



Organization Bylaws

Article I – Name

The name of the organization, herein after referred to as the “League”, shall be known as Austintown Community Baseball.

Article II – Purpose

The purpose of the league shall be to provide a supervised program of baseball and softball games to the youth of Austintown Township and any other area included in any of their charters.

Article III – Membership

Members include all Board of Directors, Managers, Assistant Managers, and Coaches approved by the Board of Directors, and any other person approved for membership by the Board of Directors.

A background check with known results must be completed as a condition of membership.

Membership is subject to termination, after written notification of the reason and the Board of Director’s hearing for conduct or representatives detrimental to the League, or not in the best interest of the League.

Any Board of Director who resigns or is asked to resign before his/her term is fulfilled shall not be eligible to hold any board position for the remainder of that season and for the entire next season.

Article IV – Board of Director Elections

The annual board of Director reorganization nomination meeting shall be held each year on the third Sunday of September. Eligible nominations for Board of Director positions at this annual meeting will be accepted from the floor from eligible members. Nominations shall be closed at the conclusion of the September meeting. Nominations may be accepted for only one executive board position. Board of Director Nominees will be placed on a ballot for voting at the October Board of Director reorganization election meeting or by absentee ballot.

The annual Board of Director reorganization election meeting shall be held each year on the second Sunday of October. Voting eligibility status will be based on attendance at 75% of the general board meetings. Failure to attend any monthly meeting that is a result of attending any League sanctioned event will not count against the board member. Voting on Board of Director Nominations is limited to present Board of Directors, Managers, Assistant Managers, and Coaches from each team from that current year.

A quorum only for the purposes of this annual reorganization election meeting shall consist of two-thirds of the total Board of Directors (27 member board) by either meeting attendance or by absentee ballot. Absentee ballots may be submitted to three(3) person committee seven(7) days prior to the election. Said three person committee makes a ruling on any emergency situation with regard to missing the election meeting.



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Article IV – Board of Director Elections(continued)

Voting shall be secret written ballot. The President shall appoint a three person committee from the present Board of Directors to conduct the election, tally votes, and declare the winner for each position. An election committee member who is a nominee shall abstain from ruling on their own election result or conduct their own election. In the event of a deadlock issue the current President shall cast the vote to break the deadlock unless the vote involves the President, then the Vice President shall cast the vote to break the deadlock. In the case that both the President and Vice President are involved, the executive board votes again minus involved parties being voted upon.

Article V – Board of Director Positions

Terms of each Board member shall begin November 1st and last 1 year to October 31st. Board members will be considered for termination if they miss 3 consecutive Board of Director meetings without a valid reason. Any vacancy in the Board of Directors shall be filled by the Board at their next regularly scheduled meeting or by the League President in the event there is a lack of a quorum at the next Board meeting.

1. League President

- Shall schedule and preside over all regular and special meetings of the Board of Directors.
- Power to preside over a meeting shall include the decision to recognize a motion, the second to a motion if any, to recognize who has the floor, to limit discussion of an issue or motion, and to call for a vote on a motion.
- Eject a Board of Director from a board meeting if necessary so an orderly meeting can be conducted.
- Shall have the authority to assign all other duties and responsibilities necessary to accomplish the purpose of the league.
- Shall secure the League's annual property, medical and liability insurance coverage.
- Shall administer the League's charter membership requirements with the chosen national baseball organization.
- Shall be responsible for the League's operating policy and procedure administration.
- Shall be responsible with the Treasurer the League's financial budget administration.
- Shall be responsible for the League's capital improvement project plans.

2. League Vice-President

- Shall assume the duties of the League President in their absence at meetings or when a vacancy occurs in the League President position.
- Responsible for the development of each season's practice, indoor training center, game, concession and field maintenance schedules.
- Shall provide oversight for the Field Maintenance Managers for all matters concerning the yearly upkeep of all facility grounds.



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3. Director of Boys

- Responsible for all matters concerning not otherwise the responsibility of another Board of Directors member.
- Shall also jointly certify with the Player Agent a list of eligible players within each age group.
- Along with the other Commissioner of Boys shall comprise the Boys Executive Committee and shall preside over their meetings.
- Shall provide oversight to the Division Commissioners for playing rules development and interpretation.

4. Director of Girls

- Responsible for all matters concerning not otherwise the responsibility of another Board of Directors member.
- Shall also jointly certify with the Player Agent a list of eligible players within each age group.
- Along with the other Commissioner of Girls shall comprise the Girls Executive Committee and shall preside over their meetings.
- Shall provide oversight to the Division Commissioners for playing rules development and interpretation.

5. Treasurer

- Responsible for the preparation of all League's financial reports and records required by law or the League's constitution.
- Responsible for the record keeping and custodian of financial reports and records.
- Responsible for all receipts and disbursement of League money.
- Shall provide oversight to the Concession Managers for all matters concerning the concession stand operations.

6. Player Agent

- Responsible for maintaining a list of all eligible players.
- Responsible for maintaining a copy of each player's birth certificate.
- Shall jointly certify player eligibility and age group with the Director of Boys and Director of Girls prior to the season.

7. Secretary

- Responsible for the preparation and record keeping of the Board of Director's meeting minutes.
- Custodian of the League's non-financial records.



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8. Umpire Director

- Responsible for all matters concerning the boys and girls umpires.
- Responsible for umpire game scheduling.
- Responsible for the approval of umpire time sheets.
- Responsible for the monitoring of umpire competency.
- Responsible for the coordination of umpire training.
- Responsible for securing the umpire list for the upcoming season.

9. Fundraising Director

- Responsible for all league approved fundraisers.
- Responsible for obtaining personnel, supplies and advertising for all fundraising events.
- Responsible for securing each season's team sponsorships and sponsorship fees.

10. Safety Director

- Responsible for all league safety matters including but not limited to: field safety, equipment safety, player safety and safety related playing rules.
- Responsible for the scheduling and coordinating of each season's managerial first aid training.
- Shall be the single point of contact for all reportable safety incidents from League participants.

11. Concession Managers

- Shall consist of 4 positions on the Board of Directors.
- Responsible for the operation of all concession stands (Champ Park and Libbee Field).
- Responsible for the purchases of concession stand saleable goods.
- Shall be responsible for the establishment of each season's menu and their respective selling prices.

12. Field Maintenance Managers

- Shall consist of 4 positions on the Board of Directors.
- Responsible for the maintenance of all League fields.
- Responsible for the care of all non-player equipment (i.e. tractors, bases, etc.)

13. Player Equipment Director

- Responsible for all matters concerning player's equipment and uniforms.
- Responsible for the care, storage, inventory, disbursement and collection of all player equipment.
- Responsible for obtaining bids and processing Board approved purchases for equipment and/or uniforms.

14. Information Officer

- Responsible for all League communication via newspaper and internet.
- Responsible for the maintenance and updating of the League's website.



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15. Tee Ball Commissioner

- Responsible for all matters concerning the 5–6 year old boys and girls and a member of the Boys and Girls Executive Committees.

16. Boys 7- 8 Coach Pitch Commissioner

- Responsible for all matters concerning the 7-8 year old boys and a member of the Boys Executive Committee.

17. Boys 9-10 Commissioner

- Responsible for all matters concerning the 9-10 year old boys and a member of the Boys Executive Committee.
- Responsible for the planning and execution of the yearly “skills assessment” session prior to each season.”

18. Boys 11-12 Commissioner

- Responsible for all matters concerning the 11–12 year old boys and a member of the Boys Executive Committee.
- Responsible for the planning and execution of the yearly “skills assessment” session prior to each season.”

19. Boys 13-18 Commissioner

- Responsible for all matters concerning the 13-14 year old boys division.
- Responsible for all matters concerning the 15-18 year old boys division.
- Shall be a member of the Boys Executive Committee.

20. Girls 7-10 Commissioner

- Responsible for all matters concerning the 7–8 year old girls division.
- Responsible for all matters concerning the 9-10 year old girls division.
- Shall be a member of the Girls Executive Committee.

21. Girls 11-18 Commissioner

- Responsible for all matters concerning the 11-12 year old girls division.
- Responsible for all matters concerning the 13-14 year old girls division.
- Responsible for all matters concerning the 15–18 year old girls division.
- Shall be a member of the Girls Executive Committee.

Article VI – Final Authority

Final authority in all matters necessary to accomplish the purpose of the League, including the amendment of By Laws, shall be done if there is a 2/3 vote of the Board of Directors present at the meeting. Absence of a majority vote (50% of the board present) then the League President shall be the final authority on a matter.



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Article VII – Standing Committees

There shall be the following committees in addition to any committees appointed by the League President:

Financial Committee:

The committee is authorized to make all decisions necessary to carry out the purpose and management of the League that cannot wait until the next regularly scheduled Board of Director's meeting. A report of all actions shall be submitted in writing to the Board of Directors at the next meeting for approval or rescission.

The committee is responsible for the development of each year's operating budget.

The committee is limited to approving total expenditure of \$1,000.

Committee Members: Treasurer – Chairman Equipment Director
President Concession Manager Rep
Vice President Field Maintenance Manager Rep
Secretary

Boys Executive Committee:

The committee is authorized to make all decisions necessary to the administration and operation of boys' baseball that cannot wait until the next Board of Director's meeting. A report of all actions shall be submitted in writing to the Board of Directors at the next meeting for approval or rescission.

The committee is responsible for the review, revision and presentation to the Board of any playing rule changes for the upcoming boys' baseball season.

The committee is limited to approving total expenditure of \$200.

Committee Members: Director of Boys – Chairman
Vice-President
Tee Ball Commissioner
7-8 Boys Commissioner
9-10 Boys Commissioner
11-12 Boys Commissioner
13-18 Boys Commissioner



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Girls Executive Committee:

The committee is authorized to make all decisions necessary to the administration and operation of girls' softball that cannot wait until the next Board of Director's meeting. A report of all actions shall be submitted in writing to the Board of Directors at the next meeting for approval or rescission.

The committee is responsible for the review, revision and presentation to the Board of any playing rule changes for the upcoming girls' softball season.

The committee is limited to approving total expenditure of \$200.

Committee Members: Director of Girls – Chairman
Vice President
Tee Ball Commissioner
7-10 Girls Commissioner
11-18 Girls Commissioner

Registration Committee:

The committee is responsible for the planning, preparation and execution of the League's player registration activities each season. Activities of this committee are:

- Community advertisement for registration dates.
- Prepare all necessary forms for player registration (i.e. player information, medical release, liability waiver, uniform sizes, etc).
- Acquire uniform samples of various sizes for registration day player fitting.

The committee is limited to approving total expenditure of \$200.

Committee Members: Player Agent – Chairman
Director of Boys
Director of Girls
Secretary
Fundraising Director
Information Officer
Equipment Director

Article VIII – Bylaw Amendments

Any proposed amendment to the bylaws must first be presented in writing at two consecutive Board of Director meetings before it is eligible for a vote at the next scheduled board meeting. Any member has the right to propose amendments to the Bylaws.



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Article IX – Manager Responsibilities

CONCESSION STANDS

All boy's division managers (excluding Major, Pony and Colt) and girl's division managers are responsible for working in the concession stand at Champ Park on specified days according to a schedule provided prior to the season. This includes all games during the regular season and post season playoffs.

Each team is intended to have an equal amount of games to work however this is dependent on the number of participating teams in any given season. Typically each team should work no more than three times per season. No children under 18 years of age are permitted in the concession stand.

Champ Park:

Teams will be scheduled to work the concession stand on their team's non-game days. Each team must provide at least 4 people to work on each of their scheduled days.

Libbee Field:

Tee ball, Coach Pitch and Minor Division only: ONE person from each team is responsible for working in the concession stand during the game. Upon completion of the game, TWO people from each team are responsible for working the concession stand.

Boys Major Division only: TWO people from the HOME team are required to work the concession stand during the game. When the game is over FOUR people from the HOME team are required.

Working the concession stand consists of opening approximately 1 hour prior to game time, working the counter during the game, cleaning, restocking, closing and locking the stand after the games have ended.

A board member will be scheduled to open and close the concession each game night prior to the arrival of the team working the concession stand. At the end of each game night, the team working the concession stand is responsible for cleaning and restocking the various items for the next day's games. The board member closing the concession stand and a representative from the team working the concession stand are responsible for counting the money upon closing.

FAILURE TO WORK ON SCHEDULED DAY:

If a team fails to show or provide an adequate number of people to work the concession stand, the team will forfeit their next scheduled game and/or the manager may be suspended for the next played game. There are NO EXCEPTIONS to this rule.

RAINOUTS

As regular policy, there are no makeups for rainouts of any game. In the unusual circumstance that an excessively high number of games are rained out in a given season, the board of directors will determine if game makeups will be scheduled.



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Article IX – Manager Responsibilities(continued)

FIELD DAYS:

Each team will be assigned no more than 2 field days to help in maintaining the baseball fields and common grounds of our parks. Field days are on Saturday mornings throughout the season starting at 9:00am. The manager is responsible for providing between 4-6 volunteers to help do various maintenance activities per the direction of the Field Maintenance Manager assigned on a given Saturday.

SCHEDULES:

Schedules for the concession stand duty and field days will be posted on the website at www.acbleague.com. If your team is unable to attend their scheduled concession or field work day, please contact you divisional commissioner to assist in rescheduling your date.

Austintown Community Baseball is an entirely volunteer organization. All the revenue generated by the concession stand and the volunteer work to maintain the fields goes to the operating, maintaining and improving the fields for the league's youth participants. Your cooperation in assisting the league with these activities is truly appreciated by the entire organization.



Organization Bylaws

Article X – Team Selection Process: Coach Pitch Division

The goal of Austintown Community Baseball’s team selection process for the boys Coach Pitch (7-8 year olds) division is to create the fairest competitive environment possible for each team to participate on a yearly basis. The objective of the draft’s format is, as much as reasonably possible; to equally balance the playing talent amongst the participating teams to create this fair competitive environment.

Each season, all teams will be selected based on the following team selection process in order to achieve this objective. Prior to the draft, each person selected as a team manager will first select two assistant coaches to join his/her team. This individual must be selected from those who requested to be placed on the volunteer manager or coach list assembled during the registration period (mid-January to March 1 of each season).

Each Manager is to pick two (2) assistant coaches. Each coach’s child as well as the Manager’s child automatically becomes a member of the Manager’s team and is not required to participate in the yearly skills assessment session prior to the draft.

If the Manager’s child was a member of an All-Star team from the previous season, that child is automatically placed in the draft as that Manager’s first round player selection. If the Manager’s child was NOT a member of a previous season’s All-Star team, that player will be “inserted” in a location in the Manager’s draft order determined by discussion of that player’s talent level and anticipated draft round selection with the final decision being made by the Boy’s Executive Committee. The same procedure applies to the selected Assistant Coaches’ child. During the draft process described below, these players are “skipped” when the draft selection sequence reaches their spot in the draft.

Each team will have an equal number of players at the end of each round however each team may not have an equal number of players at the conclusion of the draft.

Sponsorships that request connection to a particular participant must be tagged prior to the draft and selected based on number of teams and sponsors available. Board members assigned to monitor the draft process for each division shall be responsible for ensuring proper balance of sponsorships.

In the event that there are two or more siblings (including step brothers) entered in the draft the following policy applies:

- Prior to the draft, the siblings are identified and communicated to each of the Managers.
- In the event they chose a player with a sibling, the managers will be advised of the location the other sibling(s) will be inserted into their draft order.
- Manager drafting a player with siblings are required to select the remaining siblings in the draft.

Any player “league age 6” that is playing in the division will be placed with the “league age 7” year old pool of players in the draft.



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Article X – Team Selection Process: Coach Pitch Division(continued)

The draft process is as follows:

1. Each Manager (or Assistant Coach if the Manager is not available to attend) will select a “numbered pill” to determine the sequential draft order for each team. The number selected by each Manager will be the Manager’s “Team Number” for the season.
2. A “Wrap Around Draft” rules format is used to progress through the draft based on the team selection order from step 1. This means the first round draft order is team #1 to team #6, the second round order is team #6 to team #1 and so forth. This order will continue until all players are selected.
3. The first round will start with the selection of players from the previous season’s All Star teams with the goal of each team having an equal number of All Star players.
 - a. Prior to the draft if it is recognized that the number of available All-Star players from the previous season does not allow for each team to have an equal number of these players, it will be determined by the Boy’s Executive Committee the individual players that will be added to the list of available All-Star players to achieve this goal.
4. The subsequent rounds will proceed with the selection of that age group’s remaining players until there are no players remaining. When the oldest age group is completed then proceed to step #5.
5. The selection of the division’s younger players will begin at the point where the older player’s selections had ended.
6. The subsequent rounds will proceed with the selection of that age group’s remaining players until there are no players remaining.
7. All draft selections are final and no player trades are permitted.
8. Per Little League rules no draft shall take place without at least 2 Executive Board members being present.



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Article XI – Team Selection Process: Minor and Major Division

The goal of Austintown Community Baseball's team selection process for the boys Minor League (9-10 year olds) and Major League (11-12 year olds) divisions is to create the fairest competitive environment possible for each team to participate on a yearly basis. The objective of the draft's format is, as much as reasonably possible, to equally balance the playing talent amongst the participating teams to create this fair competitive environment.

Each season, all teams will be selected based on the following team selection process in order to achieve this objective. Prior to the draft, each person selected as a team manager will first select an assistant coach to join his/her team. This individual must be selected from those who requested to be placed on the volunteer manager or coach list assembled during the registration period (mid-January to March 1 of each season).

Each Manager is to pick one (1) assistant coach. This coach's child as well as the Manager's child automatically becomes a member of the Manager's team and is not required to participate in the yearly skills assessment session prior to the draft.

If the Manager's child was a member of an All-Star team from the previous season, that child is automatically placed in the draft as that Manager's first round player selection. If the Manager's child was NOT a member of a previous season's All-Star team, that player will be "inserted" in a location in the Manager's draft order determined by discussion of that player's talent level and anticipated draft round selection with the final decision being made by the Boy's Executive Committee. The same procedure applies to the selected Assistant Coaches' child. During the draft process described below, these players are "skipped" when the draft selection sequence reaches their spot in the draft.

Each team will have an equal number of players at the end of each round however each team may not have an equal number of players at the conclusion of the draft.

Sponsorships that request connection to a particular participant must be tagged prior to the draft and selected based on number of teams and sponsors available. Board members assigned to monitor the draft process for each division shall be responsible for ensuring proper balance of sponsorships.

In the event that there are two or more siblings (including step brothers) entered in the draft the following policy applies:

- Prior to the draft, the siblings are identified and communicated to each of the Managers.
- In the event they chose a player with a sibling, the managers will be advised of the location the other sibling(s) will be inserted into their draft order.
- Manager drafting a player with siblings are required to select the remaining siblings in the draft.



Organization Bylaws

Article XI – Team Selection Process: Minor and Major Division(continued)

The draft process is as follows:

1. Each Manager (or Assistant Coach if the Manager is not available to attend) will select a “numbered pill” to determine the sequential draft order for each team. The number selected by each Manager will be the Manager’s “Team Number” for the season.
2. A “Wrap Around Draft” rules format is used to progress through the draft based on the team selection order from step 1. This means the first round draft order is team #1 to team #6, the second round order is team #6 to team #1 and so forth. This order will continue until all players are selected.
3. The first round will start with the selection of the division’s oldest All Star players from last season’s teams with the goal of each team having an equal number of older All Star players.
 - a. Prior to the draft if it is recognized that the number of available All-Star players from the previous season does not allow for each team to have an equal number of these players, it will be determined by the Board of Director’s Boy’s Executive Committee the individual players that will be added to the list of available All-Star players to achieve this goal.
4. The subsequent rounds will proceed with the selection of that age group’s remaining players until there are no players remaining. When the oldest age group is completed then proceed to step #5.
5. The selection of the division’s younger players will begin at the point where the older player’s selections had ended.
6. The resumption of the draft will start with the selection of the division’s younger All Stars from last season’s teams with the goal of each team having an equal number of the younger All Star players.
 - a. Prior to the draft if it is recognized that the number of available All-Star players from the previous season does not allow for each team to have an equal number of these players, it will be determined by the Board of Director’s Boys Executive Committee the individual players that will be added to the list of available All-Star players to achieve this goal.
7. The subsequent rounds will proceed with the selection of that age group’s remaining players until there are no players remaining.
8. All draft selections are final and no player trades are permitted.
9. Per Little League rules no draft shall take place without at least 2 Executive Board members being present.



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Article XII – Season Playing Rules: T-Ball Division

1. Each batter will receive 5 pitches (any combination, overhand or underhand) to put the ball into play. After 5 pitches, a tee will be used until the ball is put into play.
2. Infielders must position themselves at a minimum of 50' from home plate.
3. All hit balls must pass the arc to be in play (The arc is extended from first to third baselines at a distance of 15' from home plate).
4. Balls hit out of arc and return back into arc without player contact will be considered a foul ball.
5. When a fielder catches a fly ball inside the arc, the batter is out and the ball is live.
6. Runners may advance after the ball is caught, plays may be made.
7. Time called - "PROPERLY DISPLAYED BALL" - Ball held over head with full arm extension with the bare hand. Player must yell "TIME".
8. When the ball is returned to an infielder on the infield, and the ball is properly displayed, the play is dead. When calling "TIME", infielders must be in the field of play.
9. Infielders may attempt a play at a base rather than displaying the ball above their head.
10. All players will play in the field on defense. A normal infield without a player positioned at catcher will be placed with the remainder of the players playing the outfield.
11. No lead offs. After one (1) warning has been given, the next runner from that team leading off will be called out.
12. Obstruction of any runner advancing to a base will give that runner that base, plus the next base, regardless of where the obstruction was made.
13. Any runner interfering with an infielder attempting to field a batted ball will be called out.
14. Overthrows (ball thrown out of play) - Runner advances one (1) base beyond the one they were running to. A play may not be made on that runner.
15. Batting out of order - Scorekeeper should make sure order is correct. You may correct order if player out of order is still at bat. If one pitch is thrown to the next batter then out of order batter is called out, and order continues.



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Article XII – Season Playing Rules: T-Ball Division(continued)

16. When advancing the bases, the runner must have at least one (1) foot past the halfway mark before the defensive player displays the ball properly and calls for TIME in order to be granted the base their advancing to. If not, they must go back.
17. If a base runner has not passed the hash mark between (second and third) or (third and home) and another runner has arrived at (second or third) and TIME is called, runners go back to their previous bases.
18. BATTING ORDER RULE: Teams will use a continuous batting order and innings will conclude when each player on a team has completed an at-bat or three outs are made, whichever comes first.
19. Team pitcher must have at least one foot on pitcher's mound and may not be ahead of adult pitcher before ball is pitched.
20. If a batted ball hits the adult pitcher, the ball is considered dead and the pitch does not count towards the "pitch count".
21. Each team may make one (1) offensive adult pitching change per inning. Once a pitching change is made, the substitute pitcher must complete that inning.
22. Practice swings will not be permitted until the ball has been returned to the adult pitcher and the catcher is in his position, ten (10) feet away from the batter's box. If the rule is not followed the batter will be called out.
23. All batters and runners must wear a helmet at all times.
24. All pitchers must wear a helmet with a face mask. No catchers will be used.
25. No throwing the bat - After one team warning the next batter from that team to throw a bat will be called out.
26. Games will be six (6) innings or two (2) hours, whichever comes first. After ninety(90) minutes either manager may call the game if he/she decides appropriate attention and focus has been lost.
27. Infield fly rule does not apply.
28. NO SCORE WILL BE KEPT!!! This level is about teaching the children the fundamentals of baseball and good sportsmanship!!!!



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Article XIII – Season Playing Rules: Coach Pitch Division

1. Each team will supply 1 umpire. If a team cannot supply an umpire then the other team will supply both umpires.
2. If any call is in question then umpires will confer to a mutual agreement.
3. Only the manager may question an umpire's call.
4. Each batter will get 6 pitches to put the ball in play and continue getting pitches if the last pitch is hit foul.
5. All hit balls must pass the arc to be in play. (the arc is extended from 1st to the 3rd baselines at a distance of 15' from home plate.
6. Balls hit out of the arc and returned back into the arc without player contact, will be considered a foul ball.
7. Youth pitcher must have one foot inside pitching mound circle and may not be ahead of adult pitcher before the ball is pitched.
8. When a player catches a foul ball inside the arc the batter is out and the ball is live.
9. Runners may advance after the ball is caught, plays may be made.
10. Time called - ball must be returned to the pitcher, and pitcher must have one foot inside the pitching mound circle.
11. Fielders may attempt a play on a runner rather than throwing the ball to the pitcher for a time out. The moment the pitcher has the ball, with one foot inside the pitching mound circle, TIME is called and play is dead. No more plays may be made on a runner.
12. No lead-offs. After one warning has been given, the next runner from that team leading- off will be called out.
13. Obstruction of any runner advancing to a base will give that runner the base they were advancing to plus the next one.
14. Any runner interfering with an infielder attempting to field a ball, will be called out.
15. Overthrows (ball thrown out of play) runner advances one base beyond the one they were running to.



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Article XIII – Season Playing Rules: Coach Pitch Division(continued)

16. When advancing the bases, the runner must have at least one foot past the halfway hash mark before the pitcher receives the ball inside the pitcher's mound circle and time is called in order to advance to the base they were running to. If not, the runner must go back to the previous base.
17. If the leading runner does not pass the halfway mark, all runners must return to their previous bases.
18. If a batted ball hit's the adult pitcher, the ball is considered "dead" and does not count in the pitch count.
19. Each team may make one adult pitching change per inning. Once a pitching change is made, the substitute pitcher must complete that inning.
20. No on-deck batter.
21. All batters and base runners must wear helmets.
22. All pitchers must wear a helmet with facemask and a chest protector. All catchers must wear shin guards, chest protector, and catcher's helmet with mask. Boys at the catcher position must wear protective cup.
23. No throwing the bat - after one team warning, the next batter on that team who throws bat will be called out.
24. Infield-fly-rule does not apply.
25. Player Field placement:
 - When either team has 10 players at any given game, the game will be played as normal with 4 outfielders and a catcher.
 - When either team has 9 players at any given game, that team will play the game with 3 outfielders and a catcher.
 - When either team has 8 players at any given game, that team will play with 2 outfielders and a catcher.
 - A game will be forfeited by a team with seven or less players.Player Field placement (playoffs only):
 - A game will be forfeited by a team with eight or less players.In order to prepare for the next level it is recommended that the catcher assumes a normal squatted stance and location behind home plate to field the coach's pitches. Another coach is permitted to stand behind the catcher to help field pass balls in order to speed up the progression of the game.



Organization Bylaws

Article XIII – Season Playing Rules: Coach Pitch Division(continued)

26. No rovers will be played in the outfield.

27. Game Duration (regular season only):

- Games will be six (6) innings or two (2) hours whichever comes first.
- A new inning cannot start after two (2) hours from the official start of the game. The home plate umpire is responsible for keeping the official time of the game.

Game Duration (playoffs only):

- Games will be six (6) innings with NO time limit.
- Game suspended due to weather, darkness, etc will be resumed at the point the game is postponed.

Games at Libbee Field (regular season only):

- Weekend games at Libbee Field may be scheduled at 12:00, 2:00, 4:00, 6:00 or 8:00 however not every time slot will be used on a given weekend. In a case where all the time slots have a scheduled game following the current game being played, the maximum time limit for the game is 2-1/2 hours from the scheduled start of that game.
Example: The 2:00 game is being played and proceeds into extra innings. The day's schedule shows a 4:00, 6:00 and 8:00 game to also be played. The 2:00 game must not start a new inning after 4:30 so the 4:00 game may start. The 2:00 game will be suspended and continued at a later date.
Example: The 2:00 game is being played and proceeds into extra innings. The day's schedule shows a 4:00 and 6:00 game to be played but not an 8:00 game. The 2:00 game may be played until a winner is determined.
- In all cases any 6:00pm scheduled game that has an 8:00pm game scheduled immediately afterward, the maximum time limit for the game is 2-1/2 hours from the scheduled start of that game. No new inning may start after 8:30pm and the game will be suspended to be continued at a future date.
- No new inning may start after 10:00pm per Little League Rules regardless of the actual start of the game.

Games at Libbee Field (playoffs only):

- The 2-1/2 hour game duration limitation does NOT apply as described in the previous section.

28. Batting Order:

- A continuous batting order will apply.
- All players are placed in the batting order regardless of their playing status in the field.

29. All players will play a minimum of six (6) consecutive outs in the field.

30. No player may play the same position for more than two innings in a game. (regular season only).



Organization Bylaws

Article XIII – Season Playing Rules: Coach Pitch Division(continued)

31. Run limit (regular season only):

- For innings 1 through 5: Maximum (5) runs per inning or three outs whichever comes first.
- For inning 6 and beyond unlimited runs per inning.



Organization Bylaws

Article XIV – Season Playing Rules: Minor Division

1. No one is allowed behind the fence between backstop and dugouts.
2. At least one adult is required to be a base coach.
3. NO SWEARING! Penalty is automatic ejection.
4. Only the Team Manager may question an umpire's call.
5. If the ball hits the batter, a courtesy runner may be used. The batter will be substituted with the player who made the last out. If the batter is the first one up in the inning, the substitute runner will be the player who made the last out in the prior inning.
6. Game Duration (regular season only):
 - Games will be six (6) innings in duration.
 - or----
 - A new inning cannot start after two (2) hours from the official start of the game. The home plate umpire is responsible for keeping the official time of the game.Game Duration (playoffs only):
 - Games will be six (6) innings with NO time limit.
 - Game suspended due to weather, darkness, etc will be resumed at the point the game is postponed.Games at Libbee Field (regular season only):
 - Weekend games at Libbee Field may be scheduled at 12:00, 2:00, 4:00, 6:00 or 8:00 however not every time slot will be used on a given weekend. In a case where all the time slots have a scheduled game following the current game being played, the maximum time limit for the game is 2-1/2 hours from the scheduled start of that game.
Example: The 2:00 game is being played and proceeds into extra innings. The day's schedule shows a 4:00, 6:00 and 8:00 game to also be played. The 2:00 game must not start a new inning after 4:30 so the 4:00 game may start. The 2:00 game will be suspended and continued at a later date.
Example: The 2:00 game is being played and proceeds into extra innings. The day's schedule shows a 4:00 and 6:00 game to be played but not an 8:00 game. The 2:00 game may be played until a winner is determined.
 - In all cases any 6:00pm scheduled game that has an 8:00pm game scheduled immediately afterward, the maximum time limit for the game is 2-1/2 hours from the scheduled start of that game. No new inning may start after 8:30pm and the game will be suspended to be continued at a future date.
 - No new inning may start after 10:00pm per Little League Rules regardless of the actual start of the game.



Organization Bylaws

Article XIV – Season Playing Rules: Minor Division(continued)

Games at Libbee Field (playoffs only):

- The 2-1/2 hour game duration limitation does NOT apply as described in the previous section.
7. No player shall yell any derogatory remarks toward the opposing team (example: yelling swing to the batter when a pitch is thrown.)
 8. No head first sliding unless returning to a base.
 9. Managers are responsible for addressing unacceptable behavior by their coaches and fans.
 10. There are no balks.
 11. There is NO INFIELD FLY RULE.
 12. Jewelry is prohibited from being worn by any player during a game.
 13. All player uniform jerseys must be tucked into their game pants.
 14. A continuous batting order will be used. All players will be placed in the batting order and must play two consecutive innings in the field.
 15. Run limit:
 - For innings 1 through 5: Maximum (6) runs per inning or three outs whichever comes first.
 - For inning 6 and beyond: unlimited runs per inning.
 16. Four outfielders will be used with no rovers.
 17. Stealing Home
 - Beginning of season through May 19th. NO STEALING HOME. The runner may not steal home unless a play is made on any runner (i.e.runner on third or runner stealing second) or there is an overthrow back to the pitcher.
 - May 20th through end of Playoffs. Stealing home is permitted as described by Little League Minor League Division Rules.
 18. A game may not start with less than 8 players per team. If a team plays a game with 8 players, the 9th position in that team's batting order is considered an "out" when that position in the batting order is reached. There will be a 15 minute wait period from the official start of the game.



Organization Bylaws

Article XIV – Season Playing Rules: Minor Division(continued)

19. After a game starts a late player may be entered into the line-up at the bottom of the order.
20. 10-Run Rule: If after four innings or 3-1/2 innings if the home team is winning, and one team has a lead of 10 runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
21. When a play is being made at any base or home plate, base runners must attempt to avoid contact with the defensive player or will be called out.
22. Pitcher may only pitch a maximum of 75 pitches per day.
23. Pitcher rest requirements:
 - Player throws 0-20 pitches in a day, 0 calendar days rest must be observed.
 - Player throws 21-35 pitches in a day, 1 calendar days rest must be observed.
 - Player throws 36-50 pitches in a day, 2 calendar days rest must be observed.
 - Player throws 51-65 pitches in a day, 3 calendar days rest must be observed.
 - Player throws 66 or more pitches in a day, 4 calendar days rest must be observed.

NOTE: A pitcher who throws 41 or more pitches during a game may not play the position of catcher for the remainder of that game.

Violation of pitch count rules can result in a protest of the game. Protests shall be made in accordance with Playing Rule 4.19.

24. The scorekeeper for each team shall be responsible for recording the pitch count for each pitcher for both teams. At the end of each 1/2 inning the scorekeepers from each team will confer to confirm both the pitch count for that inning and total pitches accumulated for the game. The home team's pitch count is considered the official pitch count for the game.



Organization Bylaws

Article XV – Season Playing Rules: Major Division

1. If the ball hits the batter, a courtesy runner may be used. The batter will be substituted with the player who made the last out. If the batter is the first one up in the inning, the substitute runner will be the player who made the last out in the prior inning.
2. Suggested – 1 adult base coach and 1 player/coach wearing a helmet.
3. There are no balks.
4. Infield fly rule is in effect.
5. Overthrows – two bases on an overthrow (outside the playing field) judged by the position of the runner at the time of the throw.
6. Mandatory playing rule states that a substitute player must play six consecutive outs in the field and bat at least once before he can be removed from the field.
 - NOTE: If any player does not fulfill his minimum required innings for an OFFICIAL game, said player will start the next game playing any previous requirement not completed and then complete his requirement for the game being played before being removed.
7. 10 Run Rule: If after four innings or 3-1/2 innings if the home team is winning, and one team has a lead of 10 runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
8. Caged masks shall be worn by all batters and base runners.
9. A continuous batting order shall be used.
10. Pitcher may only pitch a maximum of 85 pitches per day.
11. Pitcher rest requirements:
 - Player throws 0-20 pitches in a day, 0 calendar days rest must be observed.
 - Player throws 21-35 pitches in a day, 1 calendar days rest must be observed.
 - Player throws 36-50 pitches in a day, 2 calendar days rest must be observed.
 - Player throws 51-65 pitches in a day, 3 calendar days rest must be observed.
 - Player throws 66 or more pitches in a day, 4 calendar days rest must be observed.

NOTE: A pitcher who throws 41 or more pitches during a game may not play the position of catcher for the remainder of that game.

Violation of pitch count rules can result in a protest of the game. Protests shall be made in accordance with Playing Rule 4.19.
12. The scorekeeper for each team shall be responsible for recording the pitch count for each pitcher for both teams. At the end of each ½ inning the scorekeepers from each team will confer to confirm both the pitch count for that inning and total pitches accumulated for the game. The home team's pitch count is considered the official pitch count for the game.



Organization Bylaws

Article XV – Season Playing Rules: Major Division(continued)

13. When a play is being made at any base or home plate, base runners must attempt to avoid contact with the defensive player or will be called out.

14. Games at Libbee Field (regular season only):

- Weekend games at Libbee Field may be scheduled at 12:00, 2:00, 4:00, 6:00 or 8:00 however not every time slot will be used on a given weekend. In a case where all the time slots have a scheduled game following the current game being played, the maximum time limit for the game is 2-1/2 hours from the scheduled start of that game.
 - Example: The 2:00 game is being played and proceeds into extra innings. The day's schedule shows a 4:00, 6:00 and 8:00 game to also be played. The 2:00 game must not start a new inning after 4:30 so the 4:00 game may start. The 2:00 game will be suspended and continued at a later date.
 - Example: The 2:00 game is being played and proceeds into extra innings. The day's schedule shows a 4:00 and 6:00 game to be played but not an 8:00 game. The 2:00 game may be played until a winner is determined.
- In all cases any 6:00pm scheduled game that has an 8:00pm game scheduled immediately afterward, the maximum time limit for the game is 2-1/2 hours from the scheduled start of that game. No new inning may start after 8:30pm and the game will be suspended to be continued at a future date.
- No new inning may start after 10:00pm per Little League Rules regardless of the actual start of the game.

Games at Libbee Field (playoffs only):

- The 2-1/2 hour game duration limitation does NOT apply as described in the previous section.

15. Game Duration (regular season only):

- Games will be six (6) innings in duration based on Little League International Rules

Game Duration (playoffs only):

- Games will be six (6) innings in duration
- Game suspended due to weather, darkness, etc will be resumed at the point the game is postponed regardless of the inning in which the suspension occurs.



Organization Bylaws

Article XVI – Divisional All-Star Selection Process

1. All-Star team players should be selected upon their playing ability and eligibility. For the Major Division (11-12 year old), the Minor Division (9-10 year old), and the Coach Pitch Division (7-8 year old). The rosters should include sufficient pitching strength in the Major and Minor Divisions to meet the tournament schedules.
 - a) All 11-12 year old players are eligible for selection onto the 11-12 year old All-Star team. Any 11 year old player who accepts a position on this team is not eligible for selection onto the All 11 year old All-Star team.
 - b) All 11 year old players are eligible for selection onto the All 11 year old All-Star team.
 - c) All 9-10 year old players are eligible for selection onto the 9-10 year old All-Star team. Any 9 year old player who accepts a position onto this team is not eligible for selection onto the All 9 year old All-Star team.
 - d) All 9 year old players are eligible for selection onto the All 9 year old All-Star team.
 - e) All 7-8 year old players are eligible for selection onto the 7-8 year old All-Star teams (Red and Blue). 6 Year Olds are not eligible for team selection.
 - f) All players must meet Little League International rules for tournament team eligibility.
2. It is not required that players be selected for the position they occupy during the regular season.
3. Each All-Star team, irrespective of divisional age group, will consist of 12 players. (District teams managers may select a 13th and 14th player)
4. The regular season managers from each respective division will meet during the week prior to June 8th to select the tournament teams. The President, Vice-President, Director of Boys or Girls, Player Agent and the Division Commissioner will preside over the meeting.
5. Before the All-Star team roster is selected, the Divisional Commissioner will inquire with each regular season manager their interest in being placed on the election ballot for the All-Star team Manager.
6. Each divisional regular season manager will be given a ballot to elect the All-Star team Manager. The Director of Boys or Girls will collect the ballot from each divisional regular season manager for tabulation. The regular season manager receiving the most votes is elected as the All-Star team Manager.
7. Each divisional regular season manager will be given a ballot containing the complete listing of all the players that are eligible for election to that division's All-Star team(s). Each divisional regular season manager will discuss the playing ability of each player on their respective rosters.
8. Following the discussion in step #7, each divisional regular season manager will then vote for 9 players from the ballot. Managers are permitted to vote for players from their own team.



Organization Bylaws

Article XVI – Divisional All-Star Selection Process(continued)

9. The Director of Boys or Girls will collect the ballot from each divisional regular season manager for tabulation. The regular season managers will leave the room while the votes are being tabulated. The elected All-Star team Manager from #6 is asked to remain in the room.
10. The top 9 players receiving the most votes are elected to the All-Star team. The elected All-Star team manager from #6 will then choose 3 eligible players to complete the roster, district teams may select up to 5 eligible players. The elected All-Star team Manager will then choose 3 to 5 eligible players to serve as alternates.
11. In the event of a voting tie when determining the final positions on the All-Star team, the elected All-Star team Manager can elect to keep all players tied for the final position or elect to have the players in the tied voting group be placed on a ballot to be voted upon again by the regular season managers.
12. The process described in steps #5 through #11 will be repeated until the All-Star teams are selected. After selecting each All-Star team the regular season managers, President, Vice-President, Director of Boys or Girls, Player Agent and the Division Commissioner will discuss the benefit of an additional team. Parties involved will take into account player enrollment and overall skill prior to adding additional teams but will make every effort possible to select a 3rd team known as the Tournament Team. The Tournament Team will be comprised of eligible players from the age division not selected to the All-Star teams and will utilize Steps #5 through #11 above.



Organization Bylaws

Article XVI – Divisional All-Star Selection Process(continued)

13. The All-Star team Manager is then to contact the elected player and their parents to inform them of their selection onto the All-Star team and must discuss the following participation policy.
 - A. If a player is absent from a game in an entered tournament for any reason (except for illness, injury or family death) that player is no longer eligible to participate in any future games in that tournament. There are no exceptions to this rule.
 - B. If a player becomes ineligible for a tournament, the player is not permitted to attend any games for that tournament dressed in the team uniform.
 - C. Absences including but not limited to vacation, “out of town”, conflicts with other activities or personal choice are occurrences that are unacceptable and will result in the player being ineligible for the duration of a tournament.
 - D. If a player misses a game in two different tournaments except for illness, injury or family death) he/she is automatically removed from the team for all remaining tournaments. In the event that the team participates in two games from different tournaments in a single day, this will be considered a two game absence.
 - E. If a player is absent from a game during the final tournament for which their team is entered, that player will be ineligible for the first tournament of the following season if the player is elected to the team in that season.
 - F. The Executive Board reserves the right to review all absentee occurrences to make final determination of player eligibility. A parent or guardian shall submit a written request to the Executive Board for review 10 days prior to the absence.
 - G. Players’ and their parents will be responsible for the cost to purchase All-Star Uniforms.
 - H. Managers not complying with this policy will be immediately relieved of the team managerial responsibilities and are ineligible for All-Star manager consideration the following season.

14. In the event that a player cannot accept their position on the All-Star team, the remaining position(s) will be selected from the pool of alternates described in step #10.



Organization Bylaws

Article XVII – Disciplinary Action Policy

The Austintown Community Baseball Board of Directors shall have the authority to discipline any player, manager, coach, umpire, league official, or any other person whose conduct is in violation of the Rules and Regulations of Little League Baseball, Pony Baseball or OGSO and/or is considered to be detrimental to the best interests of the organization or youth baseball.

Recognizing the difficulty of establishing specific penalties for a variety of violations of acceptable conduct, the following penalties are possible. League officials may impose any of the following penalties upon investigation and severity of the offense.

1. **Warning:** The offending person is advised of the offense and further advised that repetition of the offense shall result in a more severe penalty.
2. **Suspension:** The offending person is advised that he or she has been suspended from all league activity for a specified number of games or days.
3. **Dismissal:** The offending person is advised that he or she has been dismissed from the league for the remainder of the current year.
4. **Banishment:** The offending person is advised that he or she has been banned from all present and future participation in the league for a specified duration of time.

Austintown Community Baseball has adopted a no tolerance policy regarding unacceptable behavior of players, managers or coaches before, during and after games. All ejections from a game will be investigated and disciplinary action may be taken, up to and including banishment as defined above.

Persons subjected to penalties of suspension, dismissal or banishment may be granted an appeal hearing before the members of the Board of Directors. In the event of the hearing for persons under the age of 18, the person's parent(s) or legal guardian(s) shall be invited.