shall vote on which round they believe the player should be drafted. This vote shall be transparent to all managers (including the parent manager) and not held anonymously. The results shall be averaged and that is the round in which the player should be placed. Averages shall be rounded as appropriate (i.e. an average of 1.4, will mean the player is drafted in Round 1 and an average of 1.8 will mean the player is drafted in Round 2).

#### **6.3.1.9 Trades**

Following the draft, all player trades shall be made through and with the approval of the Player Agent. The Player Agent can require that all trades be completed on draft night for the applicable division. All trades must be for justifiable reasons and be approved by the Alpine LL Board. Each manager shall be allowed only one trade.

#### **6.3.2 Practice Time Selection**

Typically, teams also select their preferred practice time slots on draft night as well. Priority is given in the opposite order of draft order. For example, if a manager had the last first round pick in the Pool A draft, they will pick first from the available practice time slots.

#### **6.3.3 Notification of Team Placement**

Upon completion of the respective drafts described above, team managers are encouraged to notify their rosters of team placement and the initial practice schedule. Typically managers will do this if not the same evening as the draft, within 24 hours.

#### **6.3.4 Coach Pitch, Tee Ball and Softball Coach Pitch Team Formation**

Coach Pitch, Tee Ball and Softball Coach Pitch team assignments will be coordinated by the respective Division Commissioners and will be based on friend requests and school based teams to the best of our league's ability. As stated above, Alpine LL will, at times, permit slightly varying roster sizes in these younger divisions to allow more interested children to play.

### **6.4 PLAYER POOL**

#### **6.4.1 Temporary Call-Ups**

Pursuant to Regulation V(c), the Player Agent will maintain four lists:

1. A list of PCL players who are league age eligible (10, 11 or 12), skill capable and are willing to substitute play on a Majors team if needed ("Majors Player Pool").
2. A list of Minors players who are league age eligible (9, 10 and 11), skill capable and are willing to substitute play on a PCL team if needed ("PCL Player Pool").
3. A list of Machine Pitch players who are league age eligible (9 and 10), skill capable and are willing to substitute play on a Minors team if needed ("Minors Player Pool").

If a team has a shortage of rostered players (due to injury, conflicts, suspension, etc.) to field a team for a game, the manager shall reach out to the Player Agent to ask for a player from the one-level younger division to be "called up" to play. The Player Agent shall assign "pool" players



on a rotating basis. When a player participates in a game for a team other than his/her own team, he/she shall not pitch and must comply with all minimum play requirements for the division to which they have been called-up. He/She is to wear his own team's uniform.

In Majors, PCL and Minors, during the last two weeks of the regular season and for the duration of the play-offs, (i) the Majors Player Pool shall only consist of players drafted in the first or second round of the Pool C draft or in the first round of the Pool D draft; (ii) the PCL Player Pool shall only consist of players drafted in the first or second round of the Pool E draft or the first round of the Pool F draft; and (iii) the Minors Player Pool shall only consist of players drafted in the first or second round of the Pool G draft or the first round of the Pool H draft.

*Alpine LL will create a separate document available on the league website, consistent with these rules, that outlines the procedure for calling players up.*

*A similar process will be used in softball, organized by the Softball Player Agent to call players up from Minors to Majors.*

#### **6.4.2 Permanent Call-Ups/Replacement Players**

As per Regulation III(d), if a team loses any player(s) on the roster during the current season through illness, injury, change of address, or other justifiable reasons (as subject to Board approval), another player shall be obtained through the Player Agent, to replace the one lost. The playing ability of the participant shall not be considered a justifiable reason for replacement.

##### **6.4.2.1 Majors, PCL & Minors Replacement Players**

In Alpine LL and pursuant to Regulation III(d), Majors, PCL and Minors teams will promptly fill an open roster spot created by a player dropout immediately or by the absence of a player missing six (6) consecutive played games. An additional player must be added to the roster no later than immediately prior to the sixth missed game. *The Manager must notify the Player Agent of any potential vacancy immediately after three (3) consecutive games are missed to alert the Player Agent to the possible need for a replacement player.* Violations of this Regulation will be strictly enforced by the Disciplinary/Protest Committee. The goal in Majors, PCL and Minors is that each team should have 12 active players on their roster to maintain the competitive balance determined by the pre-season draft.

As soon as a Manager has reason to believe a player will not return to play (whether because of injury, quitting or other reason), they should alert the Player Agent so that it can be determined if a permanent replacement player should be found. If a player quits for unexplained reasons, the Player Agent should notify the Board so that the Board can understand why the player no longer wants to play. We want every child that plays Alpine LL to have a good experience and want to continue to play baseball.

For example, if a player is injured in game 2, and does not play in games 3-7, whether or not the injured player plans to return later, the team must add a player before game 8 if the injured player will not be present for game 8. *The Manager must notify the Player Agent of any potential vacancy immediately after three (3) consecutive games are missed to alert the Player Agent to the possible need for a replacement player.* Any game played without a player replacement on the roster after the stipulated period has elapsed shall be forfeited.

When notified of the need for a replacement player, the Player Agent will call a player up from the lower Division to fill the vacancy. He/She shall consult the same Player Pool list used in 6.4.1 for temporary call-ups.



NOTE: Any player who has been placed upon a Majors, PCL or Minors team's roster through this process becomes a permanent member of that team.

#### **6.4.2.2 Machine Pitch, Coach Pitch, Softball Coach Pitch and Tee Ball Players**

In Alpine LL and pursuant to Regulation III(d), in Machine Pitch, Coach Pitch, Softball Coach Pitch and Tee Ball, if a Manager loses any player due to the same reasons outlined above, they shall alert the Player Agent. The Player Agent is permitted to (i) transfer another player within that Division to replace the one lost, or (ii) a player may be obtained from a list of participants who registered after the teams were formed (a "waiting list")

## **6.5 PLAYER DISCIPLINARY POLICY**

### **6.5.1 Absences**

A Manager may inform the Player Agent if a player misses two consecutive practices or games without providing advanced notice to the Manager. The first instance will result in a warning issued by the Player Agent. The second instance will result in a meeting with the Manager, the Player Agent, the President and the player and the player's parents. If the problem persists, the player may be suspended for one or more games as well as lose the opportunity to be considered for an All Star team.

### **6.5.2 Other Misbehavior**

Managers or parents should notify the Player Agent or applicable Division Commissioner immediately if they witness a player misbehaving, acting inappropriately or is involved with "bullying" another player. The Player Agent will collect the facts and schedule a meeting with the player in question, his/her parents and the Disciplinary/Protest Committee (see above). The first discussion will result in a written and verbal warning. A second offense can result in a suspension of one or more games as well as losing the opportunity to be considered for an All Star Team.

## **7 GAMES OPERATIONS**

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### **7.1 GAME ATMOSPHERE**

Alpine LL encourages positive cheering and encouragement by players and coaches directed at their own team. Teams shall refrain from intentional chatter and artificial noise with the intent to distract a pitcher or batter from the time the pitcher is set through the delivery of the pitch. A warning shall be issued to a manager that encourages such behavior. After a second warning, the umpire may eject the manager, coach and/or player from the game.

As per Rule 4.06, chatter may only be in the form that encourages your team. No chatter may be directed at the opposing team. Chatter must stop once the pitcher toes the rubber.

Furthermore, as per Rule 9.01(d) each umpire has the authority to disqualify any player, coach, manager or substitute for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. As per Little League rules, Alpine LL considers the stealing and relaying of signs to alert the batter of pitch selection and/or location to be unsportsmanlike conduct. If, in the judgment of the umpire, this behavior is occurring, the Manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. If a





Manager, coach or player has engaged in this behavior already during the season, the warning may occur proactively at the pre-game plate meeting. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team's subsequent offense following any warning.

## **7.2 REPORTING OF INJURIES**

The manager of any player who is injured during a game or practice and who requires medical attention, or is removed from playing, or misses one or more games must submit an injury report to the Safety Officer, copying the Player Agent, before the next scheduled game. Parents/guardians must also be notified immediately of any injuries that occur at practices or during any game.

Any player requiring medical attention for an injury whether or not related to baseball or obtained in connection with Little League®, must submit written permission from a physician to the Safety Officer before returning to play.

## **7.3 THE FIELDS**

### **7.3.1 Field Set-up and Clean-up**

The home team sets up the field to be ready for the warm-ups which including dragging the field, installing the bases and chalking the batter's box and foul lines. In Machine Pitch it includes chalking the "Commit Lines" and the circle around the pitcher's mound (see Machine Pitch Rules below).

The visiting team cleans up the field after the game which includes putting away any equipment (including the bases), dragging the field and powering down the scoreboard and stowing the scoreboard controller where applicable (Ford Field).

Each team is responsible for making sure its own dugout is clean from any trash or left behind equipment/clothing/water bottles after each game. If anything is broken, missing or if any chalk or other supplies are dwindling, please contact the Facilities Manager.

The Home team will occupy the third base dugout and supply the game balls. In Majors, PCL and Minors, four to six (4-6) game balls should be provided. It is the duty of the umpire to inspect all game balls BEFORE they enter the game to ensure they are the right type of ball to be used.

### **7.3.2 Ground Rules at Barkley Field**

- The outfield at Barkley Field is very large and often there is a soccer practice/game going on at the same time. At times, there is a makeshift fence set up to separate the baseball field from the soccer field (which is deeper in the outfield). When the fence is present, the fence should be the boundary of play.
- When the fence is absent, and when soccer is actively being played, managers/coaches and the umpires should agree on reasonable parameters for a ball out of bounds. One suggestion is to set up cones in the outfield where the fence would be. Fly ball over the cones is a home run and a ground ball that rolls through the cones is a ground-rule double.



- If there is no fence and no soccer being played, consider the field to be infinite.

### 7.3.3 Ground Rules at Woodside Elementary

- Draw an imaginary line from the end of the third base dugout fence to the left field fence. Anything to the left of that line is out of play. Anything to the right of that line is in play.
- Draw an imaginary line from the end of the first base dugout fence to the right field running track path. Anything on the right of that line is out of play and anything to the left is in play. However, if the ball reaches the angled dirt path, standard out of play rules apply.
- The left field fence cuts off in roughly left center field and there is no fence in center field or right field. Managers/coaches should place orange cones or some other marker from the first base foul line (described above) to the fence in left center field, marking the boundary between the grass and dirt path.
  - Even if no formal markers are set up, if a batted ball reaches the dirt path or area beneath the right field trees on the fly, it is a home run. If a batted ball rolls past to or past the dirt path line on the ground, it is a ground-rule double.
  - Managers/coaches should encourage all spectators to be seated behind the markers (or behind the dirt path and behind the first base and third base out of play lines). If they are in front of that line for whatever reason and they interfere with the play, it is an immediate dead ball and it becomes a judgment call for the umpire. He/she shall place runners where he/she thinks they would have been if the interference did not occur.

## 7.4 SCOREKEEPING

In Majors, PCL and Minors, an official scorekeeper must be designated by the visiting team, who shall keep score in **GameChanger**. A team may also keep a paper scorebook but the official score shall be in GameChanger to ensure transparency. Softball Majors and Minors may also use Gamechanger but it is not required. In Machine Pitch, the score is very loosely kept, mostly only used to determine if the 5-run mercy rule has been met in any one inning. No score is kept in Coach Pitch, Tee Ball or Softball Coach Pitch.

In Majors, PCL and Minors, the official scorekeeper shall record pitch counts (in GameChanger) as in compliance with Regulation VI(e). For Majors games at Ford Field, the home team shall appoint someone to manage the electronic scoreboard. The official scorekeeper has the final word on pitch counts and both teams must abide by the count displayed in GameChanger. To avoid disputes, however, every effort should be made to make sure the electronic scoreboard matches what is being tracked in GameChanger.

A copy of the lineup sheet (either in writing or digitally) should be exchanged by the manager of each team and provided to the scorekeeper before each game. In PCL, Minors and Machine Pitch, the lineup sheet should show how defensive positions for the entire game, and the scorekeeper should review to confirm all positional requirements are met. Any issues should be addressed immediately if possible. Any disagreements that cannot be resolved between the managers and umpire(s) at the field should be referred to the Division Commissioner who may involve the Disciplinary/Protest Committee.



*Note: **Recording Scores & Pitch Counts:** Each team is responsible for entering scores and pitch counts the same day as the game occurs to the Alpine LL website. Pitch count information is critical to maintaining the health of players arms and monitoring manager/coach compliance with the applicable pitch count restrictions. Day of game entry is an essential aspect of this process. We are working with our new technology platform to see if we can have this information automatically updated from GameChanger. Until that happens, it is essential that managers make sure this information is reported in a timely manner.*

## **7.5 GOVERNING RULES**

During all play between any two teams of Alpine LL the teams shall faithfully observe all Little League Official Rules unless superseded by the Alpine LL Local Rules outlined in these Bylaws. During inter-league games, play shall be governed by the Little League Official Rules and the rules of the home league for that particular game. In All Star tournament competition, Alpine LL teams will observe the Little League Official Rules concerning All Star tournament play.

# **8 BASEBALL PLAYER PITCHERS**

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## **8.1 PITCHING LIMITS - REGULATION VI(c)**

Alpine LL uses a phased in approach to pitch limits. The goal is not only for players to build arm strength as the season progresses but also to encourage teams to rotate and develop 4-6 pitchers regularly if possible.

*Alpine LL imposes the following maximum pitch count limits in Majors. PCL and Minors have more restrictive pitch limit numbers outlined in the rules for that Division. However, the principles on when the limit is reached and days of rest are the same across divisions.*

League age 11 and 12 years in Majors:

- Through March: 60 pitches per day
- Through April: 70 pitches per day
- May & June: 85 pitches per day

League age 10 years in Majors:

- Through March: 50 pitches per day
- Through April: 60 pitches per day
- May & June: 75 pitches per day

If a pitcher reaches the limit as described above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur:

- that batter reaches base
- that batter is put out
- the third out is made to complete the half-inning

## **8.2 REQUIRED REST - REGULATION IV(d)**

Pitchers aged 14 and under must adhere to the following rest requirements:



- If a player pitches 66 or more pitches in a day, four (4) full calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) full calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) full calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) full calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest must be observed.

*EXAMPLE: If you have a pitcher throwing >50 pitches on Wednesday they can not pitch on Saturday.*

The required rest rules are also subject to the same caveat as in 8.1 about reaching the limit while facing a batter. For example, if a pitcher reaches 50 pitches while facing a batter, they may continue to pitch to that batter until the at-bat is over, and remain subject to the rest requirements for throwing 50 pitches.

Violation of the pitching rules can lead to game forfeits, even if discovered after the fact.

### **8.3 PITCHING & CATCHING - REGULATION VI(A), (D)**

If a player has caught earlier in the game for three (3) innings (catching any part of the third such inning constitutes three (3) full innings) and later comes in to pitch, he is limited to 40 pitches. If a player has pitched earlier in the game and was limited to 40 pitches, he is eligible to catch for three (3) innings. Any player who has played the position of catcher in more than three innings in a game is not eligible to pitch. Any player who has pitched more than 40 pitches in a game is not eligible to catch. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.

### **8.4 PITCHER'S UNDERSHIRT - RULE 1.11(A)3**

Any undershirt worn by a pitcher must be solid in color (but not gray or white). For purposes of this rule, an "arm sleeve" counts as an undershirt.

### **8.5 RECORDING PITCHES**

The scorekeeper is the official pitch counter for the game. With the integration of our new registration system and website, Alpine LL will mandate the use of GameChanger for scorekeeping and pitch counts. The scorekeeper must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed. Please see Section 7.4 above for REQUIRED timely reporting of pitch counts to the league website.

### **8.6 PENALTIES FOR VIOLATIONS OF PITCHING LIMITS**

Violations of Alpine LLs rules limiting pitches thrown by a player outlined in this Section 8 and in the Little League Official Rules are considered a serious safety concern and will be dealt with the seriousness that they deserve. An opposing manager or coach shall file a protest if he/she





believes a team violated the pitching or rest rules within 24 hours of the game in question. (Note: for pitch limit violations a protest MAY be filed after the game has concluded). See Section 4.5.4 above and Rule 4.19 for details on filing a protest. This protest is filed with the applicable Division Commissioner.

However, if an opposing manager realizes a violation is imminent, they should try to prevent it by discreet discussion with the opposing manager and/or the head umpire. Nevertheless, the obligation to comply with these rules rests with each manager, who must track the playing time and pitch counts of his/her players.

If the Disciplinary/Protest Committee determines the protest is merited the following consequences shall apply:

- The manager of the offending team will be suspended for one game and an assistant coach shall be named the temporary manager;
- The player whose pitching caused the violation will not be allowed to pitch in the same game for which the suspension is in effect; and
- The game in which the violation occurred will be declared a forfeit in favor of the opposition team.

Second time offenses will be subject to such additional discipline as the Disciplinary/Protest Committee may deem appropriate, including without limitation, permanent suspension of the offending manager.

*Note: Due to the importance of player safety, this Rule will be applied on a strict liability basis. No excuse or circumstance whatsoever shall be deemed justification for the violation of any pitch count rule.*

## **9 BASEBALL MAJORS RULES**

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The Baseball Majors division of Alpine LL is generally for players league age 10 (in rare exceptions), 11 and 12 who have met all player evaluation eligibility requirements. All playing rules described in the Little League Official Rules and these Bylaws apply to the Majors Division unless otherwise amended below.

### **9.1 COMPLETE GAME**

#### **9.1.1 No time limit - Rule 4.10(a) & (c)**

A regulation game consists of 6 innings. There will be no time limit imposed on games. If a game is called by the umpire (e.g., for darkness, weather etc.), it shall count as a regulation game if four innings have been played. If a game is called by an umpire before four innings have been played, it shall resume exactly where it left off when it can be rescheduled.

#### **9.1.2 Game Rescheduling**

The decision whether or not to reschedule games called before they are complete rests with the Majors Division Commissioner and the Vice President, who assists with scheduling. Factors considered will include field availability, the number of games needing to be rescheduled across the league and league standings. While every effort will be made to find an available date, it is possible that not all Majors games scheduled at the start of the season will be played.



Resumed games shall pick up exactly where they were halted (with the same line-ups, pitch count, etc) with the rules applying to the game as if it were played continuously. Notwithstanding the foregoing, the pitch count and rest rules are applied based on the status of the pitcher at the time of the resumed portion of the game and the same pitcher resumes pitching.

### **9.1.3 No tie games - Rule 4.10(b)**

A tie game goes into extra innings until the tie is broken. Tie games called because of darkness, weather or other reasons are to be continued as soon as feasible and before playoffs begin, subject to approval from the Majors Commissioner and Vice President who handles re-scheduling.

### **9.1.4 Mercy Rule - Rule 4.10(e)**

Rule 4.10(e) is in effect meaning there will be a mercy rule that applies if one team is ahead by 8 runs after five innings, 10 runs after four innings or 15 runs after three innings. When Rule 4.10(e) has been declared, the game of record officially ends. After which, play can be extended up to six (6) complete innings at the sole discretion of the losing manager. Pitching rules remain in effect. Umpires shall remain on duty. The intention of this rule is to assure that Mandatory Play requirements are achieved for all players. New pitchers are encouraged during "extended play."

### **9.1.5 Suspensions - Rule 3.11(b) and 4.01(d)**

As soon as the plate meeting concludes, the head umpire becomes the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension.

## **9.2 ATTENDANCE/FORFEITS**

### **9.2.1 Unable to Field a Team - Rule 4.16**

A Majors team with less than nine (9) players and one official manager/coach present at the designated starting time for a game must forfeit. Borrowing players from the opponent is not allowed.

If a team finds out just before game time that they do not have nine (9) players to play (up to 30 minutes prior), they should notify the Player Agent immediately to try and produce a Pool Player. If one is not found, the game will result in a forfeit and for the benefit of those that arrived, an unofficial game will be played amongst the remaining players.

### **9.2.2 Temporary Call Ups/Pool Players**

To avoid forfeits, a Majors Player Pool will be created and maintained by the Player Agent. This pool can be made up of skill capable and age-eligible PCL players who are willing to fill in as players for majors teams that are short players. Majors Pool Players will be subject to the mandatory playing rules set out in Section 9.3 and shall not be permitted to pitch.

A Manager may request from the Player Agent pool player(s) for a game when he/she has reason to believe that he/she will be down to 10 or fewer regular rostered players available to play for a game.



The Player Agent will be the only point of contact with a prospective pool player. Pool players will wear their own team's regular uniform.

In Majors, during the last two weeks of the regular season and for the duration of the play-offs, the Majors Player Pool shall only consist of players drafted in the first or second round of the Pool C draft or in the first round of the Pool D draft.

See the Player Pool document available on the league website that outlines the procedures for using pool players. For details on permanent call-ups (replacement players when a player permanently leaves a team), please see Section 6.4 above.

### **9.2.3 Forfeit - Rule 4.16**

The forfeited game will count as a loss. In the event both teams are unable to field nine (9) players, both teams will be charged a loss.

## **9.3 MANDATORY PLAY - MODIFICATION OF REGULATION IV(I)**

### **9.3.1 Defense**

All players present at the start of the game must play a minimum three (3) complete defensive innings or nine (9) outs. If the visiting team could have complied with this rule had it played defense in the bottom of the 6th inning (i.e., the home team won the game before it batted in the 6th inning), the visiting team will not be considered to have violated this rule. The three (3) defensive inning or nine (9) out requirement is reduced by the number of full or partial innings of defense a late arriving or early leaving player missed.

The manager or coach shall inform the Player Agent of any player who fails to play a minimum of three (3) innings for any reason (including injury/illness or disciplinary). Such notification shall be made prior to the next scheduled game for that team.

#### **9.3.1.1 Exceptions**

A player may not be required to play three (3) full innings in the following cases: injury/illness or disciplinary reasons. Should either occur, the Player Agent must be notified immediately.

### **9.3.2 Offense/Continuous Batting Order - Rule 4.04**

All players must bat throughout the game (continuous batting order required).

### **9.3.3 Penalty**

See Section 4.5 above for penalties related to mandatory play rules.

## **9.4 MAJORS PRE-GAME WARM-UP**

Forty-five (45) minutes before the first pitch the teams share the use of the batting cage and the outfield grass. Every attempt should be made to split the allotted time equally between the teams.

Twenty-five (25) minutes before the first pitch the home team takes infield practice and the visiting team uses the batting cage. The visiting team can also use the outfield margins (along the foul lines).



Fifteen (15) minutes before the first pitch the visiting team takes infield practice and the home team uses the batting cage. The home team can also use the outfield margins (along the foul lines).

Five (5) minutes before 1st pitch, the home plate meeting between coaches and umpires takes place. Each team manager shall select a player team captain for that game who shall be brought out to participate in the plate meeting.

*Note: The goal is to make sure the visiting team has a proper warm-up time and is not dependent upon the home team in order to do so. Any time lost due to the infield not being prepared eats into the home team time. Fall Ball may have slightly different timing for warm-ups as the games tend to be scheduled closer together.*

## **9.5 PLAYING RULES**

### **9.5.1 Adults on the Field - Rules 3.09, 3.17 & 4.05**

No one except eligible players in uniform, manager and not more than two coaches shall occupy the bench or dugout. Only two base coaches are allowed on the field when their team is batting. All other managers/coaches should remain in the dugout. Rule 3.09 provides that managers/coaches must not warm up a pitcher at home plate or in the bull pen or elsewhere at any time. And that, while warming up in the bullpen, no adult, even a coach, is permitted to serve as the safety or backup for the session. The manager should appoint an unused player for this purpose. Consistent with updated Little League Rules, Alpine LL permits a coach to assist by catching a pitcher warming up either in the bullpen or on the mound. As soon as the catcher is in his/her gear, the catcher shall take over.

### **9.5.2 Players During Warm-Up and On-deck**

Any player at home plate during warm ups while a coach is hitting must have a catching helmet on during this time. This is for the safety of the player and not open to interpretation.

There is no on-deck position allowed. The only player allowed to swing a bat during a game is the batter. Other players cannot practice swinging anywhere else on or off the field during the game.

### **9.5.3 Slash Bunting Prohibited**

If a batter indicates he will be bunting at the time before the pitcher delivers the pitch, he must either complete the bunt attempt or withdraw the bat for a no swing. He cannot attempt a full swing after any physical indication of his intent to bunt. If the batter does attempt a swing, the pitch is a called strike, the ball shall be called dead, and a warning shall be issued to the batter and his manager. Bases cannot be stolen. The batter will be called out for any repeat violations.

### **9.5.4 Sliding - Rule 7.08**

A runner will be considered out if they slide head-first to advance a base. Head first sliding is only allowed going back to a base.

### **9.5.5 “Dropped” third strike - Rule 6.05(b)**

In the Majors division, a third strike that is not caught by the catcher is not an out until the batter is put out at first base. The exception to this rule is if first base is occupied with less than two outs.





### **9.5.6 Infield Fly Rule**

The infield fly rule is in effect in the Majors division.

### **9.5.7 No Courtesy Runner - Modification to Rule 7.14(b)**

Alpine LL does not permit courtesy runners for pitchers and catchers in the Majors Division.

## **9.6 PLAYOFFS**

Majors playoffs will consist of a double elimination tournament immediately following the completion of the regular season. All regular season rules above apply during playoffs unless specifically noted below.

### **9.6.1 Playoff Seeding**

For purposes of the playoff tournament seeding, the order-of-finish will be determined by regular-season standings according to the following priority:

1. The Total number of points accrued based on won/loss decisions during regular-season (1 points for each win, 0.5 point for each tie, and 0 points for each loss);
2. Superior record in head-to-head competition (for teams with equal point totals);
3. Fewest runs scored against in head-to-head competition (for teams with equal point totals tied in head-to-head decisions);
4. Fewest runs scored against during all regular-season play (for teams with equal point totals and tied in both head-to-head decisions and runs scored against in head-to-head competition);
5. a coin flip (for any unresolved ties).

### **9.6.2 Home/Visitor Designation**

With the exception of the championship game(s), the team with the higher original tournament seeding shall be designated as the home team. For the championship game(s), the team coming from the winners bracket shall be designated the home team for the first such game. The team coming from the losers bracket shall be designated the home team for the second such game (if any). The home team shall occupy the third base dugout.

### **9.6.3 Playoff Roster Requirements**

#### ***9.6.3.1 12-player roster required, 11-player minimum per game***

During playoffs, there will be a strict 12-player roster requirement. Each team **MUST HAVE** 12-players healthy and available for the full playoff schedule. If a team does not meet that requirement, the manager must let the Player Agent know immediately so he/she can assign a PCL player to complete the team.

To allow for one-off, last-minute conflicts or sickness, each team must have at least 11 players participate in each playoff game. Any players short of 11 in a team's batting order will result in an out being assigned each time that spot comes up to bat. To clarify, if you only have 9 players, each batting cycle, your team will automatically have 2 outs for the 10th and 11th spot in the order.

#### ***9.6.3.2 Exception***

The 12-player rule is designed to ensure competitive balance throughout the playoff tournament. As such, there is an exception for teams who lose the players picked with their first- or



second-round draft picks from the Part A draft, or their first-round pick from the Part B draft, due to injury. If any of those players are unable to play due to injury, the team in question does not need to replace them on the roster for the playoffs. If a team loses one such player due to injury, they must field an 11-player team or be assigned outs each time through the order as noted above. There is no exception for players not picked in the top 2 rounds of the A draft or the first round of the B draft. If a team loses any other player due to injury then that player must be replaced, either permanently or on a game-by-game basis, by a PCL substitute.

### **9.6.3.3 “Late Shows” and “Early Departures”**

The roster must be set at the start of the game, and the same roster must also complete the game. If a player is not present at FIRST PITCH, they cannot play. Specifically, if the team has a 12-player roster but one player leaves early, the spot in the order will record an out if the player is not present to bat. This does not apply to any injuries that occur during the pregame or game. In case of an injury, that spot in the order is skipped with no out recorded.

## **10 BASEBALL PCL RULES**

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The Baseball PCL division of Alpine LL is generally for players league age 9 (in rare exceptions), 10, and 11 who have met all player evaluation eligibility requirements. All playing rules described in the Little League Official Rules and these Bylaws apply to the PCL Division unless otherwise amended below.

**As this is a new division for Alpine in the Spring of 2024, the Board reserves the right to make minor modifications to these rules prior to the start of the Spring 2024 season. Final rules will be on the Alpine website. Further, the PCL Managers and the PCL Commissioner will meet mid-season to check-in and propose any modifications for the second half of the season.**

### **10.1 COMPLETE GAME**

#### **10.1.1 Time limit - Rule 4.10(a) & (c)**

A regulation game consists of 6 innings. During the regular season, no new inning shall start after 1 hr 45 minutes have elapsed following the game’s actual starting time. The start time will be agreed to by the managers and Head umpire at the plate meeting. An inning starts the moment that the third out is made completing the preceding inning. All innings played will be complete innings (top and bottom). If the home team is winning after the top half of the last inning, the bottom half of the inning will still be played in order to provide additional offensive and defensive opportunities for the players. Games reaching this maximum time limit shall be considered regulation games even if less than four innings are played.

If a game is called by the umpire (e.g., for darkness, weather etc.) prior to the 1 hour, 45 minute time limit, it shall count as a regulation game if four innings have been played. If a game is called by an umpire before four innings have been played and before the time limit has been reached, it shall resume exactly where it left off if and when and if it can be rescheduled.

#### **10.1.2 Game Rescheduling**

The decision whether or not to reschedule games called before they are complete rests with the PCL Division Commissioner and the Vice President, who assists with scheduling. Factors



considered will include field availability, the number of games needing to be rescheduled across the league and league standings. It is possible that not all PCL games scheduled at the start of the season will be played.

Resumed games shall pick up exactly where they were halted (with the same line-ups, pitch count, etc) with the rules applying to the game as if it were played continuously.

Notwithstanding the foregoing, the pitch count and rest rules are applied based on the status of the pitcher at the time of the resumed portion of the game.

### **10.1.3 Tie games allowed - Modification of Rule 4.10(b)**

Tie games are permitted during PCL regular season play but not during playoffs (see below).

### **10.1.4 Mercy Rule - Rule 4.10(e)**

Rule 4.10(e) is in effect meaning there will be a mercy rule that applies if one team is ahead by 8 runs after five innings, 10 runs after four innings or 15 runs after three innings. When Rule 4.10(e) has been declared, the game of record officially ends. After which, play can be extended up to six (6) complete innings at the sole discretion of the losing manager. Pitching rules remain in effect. Umpires shall remain on duty. The intention of this rule is to assure that Mandatory Play requirements are achieved for all players. New pitchers are encouraged during “extended play.”

See also “5-run Rule” described below.

### **10.1.5 Suspensions - Rule 3.11(b) and 4.01(d)**

As soon as the plate meeting concludes, the head umpire becomes the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension.

## **10.2 ATTENDANCE/FORFEITS**

### **10.2.1 Unable to Field a Team - Rule 4.16**

A PCL team with less than nine (9) players and one official manager/coach present at the designated starting time for a game must forfeit. Borrowing players from the opponent is not allowed.

If a team finds out just before game time that they do not have nine (9) players to play (up to 30 minutes prior), they should notify the Player Agent immediately to try and produce a Pool Player. If one is not found, the game will result in a forfeit and for the benefit of those that arrived, an unofficial game will be played amongst the remaining players.

### **10.2.2 Temporary Call Ups/Pool Players**

To avoid forfeits, a PCL Player Pool will be created and maintained by the Player Agent. This pool can be made up of age-eligible Minors players who are willing to fill in as players for PCL teams that are short players. Pool players will be subject to the mandatory play rules set out in Section 10.3 below and shall not be permitted to pitch.



A Manager may request from the Player Agent pool player(s) for a game when he/she has reason to believe that he/she will be down to 10 or fewer regular rostered players available to play for a game.

The Player Agent will be the only point of contact with a prospective pool player. Pool players will wear their own team's regular uniform.

In PCL, during the last two weeks of the regular season and for the duration of the play-offs, the PCL Player Pool shall only consist of players drafted in the first or second round of the Pool E draft or in the first round of the Pool F draft.

See the Player Pool document available on the league website that outlines the procedures for using pool players. For details on permanent call-ups (replacement players when a player permanently leaves a team), please see Section 6.4 above.

### **10.2.3 Forfeit - Rule 4.16**

The forfeited game will count as a loss. In the event both teams are unable to field nine (9) players, both teams will be charged a loss.

## **10.3 MANDATORY PLAY- MODIFICATION OF REGULATION IV(i)**

### **10.3.1 Defense**

All players present at the start of the game must play a minimum of three (3) complete defensive full innings if their team plays five (5) innings and four (4) complete defensive innings if their team plays six (6) innings. At least one full inning must be played in the infield by the end of the 4th inning and at least two full innings must be played in the infield if 6 full innings are played. Every player must sit one (1) inning before any player sits two (2) innings. If the visiting team could have complied with this rule had it played defense in the bottom of the 4th/5th/6th inning (i.e. the home team won the game before it batted in the final inning), the visiting team will not be considered to have violated this rule. The three (3)/four (4) defensive inning requirement is reduced by the number of full or partial innings of defense a late arriving or early leaving player missed. The inning in the infield requirement is not reduced.

The manager or coach shall inform the Player Agent of any player who fails to play a minimum of three (3) or four (4) innings as described above for any reason. Such notification shall be made prior to the next scheduled game for that team.

As provided in Regulation IV(i) Note 3, if a half-inning ends because of the imposition of the "Five-Run Rule" described below and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive outs for the purposes of the mandatory play rule. However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.

#### **10.3.1.1 Exceptions**

A player may not be required to play three (3) full innings in the following cases: injury or illness; disciplinary reasons. Should either occur, the Player Agent must be notified immediately.

### **10.3.2 Offense/Continuous Batting Order - Rule 4.04**

All players must bat throughout the game (continuous batting order required).





### **10.3.3 Penalty**

See Section 4.5 above for penalties related to mandatory play rules.

## **10.4 PCL PRE-GAME WARM-UP**

Forty-five (45) minutes before the first pitch the teams share the use of the batting cage and the outfield grass. Every attempt should be made to split the allotted time equally between the teams.

Twenty-five (25) minutes before the first pitch the home team takes infield practice and the visiting team uses the batting cage. The visiting team can also use the outfield margins (along the foul lines).

Fifteen (15) minutes before the first pitch the visiting team takes infield practice and the home team uses the batting cage. The home team can also use the outfield margins (along the foul lines).

Five (5) minutes before 1st pitch, the home plate meeting between coaches and umpires takes place. Each team manager shall select a player team captain for that game who shall be brought out to participate in the plate meeting.

*Note: The goal is to make sure the visiting team has a proper warm-up time and is not dependent upon the home team in order to do so. Any time lost due to the infield not being prepared eats into the home team time. Fall Ball may have slightly different timing for warm-ups as the games tend to be scheduled closer together.*

## **10.5 PLAYING RULES**

### **10.5.1 Adults on the Field - Rules 3.09, 3.17 & 4.05**

No one except eligible players in uniform, manager and not more than two coaches shall occupy the bench or dugout. Only two base coaches are allowed on the field when their team is batting. All other managers/coaches should remain in the dugout. Rule 3.09 provides managers/coaches must not warm up a pitcher at home plate or in the bullpen or elsewhere at any time. And that, while warming up in the bullpen, no adult, even a coach, is permitted to serve as the safety or backup for the session. The manager should appoint an unused player for this purpose. Consistent with updated Little League Rules, Alpine LL permits a coach to assist by catching a pitcher warming up either in the bullpen or on the mound. As soon as the catcher is in his/her gear, the catcher shall take over.

### **10.5.2 Players During Warm-Up and On-deck**

Any player at home plate during warm ups while a coach is hitting must have a catching helmet on during this time. This is for the safety of the player and not open to interpretation.

There is no on-deck position allowed. The only player allowed to swing a bat during a game is the batter. Other players cannot practice swinging anywhere else on or off the field during the game.

### **10.5.3 Slash Bunting Prohibited**

If a batter indicates he will be bunting at the time before the pitcher delivers the pitch, he must either complete the bunt attempt or withdraw the bat for a no swing. He cannot attempt a full



swing after any physical indication of his intent to bunt. If the batter does attempt a swing, the pitch is a called strike, the ball shall be called dead, and a warning shall be issued to the batter and his manager. Bases cannot be stolen. The batter hereafter, shall be called out for any repeat violations.

#### **10.5.4 Sliding - Rule 7.08**

A runner will be considered out if they slide head-first to advance a base. Head first sliding is only allowed going back to a base.

#### **10.5.5 “Dropped” third strike - Rule 6.05(b)**

In the PCL Division, a third strike, whether dropped or not, is an out; however, the ball remains live for runners already on base.

#### **10.5.6 No Stealing Home/No score on passed ball**

A runner on third may only score on a bases loaded walk or when a batted ball permits him to score.

#### **10.5.7 PCL Pitching Rules**

Alpine LL recommends that pitchers are rotated as often as possible in order to develop youth pitchers on the team. To encourage this at the younger divisions we have adopted the following restrictions:

- In PCL, every pitcher, regardless of age, is limited to a maximum of 60 pitches per game (50 pitches in March) or 3 innings, whichever comes first.
- Every player (unless the player opts out to the coach), should pitch a minimum of the shorter of 1 inning or 25 pitches every 4 games.
- Days of rest rules in Section 8.2 apply.

#### **10.5.8 No Balk/Illegal Pitch - Rule 8.05**

Alpine LL does not enforce Rule 8.05 for an illegal pitch at the PCL level.

#### **10.5.9 Five-Run Rule - Rule 5.07**

An inning is three (3) outs, or five (5) runs, whichever happens first for the first 4 innings of the game. There is no five (5) run limit in the 5th or 6th inning of the game.

#### **10.5.10 Infield Fly Rule**

There is no Infield Fly rule in PCL or lower divisions.

#### **10.5.11 No Courtesy Runner - Modification to Rule 7.14(b)**

Alpine LL does not permit courtesy runners for pitchers and catchers in the PCL Division.

### **10.6 PLAYOFFS**

The PCL Division shall hold a play-off tournament following the same rules as Majors outlined in Section 9.6 above with the following exceptions:

- PCL mandatory play rules outlined in Section 10.3 above will apply
- The exception for required replacement players in 9.6.3.2 applies in PCL as well and instead will be applicable for players selected with their first- or second-round draft picks from the Part C draft, or their first-round pick from the Part D draft.



# 11 BASEBALL MINORS RULES

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The Baseball Minors division of Alpine LL is generally for players league age 9 and 10 who have met all player evaluation eligibility requirements. All playing rules described in the Little League Official Rules and these Bylaws apply to the Minors Division unless otherwise amended below.

**As Alpine LL has added the PCL division for the Spring of 2024, the Board reserves the right to make minor modifications to these rules prior to the start of the Spring 2024 season. Final rules will be on the Alpine website. Further, the Minors Managers and the Minors Commissioner will meet mid-season to check-in and propose any modifications for the second half of the season.**

## 11.1 COMPLETE GAME

### 11.1.1 Time limit - Rule 4.10(a) & (c)

A regulation game consists of 6 innings. During the regular season, no new inning shall start after 1 hr 45 minutes have elapsed following the game's actual starting time. The start time will be agreed to by the managers and Head umpire at the plate meeting. An inning starts the moment that the third out is made completing the preceding inning. All innings played will be complete innings (top and bottom). If the home team is winning after the top half of the last inning, the bottom half of the inning will still be played in order to provide additional offensive and defensive opportunities for the players. Games reaching this maximum time limit shall be considered regulation games even if less than four innings are played.

If a game is called by the umpire (e.g., for darkness, weather etc.) prior to the 1 hour, 45 minute time limit, it shall count as a regulation game if four innings have been played. If a game is called by an umpire before four innings have been played and before the time limit has been reached, it shall resume exactly where it left off if and when and if it can be rescheduled.

### 11.1.2 Game Rescheduling

The decision whether or not to reschedule games called before they are complete rests with the Minors Division Commissioner and the Vice President, who assists with scheduling. Factors considered will include field availability, the number of games needing to be rescheduled across the league and league standings. It is possible that not all Minors games scheduled at the start of the season will be played.

Resumed games shall pick up exactly where they were halted (with the same line-ups, pitch count, etc) with the rules applying to the game as if it were played continuously.

Notwithstanding the foregoing, the pitch count and rest rules are applied based on the status of the pitcher at the time of the resumed portion of the game.

### 11.1.3 Tie games allowed - Modification of Rule 4.10(b)

Tie games are permitted during Minors regular season play but not during playoffs (see below).

### 11.1.4 Mercy Rule - Rule 4.10(e)

Rule 4.10(e) is in effect meaning there will be a mercy rule that applies if one team is ahead by 8 runs after five innings, 10 runs after four innings or 15 runs after three innings. When Rule 4.10(e) has been declared, the game of record officially ends. After which, play can be extended up to six (6) complete innings at the sole discretion of the losing manager. Pitching rules remain



in effect. Umpires shall remain on duty. The intention of this rule is to assure that Mandatory Play requirements are achieved for all players. New pitchers are encouraged during “extended play.”

See also “5-run Rule” described below.

#### **11.1.5 Suspensions - Rule 3.11(b) and 4.01(d)**

As soon as the plate meeting concludes, the head umpire becomes the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension.

## **11.2 ATTENDANCE/FORFEITS**

### **11.2.1 Unable to Field a Team - Rule 4.16**

An Minors team with less than nine (9) players and one official manager/coach present at the designated starting time for a game must forfeit. Borrowing players from the opponent is not allowed.

If a team finds out just before game time that they do not have nine (9) players to play (up to 30 minutes prior), they should notify the Player Agent immediately to try and produce a Pool Player. If one is not found, the game will result in a forfeit and for the benefit of those that arrived, an unofficial game will be played amongst the remaining players.

### **11.2.2 Temporary Call Ups/Pool Players**

To avoid forfeits, a Minors Player Pool will be created and maintained by the Player Agent. This pool can be made up of age-eligible Machine Pitch players who are willing to fill in as players for Minors teams that are short players. Pool players will be subject to the mandatory play rules set out in Section 11.3 below and shall not be permitted to pitch.

A Manager may request from the Player Agent pool player(s) for a game when he/she has reason to believe that he/she will be down to 10 or fewer regular rostered players available to play for a game.

The Player Agent will be the only point of contact with a prospective pool player. Pool players will wear their own team’s regular uniform.

In Minors, during the last two weeks of the regular season and for the duration of the play-offs, the Minors Player Pool shall only consist of players drafted in the first or second round of the Pool G draft or in the first round of the Pool H draft.

See the Player Pool document available on the league website that outlines the procedures for using pool players. For details on permanent call-ups (replacement players when a player permanently leaves a team), please see Section 6.4 above.

### **11.2.3 Forfeit - Rule 4.16**

The forfeited game will count as a loss. In the event both teams are unable to field nine (9) players, both teams will be charged a loss.





## **11.3 MANDATORY PLAY- MODIFICATION OF REGULATION IV(i)**

### **11.3.1 Defense**

All players present at the start of the game must play a minimum of three (3) complete defensive full innings if their team plays five (5) innings and four (4) complete defensive innings if their team plays six (6) innings. Further, at least one full inning must be played in the infield by the end of the 4th inning and at least two full innings must be played in the infield if 6 full innings are played. Every player must sit one (1) inning before any player sits two (2) innings. If the visiting team could have complied with this rule had it played defense in the bottom of the 4th/5th/6th inning (i.e. the home team won the game before it batted in the final inning), the visiting team will not be considered to have violated this rule. The three (3)/four (4) defensive inning requirement is reduced by the number of full or partial innings of defense a late arriving or early leaving player missed. The inning in the infield requirement is not reduced.

The manager or coach shall inform the Player Agent of any player who fails to play a minimum of three (3) or four (4) innings as described above for any reason. Such notification shall be made prior to the next scheduled game for that team.

As provided in Regulation IV(i) Note 3, if a half-inning ends because of the imposition of the "Five-Run Rule" described below and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive outs for the purposes of the mandatory play rule. However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.

#### **11.3.1.1 Exceptions**

A player may not be required to play three (3) full innings in the following cases: injury or illness; disciplinary reasons. Should either occur, the Player Agent must be notified immediately.

### **11.3.2 Offense/Continuous Batting Order - Rule 4.04**

All players must bat throughout the game (continuous batting order required).

### **11.3.3 Penalty**

See Section 4.5 above for penalties related to mandatory play rules.

## **11.4 MINORS PRE-GAME WARM-UP**

Forty-five (45) minutes before the first pitch the teams share the use of the batting cage and the outfield grass. Every attempt should be made to split the allotted time equally between the teams.

Twenty-five (25) minutes before the first pitch the home team takes infield practice and the visiting team uses the batting cage. The visiting team can also use the outfield margins (along the foul lines).

Fifteen (15) minutes before the first pitch the visiting team takes infield practice and the home team uses the batting cage. The home team can also use the outfield margins (along the foul lines).



Five (5) minutes before 1st pitch, the home plate meeting between coaches and umpires takes place. Each team manager shall select a player team captain for that game who shall be brought out to participate in the plate meeting.

*Note: The goal is to make sure the visiting team has a proper warm-up time and is not dependent upon the home team in order to do so. Any time lost due to the infield not being prepared eats into the home team time. Fall Ball may have slightly different timing for warm-ups as the games tend to be scheduled closer together.*

## **11.5 PLAYING RULES**

### **11.5.1 Adults on the Field - Rules 3.09, 3.17 & 4.05**

No one except eligible players in uniform, manager and not more than two coaches shall occupy the bench or dugout. Only two base coaches are allowed on the field when their team is batting. All other managers/coaches should remain in the dugout. Rule 3.09 provides managers/coaches must not warm up a pitcher at home plate or in the bullpen or elsewhere at any time. And that, while warming up in the bullpen, no adult, even a coach, is permitted to serve as the safety or backup for the session. The manager should appoint an unused player for this purpose. Consistent with updated Little League Rules, Alpine LL permits a coach to assist by catching a pitcher warming up either in the bullpen or on the mound. As soon as the catcher is in his/her gear, the catcher shall take over.

### **11.5.2 Players During Warm-Up and On-deck**

Any player at home plate during warm ups while a coach is hitting must have a catching helmet on during this time. This is for the safety of the player and not open to interpretation.

There is no on-deck position allowed. The only player allowed to swing a bat during a game is the batter. Other players cannot practice swinging anywhere else on or off the field during the game.

### **11.5.3 Slash Bunting Prohibited**

If a batter indicates he will be bunting at the time before the pitcher delivers the pitch, he must either complete the bunt attempt or withdraw the bat for a no swing. He cannot attempt a full swing after any physical indication of his intent to bunt. If the batter does attempt a swing, the pitch is a called strike, the ball shall be called dead, and a warning shall be issued to the batter and his manager. Bases cannot be stolen. The batter hereafter, shall be called out for any repeat violations.

### **11.5.4 Sliding - Rule 7.08**

A runner will be considered out if they slide head-first to advance a base. Head first sliding is only allowed going back to a base.

### **11.5.5 No Walks**

There are no no walks in Minors. The player pitcher is allowed up to 4 pitches that are ruled "balls" by the umpire. After the 4th ball is called, the offensive coach steps in to pitch up to 3 additional pitches. The strike count for the coach pitcher is the same as it was for the player pitcher. All pitches from the coach are considered a strike by rule (even if in the dirt). The batter is called out after 3 strikes whether they swing or not.



For example, if the count is 3:2 when the player pitches the 4th ball, the coach comes in to pitch ONE pitch. This encourages the batter to SWING. If they miss (or don't swing), it is a strike out. If the count is 3:1 when the player pitches the 4th ball, the coach comes in to pitch TWO pitches.

#### **11.5.6 "Dropped" third strike - Rule 6.05(b)**

In the Minors Division, a third strike, whether dropped or not, is an out; however, the ball remains live for runners already on base.

#### **11.5.7 Five-Run Rule - Rule 5.07**

An inning is three (3) outs, or five (5) runs, whichever happens first for the first 4 innings of the game. There is no five (5) run limit in the 5th or 6th inning of the game.

#### **11.5.8 No Stealing Home/No score on passed ball**

A runner on third may only score when a batted ball permits him to score. (Since there are no walks, the runner cannot be walked home either).

#### **11.5.9 Stealing Bases**

Runners may attempt to steal second and third bases. However, no run may score on an attempted steal of third base with an overthrow by the catcher.

Runners may only advance one base for each overthrow.

#### **11.5.10 Minors Pitching Rules**

Alpine LL recommends that pitchers are rotated as often as possible in order to develop youth pitchers on the team. To encourage this at the younger divisions we have adopted the following restrictions:

- In Minors, every pitcher, regardless of age, is limited to a maximum of 50 pitches per game or 2 innings, whichever comes first.
- Every player (unless the player opts out to the coach), should pitch a minimum of the shorter of 1 inning or 25 pitches every 4 games.
- Days of rest rules in Section 8.2 apply.

#### **11.5.11 Illegal Pitch - Rule 8.05**

Alpine LL does not enforce Rule 8.05 for an illegal pitch at the Minors level.

#### **11.5.12 Infield Fly Rule**

There is no Infield Fly rule in Minors or lower divisions.

#### **11.5.13 No Courtesy Runner - Modification to Rule 7.14(b)**

Alpine LL does not permit courtesy runners for pitchers and catchers in the Minors Division.

### **11.6 PLAYOFFS**

The Minors Division shall hold a play-off tournament following the same rules as Majors outlined in Section 9.6 above with the following exceptions:

- Minors mandatory play rules outlined in Section 11.3 above will apply
- The exception for required replacement players in 9.6.3.2 applies in Minors as well and instead will be applicable for players selected with their first- or



second-round draft picks from the Part E draft, or their first-round pick from the Part F draft.

## **12 BASEBALL MACHINE PITCH RULES**

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The Baseball Machine Pitch division of Alpine LL is generally for players league age 8, and 9. Machine Pitch is an instructional division with the emphasis on the continued development of hitting, defensive fielding skills and situational awareness.

Machine Pitch is the first division where scores will be kept and a champion will be crowned. However it is important to note that competition is a secondary goal to the primary goals of instruction, skill development, player improvement, enjoyment of the game and sportsmanship. To that end, while there will be playoffs and a league championship, regular season standings will not be kept and game scores will not be reported.

All playing rules described in the Little League Official Rules and these Bylaws apply to the Machine Pitch Division unless otherwise amended below.

### **12.1 COMPLETE GAME**

#### **12.1.1 Time Limit - Rule 4.10(a) & (c)**

The maximum number of innings is six (6). During the regular season, no new inning shall start after 90 minutes have elapsed following the game's actual starting time. The start time will be agreed to by the managers and Head umpire at the plate meeting. An inning starts the moment that the third out is made completing the preceding inning. All innings played will be complete innings (top and bottom). If the home team is winning after the top half of the last inning, the bottom half of the inning will still be played in order to provide additional offensive and defensive opportunities for the players. Games reaching this maximum time limit shall be considered regulation games even if less than four innings are played.

If a game is called by the umpire (e.g., for darkness, weather etc.) prior to the 90 minute time limit, it shall count as a regulation game if four innings have been played. If a game is called by an umpire before four innings have been played and before the time limit has been reached, it shall resume exactly where it left off if and when and if it can be rescheduled.

#### **12.1.2 Game Rescheduling**

The decision whether or not to reschedule games called before they are complete rests with the Machine Pitch Division Commissioner and the Vice President, who assists with scheduling. Factors considered will include field availability, the number of games needing to be rescheduled across the league and league standings. It is possible that not all Machine Pitch games scheduled at the start of the season will be played.

Resumed games shall pick up exactly where they were halted (with the same line-ups, pitch count, etc) with the rules applying to the game as if it were played continuously.

#### **12.1.3 Tie games allowed - Modification of Rule 4.10(b)**

If six (6) innings have been completed prior to the 90 minute time limit and the game is tied, extra innings may be played. However, if the game is tied and the 90 minute limit has been





reached, the game will end in a tie. Tie games are permitted during Machine Pitch regular season play but not during playoffs.

#### **12.1.4 Mercy Rule - Rule 4.10(e)**

Rule 4.10(e) is NOT in effect in AA. The intention of this rule is to assure that Mandatory Play requirements are achieved for all players.

See also “5-run Rule” described below.

#### **12.1.5 Suspensions - Rule 3.11(b) and 4.01(d)**

As soon as the plate meeting concludes, the head umpire becomes the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension.

## **12.2 MACHINE PITCH MINIMUM PLAYERS**

Each team must have a minimum of eight (8) players and one official manager/coach present at the start of the game. There is flexibility on this minimum during the regular season (players can be borrowed from other teams, etc.) in order to enable maximum play in all situations. However, during Machine Pitch playoffs a minimum of nine (9) players will be enforced. Failure to have 9 players for a play-off game will result in the team forfeiting the game.

For Machine Pitch play-offs, Managers may contact the Player Agent if they know they will be short of the minimum of 9 players. The Player Agent can help find Pool Players from Coach Pitch to play-up.

See the Player Pool document available on the league website that outlines the procedures for using pool players. For details on permanent call-ups (replacement players when a player permanently leaves a team), please see Section 6.4 above.

## **12.3 MANDATORY PLAY - MODIFICATION OF REGULATION IV(i)**

### **12.3.1 Defense**

All players present at the start of the game must play a minimum of three (3) complete defensive innings if their team plays five (5) innings and four (4) complete defensive innings if their team plays six (6) innings. Further, at least one full inning must be played in the infield by the end of the 4th inning and at least two full innings must be played in the infield if 6 full innings are played. Further, every player must sit one inning before any one player sits two innings.

If the visiting team could have complied with this rule had it played defense in the bottom of the 5th/6th inning (i.e. the home team won the game before it batted in the final inning), the visiting team will not be considered to have violated this rule. The three (3)/four (4) defensive inning requirement is reduced by the number of full or partial innings of defense a late arriving or early leaving player missed.

As provided in Regulation IV(i) Note 3, if a half-inning ends because of the imposition of the “Five-Run Rule” described below and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive outs for the



purposes of the mandatory play rule. However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.

#### **12.3.1.1 Exceptions**

A player may not be required to play three (3) full innings in the following cases: injury or illness; disciplinary reasons. Should either occur, the Player Agent must be notified immediately.

#### **12.3.2 Offense/Continuous Batting Order - Rule 4.04**

All players must bat throughout the game (continuous batting order required).

#### **12.3.3 Penalty**

See Section 4.5 above for penalties related to mandatory play rules. Mandatory play rules are VERY important - especially at these young ages.

## **12.4 MACHINE PITCH PRE-GAME FIELD SET-UP & WARM-UPS**

### **12.4.1 Field Set-Up**

The HOME TEAM sets up the field. In addition to normal field set-up, for Machine Pitch the following also needs to occur pre-game:

- Chalk a small four (4) foot line halfway between 1st and 2nd, 2nd and 3rd and 3rd and home. This is the "Commit Line."
- Chalk an 8-10 foot circle around the center of the pitching mound. The defensive pitcher must stand in this circle until the ball is batted.
- Place pitching machine 46 feet from the back of home plate.

The AWAY TEAM cleans up, puts the pitching machine away and drags the field post-game.

### **12.4.2 Warm-Ups**

Each team should be at the field at least 30 minutes before the scheduled start time in order to have sufficient time for warm-ups and field prep (45 minutes is ideal). The home team will occupy the third-base dugout.

## **12.5 PLAYING RULES**

### **12.5.1 Adults on the Field - Rules 3.17 & 4.05**

No one except eligible players in uniform, a manager and not more than three (3) coaches shall occupy the bench or dugout. A maximum of three (3) coaches are allowed on the field when their team is batting; a first base coach, a third base coach and a coach to run the pitching machine. All other managers/coaches should remain in the dugout.

### **12.5.2 Players During Warm-Up and On-deck**

Any player at home plate during warm ups while a coach is warming up the machine must have a catching helmet on during this time. This is for the safety of the player and not open to interpretation.



There is no on-deck position allowed. The only player allowed to swing a bat during a game is the batter. Other players cannot practice swinging anywhere else on or off the field during the game.

### **12.5.3 Five-Run Rule - Rule 5.07**

An inning is three (3) outs, or five (5) runs, whichever happens first for the first 4 innings of the game. There is no five (5) run limit in the 5th or 6th inning of the game.

### **12.5.4 Pitching Machine**

Pitching machines will be used for hitting the entire season. The pitching machine will be placed inside a ten (10) foot radius pitching circle (either drawn with field paint or chalk prior to each game or a turf circle provided at the field).

A coach of the hitting team will feed balls into the machine as his/her team is at bat. This coach will remain inside the pitching circle during play unless necessary to avoid defensive player movements. *The pitcher/coach may not instruct/coach from the pitching circle - the first and third base coaches should do that.*

If the pitching machine fails to operate for any reason, the game is played under coach pitching with Machine Pitch rules applying.

### **12.5.5 Offense**

#### **12.5.5.1 The Batter**

Each batter shall receive up to seven (7) pitches from the pitching machine. A batter is out on the SOONER OF three (3) missed swings or if the ball is not put in play within seven (7) pitches (exception being a foul ball on the 7th pitch, upon which the batter stays alive).

There are no called strikes.

A batted ball that hits the pitching coach or machine is a dead ball/no pitch and will be replayed.

#### **12.5.5.2 Stealing Bases**

There is no stealing bases. The ball is dead on the return throw from catcher to pitcher after a pitch. There is no advancing on wild pitches or passed balls since there is no pitcher. There are no leads.

#### **12.5.5.3 No Bunting**

Bunting is not permitted in the Machine Pitch Division. However, there is no minimum requirement for the distance a ball must travel following contact from a full swing.

### **12.5.6 Defense**

- 9 or 10 players can be on defense at a given time – 1 catcher, 1 pitcher, 3-4 outfielders (equally spaced and actually playing outfield vs a 5<sup>th</sup> infielder), and 4 infielders.
- Defensively the team in the field must put a “pitcher” next to, or behind, the pitching machine and the “pitcher” must have one foot inside the pitcher circle until the pitched ball has crossed home plate.
- The play/live ball stops when the ball is returned to the defensive pitcher with both feet inside the 10-foot pitching circle and he/she has control of the ball or when play is otherwise stopped by an umpire (such as a dead-ball situation).



Once play is stopped for any reason it cannot be restarted by the defense to attempt additional outs.

- If a runner is more than half way between the bases (past the Commit Line) the runner is awarded the base he is going to. If not, the runner goes back to the prior base. The “Commit line” will be drawn between the bases with field paint or chalk prior to each game to denote the halfway point for the umpires.
- Runners may only take 1 base on an overthrow.
- Defensive team is free to make plays on the runners but once the ball reaches the defensive pitcher inside the circle (except on a ball initially hit to the defensive pitcher), play is dead no matter what. So, if you want to make a play on the runner, don’t throw the ball to the defensive pitcher inside the circle.
- The goal of Machine Pitch is to teach kids baseball. Therefore, the onus is on the coaches to teach kids to try to make outs in the field (i.e. attempt to make the play at first base) before simply throwing the ball back to the pitcher. Returning the ball to the pitcher is a mechanism to stop the multiple errant plays that can lead to excessive scoring by the offense. It is the responsibility of coaches to teach the players how to make the “baseball play” first and then return the ball to the pitcher.

#### **12.5.7 Sliding - Rule 7.08**

A baserunner must attempt to avoid contact with a fielder on ALL plays. Failure to do so will result in the player being called out. The umpire has the final say as to whether the runner made sufficient effort to avoid a collision. When in doubt, players should SLIDE. However, a runner will be considered out if they slide head-first to advance a base. Head first sliding is only allowed going back to a base.

#### **12.5.8 Infield Fly Rule**

There is no Infield Fly Rule in the Machine Pitch Division.

#### **12.5.9 Courtesy Runner - Modification to Rule 7.14(b)**

A courtesy runner may be substituted for a catcher with two (2) outs so the catcher will be ready to resume his duties as soon as the side is retired. The courtesy runner shall be the player who made the second out in the inning if the manager decides to use him/her.

## **12.6 TEAM CONDUCT**

### **12.6.1 Umpires**

The umpires on the field make all final judgments. Machine Pitch umpires are very often youth umpires and it is paramount to the integrity of the league that they be respected. There are no protests in Machine Pitch from players, managers, coaches or parents about calls made by umpires.

Umpires and managers from both teams will have a pre-game meeting at home plate approximately 5-10 minutes before the start of the game. The umpires will review field-specific rules (e.g. out of play areas) and other rules they want to emphasize, and managers can raise questions about rules or other topics that need clarification.





It is often helpful, especially early in the season, for umpires and managers from both teams to have a short (5 minutes) meeting at home plate after the first or second inning. This meeting will enable umpires and managers to provide feedback and suggestions to each other about game-related topics that could possibly be improved for the remainder of the game.

### **12.6.2 Post Game**

Players, managers, and coaches from each team will meet at home plate after each game to shake hands.

Managers shall notify the Machine Pitch Commissioner of any problems related to players or parents.

Players shall participate in making sure the dugouts, fields and bleachers are free of all trash, and belongings following the game.

## **12.7 PLAYOFFS**

The Machine Pitch Division shall hold a single elimination play-off tournament at the completion of the regular season. The rules will be similar to those used in Majors, PCL and Minors but generally more relaxed. As standings are not kept in AA, the tournament brackets will be set by lottery.

Special playoff rules may be established by the Machine Pitch Commissioner prior to the start of playoffs. Any such rules will be communicated in advance to the Machine Pitch Managers.

## **13 BASEBALL COACH PITCH DIVISION RULES**

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The Baseball Coach Pitch division of Alpine LL is generally for players league age 6 and 7 who have completed at least one year of tee ball. Coach Pitch is an instructional division with the emphasis on the continued development of hitting, defensive fielding skills and general game basics. The competitive aspects of the game are minimized, winning and losing will not be emphasized and each child shall have a positive experience during their first years of baseball. Therefore, scores will not be kept and random positioning of players in the batting order and, within the limits of safety, liberal movement of players to different field positions is encouraged. Reminder that these are very young players just beginning to learn a very complicated game.

### **13.1 GAME LENGTH**

Typically teams practice for 30 minutes prior to the start of the game. Teams should try to play three (3) complete innings. However, no new inning should start after one hour of play. A new inning starts immediately after the last out of the prior inning. An inning will be over when the last batter in the lineup has hit or the defensive team has earned three (3) outs.

Due to field capacity issues, Alpine LL is not obligated to reschedule games for Coach Pitch.

### **13.2 PLAYER PARTICIPATION**

#### **13.2.1 Offense**



All players bat each inning even if three outs are made. Each batter or runner that is out should return to their bench.

### **13.2.2 Defense**

Ten (10) players are permitted to play defensive positions. If ten (10) players are used, four of the fielders must be outfielders positioned in fair territory. A pitcher's helper must be within 6 feet of the adult pitcher when the pitch is made for safety.

Managers/coaches should equalize playing time in the infield and outfield for all players throughout the season. Players shall be given the opportunity to play a variety of positions.

## **13.3 HOW THE GAME IS PLAYED**

### **13.3.1 Coach Role**

A manager/coach will pitch to the batter. It is the coach's discretion whether they pitch underhand or overhand. Two coaches are allowed in the outfield. Coaches will also handle all umpiring from their respective positions on the field during play.

Defensive coaches are permitted to be on the field in fair territory for instructional purposes. Coaches are not permitted to touch a live ball, but only to instruct players. If a ball accidentally touches a coach, the ball shall remain a live ball. If a coach purposely touches a ball, the ball shall be dead and the runners shall be allowed to take the base they were attempting to make and shall then be allowed to take one additional base.

### **13.3.2 An At-Bat**

Each batter will receive a maximum of seven (7) pitches, even if some of them are bad throws from a coach. After seven pitches, if the player still has not hit the ball, he/she shall hit off of a tee. No exceptions. There are no walks and no strikeouts.

### **13.3.3 Baserunning**

If a game is being played on a non-baseball field, the base distance should be set up as close to 45 feet as possible.

A baserunner may only advance as many bases as the batter earns from his hit. For example:

- A runner on second base may only advance to third (one base) on a single by the batter;
- A runner on first base may only advance to third (two bases) on a double by the batter;  
or
- A runner on first base may only advance to second (one base) on a single by the batter.

All runners must stay on base until the batter hits the ball. When a defensive player overthrows the ball, the base runners are allowed to take one extra base.

There is to be no leadoff or stealing by the base runners. An advance to the next base can only take place when the ball is hit into fair territory.

### **13.3.4 Defensive Plays**

Defensive plays should be rewarded by calling outs. Congratulate the batter or base runner on their effort, but explain that they are out. This will accomplish several goals: teaching the game



of baseball, encouraging effort when running the bases, giving the players a goal to achieve, and rewarding a good play. Being on base should be something earned.

### **13.4 TEAM CONDUCT**

Players, managers, and coaches from each team will meet at home plate after each game to shake hands.

Managers shall notify the Coach Pitch Commissioner of any problems related to players, or parents.

Players shall participate in making sure the dugouts, fields and bleachers are free of all trash, and belongings following the game.

### **13.5 SAFETY**

Players must wear batting helmets when batting and running the bases. Catchers must wear a mask, throat protector, shin guards and chest protector.

Batters throwing the bat are automatically out. This rule is administered by the coaches

As per Rule 1.08, on deck batters must remain in the dugout. No on deck circle is permitted and there must be no practice swings.

Coaches should bring an empty bucket to each game and set it up near home plate. All players shall place their bats into the bucket before the game. Only the player who is at-bat is permitted to have a bat in their hands during the game.

## **14 TEE BALL DIVISION RULES**

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The Tee Ball Division of Alpine LL is generally for players league age 4 and 5. The intent of the Tee Ball Division is to have the experience be exclusively instructional and that each child have a positive experience during their first years of baseball. All competitive aspects of the game should be eliminated and winning and losing will not be recognized. Therefore, scores will not be kept and random positioning of players in the batting order and, within the limits of safety, liberal movement of players to different field positions is encouraged. Outs are not recorded. Reminder that these are very young players just beginning to learn a very complicated game.

### **14.1 GAME LENGTH**

Typically players practice for 30 minutes prior to the start of the game. Teams should try to play three (3) complete innings. However, no new inning should start after one hour of play. A new inning starts immediately after the last out of the prior inning.

Due to field capacity issues, Alpine LL is not obligated to reschedule games for Tee Ball.

### **14.2 PLAYER PARTICIPATION**

#### **14.2.1 Offense**



All players bat each inning. No out should be accounted for. A batter that is out should remain on base or continue their base running.

#### **14.2.2 Defense**

There will be only five (5) infield players (1B, 2B, 3B, SS and Pitcher). There is no Catcher position. The rest of the roster should be positioned in the outfield. No players are to be left sitting on the bench. Outfielders are not allowed in the infield.

Managers/coaches should equalize playing time in the infield and outfield for all players throughout the season. Players shall be given the opportunity to play a variety of positions.

*Note: The Pitcher position tends to get the most “action.” Coaches are encouraged to rotate this position every inning and game to give every player equal opportunities.*

### **14.3 HOW THE GAME IS PLAYED**

#### **14.3.1 Ball**

The Tee Ball Division will be using a “soft tee ball” during practice and games. The use of hard balls is prohibited for this age group.

#### **14.3.2 Coach Role**

Coaches of the defensive (fielding) team will handle all umpiring from their positions on the field during play. Coaches of the offensive (batting) team will work with their team’s batters as necessary to instruct players and will attempt to maintain a consistent pace of play.

Up to three coaches are allowed in the field during play to provide instruction and guidance to players. If a ball accidentally touches a coach, the ball shall remain a live ball. If a coach intentionally touches a ball, the ball shall be dead and the runners shall be allowed to take the base they were attempting to reach and one additional base

#### **14.3.3 An At-Bat**

Play will begin when coaches in the field tell the batting team’s coach that they are “ready.”

All batters must hit off of a tee. There shall be no pitching by players or coaches. This practice shall be in effect for the entire season.

A batted ball must cross the 10-foot arc around home plate to be a fair ball. The bat must come in contact with the ball to be considered fair.

There are no strikeouts, but at a coach’s discretion, a player may have a limited number of attempts (minimum of three) to swing the bat independently, after which a coach may assist a player in making contact with the ball.

#### **14.3.4 Baserunning**

If a game is being played on a non-baseball field, the base distance should be set up as close to 45 feet as possible.

Players may only advance one base at a time (singles only). At discretion of coaches, an exceptional hit may allow runners to advance a maximum of two bases. The last batter of the inning will run all the bases (home run), clearing the base paths for the next team to bat.





All runners must stay on base until the batter hits the ball. Runners never advance on fielding or throwing errors. There is to be no leadoff or stealing by the base runners. An advance to the next base can only take place when the ball is hit into fair territory.

#### **14.3.5 Defensive Plays**

Defensive plays should be rewarded by calling outs. Congratulate the batter or baserunner on their effort, but explain that they are out. This will accomplish several goals: teaching the game of baseball, encouraging effort when running the bases, giving the players a goal to achieve, and rewarding a good play.

#### **14.3.6 Team Conduct**

Players, managers, and coaches from each team will meet at home plate after each game to shake hands.

Managers shall notify the Tee Ball Commissioner of any problems related to players, or parents.

Players shall participate in making sure the dugouts, fields and bleachers are free of all trash, and belongings following the game.

### **14.4 SAFETY**

Players must wear batting helmets when batting and running the bases.

Batters throwing the bat are automatically out. This rule is administered by the coaches.

As per Rule 1.08, on deck batters must remain in the dugout. No on deck circle is permitted and there must be no practice swings.

Coaches should bring an empty bucket to each game and set it up near home plate. All players shall place their bats into the bucket before the game. Only the player who is at-bat is permitted to have a bat in their hands during the game.

## **15 FALL BALL RULES BY DIVISION**

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In the Fall season, Alpine LL offers three levels of play to participants: Kid Pitch, Machine Pitch and Coach Pitch. Each level is as described below and subject to the Little League Official Rules except where the following local rules may change those rules. Softball may be offered in the Fall if feasible based on player interest. Separate rules will apply.

### **15.1 GENERAL FALL BALL RULES**

#### **15.1.1 Field Prep**

Just like in the Spring season, the home team prepares the field (mound, plate, bases, water, chalk lines) for play. The away team cleans the field after the game (drags the field, puts the bases away). The home team supplies game balls.

#### **15.1.2 No forfeits**

There are no forfeits in Fall Ball. If a team does not have enough players for a game they should borrow players from the opposing team.



### **15.1.3 Time Limit - Rule 4.10(a) & (c)**

The maximum number of innings is six (6). No new inning shall start after two (2) hours have elapsed following the game's actual starting time as noted by the scorekeeper. An inning starts the moment that the third out is made completing the preceding inning. Any warm-up time granted between innings is part of the "new inning." Games reaching this maximum time limit shall be considered regulation games even if less than four innings are played. Further, there is a hard stop at 2 hours and 15 minutes.

If a game is called by the umpire (e.g., for darkness, weather etc.) prior to the two hour time limit, it shall count as a regulation game if four innings have been played. If a game is called by an umpire before four innings have been played it shall NOT be rescheduled.

## **15.2 FALL BALL PLAYER PITCH DIVISION**

### **15.2.1 Description**

The Player Pitch Division during the Fall season is generally for players that would play EITHER Majors or PCL in the following Spring season. It is a useful opportunity for Minors players who have never played PCL or Majors to gain experience before the Spring season. The age range for this division is generally league age 9-12 (based on the upcoming Spring age chart).

### **15.2.2 Fall Ball Player Pitch Division Rules**

PCL Division rules outlined in Section 10 above apply with the following additional rules:

- The mandatory play rule is modified to only require 3 innings in the field.
- Rule 4.10(e) is modified to state that there will be a mercy rule that applies if one team is ahead by 10 runs after five innings or 15 runs after four innings. This is slightly different than in the Spring season.
- The Five (5) run rule is in effect with the exception that it applies in innings 1 through 4. Innings 5 and 6 (if played) are unlimited.
- Only one (1) minute are allowed between innings. Have players ready to go!
- Alpine LL pitch count limits outlined in Section 8 apply. Additionally a pitcher can pitch a maximum of two (2) innings.

## **15.3 FALL BALL MACHINE PITCH DIVISION**

Machine Pitch during the Fall season is generally for players that would play Minors or Machine Pitch in the following Spring season. A pitching machine is used instead of players pitching. The age range for this division is generally league age 7-9 (based on the upcoming Spring age chart).

### **15.3.1 Machine Pitch Division Rules**

Machine Pitch Division rules outlined in Section 12 above apply with the following additional rules:

- The Five (5) run rule is in effect with the exception that it applies in innings 1 through 4. Innings 5 and 6 (if played) are unlimited.
- Only two (2) minutes are allowed between innings



## **15.4 COACH PITCH DIVISION**

Coach Pitch during the Fall season is generally for players that would play Coach Pitch in the upcoming Spring season. The coach pitches to the players. The age range for this division is generally league age 6 and 7 (based on the upcoming Spring age chart).

### **15.4.1 Coach Pitch Division Rules**

Coach Pitch Division rules outlined in Section 13 above apply with the following additional rules:

- The Five (5) run rule is in effect and applies to all innings
- Only two (2) minutes are allowed between innings

## **16 CITY CHAMPIONSHIP AND INTERLEAGUE PLAY RULES**

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The City Championship between the respective Majors and PCL division champions of Alpine LL and Menlo-Atherton Little League shall be held the weekend following each league's championship weekend. Further, if feasible, in the middle of the Spring season, the two leagues shall organize two (2) interleague games for each Majors team, with each team getting to play one game on the opposing league's home field. The leagues shall coordinate prior to each season to ensure alignment of schedules.

Hosting the City Championship shall rotate every other year. Alpine LL shall host in 2024. The team that is not hosting the City Championship shall host the interleague games falling on the Saturday of interleague play.

During all interleague games between Alpine LL and Menlo-Atherton Little League, including the Majors City Championship and Minors City Championship, the teams shall faithfully observe all Little League Official Rules unless superseded by the applicable local rules. The Local Rules of the hosting league shall apply, as set forth below.

### **16.1 NUMBER OF PLAYERS - CITY CHAMPIONSHIP**

Both teams participating in the Majors City Championship and Minors/PCL City Championship games must field a minimum of 12 players for the entire game, comprised of the same players from the regular season squad if possible. If a player is unable to attend all or part of the game for any reason, the player must be replaced by another player of similar ability level, such as another player drafted in or about the same round as the unavailable player.

### **16.2 GAMES HOSTED BY ALPINE LL**

- Every player must play a minimum of three (3) (Majors) or four (4) (PCL) complete defensive innings. For PCL only, at least one full inning must be played in the infield by the end of the 4th inning and at least two full innings must be played in the infield if 6 full innings are played.
- If the visiting team could have complied with this rule had it played defense in the bottom of the sixth inning (i.e., the home team won the game before it batted in the sixth inning), the visiting team will not be considered to have violated this rule.
- All players in attendance will bat each time through the lineup (continuous batting order).
- Penalty: Any team who violates these rules (even unintentionally) shall lose by forfeit.



- Host league will be the home team.

### **16.3 GAMES HOSTED BY MENLO-ATHERTON LITTLE LEAGUE**

- Every player must play a minimum of four (4) complete defensive innings and at least one full inning in the infield by the end of the 5th inning.
- If the visiting team could have complied with this rule had it played defense in the bottom of the sixth inning (i.e., the home team won the game before it batted in the sixth inning), the visiting team will not be considered to have violated this rule.
- All players in attendance will bat each time through the lineup (continuous batting order).
- Penalty: Any team who violates these rules (even unintentionally) shall lose by forfeit.
- Host league will be the home team.

### **16.4 GAME DAY**

#### **16.4.1 Umpires and Scorekeeper**

The hosting team is responsible for procuring at least two umpires, an official scorekeeper, and a separate person to manage the scoreboard (if applicable). The visiting team may choose to procure a shadow scorekeeper, who may check in with the official scorekeeper during the game to ensure alignment.

#### **16.4.2 Fields**

The hosting team sets up the field to be ready for the warm-ups and cleans up and puts away the equipment afterwards including powering down the scoreboard and stowing the scoreboard controller where applicable.

#### **16.4.3 Dugouts**

When hosted by Alpine LL, the home team will occupy the third base dugout. When hosted by Menlo-Atherton Little League, the home team will occupy the first base dugout.

### **16.5 PRE-GAME SCHEDULE**

#### **16.5.1 45 Minutes Before 1st Pitch**

- lineups will be exchanged between the teams, including player names and jersey numbers
- teams share the use of the batting cage
- teams share the use of the outfield grass
- every attempt should be made to split the allotted time equally between the teams

#### **16.5.2 25 Minutes Before 1st pitch**

- Home team takes infield practice
- Visiting team uses batting cage

#### **16.5.3 15 Minutes Before 1st Pitch**

- Visiting team takes infield practice
- Home team uses batting cage
- 5 Minutes before 1st pitch: home plate meeting between coaches and umpires.





# 17 BASEBALL ALL STAR TOURNAMENT PLAY

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## 17.1 NUMBER OF TEAMS BY DIVISION

Depending on player participation, ability and interest, Alpine LL may field an All Star/Tournament team in 6 different age levels: the “12U” All Star Team (generally for Majors players league age 10, 11 and 12), the “11U” All Star Team (generally for Majors players league age 9, 10 and 11), the “10U” All Star team (generally for Majors and PCL players league age 8, 9 and 10), a Majors “SuperBowl” team for Majors players (generally league age 11 and 12) and Minors “Super Bowl” team for PCL players (generally for PCL players league age 10 and 11) and a “Juniors” team (generally for Juniors players, league age 12 and 13).

## 17.2 MANAGER SELECTION

In mid to late April, a Committee of the Board comprised of the President, Vice President, Majors Commissioner and PCL Commissioner will convene to:

- (1) make a recommendation to the Board - based on perceived player interest and talent - of which tournament teams to field that year; and
- (2) nominate the respective tournament team Managers.

The Board will then meet to review/approve the recommendation/nominations. Selected Tournament Team Managers will then choose their own coaches (max 2 coaches per team) unless they decide to delegate this decision to the Manager Selection Committee.

## 17.3 PLAYER SELECTION

As per Little League Official Rules “tournament [All-Star] team candidates should be selected upon their playing ability and eligibility. The roster should include sufficient pitching strength to meet tournament schedules.” The All Star tournament is distinctly separate from the regular season and is a more competitive level of play.

The “Tournament Team Selection Committee” holds a meeting to finalize the rosters for the tournament teams. The Tournament Team Selection Committee consists of the Player Agent, the Majors Commissioner, the PCL Commissioner, all the managers in Majors and PCL and (if not included in the prior list) and the Tournament Team Managers as approved by the Board. The Tournament Team Manager is only a part of the Committee when determining the players for his/her own team. He/She does not have input into the other age Tournament teams unless he/she also holds one of the other roles on the Committee. Similarly, the PCL Commissioner does not have input into the 12U or 11U Tournament teams or Majors Super Bowl team unless they include any PCL players and the Majors Commissioner does not have input into the Minors Super Bowl team.

The Tournament Team Selection Committee meets to review and discuss the list of players who have signed up to be considered for a tournament team. Teams are formed in the following order: 12U District Team, 11U District Team, 10U District Team, Majors Super Bowl and Minors Super Bowl. The applicable Tournament team manager will select 8-10 players for his/her All Star team. The Committee will then make the final selection of 2-3 additional players to arrive at a total of 11-13 players per team. The applicable Tournament team manager can make



suggestions for these 2-3 additional players. The Tournament team rosters may not be announced until after May 15th. Little League may make changes to Tournament rules after these bylaws have been passed regarding minimum roster sizes for teams (or other changes). The Board may decide to amend this process slightly to account for those rule changes.

#### **17.4 PLAYING RULES**

During all All Star tournament play, the Little League Official Rules shall govern play.

### **18 SOFTBALL LEAGUE RULES**

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During all play between any two teams of Alpine LL Softball the teams shall faithfully observe all Little League Official Softball Rules unless superseded by these Alpine LL Local Softball Rules outlined in these Bylaws. During inter-league games, play shall be governed by the Little League Official Softball Rules and the rules of the home league for that particular game. In All Star tournament competition, Alpine LL teams will observe the Little League Official Softball Rules concerning All Star tournament play.

Many of the local rules mentioned throughout these bylaws, while written with baseball in mind, can be applied to Softball. The rules set forth in this section are Alpine LL's softball specific rules.

#### **18.1 SOFTBALL MAJORS RULES**

The Softball Majors division will be new for Alpine in Spring 2023. Rules will be developed as we get closer to the start of the season and presented to the Board for approval. They will be incorporated into these bylaws the following year.

#### **18.2 SOFTBALL MINORS RULES**

The Softball Minors division of Alpine LL is generally for players league age 9, 10, 11, and 12 who have met all player evaluation eligibility requirements. All playing rules described in the Little League Official Softball Rules apply to the Minor's Softball Division unless otherwise amended by these Bylaws. The rules below were used in the Spring 2022 season. Amendments may be made prior to the start of the Spring 2023 season. These amendments will be presented to the Board for approval and these bylaws will be updated the following year.

##### **18.2.1 Softball Ball, Field**

11" regular ball, 60' bases, 35" pitching distance

##### **18.2.2 Complete Game**

###### **18.2.2.1 6 innings or 75 minutes**

The maximum number of innings is six (6). At 75 minutes after the actual game start time, the current inning should be finished and no more than one (1) additional inning played (1 more if the home team is behind, a half inning otherwise even if the home team is ahead by more than 4 runs). Coaches can communicate and agree on how to handle after the time limit.

###### **18.2.2.2 Tie Games allowed**



Tie games are permitted during Minor's Softball regular season play.

**18.2.2.3      *Runs per inning and pitching competitive balance***

An inning is three (3) outs, or four (4) runs, whichever happens first. If a team is ahead by eight (8) or more runs, they are limited to a max of 2 runs per inning until the score becomes less than an 8 run differential.

In the event of a dominant pitcher, teams may agree to "trade" a player at the pitcher position to pitch against their own team to promote competitive balance, while allowing the player to continue pitching in the game.

**18.2.3 *Mandatory Play***

**18.2.3.1      *Defense/Offense***

10 Fielders. Open lineup (entire team bats through the order) and substitutions. Must have 8 players to start the game. No player to sit out more than one consecutive inning while their team is on defense.

**18.2.3.2      *Offense/Continuous Batting Order***

All players must bat throughout the game (continuous batting order required).

**18.2.4 *Playing Rules***

**18.2.4.1      *Adults on the Field***

All games played through the weekend of 3/26 will be treated as "scrimmage" games with two coaches permitted to be on the field and actively coaching between plays. The goal is to take advantage of teachable moments early in the season, while keeping the game moving.

Beginning with the games played the week of 3/28, no coaches will be allowed on the field, except when they are called into pitching duties (see below).

**18.2.4.2      *Players During Warm-Up and On-deck***

Any player at home plate during warm ups while a coach is hitting must have a catching helmet on during this time. This is for the safety of the player and not open to interpretation.

There is no on-deck position allowed. The only player allowed to swing a bat during a game is the batter. Other players cannot practice swinging anywhere else on or off the field during the game.

**18.2.4.3      *Bunting***

Bunting is allowed and players may bunt off of a player/pitcher or a coach/pitcher.

**18.2.4.4      *Sliding***

A runner will be considered out if they slide head-first to advance a base. Head first sliding is only allowed going back to a base.

**18.2.4.5      *"Dropped" third strike***

In the Minor's Softball Division, a third strike, whether dropped or not, is an out; however, the ball remains live for runners already on base.

**18.2.4.6      *Pitching Limits***



Max of 1 start and 7 innings per week. 3 innings max per game.

#### **18.2.4.7 Coach Pitch**

After two (2) walks and/or hit by pitch in any one inning by one pitcher, the coach will enter to pitch after any additional walk or hit by pitch. There cannot be 3 walked players in an inning. The coach will enter with the same strike count the batter faced when facing the player pitcher. For example, if the player walked while facing a 3 ball and 1 strike count, the coach will enter to pitch with 1 strike on the batter. There are called strikes and swinging strikes against coach pitchers.

If three (3) batters are hit by pitch then the pitcher is removed for that inning. That pitcher may return to pitch later in the game, but will be removed from the game, as a pitcher, if they hit another batter.

Once the batter has ended their at bat against the coach, the player/pitcher will re-enter the game to pitch again. The Coach will re-enter after any additional walk in the inning.

#### **18.2.4.8 Catching**

Three (3) innings at the catcher position is the max recommendation per player, per game.

#### **18.2.4.9 Stealing and Base Running**

Stealing may occur, one (1) base per pitch, after release. Runners may not lead off or leave the base until the pitch is released.

Runners may not advance to second base on a late or overthrown ball to first if the runner is in foul territory at the time of the overthrow.

All other runners, runners who started on a base as the pitch was released, and were not up to bat, may advance one (1) base on an overthrow.

Once the pitcher has the ball in the pitching circle, runners must return to the base last occupied. There is no taunting or delaying going back to the base once the pitcher is in the circle.

#### **18.2.4.10 Infield Fly Rule**

There is no Infield Fly rule in Minor's Softball

#### **18.2.4.11 No Courtesy Runner -**

Alpine LL Softball does not permit courtesy runners for pitchers and catchers in the Minor's Softball Division.

#### **18.2.4.12 Jewelry**

Exposed jewelry, which is judged by the umpire and/or coach to be dangerous, must be removed or taped/bandaged during the game. Medical alert bracelets or necklaces are not considered jewelry.

### **18.3 SOFTBALL COACH PITCH RULES**

The Softball Coach Pitch division is primarily for softball players league age 7, 8 and 9 who have met all player evaluation eligibility requirements. All playing rules described in the Little League Official Softball Rules apply to the Coach Pitch Softball Division unless otherwise amended by these Bylaws. Rules will be developed as we get closer to the start of the season





and presented to the Board for approval. They will be incorporated into these bylaws the following year.

## **19 JUNIORS 54/80 DIVISION**

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Alpine LL offers the opportunity for league age 13 and 14 year olds to play baseball in the Juniors Division. This division features a mid-sized field (80' bases, 54' pitching, same as USSSA for 13's) which fits this age group. This size makes for a dynamic game, and is a great stepping stone to the full-sized field.

Alpine LL typically forms one or two Juniors teams, depending on registration. If there are enough players registered to form more than one team, the Juniors Coordinator will host an evaluation. The Juniors team managers will then draft teams in order to attempt to form balanced teams. The Juniors Coordinator can change the process to adapt to the number of players that are registered. The Juniors team(s) participate in interleague play with other District 52 teams. Interleague rules will apply. Juniors teams play a schedule very similar to Majors teams running from March to early June with games across the district twice a week, which end with a championship tournament. For players selected there are 13u and 14u all-star tournaments in June both of which culminate in an International Little League World Series just like the Majors Division.

## **20 BOARD MEMBER ROLES AND OTHER KEY VOLUNTEERS**

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### **20.1 BOARD ROLES GENERALLY**

#### **20.1.1 Powers Exercised by Board**

Subject to Alpine LL's Charter, California Nonprofit Corporation Law and any other applicable laws, the business and affairs of Alpine LL shall be managed, and all corporate powers exercised by, or under the direction of the Board. The Board may delegate the management of the activities of Alpine LL to any person or persons, provided that the activities and affairs of Alpine LL shall be managed under the ultimate direction of the Board. All board members shall be expected to participate in board meetings throughout the year.

#### **20.1.2 All Volunteers**

Pursuant to Regulation I(b) all Alpine LL board members shall be volunteers, not receiving any compensation for their service to the league.

#### **20.1.3 Terms**

Each board member is elected each year by the membership at the Annual Meeting. Alpine LL encourages all board members to serve 2-3 year terms for league continuity. However, we also work directly with board members to recruit replacement board members during a board member's service so they can be trained to take over the role.

#### **20.1.4 Required Board Members**

Pursuant to Regulation I(b) Alpine LL shall always have on its board the following roles, at a minimum: President, Vice President, Secretary, Treasurer, Safety Officer, Coach Development Coordinator and Player Agent.



### **20.1.5 Policy on Confidentiality & Conflicts of Interest**

In addition to the Little League Volunteer Application, completion of the background check and Livescan, all Alpine LL Board members must sign a Policy on Confidentiality and Conflicts of Interest Form annually. Generally this form will be done around the Annual Meeting for ease of administration.

## **20.2 President**

The President of Alpine LL shall be an Officer and member of the Board. He/She shall preside at league board meetings, and assume full responsibility for the operation of Alpine LL. The President shall exercise and perform such other powers and duties as may from time to time be assigned to him/her by the Board, fall under his/her authority by the Little League Official Rules or be prescribed by these Bylaws. The President receives all mail, supplies, and other communications from Little League® International. He/She must see to it that league personnel are properly briefed on all phases of rules, regulations, and policies of Little League® Baseball. The President is the contact between Alpine LL and Little League® International. The President presents a report on the condition of Alpine LL at the Annual Meeting. The President is listed on the bank account for Alpine LL along with the Treasurer.

As the chief administrator, the President selects and appoints managers, coaches, umpires, and committees members. However, all appointments are subject to final approval by Alpine LL's Board. The President (or anyone who assumes the duties of President) can also manage, coach or umpire with the approval of the Board.

In Alpine LL the President has a two year term.

## **20.3 VICE PRESIDENT**

The Vice President of Alpine LL shall be an officer and member of the Board. He/She shall preside in the absence of the President performing all the duties of the President; work with other officers and committee members; is an ex-official member of all committees and carries out such duties and assignments as may be delegated by the President. The Vice President shall be the primary liaison between the cities of Menlo Park, Portola Valley and Woodside as it relates to the use of the fields. The Vice President, with the input and guidance of the Facilities Maintenance Manager, shall also prepare a budget for the Board detailing the anticipated field maintenance and improvement costs as well as field use fees. The Vice President shall also facilitate the creation of game schedules for Majors, PCL, Minors and Machine Pitch, coordinate interleague play with Menlo-Atheton Little League and work closely with the League Information Officer on practice scheduling and Coach Pitch and Tee Ball scheduling. He/She shall also be the point person, alongside the respective division commissioner, for assisting teams in rescheduling any canceled or postponed games.

## **20.4 SECRETARY**

The Secretary of Alpine LL shall be an officer and member of the Board. He/She shall maintain a register of members and directors, shall record the minutes of meetings, is responsible for sending out notice of meetings, and shall maintain a record of Alpine LL's activities. The Secretary shall assist the President and Coach Admin Coordinator in ensuring compliance by all league volunteers with background check requirements.

## **20.5 REGISTRAR**



The Registrar shall work closely with the League Information Officer to facilitate player registration, ensure league age guidelines and residency requirements are followed and promote registration in the community. He/She shall assist the Player Agent in organizing the drafts, work with the Coach Pitch and Tee Ball Commissioners on team formation and make sure final team rosters are properly registered with Little League. The Registrar shall also prepare a budget for the Board detailing the anticipated costs of promoting registration for the league.

## **20.6 TREASURER**

The Treasurer of Alpine LL shall be an officer and member of the Board. The Treasurer shall sign checks co-signed by another officer or director; dispense league funds as approved by the Board; reports on the status of league funds; keeps Alpine LL books and financial records; prepares budgets and financial statements, including the annual financial report submitted to the Alpine LL membership; and assumes the responsibility for all Alpine LL finances. The Treasurer is listed on the bank account for Alpine LL along with the President. The Treasurer shall insure the collection of appropriate registration fees (as applicable) as determined by the Board. The Treasurer shall also serve on the Scholarship Committee and administer any scholarship awards offered by Alpine LL.

## **20.7 BASEBALL PLAYER AGENT**

The Player Agent shall be an officer and member of the Board. The Player Agent shall not be a manager or coach of a team unless explicitly permitted by the Board. The Player Agent conducts annual player evaluations, and is in charge of player selection (aka the draft); assists the President and Registrar, as needed, in checking birth records and eligibility of players; and generally supervises and coordinates the transfer of players to or from the lower divisions according to provisions of the regulations of Little League® Baseball. The Player Agent will serve on the Tournament Team Selection Committee playing an important role in the selection of players for the Little League® International All Star Tournament teams.

## **20.8 SAFETY OFFICER**

The Safety Officer shall be an officer and member of the Board. The Safety Officer coordinates all safety activities; ensures safety in player training; ensures safe playing conditions; coordinates reporting and prevention of injuries; solicits suggestions for making conditions safer; reports suggestions to Little League® International through the President and prepares the A Safety Awareness Program or "ASAP" Plan for submission to Little League® International.

## **20.9 LEAGUE INFORMATION OFFICER**

The League Information Officer shall be an officer and member of the Board. The League Information Officer shall manage Alpine LL's official website; sets up online registration and ensures the league rosters are uploaded to Little League® International; assigns online administrative rights to other volunteers; encourages creation of team web sites to managers, coaches, and parents; ensures that league news and scores are updated online on a regular basis; and collects, posts, and distributes important information on league activities including direct dissemination of fundraising and sponsor activities to Little League®, the district, the public, league members, and the media. He/She provides player, coach, and manager records to Little League® International in electronic format.

## **20.10 COACH DEVELOPMENT COORDINATOR**



The Coaching Development Coordinator shall be an officer and member of the Board. He/She represents managers/coaches in Alpine LL; presents a manager/coach training budget to the Board; gains the support and funds necessary to implement a league-wide training program; orders and distributes training materials to managers and coaches; coordinates mini-clinics as necessary for coaches; and serves as the contact person for Little League® International and its manager-coach education. He/She shall work closely with the PCA Coordinator and the Safety Coordinator to make sure their respective content is being included and appropriately shared with coaches. The Coach Development Coordinator shall also prepare a budget for the Board detailing the anticipated costs of coach training related expenses for the year.

### **20.11 COACH ADMINISTRATION COORDINATOR**

The Coach Administration Coordinator shall be a member of the Board. He/She works closely with the Coach Development Coordinator to help plan coach trainings, including working with the PCA and Safety Coordinators regarding coordinating their trainings and integrating them in the schedule for coaches. He/She will track coach compliance with appropriate background checks, required safety trainings, PCA trainings and other league mandated requirements for coaches.

### **20.12 UMPIRE COORDINATOR**

The Umpire Coordinator shall be an officer and member of the Board. He/She serves as the coordinator of and advises the President on the league umpire program. The Umpire Coordinator is responsible for recommending umpires to the President for appointment to the league umpire roster; recruiting and retaining umpires; establishing a league umpire training program consistent with Little League® guidelines; coordinating and assisting with conducting umpire clinics at league and district level; communicating rule changes to league umpires; scheduling league umpires for regular season games; evaluating league umpires using established guidelines to maintain program integrity; further continual improvement, and prepare league umpires for advancement to All Star tournament levels; communicating with and providing updates to the District Umpire Consultant on the league umpire program, and attending Umpire Training programs at the District, State, Region, and/or Headquarters level. The Umpire Coordinator works closely with the Safety Officer to include safety training in umpire training programs. The Umpire Coordinator shall also prepare a budget for the Board detailing the anticipated costs associated with the Umpire program for the year (trainings, umpire compensation, etc.).

### **20.13 BASEBALL DIVISION COMMISSIONERS**

Alpine LL shall have separate Commissioners for each of its six Spring divisions (Majors, PCL, Minors, Machine Pitch, Coach Pitch and Tee Ball). Each of the 6 (six) Commissioners shall be members of the Board. They shall have the following general responsibilities in addition to serving on the Board.

- Work closely with the President to identify, recruit and select managers and coaches for their respective division.
- Serve as the primary communicator with and liaison for the managers and coaches within their division, setting preseason expectations including for player evaluations and drafts (if applicable), coordinating training with the Coach Development Coordinator, helping build games and practice schedules, and monitoring the smooth operation of the division throughout the season





- For Majors and PCL Commissioners, work with the Player Agent and President to select All Star and Super Bowl tournament team managers/coaches and assist in All Star and Super Bowl tournament team player selection.

#### **20.14 SOFTBALL COMMISSIONER**

The Softball Commissioner shall be a member of the Board. The Softball Commissioner shall be responsible for all operations related to the Softball division. The Softball Commissioner shall work closely with the Softball Player Agent and the Softball Coach Pitch Commissioner. This shall include recruiting managers/coaches and other volunteers, forming teams, setting practice and game schedules, procuring equipment and team uniforms, among other things. Offering softball is new to Alpine LL and will balance providing independence to the Softball Commissioner to build the program while also offering the full support and assistance of the Alpine LL Board. For example, the Uniforms Manager can work with the Softball Commissioner to order uniforms, the League Information Officer can ensure softball registration is available and advertised on the league website and the Equipment Manager can assist with ordering necessary equipment.

#### **20.15 SOFTBALL COACH PITCH COMMISSIONER**

The Softball Coach Pitch Commissioner shall be a member of the Board. She/He shall have the following general responsibilities in addition to serving on the Board.

- Work closely with the Softball Commissioner to identify, recruit and select managers and coaches for the Softball Coach Pitch division.
- Serve as the primary communicator with and liaison for the managers and coaches within the Softball Coach Pitch division, coordinating training with the Softball Commissioner and Coach Development Coordinator, helping build games and practice schedules, and monitoring the smooth operation of the division throughout the season

#### **20.16 SOFTBALL PLAYER AGENT**

The Softball Player Agent shall be a member of the Board. The Softball Player Agent shall not be a manager or coach of a team unless explicitly permitted by the Board. The Softball Player Agent conducts annual softball player evaluations, and is in charge of softball player selection (aka the draft); assists the Softball Commissioner, as needed, in checking birth records and eligibility of players; and generally supervises and coordinates the transfer of softball players to or from the lower divisions according to provisions of the regulations of Little League® Softball. The Softball Player Agent will serve on the Softball Tournament Team Selection Committee (if one is formed) playing an important role in the selection of players for the Softball All Star teams.

#### **20.17 POSITIVE COACHING ALLIANCE COORDINATOR**

The Positive Coaching Alliance Coordinator (“PCA Coordinator”) shall be a member of the Board. The PCA Coordinator shall coordinate with the Coach Development Coordinator to deliver PCA training content and materials as part of manager/coach training. The PCA Coordinator will also make available to and make parents aware of PCA’s free parent course. He/She shall serve on the Disciplinary/Protest Committee of the Board, bringing PCA principles to those conversations. The PCA Coordinator will facilitate Alpine LL’s awards programs including the Tom Sutter Coach Awards and the Nick Jenkins Sportsmanship Awards. The PCA



Coordinator shall also prepare a budget for the Board detailing the anticipated costs necessary to carry out their role.

### **20.18 PLAYER EVALUATION MANAGER**

The Player Evaluation Manager shall be responsible for leading, organizing and scheduling Spring and Fall Player Evaluations. This includes selecting and hiring an Independent evaluator (if applicable), planning the logistics around the evaluations themselves and coordinating with the respective Division Commissioners to make sure the details are properly communicated to the players and their families.

### **20.19 FACILITIES MAINTENANCE MANAGER**

The Facilities Maintenance Manager is responsible for monitoring and maintaining the condition of all Alpine LL playing fields in cooperation with the Vice President who manages Alpine's relationships with respective towns who manage the fields. He/She shall conduct a safety audit of all fields prior to the start of a season and work to have such conditions fixed. Through the season, the Facilities Maintenance Manager shall also ensure each field has supplies of chalk and appropriate tools for maintaining the infields (rakes, dragging equipment, etc). If Alpine LL undertakes any improvements to its facilities, the Facilities Manager will work with the Vice President and the Board to supervise such projects.

### **20.20 MARKETING AND PR MANAGER**

The Marketing and PR manager shall be responsible for promoting the league's baseball and softball programs to the community. This shall include promoting Spring and Fall registration in the community (i.e. signs around town, notices in school newsletters, local ads, etc.), working with local media on key Alpine events and working with the League Information Officer to maintain and update the news and photo section of the website and any social media. This role may or may not be a member of the Board depending on the preference of the individual who fills the role.

### **20.21 AT-LARGE BOARD MEMBER**

The At-Large Board Member shall be a member of the Board. This role is designed to preserve the flexibility of the Board to appoint an individual to serve on the Board who brings unique perspective and/or skills to the Board. This role may be vacate if no such individual exists at any given time.

### **20.22 OTHER KEY NON-BOARD ROLES**

#### **20.22.1 Sponsorships & Fundraising Manager**

The Sponsorships and Fundraising Manager shall be responsible for soliciting and securing local sponsorships to support league operations; collecting and reviewing sponsorship and fundraising opportunities; organizing and implementing approved league fundraising activities; coordinating participation in fundraising activities; and maintaining records of monies secured through sponsorship and fundraising initiatives. The Sponsorships & Fundraising Manager will work closely with the Special Events Coordinator to the extent events involve a fundraising component.

#### **20.22.2 Special Events Coordinator**



The Special Events Coordinator shall be responsible for assisting the league to plan, execute and recruit volunteers to assist with special events and fundraisers hosted by Alpine LL. He/She shall work with the Sponsorship & Fundraising Coordinator to the extent any event has a fundraising component. Some example special events have included: league-wide trip to a San Francisco Giants game, special baseball related clinics, Opening Day festivities, Memorial Day weekend Wood Bat Tournament, Hit-a-Thon, postseason recognition events for coaches and players and team/player photo day. The Special Events Coordinator shall work with the Board to prepare a budget for anticipated costs associated with events held.

### **20.22.3 Equipment Manager**

The Equipment Manager will handle all procurement of league equipment including a complete set of catcher's gear for each Majors, PCL, Minors, Machine Pitch and Coach Pitch team and a functioning pitching machine for each Machine Pitch team. He/She will work with the Safety Officer to ensure each team manager also has a first aid kit. Team-specific equipment will be handed out to team managers on draft night for Majors, PCL, Minors and Machine Pitch. The Equipment Manager will be responsible for coordinating with the Coach Pitch and Tee Ball Commissioners for distribution of team equipment to those two divisions. The Equipment Manager will also inspect all league shared equipment prior to the start of each season for safety and operability; replacing any damaged equipment; and replenishing supplies in first aid kits as needed throughout the season. The Equipment Manager shall also prepare a budget for the Board detailing the anticipated costs of equipment related expenses for the year.

### **20.22.4 Uniforms Manager**

The Uniforms Manager is responsible for working with the league's uniform supplier to design, order and distribute all player uniforms, All Star tournament team uniforms, and fan gear. He/She shall provide the team managers with detailed instructions to deliver to their teams on how to order uniforms prior to the start of each season. The Uniforms Manager shall also prepare a budget for the Board detailing the anticipated costs of uniform related expenses for the year.

### **20.22.5 Juniors Coordinator**

The Juniors Coordinator is responsible for assisting with registration of Juniors age players, organizing team formation, recruiting managers/coaches and all general administrative functions of the Juniors Division teams. Alpine LL usually has 1-2 Juniors teams that play interleague play in the Fall and Spring seasons.

### **20.22.6 Fall Ball Coordinator**

The Fall Ball Coordinator is responsible for assisting with the registration of all players for Fall Ball, organizing team formation (including drafts, as applicable), recruiting managers/coaches and all general administrative functions of the Fall Ball. This position is also a create one to be shared between two people and is often a Board member that takes on this role in addition to their other responsibilities. All other Board members whose roles are impacted by Fall Ball (Coach Admin, Uniforms, Equipment, Facilities, etc.) are expected to continue their roles for the Fall Ball season as well working closely with the Fall Ball Coordinator to make sure all the work gets done.

### **20.22.7 Volunteer Coordinator**

Alpine LL presents the options to parents upon registration to either (1) volunteer, in some capacity, with the league or (2) pay a buyout so that the league has resources to outsource



certain tasks. The Volunteer Coordinator will be responsible for maintaining a list of those who choose to volunteer with the league and reaching out to them when there are opportunities to help the league. Examples might include larger commitments like Board roles to smaller roles like assisting with field maintenance or helping at a special league event (Wood Bat Tournament, etc.). The Volunteer Coordinator will also track those parents that volunteer with their individual teams (help coaches prepare the field, coordinate snacks, etc.).

## **21 SAFETY**

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Please refer to Alpine LL's detailed Safety Plan prepared annually by the Safety Officer for detailed league safety information.

Alpine LL welcomes all children to play baseball and softball and wants to create as welcoming and safe an environment as possible. At times it is necessary to consider certain safety concerns (either for the player him/herself or for his/her teammates) related to a player's skill level or ability. These concerns may be raised during player evaluations or may not become apparent until after the player has been placed on a team during the season.

When it becomes apparent at player evaluations that a player may need to play in a lower division than his league age alone might suggest, the Player Agent will reach out to the player's family for a conversation. Together they will make the division assignment that is best for the player's safety and that of his/her future teammates. For example, as described in Section 6.3 above, there are times when for safety reasons, it will make the most sense for a league age 12 year old to play Minors for the season, rather than Majors, giving that player more time to develop his/her skills.

There may also be times when it becomes apparent after the season begins, that for safety reasons, a player either needs to move down a division or some special protections need to be put in place on his/her current team to keep everyone safe. In this case, the manager shall raise these concerns to the Player Agent. The Player Agent, the manager and the player's family shall meet to discuss the best course of action to keep everyone safe and create the best learning and playing environment for everyone.

## **22 AWARDS**

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### **22.1 TOM SUTTER COACH OF THE YEAR**

Each year Alpine LL honors one coach selected from the Majors, PCL, Minors or Machine Pitch divisions with the Tom Sutter Coach of the Year Award. The managers and coaches from these three divisions are surveyed in late April to nominate a coach for this award. The winner will be finalized by May 1st so the trophy can be ordered and ultimately presented on Championship Saturday.

Tom Sutter Managed the Alpine LL's Morey's Majors Division team for many years. Tom coached many of Alpine LL's most talented players during the 1980's, some of which played professional baseball including Eric Byrnes, John Gall and others. Alpine LL named this special award to honor Tom Sutter's legacy.





## **22.2 NICK JENKINS SPORTSMANSHIP AWARD**

Each year Alpine LL honors one player from each team in Juniors, Majors, PCL, Minors and Machine Pitch with the Nick Jenkins Sportsmanship Award. The managers are surveyed at the end of the season to select the winners. Winners are honored with a trophy.

Nick Jenkins is a former Alpine LL player, playing on All Star teams and going on to play baseball as a pitcher at Menlo-Atherton High School and Canada College. He loved the game and made an endearing impression on all that knew him. Nick sadly passed away in 2016 at the young age of 33. Nick and his family have been important members of the Alpine LL community and naming this award for Nick reminds us of the strong bonds created by baseball and community.

## **22.3 PARTICIPATION PRESENTATION TROPHIES**

Participation trophies are presented to each player in the Coach Pitch and Tee Ball divisions at the end of their Spring season.

# **23 BOARD ADMINISTRATION**

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## **23.1 NUMBER OF DIRECTORS AND POWER TO FILL VACANCIES**

The authorized number of directors of Alpine LL (“Directors”) shall be not less than 6. The exact number of directors shall be established at the Annual Meeting of Members. The members shall elect that number of directors at the same Annual Meeting.

Any vacancies on the Board may be filled by a majority vote of the remaining Directors at any regular board meeting or at any Special Board meeting called for that purpose.

## **23.2 MEETINGS OF THE BOARD**

### **23.2.1 Regular Meeting**

Regular meetings of the Board shall be held immediately following the Annual Meeting and on such days and at such frequency thereafter as shall be determined by the Board.

### **23.2.2 Special Meeting**

The President or the Secretary may, whenever they deem it advisable, or the Secretary shall at the request in writing of a majority of the Directors, issue a call for a special board meeting. The notice for such meeting shall include the purpose of the meeting and no matters not so stated may be acted upon at the meeting.

### **23.2.3 Meetings by Telephone or similar communication equipment**

Any meeting may be held by conference telephone or other communications equipment permitted by California Nonprofit Corporation Law, as long as all Directors participating in the meeting can communicate with one another and all other requirements of California Nonprofit Corporation Law are satisfied. All such Directors shall be deemed to be present in person at such a meeting.

### **23.2.4 Notice of Meetings**



Notice of each Board meeting shall be given by the Secretary personally, or electronically to each Director at least 7 days before the time appointed for the meeting.

#### **23.2.5 Quorum and Action at a Meeting**

At least 40% of the members of the Board shall constitute a quorum for the transaction of business. If a quorum is not present, no business shall be conducted.

Every act done or decision made by a majority of the directors present at a meeting duly held at which a quorum is present shall be regarded as the act of the Board, unless a greater number is required by the California Nonprofit Corporation Law.

A meeting at which a quorum is initially present may continue to transact business notwithstanding the withdrawal of directors, if any action taken is approved by at least a majority of the required quorum for such meeting.

#### **23.2.6 Action without Meeting - written consent**

Any action required or permitted to be taken by the Board may be taken without a meeting, if all members of the Board, individually or collectively, consent in writing to the action. For the purposes of this Section 23.2.6 only, "all members of the Board" shall not include any "interested Director" as defined in section 5233 of the California Nonprofit Corporation Law. Such written consent shall have the same force and effect as a unanimous vote of the Board taken at a meeting. Such written consent or consents shall be filed with the minutes of the proceedings of the Board. Written consent may be transmitted by first-class mail, facsimile, e-mail or any other reasonable method satisfactory to the President.

### **23.3 NON-LIABILITY OF DIRECTORS**

The Directors shall not be personally liable for the debts, liabilities or other obligations of Alpine LL.

### **23.4 CORPORATE RECORDS**

#### **23.4.1 Minute Book**

Alpine LL shall keep a minute book in written form which shall contain a record of all actions by the Board or any committee including (i) the time, date and place of each meeting; (ii) whether a meeting is regular or special and, if special, how called; (iii) the manner of giving notice of each meeting and a copy thereof; (iv) the names of those present at each meeting of the Board or any Committee thereof; (v) the minutes of all meetings; (vi) any written waivers of notice, consents to the holding of a meeting or approvals of the minutes thereof; (vii) all written consents for action without a meeting; (viii) all protests concerning lack of notice; and (ix) formal dissents from Board actions.

#### **23.4.2 Books and Records of Account**

Alpine LL shall keep adequate and correct books and records of account. "Correct books and records" includes, but is not necessarily limited to: accounts of properties and transactions, its assets, liabilities, receipts, disbursements, gains, and losses.

#### **23.4.3 Articles of Incorporation and Bylaws**

The Corporation shall keep in its official records, the original or a copy of the Articles of Incorporation and Bylaws as amended to date.



#### **23.4.4 Federal Tax Exemption Application and Annual Information Returns**

Alpine LL shall at all times keep in its official files a copy of its federal tax exemption application and, for three years from their date of filing, its annual information returns. These documents shall be open to public inspection and copying to the extent required by the Internal Revenue Code of 1986, as amended.

#### **23.4.5 Annual Report; Statement of Certain Transactions**

The Board shall cause an annual report to be sent to each Director within 120 days after the close of Alpine LL's fiscal year containing the following information:

- (a) The assets and liabilities of Alpine LL, including the trust funds, as of the end of the fiscal year;
- (b) The principal changes in assets and liabilities, including trust funds, during the fiscal year;
- (c) The revenue or receipts of Alpine LL, both unrestricted and restricted to particular purposes, for this fiscal year;
- (d) The expenses or disbursements of Alpine LL for both general and restricted purposes during the fiscal year;
- (e) A statement of any transaction (i) to which Alpine LL was a party, (ii) which involved more than \$50,000 or which was one of a number of such transactions with the same person involving, in the aggregate, more than \$50,000, and (iii) in which any Alpine LL Director or Officer had a direct or indirect material financial interest (a mere common directorship is not a financial interest):

The statement shall include: (i) a brief description of the transaction; (ii) the names of interested persons involved; (iii) their relationship to Alpine LL; (iv) the nature of their interest in the transaction, and; (v) when practicable, the amount of that interest, provided that, in the case of a partnership in which such person is a partner, only the interest of the partnership need be stated.

#### **23.4.6 Directors' Rights of Inspection**

Every Director shall have the absolute right at any reasonable time to inspect the books, records, documents of every kind, and physical properties of Alpine LL. The inspection may be made in person or by the Director's agent or attorney. The right of inspection includes the right to copy and make extracts of documents.

## **24 APPROVAL PROCESS AND AMENDMENTS TO THESE BYLAWS**

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These bylaws shall take effect upon being approved by the approval of the membership at the Annual Meeting. These bylaws may be thereafter amended by the Board. At a minimum, each year, in advance of the Annual Meeting, these bylaws shall be reviewed by the Board to see if any amendments are needed and those amendments should be made at least one month before the start of the Spring Season.



Certificate of Secretary

I certify that I am the duly elected and acting Secretary of Alpine/West Menlo Little League, a California nonprofit public benefit corporation; that these Bylaws, consisting of 67 pages, are the Bylaws of this Corporation as adopted at a Meeting of the Members on September 12, 2023; and that these Bylaws have not been amended or modified since that date.

Executed on \_\_\_\_\_ at \_\_\_\_\_, California.

