



# **Bishop Little League Local Rules (By-Laws)**

*The following local policies have been adopted by Bishop Little League (BLL) to complement national and local regulations. The Board of Directors will strictly adhere to all established rules. In any situation not specifically covered by national or local rules, the Board will make a final determination based on the best interests of the league and its players.*

## **Official Rules and Regulations**

**Any rule or regulation not explicitly addressed in the Bishop Little League "Local Rules" is governed by the official Little League International (LLI) Rule Book.**

### **Manager/Coach Responsibility:**

**It is the sole responsibility of all Managers and Coaches to read, understand, and adhere to the rules published in the official LLI Rule Book.  
Ignorance of a rule is not grounds for protest.**

### **How to Access the Official Rule Book:**

- 1. Digital App:** The rule book is available via the Little League Rulebook App, which can be downloaded from the Apple App Store or Google Play Store.
- 2. Physical Copy:** Managers and Coaches may also purchase a printed paper edition annually from the Little League International Store.

### **The Volunteer Pledge:**

**As a volunteer with Bishop Little League, I pledge to teach all children to play fair and strive for their personal best, to always respect the decisions of the umpires, and to praise a good effort and positive attitude regardless of the game's outcome.**

## **City of Bishop Agreements:**

The City Of Bishop and Bishop Little League have an agreement for the use of the playing fields and property. The Bishop Little League President is responsible for meeting all conditions of that agreement.

- Smoking, chewing tobacco, and any e-cig devices are not allowed on any City Of Bishop property (State law). The entire BLL site, including the parking lot, is City Of Bishop property.
- Alcohol and illegal substances are not allowed on any City Of Bishop property (State law). The entire BLL site including the parking lot is City Of Bishop property.
- Pets are not allowed on City Of Bishop property. The entire BLL site including the parking lot is City Of Bishop property.



# Bishop Little League: General Rules and Regulations

## 1. Coach Requirements & Professionalism

1. **Code of Conduct:** All Managers and Coaches are required to sign the Bishop Little League Coach's Code of Conduct.
2. **Mandatory attendance:** Attendance is required at all coaching clinics, tryouts, and league meetings. Managers and coaches in the Minors, Majors, and Juniors divisions must also attend all division drafts and All-Star selection meetings.
3. **Dress code:** Managers, coaches, and umpires must dress appropriately. Clothing (shirts, jackets, hats) depicting alcohol, tobacco, illegal substances, or of a sexual nature is prohibited. **No sandals or open-toed shoes are permitted in the dugouts or on the field.**
4. **Equipment responsibility:** Managers and coaches are responsible for all assigned league equipment and assigned coaches binders. Items not returned within thirty (30) days of the end of the season will be billed at current replacement prices.
5. **Age requirement:** Managers must be 18+; Coaches can be 16+.
6. **Selection:** Managers are considered based on the Selection Committee's recommendation and Board approval (see Manager Selection Process).
7. **Suspensions:** The President can suspend any manager or coach for inappropriate behavior. Suspensions are for up to 5 days pending Executive Committee review. Severe offenses may result in removal from Bishop premises.
  - Suspended managers may not contact the team prior to or during games.
8. **Injuries:** Managers must report player injuries to the Safety Coordinator immediately. A medical note may be required for return.
9. **Playing requirements:** Mandatory playing time violations result in disciplinary action by Little League Regulation IV(i) Note 2.
10. **Pitch counts:** Failure to adhere to mandatory pitching and rest rules (Regulation VI) is subject to disciplinary actions.

## 2. Game Site & Field Logistics

1. **Dugout Assignments:** The Home team will occupy the 3rd base dugout; the Away team will occupy the 1st base dugout.
2. **Home Team Duties:** Home teams are responsible for running the scoreboard and providing an official scorekeeper.
3. **Field Maintenance:**
  - **First Home Team of the day:** Responsible for setting out breakaway bases, the field 2 pitcher's mound, and the field 3 mound tarp.
  - **Last Home Team of the day:** Responsible for putting the equipment away.
4. **All Teams:** Managers must double-check fields and dugouts for equipment before leaving.
5. **Practice Start:** At the discretion of the Manager, practices may commence the Monday following the draft, contingent upon the preparation of schedules.



### 3. Safety & Equipment Standards

1. **Equipment Legality (Rule 3.01):** Umpires are no longer required to perform pre-game equipment checks. The Manager bears sole responsibility for ensuring all equipment is legal. If illegal equipment is used, both the Manager and player will be ejected and suspended for the next game.
2. **Injury/Quitting:** Managers must immediately notify the Player Agent and Safety Coordinator if a player is injured or quits the team.
3. **Electronic Devices:** Players are prohibited from using electronic devices (including, but not limited to, cell phones, tablets, headphones, AirPods, or similar devices) in the dugout or on the field during games or practices.

### 4. Ejection Policy & Penalties

1. Any manager, coach, or player ejected from a game must leave the game site immediately. They are suspended for the remainder of that game plus the next physically played game (NO EXCEPTIONS).
  - a. Penalty Tiers:
    - i. 1st Ejection: 1-game suspension and required completion/retake of Diamond Leader training.
    - ii. 2nd Ejection: 3-game suspension and a mandatory Board of Directors (BOD) review for potential removal.
    - iii. 3rd Ejection: Permanent removal from the league as a player, manager, or coach.
    - iv. End of Season: If an ejection occurs during the final game, the suspension carries over to the following season.
2. **Reporting:** The Plate Umpire and the ejected individual must both report the circumstances to the President within 24 hours.
3. **Board Member Duty:** If an ejected board member is scheduled for "Duty," they must find a replacement.

### 5. Division Structure & Player Movement

#### Division League Age Range

Division	League Age
Tee Ball	4 - 5
Coach Pitch	5 - 7
Farm	7 - 9
Minors	8 - 11
Majors	10 - 12
Juniors	13 - 15

★ League Age is determined by the player's age on August 31 of the current year.



- ★ Eligibility: The Juniors division consists of League Age (LA) 13, 14, and 15 players. Participation for 15-year-olds is restricted to those **not** rostered on a High School team; High School players (including JV) are strictly prohibited.

1. Move-Up Policy: If a player declines to move up a division when a vacancy occurs, they forfeit the right to move up for the remainder of the season (subject to BOD case-by-case review).

## 6. Conduct, Sportsmanship & Environment

1. **Food/Drink:** No food, snacks, or gum are allowed in dugouts or on the field. Sunflower seeds are permitted in the dugout only. Managers must ensure dugouts are clean after every event.
2. **Music & Audio:**
  - a. **Walk-up Music:** Permitted if league age-appropriate; must stop the moment the batter steps into the box.
    - **Penalty:** Immediate loss of walk-up music privileges for the team for the remainder of the season.
  - b. **In-Game/Between Innings:** Music played between innings must be kept at a reasonable volume and contain no foul or inappropriate language.
  - c. **Etiquette:** All teams must follow the basic baseball etiquette policy: "My pitcher, my music." The team currently in the field (the pitching team) has control over the music selection between innings.
3. **Celebratory Objects:** No hats, capes, flags, or other celebratory objects are allowed on the field or in the dugout.
4. **Spectators:** Parents are not permitted to speak to players in the dugout or on the field. Players may only leave the dugout to use the restroom.
5. **Sportsmanship:** All cheering must be sportsmanlike and never directed toward opposing teams or players.

## 7. Pool Players

1. **Pool Player Rules:**
  - a. Assigned solely by the Player Agent; Managers must contact the Player Agent to request one.
  - b. Pool players must wear their original rostered team uniform.
  - c. If assigned, the pool player must play even if the missing rostered player arrives.
  - d. Pool players must play Outfield only.
  - e. Pool players must bat last in the order.
  - f. Max of two (2) pool players per game, at the Player Agent's discretion.
  - g. Pool players are not permitted or used in the end of season TOC.

## 8. Member in Good Standing

1. **Member in Good Standing Requirement:**

To be eligible for any leadership or volunteer position an individual must be a "Member in Good Standing." This is defined as any Regular Member who meets the following criteria:
2. **Financial Compliance:** Has paid all registration fees, dues, or outstanding balances owed to the League, or has received an official hardship waiver from the Board.



3. **Paperwork & Safety:** Has a cleared background check on file for the current season, their LiveScan fingerprinting, and has completed all state or league-mandated safety training (e.g., Concussion Protocol, Abuse Awareness, Diamond Leader).
  4. **Conduct:** Is not currently serving a disciplinary suspension and has no documented violations of the League's Code of Conduct.
  5. **Participation:** For Board Members, this includes attending at least 75% of scheduled meetings and fulfilling assigned "Board Member on Duty" shifts.
- ★ **Legal Compliance:** Acts in accordance with the Little League International Charter and local BLL Bylaws.

## 9. Official Scorekeeping and Record Compliance

For the Farm, Minors, Majors, and Juniors divisions, **GameChanger is the Mandatory platform** for all official scorekeeping and pitch tracking. In accordance with Little League Regulations IV and VI, all game records must be full and complete.

A "complete" record is required to verify:

- **Mandatory Play Requirements** (Regulation IV)
- **Pitching Limits and Rest Periods** (Regulation VI)
- **Proper Batting Order Rotations**

Furthermore, because Bishop Little League utilizes regular-season standings to determine seeding for the End-of-Season Tournament of Champions (TOC), timely and accurate data entry is critical. Utilizing GameChanger allows the League Information Officer (LIO) to retrieve scores, complete game information, and pitch count data automatically, removing the need for Managers to manually report results.

### Mandatory Requirements & Compliance

To ensure the league remains in compliance with official regulations, all teams must adhere to the following:

- **Digital Integration:** Every game must be scored live via GameChanger.
- **Data Integrity:** Managers are responsible for ensuring that the final score and pitch counts are finalized in the app immediately following the conclusion of the game.
- **Compliance Risks:** Failure to provide a complete digital record via GameChanger may result in manager warnings, pitcher ineligibility, or impacts to TOC seeding.

### Resources & Integration

The Bishop Little League website contains comprehensive information regarding the use of GameChanger. This includes step-by-step instructions on how to link your team with Sports Connect, ensuring that rosters and schedules sync automatically for the season. Please note that while GameChanger training clinics may be offered by the league, they are not guaranteed.

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## Board of Directors Standards & Digital Protocol

### 1. Professional Conduct & Ethics

Members of the Board shall always act in the best interest of the League. Board members must:

- Maintain a "League-first" mentality, setting aside personal biases or team affiliations.
- Uphold the confidentiality of executive sessions. Disclosing sensitive Board discussions to non-Board members is grounds for immediate review and possible removal.

### 2. Communication Policy

Google Workspace is the official and primary communication platform for Bishop Little League.

- **Official Email:** All Board-related business must be conducted using the assigned @bishoplittleleague.com email address. Use of personal email for League business is prohibited to ensure a clean "paper trail" for future Boards.
- **Confidentiality:** All internal emails are considered confidential. Forwarding, Bcc'ing, or sharing Board communications with outside parties without explicit President/Board approval is a violation of ethics.

### 3. Document Management & Shared Drive

The League Shared Google Drive is the central repository for all League property.

- **Storage:** All documents, including meeting minutes, financial reports, schedules, and player evaluations, must be stored in the appropriate folders on the Shared Drive.
- **Ownership of Records:** All documents, spreadsheets, digital assets, and communications created or maintained by a Board Member in the performance of their duties are the sole and exclusive property of Bishop Little League (BLL). Access to these materials is a privilege of office and must be surrendered immediately upon the end of a member's term or resignation.
- **Access Control:** Access to specific folders is granted based on Board role. Sharing Drive links with individuals outside the Board is strictly prohibited.
- **Transition of Power:** Upon completion of a term or resignation, all access to the Workspace and Drive must be surrendered, and all League-related files must remain on the Drive.

### 4. Return of League Property:

Upon completion of tenure, effective September 30 of the final year of service, or upon earlier resignation or removal, all members shall return all Bishop Little League property within seven (7) days. This includes, but is not limited to:

1. **Physical Assets:** Keys (field, equipment shed, snack bar), debit/credit cards, and league-owned equipment.
  2. **Digital Assets:** Administrative passwords, banking login credentials, social media login credentials, and domain access.
  3. **Records:** All physical files and digital documents (which must remain on the Shared Drive as the sole property of BLL).
- ★ Failure to return league property may result in the member being designated as *"Not in Good Standing,"* disqualifying them from future league participation or volunteer roles.



# Bishop Little League (BLL) Official Selection & Draft Policy

## Section 1: Manager Selection Process

### ★ **Member in Good Standing Requirement:**

To be eligible for any leadership or volunteer position, including Manager or Coach, an individual must be a "Member in Good Standing." This is defined as any Regular Member who meets the requirement listed in 8: Member in Good Standing in the previous section of this document.

### ● **Manager candidates are selected and approved by the BLL Board of Directors using the following priority process:**

1. Board members returning as a Manager in the same division.
2. Manager returning to the same division.
3. Board members returning as a Manager in a new division.
4. Managers in a new division
5. Previous Manager in a new division (any division).
6. Candidates new to the Manager role in any division (random selection).

### ● **Approvals and Requirements:**

Final Discretion: All Manager and Assistant Coach selections and approvals are subject to the discretion of the BLL Board of Directors.

### ● **Notification:** Approved candidates will receive a phone call and/or text message from our Coaches Coordinator.

### ● **Ineligibility:** Any candidate who is found ineligible or is not chosen for a position will receive notification via email at the conclusion of the selection process.

### ● **Attendance:** Please make yourself available for evaluation and draft dates. Attendance is required for Manager and Assistant Coaches for the team selection draft process.

### ★ **Note:** All players, including the children of Manager and Assistant Coaches, are required to attend and participate in evaluations.

## Section 2: Registration

Registration will open in the month of December and will continue through mid February or upon reaching the maximum capacity, as defined by the Board of Directors. BLL will make every effort to place all registered players on a team.

**Roster sizes:** for each division will be established in accordance with Little League Regulation III by the Board of Directors prior to the draft. The number of players on a roster in a particular division shall not vary by more than one (1).

1. **Waitlist:** a waitlist may be formed for any or all divisions at the Board of Directors' discretion. No player will be added to a roster from the waitlist until registration fees (after Opening Ceremonies) have been paid in full and residency documents have been collected and verified.
2. **Proof of residency:** shall be established by original documents, dated or in force between February 1 (previous year) and January 31 (current year) in accordance with Little League International Residency Guidelines. A copy of the State birth certificate is required; abstracts shall not be accepted.



3. **Refunds:** Registration fees may be refunded per the following schedule:
  - a. On or before February 28 – full refund, minus a \$30 administrative fee.
  - b. February 28 through March 15 – half refund minus \$30 administrative fee.
  - c. After March 15 – no refund.
  - d. There will be no refund after Opening Ceremonies. There will be no refund of the \$3 Sports Connect credit card processing fee. All refunds are contingent upon the return of the uniform jersey.
4. **Late registrations:** No late registrations after closing. No player will be added to any of the divisions unless the Board of Directors approves it.

### **Section 3: General Draft Guidelines**

(Applies to League Age 7-14 players)

**\*Note on Method:** For all divisions, Bishop Little League is exercising Little League International Draft Method B with the alternative to place the coaches' players (Manager and Assistant Coach options) in a predesignated spot on the draft board, as determined by the League Age Key graphs for each respective division.

### **Player Evaluations**

- ★ **Mandatory Attendance:** All players (League Age 7-14) must attend evaluations to ensure proper division placement and draft integrity. This requirement applies to all registrants, including the children of Manager and Assistant Coaches. *\*Information regarding evaluations can be found on our website ([www.bishoplittleleague.com](http://www.bishoplittleleague.com)).*

### **Manager & Assistant Coach Options**

Bishop Little League is exercising a local option to slot coaches' children in predesignated rounds to ensure competitive balance. These players are placed on the draft board following the draw and prior to the start of the general draft.

- **Managers Options:** Their players must be placed on the draft board in the designated round corresponding to the player's league age for that division, as defined by the League Age Key.
- **Assistant Coach Options:** Must be declared at the beginning of the draft meeting. Once declared, these players are placed on the draft board in the designated round corresponding to their league age per the League Age Key.
- **Multiple Players (Same Age):** If a Manager has multiple players of the same league age (e.g., twins), those players must be taken consecutively. The first is placed in the round designated by the Age Key, and the second is placed in the team's next immediate available draft slot.
- **Siblings:** Unless otherwise specified by a parent/guardian, siblings must be drafted by the same Manager. When one sibling is selected, the other must be taken as the first pick in the round corresponding to their league age per the League Age Key.

### **Draft Confidentiality, Trades & Conduct**

- **Draft Order:** To be determined by pulling a number from a hat (no sooner than 15 minutes prior to each Division's draft) and will be serpentine after the first pick.
- **Time Limits:** During the draft there may be a 1-minute time limit for choosing a player. Any Manager failing to comply within this time limit may lose his/her turn. The Vice President has the authority to change the imposed time limit at the time of the draft if the conditions warrant.



- **Coach/Player Conflicts:** Parents or guardians may submit a written notice to the Player Agent prior to the draft regarding a known issue with a specific coach. The Player Agent will do their best to ensure that the Manager in question does not draft that player.
- **Team Notification:** Managers are required to contact their players to welcome them and provide the practice schedule.
- **Practices:** At the discretion of the Manager, practices may commence the Monday following the draft, contingent upon the preparation of schedules.

**All draft proceedings are strictly private.** To protect the integrity of the league and the experience of the players, the following rules apply:

- No information from the draft (including draft order) is to be shared with family, friends, or players.
- Sharing photos of the draft board to family, friends, or players is strictly prohibited.
- No player should ever be informed of the order in which they were drafted.
- Final team rosters are subject to change due to the availability of trades.
- ★ **Placement Disclaimer:** Placement as a Manager in a specific division is subject to change if your player is in a league age that overlaps with more than one division (League Age 7-10). Registering to Manage a specific division does not guarantee the placement of your player in that division.

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## I. Juniors Division Draft

### General Provisions

- **The Draw:** No more than 15 minutes prior to the scheduled start of the draft, the Player Agent will conduct a random draw to determine the initial draft order for the first round.
- **Team Name Selection:** Managers will select their team names in the order established by the draw.
- **Draft Method:** The league utilizes a Modified Method B (Serpentine). The draft order will reverse every round (e.g., 1 through 6, then 6 through 1) until all mandatory and eligible players are rostered. Roster sizes are set by the Board of Directors prior to the draft.
- **Placement of Protected Players:**  
*Bishop Little League exercises Method B with the alternative to place Manager and Assistant Coach children in predesignated slots based on the League Age Key.*
- **Adjustments to Protected Placement:**  
If a Manager requests a protected player be moved to a lower draft slot based on skill level, the following protocol applies:

**Majority Vote:** A majority vote by all Managers within that division is required to approve the move.

**Tie-Breaking/Evaluation:** In the event of a tie, the evaluation will be decided by a non-managing Board member. To maintain neutrality, the vote falls to the first person on the following list who is not currently managing or coaching in that specific division:

- President > Vice President > Player Agent > Secretary > Treasurer > Safety Officer > Coaching Coordinator > Information Officer > Sponsorship/Fundraising Manager > Umpire in Chief > Equipment Manager > Scheduling Manager > Concessions Manager
  - Note: If an officer serves as a Manager or Assistant Coach within the division where a tie occurs, they are recused from the tie-breaking decision. In such



instances, the authority automatically ascends to the highest-ranking officer available according to the hierarchy who is not subject to recusal.

- **Eligibility:** The Juniors division consists of League Age (LA) 13, 14, and 15 players. Participation for 15-year-olds is restricted to those not rostered on a High School team; High School players (including JV) are strictly prohibited.

### The League Age Key (Protected Placement)

To maintain competitive balance, the children of the Managers and declared Assistant Coaches are “Protected” and assigned to specific draft slots before the general draft begins. These placements serve as the team’s draft picks for the designated rounds.

★ *Note: This table serves as the "Starting Point." Any deviations must follow the voting*

Draft Round	Player Classification
Round 1	League Age 15 Players
Round 1	Returning League Age 14 Players
Round 2	League Age 14 Players new to the division
Round 3	League Age 13 Players

*procedure outlined above.*

### Multiple Protected Players & Displacement

In cases where a team has multiple protected players (e.g., twins or a Manager and Assistant Coach who both have children of the same age/status), the following rules apply:

- **The Next Available Slot Rule:** The first protected player is placed in the designated round according to the Age Key. Each additional protected player will occupy that team’s next immediate available draft slot.
- **Downward Displacement Only:** Protected players shall only be placed into later (lower value) rounds. Under no circumstances will a player be moved into a higher-value round. A player whose Age Key designates them for Round 3 shall never be moved up into Round 1 or 2 to satisfy a placement requirement. If a required slot is already occupied, the player will be placed in the team’s next available lower draft pick.
- **Priority:** If a team has multiple protected players, the older player always occupies the higher round (closer to Round 1) per the Age Key.
- ★ **Confidentiality:** Draft results and potential trades are to remain confidential among the coaching staff until the trade window has officially closed.

### Team Notifications and Practice

- **Manager to Player Contact:** To ensure a smooth start to the season, Managers should contact all players on their roster within 24 to 48 hours of receiving the "All Clear" from the Player Agent.



- **Method of Contact:** Initial contact should include an introduction, practice schedule (if available), and a reminder of any upcoming league orientations or parent meetings.
  - **Commencement of Practice:** Teams may begin practicing at the discretion of the Manager starting the Monday immediately following the draft.
    - **Prerequisite:** Practices may only begin provided that all league schedules have been finalized, completed, and distributed to the coaching staff.
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## II. Majors Division Draft

### General Provisions

- **The Draw:** No more than 15 minutes prior to the scheduled start of the draft, the Player Agent will conduct a random draw to determine the initial draft order for the first round.
- **Team Name Selection:** Managers will select their team names in the order established by the draw.
- **Draft Method:** The league utilizes a Modified Method B (Serpentine). The draft order will reverse every round (e.g., 1 through 6, then 6 through 1) until all mandatory and eligible players are rostered. Roster sizes are set by the Board of Directors prior to the draft.
- **Placement of Protected Players:**  
*Bishop Little League exercises Method B with the alternative to place Manager and Assistant Coach children in predesignated slots based on the League Age Key.*
- **Adjustments to Protected Placement:**  
If a Manager requests a protected player be moved to a lower draft slot based on skill level, the following protocol applies:

**Majority Vote:** A majority vote by all Managers within that division is required to approve the move.

**Tie-Breaking/Evaluation:** In the event of a tie, the evaluation will be decided by a non-managing Board member. To maintain neutrality, the vote falls to the first person on the following list who is not currently managing or coaching in that specific division:

- President > Vice President > Player Agent > Secretary > Treasurer > Safety Officer > Coaching Coordinator > Information Officer > Sponsorship/Fundraising Manager > Umpire in Chief > Equipment Manager > Scheduling Manager > Concessions Manager
  - Note: If an officer serves as a Manager or Assistant Coach within the division where a tie occurs, they are recused from the tie-breaking decision. In such instances, the authority automatically ascends to the highest-ranking officer available according to the hierarchy who is not subject to recusal.

### The League Age Key (Protected Placement)

To maintain competitive balance, the children of the Managers and declared Assistant Coaches are "Protected" and assigned to specific draft slots before the general draft begins. These placements serve as the team's draft picks for the designated rounds.

- ★ *Note: This table serves as the "Starting Point." Any deviations must follow the voting procedure outlined above.*



Draft Round	Player Classification
Round 1	Returning League Age 12 Players
Round 2	League Age 12 Players new to the division
Round 3	Returning League Age 11 Players
Round 4	League Age 11 Players new to the division
Round 5	League Age 10 Players

### Multiple Protected Players & Displacement

In cases where a team has multiple protected players (e.g., twins or a Manager and Assistant Coach who both have children of the same age/status), the following rules apply:

- **The Next Available Slot Rule:** The first protected player is placed in the designated round according to the Age Key. Each additional protected player will occupy that team's next immediate available draft slot.
- **Downward Displacement Only:** Protected players shall only be placed into later (lower value) rounds. Under no circumstances will a player be moved into a higher-value round. A player whose Age Key designates them for Round 3 shall never be moved up into Round 1 or 2 to satisfy a placement requirement. If a required slot is already occupied, the player will be placed in the team's next available lower draft pick.
- **Priority:** If a team has multiple protected players, the older player always occupies the higher round (closer to Round 1) per the Age Key.
- ★ **Confidentiality:** Draft results and potential trades are to remain confidential among the coaching staff until the trade window has officially closed.

### Team Notifications and Practice

- **Manager to Player Contact:** To ensure a smooth start to the season, Managers should contact all players on their roster within 24 to 48 hours of receiving the "All Clear" from the Player Agent.
- **Method of Contact:** Initial contact should include an introduction, practice schedule (if available), and a reminder of any upcoming league orientations or parent meetings.
- **Commencement of Practice:** Teams may begin practicing at the discretion of the Manager starting the Monday immediately following the draft.
  - **Prerequisite:** Practices may only begin provided that all league schedules have been finalized, completed, and distributed to the coaching staff.

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### III. Minors Division Draft

#### General Provisions

- **The Draw:** No more than 15 minutes prior to the scheduled start of the draft, the Player Agent will conduct a random draw to determine the initial draft order for the first round.



- **Team Name Selection:** Managers will select their team names in the order established by the draw.
- **Draft Method:** The league utilizes a Modified Method B (Serpentine). The draft order will reverse every round (e.g., 1 through 6, then 6 through 1) until all mandatory and eligible players are rostered. Roster sizes are set by the Board of Directors prior to the draft.
- **Placement of Protected Players:**  
*Bishop Little League exercises Method B with the alternative to place Manager and Assistant Coach children in predesignated slots based on the League Age Key.*
- **Adjustments to Protected Placement:**  
If a Manager requests a protected player be moved to a lower draft slot based on skill level, the following protocol applies:

**Majority Vote:** A majority vote by all Managers within that division is required to approve the move.

**Tie-Breaking/Evaluation:** In the event of a tie, the evaluation will be decided by a non-managing Board member. To maintain neutrality, the vote falls to the first person on the following list who is not currently managing or coaching in that specific division:

- President > Vice President > Player Agent > Secretary > Treasurer > Safety Officer > Coaching Coordinator > Information Officer > Sponsorship/Fundraising Manager > Umpire in Chief > Equipment Manager > Scheduling Manager > Concessions Manager
  - Note: If an officer serves as a Manager or Assistant Coach within the division where a tie occurs, they are recused from the tie-breaking decision. In such instances, the authority automatically ascends to the highest-ranking officer available according to the hierarchy who is not subject to recusal.
- **Eligibility:** The Minors division consists of League Age (LA) 11, 10, 9, and 8 (who have been approved) players.

**The League Age Key (Protected Placement)**

To maintain competitive balance, the children of the Managers and declared Assistant Coaches are “Protected” and assigned to specific draft slots before the general draft begins. These placements serve as the team’s draft picks for the designated rounds.

★ *Note: This table serves as the "Starting Point." Any deviations must follow the voting procedure outlined above.*

Draft Round	Player Classification
Round 1	League Age 11 Players
Round 2	Returning League Age 10 Players
Round 3	League Age 10 Players new to the division
Round 4	Returning League Age 9 Players



Round 5	League Age 9 Players new to the division
Round 6	League Age 8 Players

### Multiple Protected Players & Displacement

In cases where a team has multiple protected players (e.g., twins or a Manager and Assistant Coach who both have children of the same age/status), the following rules apply:

- **The Next Available Slot Rule:** The first protected player is placed in the designated round according to the Age Key. Each additional protected player will occupy that team's next immediate available draft slot.
- **Downward Displacement Only:** Protected players shall only be placed into later (lower value) rounds. Under no circumstances will a player be moved into a higher-value round. A player whose Age Key designates them for Round 3 shall never be moved up into Round 1 or 2 to satisfy a placement requirement. If a required slot is already occupied, the player will be placed in the team's next available lower draft pick.
- **Priority:** If a team has multiple protected players, the older player always occupies the higher round (closer to Round 1) per the Age Key.
- ★ **Confidentiality:** Draft results and potential trades are to remain confidential among the coaching staff until the trade window has officially closed.

### Team Notifications and Practice

- **Manager to Player Contact:** To ensure a smooth start to the season, Managers should contact all players on their roster within 24 to 48 hours of receiving the "All Clear" from the Player Agent.
- **Method of Contact:** Initial contact should include an introduction, practice schedule (if available), and a reminder of any upcoming league orientations or parent meetings.
- **Commencement of Practice:** Teams may begin practicing at the discretion of the Manager starting the Monday immediately following the draft.
  - **Prerequisite:** Practices may only begin provided that all league schedules have been finalized, completed, and distributed to the coaching staff.

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## IV. Farm Division Draft

### General Provisions

- **The Draw:** No more than 15 minutes prior to the scheduled start of the draft, the Player Agent will conduct a random draw to determine the initial draft order for the first round.
- **Team Name Selection:** Managers will select their team names in the order established by the draw.
- **Draft Method:** The league utilizes a Modified Method B (Serpentine). The draft order will reverse every round (e.g., 1 through 6, then 6 through 1) until all mandatory and eligible players are rostered. Roster sizes are set by the Board of Directors prior to the draft.
- **Placement of Protected Players:**  
*Bishop Little League exercises Method B with the alternative to place Manager and Assistant Coach children in predesignated slots based on the League Age Key.*
- **Adjustments to Protected Placement:**



If a Manager requests a protected player be moved to a lower draft slot based on skill level, the following protocol applies:

**Majority Vote:** A majority vote by all Managers within that division is required to approve the move.

**Tie-Breaking/Evaluation:** In the event of a tie, the evaluation will be decided by a non-managing Board member. To maintain neutrality, the vote falls to the first person on the following list who is not currently managing or coaching in that specific division:

- President > Vice President > Player Agent > Secretary > Treasurer > Safety Officer > Coaching Coordinator > Information Officer > Sponsorship/Fundraising Manager > Umpire in Chief > Equipment Manager > Scheduling Manager > Concessions Manager
  - Note: If an officer serves as a Manager or Assistant Coach within the division where a tie occurs, they are recused from the tie-breaking decision. In such instances, the authority automatically ascends to the highest-ranking officer available according to the hierarchy who is not subject to recusal.

### **The League Age Key (Protected Placement)**

To maintain competitive balance, the children of the Managers and declared Assistant Coaches are “Protected” and assigned to specific draft slots before the general draft begins. These placements serve as the team’s draft picks for the designated rounds.

★ *Note: This table serves as the "Starting Point." Any deviations must follow the voting procedure outlined above.*

<b>Draft Round</b>	<b>Player Classification</b>
Round 1	Returning League Age 9 Players
Round 2	League Age 9 Players new to the division
Round 3	Returning League Age 8 Players
Round 4	League Age 8 Players new to the division
Round 5	League Age 7 Players new to the division

### **Multiple Protected Players & Displacement**

In cases where a team has multiple protected players (e.g., twins or a Manager and Assistant Coach who both have children of the same age/status), the following rules apply:



- **The Next Available Slot Rule:** The first protected player is placed in the designated round according to the Age Key. Each additional protected player will occupy that team's next immediate available draft slot.
- **Downward Displacement Only:** Protected players shall only be placed into later (lower value) rounds. Under no circumstances will a player be moved into a higher-value round. A player whose Age Key designates them for Round 3 shall never be moved up into Round 1 or 2 to satisfy a placement requirement. If a required slot is already occupied, the player will be placed in the team's next available lower draft pick.
- **Priority:** If a team has multiple protected players, the older player always occupies the higher round (closer to Round 1) per the Age Key.
- ★ **Confidentiality:** Draft results and potential trades are to remain confidential among the coaching staff until the trade window has officially closed.

### Team Notifications and Practice

- **Manager to Player Contact:** To ensure a smooth start to the season, Managers should contact all players on their roster within 24 to 48 hours of receiving the "All Clear" from the Player Agent.
- **Method of Contact:** Initial contact should include an introduction, practice schedule (if available), and a reminder of any upcoming league orientations or parent meetings.
- **Commencement of Practice:** Teams may begin practicing at the discretion of the Manager starting the Monday immediately following the draft.
  - **Prerequisite:** Practices may only begin provided that all league schedules have been finalized, completed, and distributed to the coaching staff.
- **6-Year-Old "Play-Up" Policy (Farm Only)**
  - **Evaluation:** 6-year-olds must request a move-up in writing via email to the Player Agent (playeragent@bishoplittleleague.com), be evaluated, and be approved by the Player Agent/VP.
  - **Residency:** If drafted, the player must play a minimum of two (2) years in Farm.
  - **Eligibility:** They are eligible for Minors at age 8 if roster space allows and they are drafted.

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## V. Coach Pitch and Tee Ball (Non-Drafted)

### 1. Roster Assignments: Coach Pitch & Tee Ball

In accordance with the roster sizes and team counts established by the Board of Directors, teams are created using a random draw via the Sports Connect system. While final numbers may vary slightly, the process is designed to ensure teams are as equal as possible in both total player count and the balance of male and female participants.

### 2. Special Requests:

**Siblings/Extended Family:** Requests for siblings or extended families to be placed on the same team must be made in advance.

**Coaches & Family:** BLL will make every effort to accommodate requests for specific coaches or extended family members, though these are not guaranteed.

### 3. Restriction:

Trades in these divisions are only permitted to accommodate siblings or extended family requests.

### 4. Finality:

No changes will be made after 72 hours due to uniform purchasing.



**No exceptions.**

**Section 5: Call Up Protocol**

1. Major team rosters will carry the roster size established by the Board prior to the draft throughout the season. If a roster drops below the minimum before  $\frac{1}{3}$  of the regular season's scheduled games have been played, a player will be added from the waitlist, if one exists. The procedure for adding a player from the waitlist will be to randomly draw a name from a hat containing the names of all players on the waitlist. All Major managers shall be given the opportunity to be present for the random selection of the waitlist player.
  - a. If no waitlist exists, or there are no players on the waitlist, the manager shall be given the option to exercise a call-up from the Minor division or play one player down, provided a roster variation of 1 player is allowed by Little League rules.
  - b. If a roster drops below the minimum after  $\frac{1}{3}$  of the regular season's scheduled games have been played, but before the last 4 weeks of the season, the manager shall be given the option to exercise a call-up from the Minor division or play one player down, provided a roster variation of 1 player is allowed by Little League rules.
  - c. If a manager elects to play one player down, that decision shall stand for the remainder of the season. If additional players drop from a team whose manager chose not to exercise a call-up previously, that manager may be allowed to exercise a call-up to bring the team's roster up to the minimum required by Little League at the discretion of the Board of Directors.
2. If a Major manager elects to exercise the option to call up a player, said manager has 10 days to select a player or the Player Agent will select a player to place on the team. Once notified, the player will report to the Major team immediately and will not appear in any additional minor division games.
3. If a minor player refuses the call up to majors, the player loses eligibility to be called up to a major team for the remainder of the year and shall be placed on the minor team whose player was moved in his/her place. Placement will be made by the Player Agent.
4. Parents of Minor baseball siblings on the same team may refuse the call up to the majors if this creates family hardship. If the parents refuse the call up to majors, the sibling will stay on their team, however, the sibling will not be eligible to be called up to the majors for the remainder of the year.
5. The manager's child, the coach's option, and one other dugout coach's child, provided they have been submitted in writing to the player agent and in attendance 60% of games & practices are exempt from a call up to Majors. If a manager or coach agrees to his/her child to be eligible for a call up, the manager can grant permission in writing to the Player Agent.
6. A maximum of 2 players may be called up from any one team but not before other teams within the same division lose a player to the call-up process. If all teams within the same division have lost 1 player to a call up, then a second player from any team may be selected. All league age 11-year-old players shall be called up before any other league age, unless that player was determined to be a safety risk prior to the draft. The Major Player Agent will maintain a list of players determined to be a safety risk based upon assessment at tryouts.



7. An eligible player not attending at least 1 tryout may be called up to a major team if: 1) a major team has fallen below the minimum number of players on their roster, and 2) the Board of Directors approves the call up.
8. Players shall not be called up to the majors within the last 4 weeks of the regular season. Playoffs are not considered regular season for this rule.

### **Section 6: Playing Time**

**Mandatory Play:** In accordance with Regulation IV(i) of the Little League Rulebook, all players are required to have an equal opportunity to play regardless of skill level. Bishop Little League utilizes a Continuous Batting Order (CBO) for all divisions, which requires that all players present for the game be placed in the batting order and bat consecutively throughout the entire game.

#### **Major Division:**

- Each player shall play a minimum of six (6) defensive outs per game.
- Batting: Teams must utilize a Continuous Batting Order (CBO).

#### **Minor Division:**

- Each player shall play a minimum of six (6) defensive outs per game.
- Batting: Teams must utilize a Continuous Batting Order (CBO).
- Inning Conclusion: A half-inning will conclude when any of the following occurs first:
  - Three (3) defensive outs are made.
  - Five (5) runs are scored.
  - The team bats through the entire roster.

#### **Farm Division:**

\***Development Focus:** The primary emphasis is on player development. Up to three (3) coaches, including the manager, may participate on the field or in the dugout to assist players.

- Batting: Teams must utilize a Continuous Batting Order (CBO).
- Inning Conclusion: A half-inning will conclude when any of the following occurs first:
  - Three (3) defensive outs are made.
  - Five (5) runs are scored.
  - Every player in the lineup has batted once in that specific half-inning.

#### **Failure to Comply (Regulation IV Enforcement)**

Failure to adhere to mandatory playing time requirements is a violation of league rules and, per Regulation IV(i), is subject to the following disciplinary actions:

- 1st Offense: The manager will receive a verbal and written warning and must complete/retake the Diamond Leader Training via the Little League International website.
- 2nd Offense: The manager will receive a one (1) game suspension.
- 3rd Offense: The manager will be removed from their position. The Board of Directors will determine any further disciplinary action or permanent eligibility.

### **Section 7: Uniforms**

- Bishop Little League provides team jerseys and hats.
- If a player's uniform is damaged, the player/parent must provide it to the manager, who will forward it to the Equipment Manager. The Equipment Manager will decide if repair or replacement is necessary. Parents may be financially responsible for replacements depending on the cause.



- If a uniform is lost, the player/parent should notify the Equipment Manager for replacement at their expense.

### **Section 8: Umpires**

1. Rule interpretation questions may be addressed by the Board Member on duty, in consultation with the Umpire in Chief (UIC). Unresolved questions may be referred to the Rules Committee (President, Vice President). Rulings are by majority vote.
  2. Protests for Juniors and Major Divisions follow Little League Rule 4.19.
  3. Protests in Farm and Minors divisions will be resolved before the next pitch. The protest committee includes the Board Member on duty and one parent from each team. If conflict exists, the UIC will vote in place of the Board Member.
  4. Managers, coaches, and volunteer umpires must attend the District Umpire Clinic or be approved by the UIC. Managers must attend the Bishop Rules Meeting & Manager Meeting.
  5. District 51 umpires may be invited and take precedence if they arrive. Managers remain responsible for providing umpires if District 51 umpires fail to appear.
  6. Requests for District 51 umpire support can be submitted in writing for challenging game situations
- **Youth Umpires**  
Youth umpires develop leadership and knowledge of the game. Abuse will not be tolerated.

#### **1. Guidelines:**

- a. Must be 10 years old and older
- b. Must umpire with an adult
- c. May only umpire divisions below their own
- d. Must be 16 to umpire behind the plate, always with a responsible adult

### **Section 9: Pitching Rules**

All pitch count limits, pitcher eligibility, and mandatory rest requirements strictly follow the standards set forth in Little League Regulation VI. Managers are responsible for tracking pitch counts and adhering to the required rest days for all pitchers.

- **Failure to Comply**

Failure to adhere to mandatory playing time (Regulation IV) or pitching and rest rules (Regulation VI) is subject to the following disciplinary actions:

- 1st Offense: Verbal and written warning, plus mandatory completion of the Diamond Leader training via the Little League International website.
- 2nd Offense: One (1) game suspension.
- 3rd Offense: Manager removed from position; the Board of Directors will determine any further disciplinary action.

- ★ In addition to the manager's penalty, any violation of Regulation VI may result in a formal game protest and potential forfeiture, as per Rule 4.19.

### **Section 10. Tournament of Champions (TOC)**

*(Participation: Drafted Divisions Only. ★Note: Specific divisions offered may vary each season.)*



The TOC is the end-of-the-year in-house tournament utilizing bracket and consolation bracket format.

- Seeding: Seeding is based on regular season play. Rules for seeding are included in the individual division rules.
  - Brackets: To ensure transparency for all members, tournament brackets showing seeding positions will be posted to the league website ([www.bishoplittleleague.com](http://www.bishoplittleleague.com)) once the regular season schedules have been finalized and completed.
  - Schedule Disclaimer: While seeding positions will be displayed, specific dates and times for tournament games may or may not be included at the time of posting. All tournament schedules are subject to change based on weather, field availability, or board discretion.
  - Pitching: Regular season pitching restrictions carry over into the TOC.
  - Rosters: Teams cannot add players to their roster if one is lost during the tournament.
-



## Section 11: Division Specific Rules

### Tee Ball Division

1. Tee Ball games are three (3) innings, with a time limit of 1 ½ hours.
2. No score is kept in Tee Ball.
3. The home team will put out bases and provide game balls and batting tee. Bases will be put out at approximately forty feet. (40)
4. Players will play a new position every inning. Each player must be given the opportunity to play at least one inning in the outfield, and one inning in the infield.
5. You must bat your bench and reverse the batting order every inning.  
Example: First inning batting order 1-10, second inning, 10-1 and third inning 1-10.
6. A batter/runner must stop at first base on balls hit. Base runners shall advance one (1) base only, regardless of fielding or throwing errors. The last batter in each half inning shall be allowed to run full bases, including anyone on base in front of them.
7. There is only one (1) player per position: one pitcher, one first baseman, etc. All other players will fill the outfield and must be in the outfield at approximately twenty (20) feet from the base paths. No catcher.
8. The defensive pitcher must have both feet on the pitching plate until the ball is hit.
9. There must be one (1) to two (2) adults in the dugout when the team is on offense.
10. No sliding in Tee Ball.
11. Coaches umpire their own games, be fair with your calls. If you're not sure of a call, get together and make the best call without arguing. Poor conduct by any adults during games is subject to disciplinary action by the Bishop Little League Board of Directors.
12. Provided all Bishop Little League volunteer requirements (as listed on the BLL website) have been completed, you are allowed as many volunteers on the field as needed.



## Coach Pitch Division

1. Coach Pitch is three (3) innings, with a time limit of 1 ½ hours.
2. No score is kept in Coach pitch.
3. The home team will put out bases and provide game balls and batting tee. Bases will be put out at approximately forty feet. (40)
4. Players will play a new position every inning. Each player must be given the opportunity to play at least one inning in the outfield, and one inning in the infield.
5. You must bat your bench and reverse the batting order every inning.  
Example: First inning batting order 1-10, second inning, 10-1 and third inning 1-10.
6. A batter/runner must stop at first base on balls hit. Base runners shall advance one (1) base only, regardless of fielding or throwing errors. The last batter in each half inning shall be allowed to run full bases, including anyone on base in front of them.
7. There is only one (1) player per position: one pitcher, one first baseman, etc. All other players will fill the outfield and must be in the outfield at approximately twenty (20) feet from the base paths.
8. The defensive pitcher must stay behind the pitching plate but may move to either side to see around the pitcher/coach.
9. The adult pitcher shall pitch overhand and within approximately fifteen (15) feet of home plate and on one knee. The batter is allowed five (5) good pitches only. After the fifth pitch the tee must be brought out. However, the batter may continue batting after the 5<sup>th</sup> pitch, if the batter continues to hit foul balls.
10. There must be one (1) to two (2) adults in the dugout when the team is on offense.
11. No sliding in Coach Pitch.
12. Coaches umpire their own games, be fair with your calls. If you're not sure of a call, get together and make the best call without arguing. Poor conduct by any adults during games is subject to disciplinary action by Bishop Little League's Board of Directors.
13. Provided all Bishop Little League volunteer requirements (as listed on the BLL website) have been completed, you are allowed as many volunteers on the field as needed.



## Farm Division

1. Farm games are four (4) innings. No new inning after 1-hour and 45 minutes. No new batter after 2 hours (player at bat will complete his/her at bat). If inning is incomplete (if visiting team has not completed their time at bat; or home team has not completed their time at bat - if required to do so) the final score of the game will revert to the score at the end of the LAST COMPLETED INNING (in accordance with rule 4.11(d)), and will be considered a completed/regulation game for league purposes. If the game ends in a tie, it remains as a tie.
2. The score is kept in the Farm division. The home team is the official score keeper. As soon as three (3) outs are recorded five (5) runs are scored or the team has gone through CBO. The score keeper MUST inform BOTH teams that the inning is over. Home team is the official book for disputes.
  1. Each half inning is complete when:
    - a. Three outs are recorded.
    - b. Five (5) runs have been scored.
    - c. CBO has been completed.
3. Mercy Rule (Rule 4.10e): The 15,10, and 8-run rules are in effect for all divisions. For Minors and Majors, this applies to games of 6 innings; for the Farm division, it applies to games of 4 innings.
4. In the Farm division only, the mound will be situated 40 feet from Home Plate.
5. In the Farm Division, teams are required to utilize ten (10) defensive players in the field. The outfield must consist of four (4) players, positioned as follows: Left Field, Left-Center Field, Right-Center Field, and Right Field. All four outfielders must remain on the outfield grass until the ball is put into play.
6. Each player will play a minimum of six (6) defensive outs. Continuous batting order shall be used. The batting order will remain the same throughout the entire game, play ten (10) players on defense at a time; this means four (4) outfielders; one (1) left field, one (1) left center field, one (1) right center field and one (1) right field. If the manager is found to be in violation intentionally or due to negligent disregard of this regulation, or if there is a pattern of violations regardless of a shortened game, the manager shall be disciplined by the Board of Directors.
7. One (1) base is allowed on a hit ball in the infield, and two (2) bases are allowed on a hit ball in the outfield. Once the ball is back to the infield, all play SHALL stop.
8. No stealing of bases in the Farm division. Except you may steal home on a clean pass ball that goes behind and out of reach of the catcher.
9. **On-deck batters are not allowed.** All bats and equipment must be kept inside the dugout. No swinging bats outside of dugouts.
10. Sliding is allowed, feet first only.



11. Coaches umpire their own games, (behind the pitcher's mound) so be fair with your calls. If you're not sure of a call, get together and make the best call without arguing. Poor conduct by any adults during games is subject to disciplinary action by Bishop Little League's Board of Directors.

12. Provided all Bishop Little League volunteer requirements (as listed on the BLL website) have been completed, each team is permitted a maximum of three (3) coaches, including the Manager. Two (2) adult base coaches are allowed, provided that at least one (1) approved adult coach always remains in the dugout.



## Minors Division

1. Minors Division games are six (6) innings. No new inning after 1 -hour and 45 minutes. No new batter after 2 hours (player at bat will complete his/her at bat). If inning is incomplete (if visiting team has not completed their time at bat; or home team has not completed their time at bat - if required to do so) the final score of the game will revert to the score at the end of the LAST COMPLETED INNING (in accordance with rule 4.11(d)), and will be considered a completed/regulation game for league purposes. If the game ends in a tie, it remains as a tie.
2. The score is kept in the Minors Division. The home team is the official score keeper. As soon as three (3) outs are recorded, five (5) runs are scored, or the team has gone through CBO. The score keeper MUST inform BOTH teams that the inning is over. Home team is the official book for disputes.
  1. Each half inning is complete when:
    - a. Three outs are recorded.
    - b. Five (5) runs have been scored.
    - c. CBO has been completed.
3. Mercy Rule (Rule 4.10e): The 15,10, and 8-run rules are in effect for all divisions. For Minors and Majors, this applies to games of 6 innings; for the Farm division, it applies to games of 4 innings.
4. The home team manager will obtain game balls from the Board Member on duty for each game.
5. Each player will play a minimum of six (6) defensive outs. Continuous batting order shall be used. The batting order will remain the same throughout the entire game. If the manager is found to be in violation intentionally or due to negligent disregard of this regulation, or if there is a pattern of violations regardless of a shortened game, the manager shall be disciplined by the Board of Directors.
6. In the Minors Division, teams are required to utilize ten (10) defensive players in the field. The outfield must consist of four (4) players, positioned as follows: Left Field, Left-Center Field, Right-Center Field, and Right Field. All four outfielders must remain on the outfield grass until the ball is put into play.
7. **On-deck batters are not allowed.** All bats and equipment must be kept inside the dugout. No swinging bats outside of dugouts.
8. No straight stealing, the ball must be a clean passed ball. A ball that is behind or out of reach of the catcher is a clean passed ball. A ball that goes behind and out of reach of the pitcher is a live ball.
9. Provided all Bishop Little League volunteer requirements (as listed on the BLL website) have been completed, each team is permitted a maximum of three (3) coaches, including the



Manager. Two (2) adult base coaches are allowed, provided that at least one (1) approved adult coach always remains in the dugout.

10. All scheduled games count towards your win/loss record. Games will not be rescheduled for any reason other than inclement weather or facility safety/functionality concerns. Bishop Little League Board of Directors will reschedule games at the earliest convenience.

11. Bishop Little League Board of Directors will use a point system for determining league Tournament of Champions standings. Two (2) points will be awarded to the winning team of each game. One (1) point will be awarded to each team for a tie. No points are awarded to the losing team of any game.



## Majors Division

1. Majors Division games are six (6) innings. No new inning after 2 hours. No new batter after 2 hours and 15 minutes (player at bat will complete his/her at bat). If inning is incomplete (if visiting team has not completed their time at bat; or home team has not completed their time at bat - if required to do so) the final score of the game will revert to the score at the end of the LAST COMPLETED INNING (in accordance with rule 4.11(d)), and will be considered a completed/regulation game for league purposes. If the game ends in a tie, it remains as a tie.
2. The score is kept in the Majors Division. The home team is the official score keeper.
3. The home team manager will obtain game balls from the Board Member on duty for each game.
4. Each player will play a minimum of six (6) defensive outs. Continuous batting order shall be used. The batting order will remain the same throughout the entire game. If the manager is found to be in violation intentionally or due to negligent disregard of this regulation, or if there is a pattern of violations regardless of a shortened game, the manager shall be disciplined by the Board of Directors.
5. **On-deck batters are not allowed.** All bats and equipment must be kept inside the dugout. No swinging bats outside of dugouts.
6. The mercy rule will be in effect, according to Little League Rules.
  1. Each half inning is complete when:
    - a. Three outs are recorded.
    - b. EIGHT runs have been scored.
    - c. CBO has been completed.
7. Mercy Rule (Rule 4.10e): The 15,10, and 8-run rules are in effect for all divisions. For Minors and Majors, this applies to games of 6 innings; for the Farm division, it applies to games of 4 innings.
8. Dropped third strike: If the catcher fails to catch the ball on a third strike, and first base is open, or there are two outs, then the batter becomes a runner.
9. Provided all Bishop Little League volunteer requirements (as listed on the BLL website) have been completed, each team is permitted a maximum of three (3) coaches, including the Manager. Two (2) adult base coaches are allowed, provided that at least one (1) approved adult coach always remains in the dugout.
10. All scheduled games count towards your win/loss record. Games will not be rescheduled for any reason other than inclement weather or facility safety/functionality concerns. Bishop Little League Board of Directors will reschedule games at the earliest convenience.



11. Bishop Little League Board of Directors will use a point system for determining league Tournament of Champions standings. Two (2) points will be awarded to the winning team for each game. One (1) point will be awarded to each team for a tie. No points are awarded to the losing team of any game.



## All-Star Divisions

BLL may field All-Star teams in the following Baseball divisions, provided there are enough eligible players to form a complete team:

Team	League Age Requirement
(8's) - District 51 Invitational Team	6 - 7 - 8
(10's)	8 - 9 - 10
(11's)	9 - 10 - 11
(12's)	10 - 11 - 12
Juniors	13 - 14

- ★ Age ranges for upper-division teams may overlap when allowed under LLI rules and regulations.

### Section 1. Player and Parent Communication

1. All eligible players in Farm, Minors, Majors, and Juniors divisions shall receive All-Star information by mid-April.
2. Information shall be distributed via:
  - a. A league-wide email
  - b. Posting on the BLL website and social media (Facebook and Instagram)

- ★ Managers may answer general All-Star process questions but shall not discuss, imply, or guarantee All-Star nomination or selection prior to the official process.

### Section 2: Board of Directors Responsibilities

1. The Board is responsible for:
  - a. Establishing and communicating all deadlines and dates for All-Star activities.
  - b. Using District, State, and LLI guidelines, as well as BLL schedules and bylaws, to determine appropriate timelines.
  - c. Scheduling player selection is as late in the season as reasonably possible.
  - d. Communicating All-Star information to the league.
  - e. Facilitating All-Star Manager selection.
  - f. Facilitating All-Star Player selection.
  - g. Addressing, clarifying, or escalating any issues arising during the All-Star process.

### I. Player Eligibility

1. Declaration of Interest
  - a. The President and/or the Board of Directors shall solicit names of players interested in participating in All-Stars before the end of the regular season (typically early May).
  - b. To be eligible for All-Star selection, a player must:



- i. Declare interest via the process defined by the Board of Directors by the established deadline.
- ii. Meet all current Little League International eligibility rules.
- iii. All-Star applicants are required to submit an "Agreement to Participate" document. This confirms the player's commitment to attend every scheduled practice and game. Absence from any All-Star activity is prohibited except in the case of illness, injury, or an emergency approved by the All-Star Manager.
  - Distribution & Accessibility: This agreement will be distributed to all eligible families via email and will also be available for download or digital submission on the official league website.

**Section 1: Division-Specific Eligibility**

1. Players must actively participate in the division corresponding to the All-Star team:

Team	Division Requirement
8's	Farm or Minors Division
10's	Minors or Majors Division
11's	Majors Division
12's	Majors Division
Juniors	Juniors Division

**Section 2: Selection Criteria**

1. Player selection shall be based on:
  - a. Character: Demonstrates fair play, integrity, adaptability, humility, confidence, and perseverance, regardless of winning or losing.
  - b. Leadership: Positive attitude, hustle, teamwork, and commitment to the team.
  - c. Skills and Knowledge: On-field performance, experience in multiple positions, batting, fielding, baserunning, and situational awareness.

**Section 3: Selection Phases**

1. The All-Star Player selection process consists of two phases:
  1. Manger Vote
  2. All Star Manager Selection

**Section 4: All-Star Team & Manager Selection**

**I. General Selection Meeting Protocol**

The Player Agent, with Board of Directors support, shall convene a player selection meeting. To ensure the integrity of the process, the following representatives must be present:

- Juniors Team Selection: President, Vice President, Player Agent, and all Juniors Division Managers *only*.
- 10s, 11s, and 12s Team Selection: President, Vice President, Player Agent, and all Managers from the Majors and Minors Divisions *only*.
- 8s Team Selection: President, Vice President, Player Agent, and all Managers from the Farm and Minors Divisions *only*.



*Note: If a Manager cannot attend, they may appoint an Assistant Coach or team representative, subject to Board approval.*

## II. The Selection Process (All Teams)

- **Step 1: Multi-Round Voting (The Manager Vote)**

The committee will use a "Weighted Carry-Over" system to ensure that players with consistent support are recognized across multiple ballots.

- **The Nomination Pool:**

Players who have submitted a Declaration of Interest and have been deemed eligible by the Board of Directors.

- **Round 1: The "Unanimous" Cut**

Coaches vote for their top 12 players.

- **The "Minus-One" Rule:** Any player receiving a vote from every coach except one is automatically placed on the team.

- Example: If there are 8 coaches, any player with 7 or 8 votes is "in."

- **Round 2 and Beyond: The 50% Carry-Over Rule**

If spots remain after Round 1, the committee votes again. To reward players who were close to the cut, we apply "Weighted Momentum":

- Calculate the Carry-Over: Every player who received votes in the previous round starts the new round with 50% of those votes already in their tally.

- **Cast New Votes:** Coaches cast a fresh ballot for the remaining open spots.

- **Total the Score:** The new votes are added to the carry-over points.

- **Selection:** The players with the highest total tallies are added to the team until the 12-man roster is filled.

- ★ **Peer Nomination Requirement:** To maintain objectivity, ***coaches are strictly prohibited from nominating/voting for their own child(ren)***. A coach's child must be nominated by a peer coach to be eligible for the vote.

- **Committee Minimum:** If the Committee cannot reach a consensus on twelve players, they must select a minimum of nine (9) players.

- **Manager's Discretionary Adds:** Once the Manager is appointed, they shall fill any remaining spots (up to a total of 12) using only the players remaining in the pool who received votes during the Multi-Round Voting process.

- **Roster Expansion:** Any player additions that would result in a roster size exceeding twelve (12) players must be presented to and approved by the Board of Directors.

- ★ Confidentiality: All draft discussions and documentation are strictly confidential.

## III. Manager & Coach Selection

### Section 1: Eligibility

To be eligible for an All-Star Manager or Coach position, candidates must:

- Be a member in good standing with Bishop Little League.
- Have managed or coached in the appropriate division for at least one-half (1/2) of the scheduled regular season games.
- Have no ejections or suspensions for Code of Conduct violations during the current season.



Team Division	Manager Eligibility
8's	Farm or Minors Manager <i>*Minors Managers to receive priority</i>
10's	Any Minors or Majors Manager
11's	Any Minors or Majors Manager
12's	Any Majors Manager
Juniors	Any Juniors Manager

### Section 2: Selection Process

1. **Formal Expression of Interest:** In mid-April, the President will invite all eligible Managers and Coaches to submit a formal expression of interest for All-Star coaching positions. The Board of Directors will determine the specific submission format annually, which may include a Letter of Interest or a Structured All-Star Manager Application. All submissions must be received by the President by the specified league deadline to be considered.
2. **Board Review:** The Board of Directors will review all submitted expressions of interest, evaluate candidates based on the criteria in Section 3, and conduct interviews if deemed necessary.
3. **Sequence of Appointment:** To ensure the focus remains on player merit, the Board will only cast its final vote for the All-Star Manager after the core team selection is complete.
4. **Announcement:** Appointed Managers will be notified privately but may not be publicly announced until on or after May 15th, in accordance with Little League International rules.
5. **Coach Appointment:** Selected Managers choose up to two (2) Coaches from the eligible pool. These must be approved by the Board and are announced no earlier than June 1.

**Section 3: Evaluation Criteria** Candidates are evaluated on rule knowledge, sportsmanship, ability to motivate, objective player evaluation, and the ability to fulfill the full postseason commitment.

### Section 4: Notification Protocol and Confidentiality

- **The "Blackout Period":** To ensure a fair and professional process, there is a total blackout of information following the selection meetings. *No player or Manager shall be notified of their selection status* until the official announcement window begins.
- **Official Announcement Window:** In strict accordance with Little League International and League Insurance regulations, all All-Star rosters and Manager appointments will be announced simultaneously on or after May 15th and before May 31st. The primary methods of notification will be via bulk league email and official social media channels.
- **Social Media & Public Communication:** Managers, Coaches, and Board Members are strictly prohibited from posting "congratulations," "roster leaks," or "clues" regarding All-



Star selections on any personal social media platform (Facebook, Instagram, etc.) prior to the official Bishop Little League announcement.

- Once the official league post is live, members are encouraged to share and celebrate.
- Any "pre-announcement" post is considered a breach of confidentiality and may result in the revocation of the Manager's or Coach's All-Star appointment.
- **Absolute Secrecy of Selection Data:** To protect the integrity of the process and the emotional well-being of the players, the following information is **strictly confidential** and shall never be disclosed to any player, parent, or member of the public:
  - The identity of the selected All-Star Managers or Coaches prior to the official announcement.
  - A player's specific vote count or percentage.
  - The draft order or round in which a player was selected.
  - Individual comments or evaluations made during the selection meeting.
- **Enforcement:** Any Manager, Coach, or Board Member found to have shared a player's selection status, a Manager's appointment, or any vote tallies prior to the official announcement will be subject to immediate disciplinary action. This may include the immediate revocation of their All-Star appointment and loss of future coaching eligibility within Bishop Little League.

#### **Section 5: Integrity and Conflict of Interest Protocols**

To maintain the integrity of the selection process and avoid any appearance of bias, the following protocols will be enforced:

- **Recusal of Candidates:** Any member of the Board of Directors who has submitted a letter of interest or application for an All-Star Manager or Coach position must recuse themselves from the final Board vote for that specific position.
- **Discussion Constraints:** Recused members must leave the room during the deliberation of their own candidacy to allow for open and honest discussion among the remaining Board members.
- **The Odd-Number Voting Rule:** To ensure a clear majority decision and prevent a deadlock, the Board shall always maintain an odd number of voting members.
- **Hierarchical Voting Authority:** If a high-ranking officer (such as the Player Agent or Vice President) is recused or unavailable, the authority to oversee and cast a vote remains with the highest available board member based on the following order of hierarchy:
  - President > Vice President > Player Agent > Secretary > Treasurer > Safety Officer > Coaching Coordinator > Information Officer > Sponsorship/Fundraising Manager > Umpire in Chief > Equipment Manager > Scheduling Manager > Concessions Manager

**Discussion Constraints:** Recused members must leave the room during the deliberation of their own candidacy to allow for open and honest discussion among the remaining Board members.

#### **Section 6: Replacement Procedures**

In the event a vacancy occurs within the All-Star coaching staff or roster after the official announcement, the following procedures apply:



- **Vacant Manager/Coach Positions:** If a Manager or Coach is removed, resigns, or becomes ineligible during the tournament season, a replacement candidate must be submitted to the Board of Directors for immediate review.
- **Eligibility Check:** All replacement candidates must meet the original eligibility criteria outlined in Section 1 (regular season service and Code of Conduct compliance).
- **Player Vacancies:** If a player is unable to fulfill their commitment due to injury, illness, or personal reasons, the Player Agent will contact the designated Alternate (the next highest vote-getter) to fill the roster spot.
- **Board Approval:** All replacements—both coaching and player-based—are subject to final approval by the Board of Directors and must be reported to the District Administrator if required by tournament rules.