



NEWARK AMERICAN LITTLE LEAGUE

2023 LOCAL RULES

Approved 3/6/23

A. Section I - League Structure Guidelines

1. T-Ball rosters shall consist of players whose League Age is 4 - 6.
2. Minor A rosters shall consist of players whose League Age is 6 - 8
3. Minor AA League rosters shall consist of players whose League Age is 7 - 9
4. Minor AAA League rosters shall consist of players whose league age is 8-11
5. The structure of the minors program may vary from year to year based on player registration.
6. Major League rosters shall consist of players whose League Age is 10, 11, or 12.
7. The Major and Minor League teams will participate in an Inter-league format. The Inter-league will be governed by representatives from each League (the NALL Major VP, for example).
8. Junior League rosters will consist of players whose League Age is 13 or 14. The Junior division will participate in an Inter-league format governed by an Inter-league council with the VP for Jr/Sr League as the NALL representative.
9. Senior League rosters will consist of players whose League Age is 14, 15 or 16. The Senior division will participate in an Inter-league format governed by an Inter-league council with the VP for Jr/Sr League as the NALL representative.
10. **SOFTBALL Will follow guidelines and rules in L.L. book.**

B. Games Schedule

1. No team will have more than three regular season games scheduled in a calendar week. A calendar week is Monday thru Sunday. Division VPs will provide guidance to the League Scheduler.
2. Major and Minor Division postponed games shall be rescheduled on the next available date (this includes Sunday). Note: The exception to this rule shall be major league teams in a scheduled three game week. That game will move to the following available date.
3. Games that are postponed will immediately be reported to the Scheduler, Umpire-In-Chief, and the Vice President of the specific division. Junior and Senior Divisions postponed and suspended games follow the Junior and Senior Inter-league rules. Major Division inter-league games postponed and suspended games should be rescheduled for make up through mutual agreement of the teams involved within 10 days of the original schedule. If the teams involved can not agree on a date, time and field for the game to be played or continued within 10 days of the original schedule, the team Managers must refer the situation to their respective Division VP for resolution with the intent of the game being rescheduled as soon as possible. If the game is not made up, any resolution of the results for playoff point determination will be determined by a committee of the President, Player Agent and Division VP.
4. Sunday games shall not be scheduled to start before 1 p.m. local time. However if both teams agree, games may start earlier. NOTE: Doubleheaders shall be permissible with the approval of the Board of Directors, per the Little League Rule Book restrictions.

C. Official Game

1. An official game shall be defined by Little League® Rule.

D. Curfew

1. General:

- The time shall begin at the time of the first pitch (not necessarily the scheduled start time)
- Tee-Ball will be subject to a 75 minute time limit.
- Minor A and AA will be subject to a 90 minute time limit.
- AAA Minors: will be subject to a 120 minute time limit.
- If a time limit is reached during a child's at-bat, the child is allowed to finish their at-bat.
- AAA - Have the last inning declared no later than 105 minutes into the contest, in order to lift the 4 run limit for the last inning.
- Majors: Not start an inning past 120 minutes into the contest.
- Exception: Major games that are tied may continue until resolved.
- No inning shall be started after 9:30 p.m. with the game ending at 10 pm.

2. On weeknights when two games are scheduled:

The early game shall:

- Start at 5:30 p.m.
- If it is a AAA game, have the last inning declared no later than 7 p.m. This will lift the 4 run limit for the last inning.
- AAA - Not start an inning past 7:15 p.m.
- All games cease at 7:30 p.m. If 7:30 p.m. is reached during a child's at-bat, the child is allowed to finish their at-bat.
- If there is only one game scheduled it can be moved to a 6 p.m. start if the late time slot is not needed and should follow the General curfew rules noted above.
- NOTE: 6 p.m. game starts may be moved to a 5:30 p.m. start to enable time for make up games.

The late game shall:

- Have a scheduled start time of 7:45 p.m.
- If a AAA game, have the last inning declared no later than 9:15 p.m. This will lift the 4 run limit for the last inning.
- Not start an inning past 9:30 p.m.
- Game ceases at 10pm. If 10 pm is reached during a child's at-bat, the child is allowed to finish their at-bat.

3. Enforcement of time constraints rests with the umpires. No protest shall be upheld based on the last inning not being declared in time.

4. In the case of all curfews, an inning begins the moment the third out in the bottom half of the previous inning is recorded.

5. NOTE EXCEPTION: During the playoffs the late game curfew will follow the Little League rules being that no inning shall start after 10 pm.

E. Playing Rule

1. NALL has opted to adopt the L.L rule requiring a batter to keep one foot in the batters box as

detailed in 6.02 (c) of the L.L. rules. This applies to all divisions from Minor AAA to Sr. League.

2. Majors games must be started with nine (9) players on each team but games can be continued and finished with eight (8) players if a team is unable to place nine (9) players on the field due to injury or ejection. An out shall be recorded for that position in the batting order each turn at bat. This rule may differ with inter-league play.
3. AAA Minor games may be started and finished with eight (8) players and an out for that position in the lineup will not be recorded. This rule may differ with inter-league play.
4. **Single A and AA Minor games can be played with less than 9 players.**

F. Parent Responsibility

1. If a parent or guardian does not meet their scheduled responsibilities (concession stand, clubhouse or field), the matter shall be remanded to the Board of Directors for further action.
2. Parents, guardians and all spectators are expected to follow the Parents' Code of Conduct and are subject to disciplinary actions by the Board of Directors' Disciplinary Committee as outlined in the NALL Constitution.

G. Registration & Player Selection

1. Registration shall be held in Jan/Feb with tryouts to follow in Feb/March.
2. All registration, medical forms, proof of residency and copy of birth certificate must be filed with the Player Agent prior to the draft.
3. All major league returning players must be registered prior to the first tryout. A committee of the President, Vice President of the Major Division and the Player Agent shall review any exceptions.
4. ****Attendance at a minimum of one tryout is required.** If for some reason a player is unable to make at least **one** the Player Agent will evaluate the situation and make a final decision as to whether the player will be eligible to play. A player must play on the team he/she was drafted by, unless the player is re-assigned to a major league team due to a loss of a major league player. All players age 10 to 12 are eligible to be drafted by a major team.
5. **MAJOR LEAGUE:** The Major League rosters will be chosen via Draft Option Plan A (Methods for Existing Leagues) in the Little League Operations Manual with the following modifications:
 - a) The managers draw numbers to determine the selection order.
 - b) The draft rounds shall follow a serpentine draft plan. In a three team league, the manager who has the first selection makes the following player selections: 1st choice, 6th, 7th, 12th, 13th, 18th, 19th, etc. The manager with the second selection makes the 2nd choice, 5th, 8th, 11th, 14th, 17th etc, and the manager with the third selection makes the 3rd choice, 4th, 9th, 10th, 15th, 16th, etc.
 - c) The player Agent shall review the total number of 12's in the league and set a maximum allowed for each team. Ex-With 5 teams , 40-12's or less-8 per team. 35- 12's or less—7 per team. 30 -12's or less-6 per team and so on.

**** Note:** According to Regulation V - Selection of Players - all candidates who are league age twelve (12) must be drafted to a Little League Major Division team, or to a Junior League team. Exceptions can only be made with written approval from the District Administrator, and only if approved at the local league level by the Board of Directors and the parent of the candidate.

d) ****Duration of Title:** Each player acquired shall, for the duration of his or her major Little League career, be the property of the team making the acquisition, unless subsequently traded or released.

e) ****Options on sons, daughters and siblings:**

I) If a manager has a child in the draft, they can use the son/daughter option and select their child or children in the rounds specified for their age group.

Draft rounds for specific League Ages are as follows:

Baseball Draft Round	Major Age
5	10
4	11
3	12

II) Brothers/Sisters in the draft - when there are two or more siblings in the draft, and the first sibling is drafted then that manager automatically has an option to draft the other sibling on the next round. If this option is not exercised then the second sibling is then available to be drafted by any team.

III) Brothers/sisters of players currently on a team - a manager may submit an option in writing on a draftee if the player candidate's brother or sister is a member of that manager's team. If such an option is submitted, the manager must exercise that option and draft the sibling within the first three draft rounds.

f) ****New Coach** - A new coach may not be appointed or approved until after the draft to avoid "red-shirting" of players through selective coaching appointments. A returning coach, through the manager, may exercise an option in writing to the Player Agent providing:

I) The coach has served as a manager or coach in the league (at any level) for the past two years AND

II) The coach is returning to the same Major league team as last year.

IMPORTANT: In order for a manager to exercise this option, the coach must qualify under BOTH conditions above.

g) ****All draft options** are to be submitted to the Player Agent in writing prior to the draft, except for item 5. e) II) Brothers/Sister in the draft (Siblings in the same draft and not already on a team).

6. MINOR LEAGUE

a) **AAA:**

I) All draft options are to be submitted to the Player Agent prior to the draft.

II) The Manager son/daughter option and one (1 coach) son/daughter option may be used. A draft committee assigned by the President and chaired by the Division VP will determine which rounds options are to be used based on the players' ability and

experience with the intent of competitive fairness. Siblings will also be assigned to a draft round based on the players' ability by the draft committee and Division VP.

- III) All 10 and 11 year old players must be drafted into the Minor AAA division. Exceptions to this rule are special requests from parents/guardians to play down or if the player is a safety risk. The Minor VP, Player agent, and President will review these cases.
- IV) The AAA draft will consist of 2 parts. The managers draw numbers to determine the selection order and the draft order will follow a serpentine plan. For example, in a four team league, the manager who draws number one makes the following player selections: 1st, 8th, 9th, 16th, 17th, 24th, 25th, etc.
 - Part 1 all remaining 10 and 11 year old players (not drafted to Majors) will be drafted.
 - Part 2: picking up from the last selection, 8 and 9 year old players will be drafted to fill the remaining slots.
- b) AA: Rosters will be determined by the Division VP with input from managers and others with the goal of balancing the talent.
- c) Minor A and T -Ball rosters will be determined by a committee consisting of the VP for TB and the Player Agent, with input from the managers in these divisions. Age and known ability will be critical factors in dividing up the player pool.
- 7. Junior and Senior rosters will be determined by a committee consisting of the VP for Junior/Seniors, Player Agent and Jr/Sr managers, with the goal of balancing talent as evenly as possible.
- 8. All draft outcomes and rounds of selections are to be kept confidential!

H. Loss of player – Major League

- 1. A vacancy exists when one of the following two items occur:
 - a. A player misses two consecutive games without notification and cannot be reached.
 - b. A player quits the team by notifying the manager.
 - c. A player injury
- 2. Manager should notify the Player Agent and President within 48 hours when one of the three conditions in item 1 are met.
- 3. Player selection must be within seven days following notification of the Player Agent.
- 4. The manager shall select a player from a minor league roster and shall notify the Player Agent. Contact with the player is prohibited.
- 5. If the player selected is eligible to be elevated to the Major League, the Player Agent shall notify the player of their elevation to the Majors division. After successful contact with the selected player, the Player Agent will contact the affected Minor manager.
- 6. No player shall be elevated in the last two weeks of the Minor League season.
- 7. If a player is not asked to be elevated within the required time limit, the manager shall be suspended from all league activities for a period of seven (7) days.
- 8. If any player refuses to report once elevated, the board reserves the right to enforce penalties upon the player up to and including:
 - Forfeit all eligibility to represent NALL in any all-star tournaments for that season.
 - Not be eligible for a second call-up for the remainder of that season.

9. Minor League AA & AAA rosters may not be reduced below 10 players.

I. Players

1. Any player missing games, practices or any organized team meeting without a viable excuse can and should be subject to discipline.
2. Anticipated disciplining of players for any reason should be brought to the attention of the President and league's Disciplinary Committee within 48 hours of the first sign of problems. If a problem continues, parents and player should be made aware by the Board of Directors' Disciplinary Committee that the player could be suspended. If the problem is not resolved after warning is given, player will be brought before the Board of Directors' Disciplinary Committee for possible suspension, as provided in NALL Constitution.

J. Managers and Coaches

1. Volunteers do not have tenure, regardless of the years of service. In order to serve, a manager, coach, or umpire MUST be appointed by the President and be approved by the local BOD annually. Prior service does not guarantee re-appointment.
2. There are no requirements for having coached in the league before
3. The President selects and appoints managers, coaches, umpires, and committees. All appointments are subject to the approval of the league's BOD.
4. All managerial/coaching candidates should be considered. In the event where there are more candidates than positions, the President may elect to:
 - a. Take a vote amongst the Board of Directors, or
 - b. Ask the BOD to appoint a manager's committee consisting of at least 3 directors and can include a regular member or non-Director. The committee will interview and investigate prospective managers and coaches, including minor league teams and recommend acceptable candidates to the President for appointment and subsequent approval by the BOD.
5. The Board of Directors through the Disciplinary Committee and as outlined in the NALL Constitution will decide any act of discipline against a manager or coach.
6. **At no time will there be more than three (3) adults in the dugout at the same time.

K. Minor AAA Division Rules

1. A half inning will end when three (3) outs are made or when the fourth run of that inning is scored. No more than four (4) runs can score in an inning. EXCEPTION: The sixth inning, or last inning as defined by curfew, shall not have a four run limit placed on it and will only end when three outs are recorded.

2. Teams shall utilize a consecutive batting order, where all players present shall be listed. The batting order shall be followed for the duration of the game. Players are still required to play six outs in the field per Little League rule 3.03.
3. AAA follows the same rules as L.L. Majors except for:
4. The “Mercy” rule (max runs) will not be enforced in the Minors Division.
5. There is no “Dropped third strike rule nor infield fly rule”
6. There is a 4 run limit(see above)

L. Minor AA Division Rules - Minor AA and A rules are rewritten. Minor AA rules reflect the tournament rules.

1. **The pitching machine will be used.**
 - **Pitching machine will be set up with a leg positioned in front of and against the pitching rubber to provide stability and more accurately mimic where a live pitcher would release the ball.**
 - **Coaches of the Offensive team will feed the machine for their team. It will be the responsibility of that coach to also protect the players from coming into contact with the pitching machine.**
 - **Each team will be allowed four warm up pitches from the pitching machine between innings. At this time, any adjustments that may be needed to the pitching machine should be made.**
2. **Teams shall utilize a consecutive batting order, where all players present shall be listed. The batting order shall be followed for the duration of the game. Players are still required to play six outs in the field per Little League rule 3.03.**
3. **The following playing rules for AA will be followed:**
 - **The “Mercy” rule (max runs) will not be enforced.**
 - **There is a 4 run limit(see above).**
 - **There are no walks. A batter will only receive a maximum of 5 pitches, unless the batter fouls off the 5th pitch, the at bat will continue. The batter must swing at all pitches after the 5th pitch and is out if no contact is made. If three swings are made and on the third one there is no contact, the batter is out.**
 - **Batters hit by a pitching machine are not awarded first base, the at bat continues.**
 - **If the batted ball hits the pitching machine (or equipment), the play is immediately dead and a single base will be awarded to the batter. Should first base be occupied at the time, that runner is pushed to the next base. (i.e. If 1st is occupied, that runner advances to second; If first and second are occupied, they both advance one base as they are pushed by the batter.**
 - **Catchers must have on full gear every time they are behind the plate including practices.**
 - **No infield fly rule; No dropped 3rd strike (batter is out)**
 - **Pitchers must remain within the designated area at the time of the pitch. That area will be adjacent to the pitcher’s mound, either on the 1st base side or third base side. The pitcher must stay within the designated area until the ball is in play.**
 - **A thrown ball which hits the pitching machine during play will automatically end the play and be ruled a dead ball. A batter going from home to 1st will be awarded first base automatically. Any additional runners are awarded one base.**

- **Direct stealing is not allowed.**
- **Runners can only advance on batted baseballs or passed balls by the catcher**
- **Only one un-batted run may be scored per half inning.**
- **A substitute runner may be used for only the catcher when there are 2 outs in an inning. The substitute runner must be the last runner out prior to the substitution.**

4. Sportsmanship

- **Baseballs jammed into the machine in order to force a ball into the dirt is strictly prohibited. If this occurs, all baserunners will remain at their base occupied before the pitch, the batter will receive a strike and the manager will be subject to a warning. If it occurs a second time, the batter will automatically be out and the manager will be ejected from the game.**

M. Minor A Division Rules

- 1. A half inning will end when three (3) outs are made or when five(5) players have batted.**
 - 2. Coaches should use discretion in allowing runners to advance on plays involving overthrows, etc., as to not make a travesty of the game.**
 - 3. A player may not play the same infield position for more than 6 outs.**
 - 4. The ten-run rule will not be enforced in the Minor A Division.**
- M. This division utilizes a coach to pitch. After 3 strikes (called or winging) a Tee will be set up to finish the at bat.**

N. T-Ball Division

- 1. Will follow a variation of the Minor A Division rules.**

O. Equipment

- 1. NALL shall supply adequate equipment and uniforms. No team may ask parents to purchase equipment or any part of the uniform that is already supplied by the league.**

B. Pool Play**

A pool of players from existing regular season teams will be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game. **NOTE:** Players may not be “borrowed” from an opponent. They must be assigned by the Player Agent.

Guidelines:

- 1. The league’s Player Agent will create and run the pool for Majors and Minors. The league’s Player Agent (**or another designated person**) will use these pool to assign players to teams that are short of players on a rotating basis. For purposes of Pool Play nine year olds are eligible for play.**
- 2. Managers and/or coaches will not have the right to randomly pick and choose players from the pool.**
- 3. The League’s JR/SR Division VP will run the pool play for Juniors and Seniors following the JR/SR Inter-league rules**

4. Under this option, when a player participates in a game on a team other than his/her own team, such player will not be permitted to pitch in that game.
5. Pool players that are called and show up at the game site must play at least nine (9) consecutive defensive outs and bat once.
6. **Pool players will wear their own team uniform.**
7. The Player Agent should maintain two separate lists. One consisting of Major players for use in inter-league games and one consisting of Minor players for NALL Majors games.

Q. Courtesy Runner - Majors and Minors

1. Two out runner for catcher and pitcher is permitted and should be used to help speed up the game. The courtesy runner can not be on the batting order. Exception: If a continuous batting order is used, the courtesy runner must be the player in the batting order who made the last out. Special substitutions shall be permitted for an injured player. However, should the injured player not return at the end of the half inning, the substitution shall become official.

R. All-Star Managers

1. International Majors' Team – Manager or coaches shall be regular season team managers and/or coaches from the Majors division. If there are no managers or coaches available from the Majors division, managers or coaches may come from any of the other league divisions (Minors through Sr. League).
2. Other tournament team managers and coaches may come from the other league divisions (Minors through Sr. League)
3. All managerial/coaching candidates should be considered, **with current major managers given priority**. In the event where there are more candidates than positions, the President may elect to:
 - a. Take a vote amongst the Board of Directors, or
 - b. Appoint a manager's committee. The committee will interview and investigate prospective managers and coaches and recommend acceptable candidates to the President for appointment and subsequent approval by the BOD.
4. All Managers and Coaches for Tournament teams will be appointed by the President and approved by the Board.

S. All-Star Player Selection

1. During the first two weeks in June, the managers of the Major League teams shall gather to vote for the All-Star teams. Per Little League rule, Each Tournament team must have twelve (12) or more eligible players.

2. In the first two rounds of voting, players shall make the team upon a unanimous vote. In any additional rounds of voting, players shall make the team by receiving votes on the majority of the possible ballots.
3. The manager of the team may elect to select one or both of the final two positions on the roster. Should he / she choose not to exercise that right, the procedure in Step 2 will be followed to complete the roster.
4. Minor League – Players will be selected from a pool of players nominated by the Minor League managers. The player selection process will be the same as that of the Major League, except that managers may not vote for their own players. Any player refusing elevation to the majors division shall not be eligible to be selected to an All-Star team for that season.
5. Juniors & Seniors - Players will be selected based on input from managers and VP of Division with the manager of the All Star team having the option on the final 2 selections.

S. Section II - Managers' Responsibilities

1. Each team should have one team parent. Team parents are required to:
 - a. Collect money for team pictures, fund raisers, etc.
 - b. Schedule both field and concession stand duties for each game.
2. For each game, teams will be required to do the following:
 - a. Pre-game
 - 1) Home team shall have one parent on hand to prepare the field.
 - 2) Visiting team shall have one parent on hand to prepare the field.
 - b. In-game @ VFW field.
 - 1) Home team shall provide an adult **scorekeeper. ??**
 - 2) Visiting team shall provide an adult scoreboard operator/PA announcer.
 - 3) Home team shall provide two adult concession stand workers.
 - 4) Visiting team shall provide one adult concession stand worker.
 - c. Post Game
 - 1) The home team will be responsible for raking/ dragging the infield lines, batter's boxes, and pitcher's mound. This should be completed with the push brooms or other tools as required.
3. **CHILDREN SHALL NOT SERVE IN ANY OF THE ABOVE CAPACITIES UNDER ANY CIRCUMSTANCE.**
4. It is both teams' responsibility to make sure that bases, helmets, flags, pitching machine, gate locks, and the clubhouse are secure after the final game of the day. In addition, the teams playing the last game of the day are also responsible for dumping the trash cans into the dumpster and making sure the lights are out. Teams are responsible for making sure their dugout is clean and the lights are turned off.
5. Team roster, including team parents, must be submitted one week after the draft **to the player agent.**
6. The home team shall provide three baseballs for each game. These should be the approved game balls (not "practice" balls). Additional baseballs should be on hand as needed.
7. Each manager will provide two copies of their lineup - one for the opposing team and the other for the official scorer.
8. Managers **MUST** instruct parents of the parking regulations at VFW field.

- a. Newark American Little League shall be responsible to see that no player, their parents, or spectators will park in the VFW parking lot, around its buildings, or along the driveway to VFW premises, nor in any way obstruct the fire lanes. Newark American Little League will also be responsible to see that there will not be any practice or ball playing in VFW roadway or parking lot. It will be the sole responsibility of Newark American Little League to provide monitors to ensure that these provisions are enforced.
- 9. It is a manager's responsibility to have his/her team prepared for the season and to conduct team practices during the season.
- 10. Teams will vacate the dugout immediately after a game, if another game follows. Post game discussions should not hold up the start of a following game. Incoming teams should not enter the dugout until the preceding team has vacated.
- 11. Managers MUST record the score, name of the pitcher and the number of pitches thrown, immediately after the completion of the game.**
- 12. NOTE: When playing an inter-league game at home the NALL team must supply volunteers to perform all duties required. (Concession, scoreboard and field)
- 13. Teams may be scheduled to supply umpires for games by the Chief Umpire. It is the Managers duty to have someone represent his team at these games. Failure to do so could result in discipline.

T. Section III - Pre-game field use

Each team shall be allowed a min. of five minutes of infield practice. Home team shall have the field for five minutes, beginning 20 minutes prior to game time. Visiting team will have the field for five minutes, beginning 15 minutes before game time. The final ten minutes are reserved for field touch-up and final instructions. Infield practice is not permitted during field maintenance conducted before or between games.

U. Section IV - Batting Cage

Pre-game Use: For 45 minutes prior to the scheduled start time of the next game, the teams playing that game shall have exclusive use of the Batting Cages.

V. Section V - Playoff Format

- 1. The Minor League playoffs shall consist of a double elimination format.
- 2. The Major League playoffs shall consist of a double elimination format.
 - a. Playoff seeding shall be determined by a point accumulation system, with the team with the most points gaining the top seed.

- b. If two or more teams have an identical amount of points, then head-to-head record will be used to determine seeding. If that cannot resolve tie then a coin flip will be used.
- c. Points are awarded in the following manner:
 - 3 points are awarded for a complete game win
 - 2 points are awarded for a complete game tie
 - 2 points are awarded for a forfeit win
 - 1 point is awarded for a complete game loss
 - 0 points are awarded for a forfeit loss
- 3. All playoff games will be played to completion. Should a game be halted by weather or curfew, the game shall be resumed from the point of suspension.
- 4. League pitching rules shall apply.
- 5. There will be no playoffs for Minor A, **AA**, or T-ball Divisions.
- 6. If a game at the end of regulation is a tie, the game must continue until a winner is declared that day. This would be the only reason for a game to run past its allotted time.
- 7. If a game is canceled, it would be played the next evening. This would push every game back one day.
- 8. The team with the higher seeding **at the start of the playoffs** will be home team in all games with the exception of the “if” game. In that case the team from the losers bracket will be home team.
- 9. Juniors and Seniors will follow the District JR/SR Inter-league Rules.

W. Section VI – VFW Complex Specific Rules

- 1. There is to be no parking in the VFW parking lots by non-VFW members.
- 2. The use of Alcohol and Tobacco products are not permitted at ANY NALL/City of Newark fields.
- 3. Children are not permitted to play in the VFW driveway.

Changes: Changes are in Bold

**** - Denotes rules which are copied from the official L.L. Rulebook**

NOTE: These rules shall remain in effect until such time that they are revised. Any changes made to these rules require approval by the Board of Directors.