

Maitland Little League

Local Rules/Bylaws

2016



Maitland Little League Information:

Mailing Address:

Maitland Little League
PO Box 940752
Maitland, FL
32751

Physical Address:

Maitland Ball Field Complex
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Maitland, Florida
32751

Website: www.maitlandlittleleague.com

PERTINENT ACCOUNT INFORMATION	
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1. GENERAL POLICY

- A. It is the intent of Maitland Little League (MLL) to accommodate any player who wants to play baseball or softball, lives within the MLL boundaries, and meets registration requirements established by Little League International and MLL.
- B. No player will be turned away except for severe disciplinary reasons or restrictions placed on MLL by organizations with which MLL is obliged to cooperate.
- C. No player, coach, league volunteer, umpire, or parent shall be subjected to abusive language, harassment, severe or injurious discipline, anger of the coaches, teammates, etc.
- D. Managers, coaches, parents, spectators, players, etc., shall not consume alcohol or use or consume tobacco at any Maitland Little League sponsored event.
- E. MLL provides 2 seasons of play per calendar year - Spring (January to May) and Fall (August/September to November).

2. REGISTRATION

- A. MLL offers a number of ways to register a player. The preferred method of registration is on-line through the website although registrations will be accepted by walk-up during specified dates and times. For specific dates and fee schedule, see the website for the latest information.

2.1 Refund Policy

- A. Refunds will be processed as specified per the schedule below.
- B. A request for a refund must be presented to the Treasurer in writing.
- C. All approved refunds will be processed within 30 days after the request for refund is presented to the Treasurer in writing.
- D. Refund Schedule:
 - 1. Prior to the draft: 100%
 - 2. After the draft: 70% of the registration fee (if the uniform has already been ordered, it will be available for pick-up sometime prior to opening day)
 - 3. After the first game: \$0
 - 4. Season-ending injuries: At discretion of MLL Board

2.2 Scholarships

- A. MLL supports scholarships for those players who demonstrate a need for financial assistance. All inquiries should be directed to the Board President in writing and the Board will vote on approval and amount.

3 MAITLAND LITTLE LEAGUE BOARD OF DIRECTORS

***See constitution for list of Board Of Directors and Operations Manual for Responsibilities.**

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3.1 Additional Board of Directors Positions

3.1.1.1 **Special Events Coordinator** - Plans/coordinates and implements the following

1. Player evaluations with the Player agent
2. Opening Day Ceremonies
3. Annual Membership Meeting
4. Majors Spring Banquet and Closing Ceremonies (if holding)
5. Coordinates with Secretary the ordering of trophies and awards at the end of the Spring season.

3.1.1.2 **Director of Baseball Operations/Umpire in Charge (UIC)**

1. Assists in the recommendation to the Board, the structure of the league/divisions and initial list of approved coaches
2. Schedules umpires
3. Resolves all protests occurring in any game
4. Works with Player Agent to ensure proper placement of players by age and ability
5. Represents coaches/managers in league; and may appoint division representative if required
6. Responsible for the monitoring and coordination of local division rules
7. Assists the Safety Officer with developing & maintaining all practice and games schedules

3.1.2 Attendance

- A. Board Members are expected to participate in all Maitland Little League activities.
- B. Board Members must sign for an Official Rulebook/Operations Manual annually.
- C. Board Members are expected to attend all Board meetings. Failure to do so may result in removal from the Board.
 1. Missing three (3) consecutive meetings will be cause for immediate removal from the Board.

4 SAFETY INITIATIVES

- A. MLL will consistently strive to provide the safest playing environment possible. [A League Safety Manual](#) has been created and is updated annually to insure the safest environment for players and spectators as possible. (See ASAP on the MLL website). Our facilities are periodically surveyed and maintained to prevent injuries and mishaps.
- B. It is the responsibility of the managers/coaches to verify proper equipment is worn at all times. No exceptions are allowed.
- C. The President or designated MLL Board Member is required to do a background check on all adults that may come in contact with any MLL player. For more information on volunteering, see Info Central on the MLL website.
- D. Managers shall check the playing facilities for safety prior to starting practices. Umpires and managers shall check the playing facilities for safety prior to starting games.
- E. Managers and coaches will attend a coaches meeting prior to the season. The meeting will include basic safety principles, Local Rules and Field Rules.

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- F. Each manager is required to have a MLL supplied first-aid kit at all practices and games. Managers will check supply levels prior to practices and games and replenish as required.
- G. Parents will drop off their player at all practice and game fields and ensure that their player has been safely and securely left with a coach. Likewise, parents will be available to pick up their player immediately after a practice/game.
- H. Equipment shall be stored in an orderly manner in the dugouts to prevent hazards.
- I. Only authorized volunteers shall occupy the dugout area.
- J. Volunteers performing duties within the concession stands will be briefed on the regulations and operating guidelines employed within the stand.
- K. All batters, base runners, and youth base coaches shall wear a Little League approved batting helmet. No skullcaps allowed.
- L. During games, managers will ensure that players not currently participating in the game remain in the dugout.
- M. During games, managers and coaches of the defensive team will remain in the dugout.
- N. A manager or coach should have a cell phone available at practices and games.

4.1 Weather Delays and Cancellations.

- **It is recommended that WeatherBug® (a LL partner) be downloaded as an app on a manager or coaches cell phone.**

1. Practice Delay or Cancellation:

- A. Upon indication that there is lightning within 8 miles of any Maitland Little League facility. The game or practice shall delay immediately and everyone must retreat from the field to a safe location.
- B. It will be the responsibility of the manager or coach to cancel practice should the weather pose a danger to the safety of all participants.
- C. Should the weather create, at any time, an un-playable surface practice shall be cancelled.

2. Game Delay or Cancellation:

- D. Upon indication that there is lightning within 8 miles of any Maitland Little League facility. The game or practice shall delay immediately and everyone must retreat from the field to a safe location.
- E. Delay shall be **30 minutes** from the last indication of lightning and the clock will restart after each lightning strike.
- F. If a Board Member is present, they shall re-evaluate conditions. If not, the umpire and coaches should re-evaluate conditions.

5 VOLUNTEERS

5.1 Managers and Coaches

5.1.1 Manager and Coach Selection (see Operations Manual)

- A. Individuals interested in managing or coaching in MLL must complete and submit the following:

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1. A completed Volunteer Application along with social security number.
 2. A photocopy of a valid driver's license.
- B. All managers and coaches must be approved by the Board of Directors.

5.1.2 Manager and Coach Training

- A. Every manager and coach shall attend the MLL Coaches Training Session held annually, as well as supplemental training held throughout the year. Failure to attend any or all of these classes may result in revocation of coaching privileges at the discretion of the Board.

5.1.3 Manager Responsibilities

- A. Adherence to the Little League Code of Conduct (see Operating Manual).
- B. Making every attempt to ensure the physical and emotional safety of all players and coaches on their team.
- C. Knowing, teaching, and following all rules and regulations as set forth by Little League Baseball, Inc., and MLL.
- D. Ensuring that volunteers have completed an updated volunteer form (annual) and are approved.
- E. Attending all required manager meetings and training classes.
- F. Accepting all decisions of the Board as final.
- G. Looking for ways to improve MLL and conveying them to the Board.
- H. Making every attempt to schedule and hold a reasonable number of practices for his or her MLL team.

5.2 Team Parents and Other Volunteers

- A. Parents are strongly encouraged to volunteer their time to support their child's team(s) and assist volunteer coaches.
- B. Individuals interested in participating as a team parent must complete and submit the following for a mandatory background check (provided free by MLL):
 1. A completed Volunteer Application along with social security number.
 2. A photocopy of a valid driver's license
 3. Parent Code of Conduct form
- C. Upon completion of the mandatory background check, the manager of the team will be able to recognize the Team Parent and Volunteers.
- D. The Team Parents may assist the manager and/or coaches with any items deemed necessary.

5.2.1 Disciplinary Actions

5.2.2 Players and Volunteers (Managers, Coaches, Team Parents, Others)

- A. Failure to follow Little League rules and/or MLL local rules and/or failure to manage/coach or encourage participants in the spirit of Little League may result in a reprimand, suspension, or dismissal by the Board following a thorough investigation into the alleged infractions and/or failings. MLL has a Zero tolerance policy.

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- B. In the case of gross misconduct, the Board shall have the authority to immediately dismiss a player or volunteer.
- C. Gross misconduct infractions included, but not limited to, are
 - 1. Breaches of the Code of Conduct
 - 2. Foul language, fighting, cheating, etc...
 - 3. Unsportsmanlike conduct towards a coach, player, fan or umpire
 - 4. Use of alcohol (including the odor of alcohol on the person or breath) and/or tobacco products at a practice and/or game
 - 5. Failure to follow MLL local rules
- D. All decisions by the Board are final.
- E. Penalty
 - 1. First offense: Written warning
 - 2. Second offense: Written warning and one (1) game suspension
 - 3. Third offense: Removal from the league for the remainder of the season
 - a. A coach/player who has been removed must petition the Board in writing to be re-instated before being allowed to return to MLL.
 - b. Any subsequent offense may result in being banned from MLL.

6 DIVISIONS

MLL attempts to offer all Divisions of play as outlined in the Official Rulebook and are based on player skill level and age. Divisions are based on the Little League International Rules and Operating Manual except as defined in these local rules. The Official Rulebook cannot be contradicted in the Local Rules.

7 PLAYER ELIGIBILITY (see Official Rulebook)

7.1 Player Registration (see Operations Manual and Official Rulebook)

7.1.1 Registration Requirements

- A. A “registered player” is a player who satisfies ALL of the following requirements:
 - 1. Paid the registration fee;
 - 2. Meets the age requirements set forth by Little League;
 - 3. Meets the boundary requirements; and
 - 4. Had his/her skills assessed at Player Evaluations. (Exception T-Ball)

7.2 Player Evaluations/Skills-Assessment

- A. Properly assessing the skill level of the player is the most important part of the draft process. Skills assessment is performed to ensure the safety of the player, to distribute the available talent so that all teams in all divisions are competitive, and is performed prior to the draft each season for the sole purpose of providing proper placement of a player based on grouping of like skill sets in each division. As a result, there are no guarantees that players from the same neighborhoods, who go to the same school, who are of the same age, etc. will be drafted on to either the same team or the same division.
- B. All registered players with the exception of T-Ball players must go through the evaluation process.

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7.2.1 Players Registered Prior To the Skills Assessment/Tryouts

- 7.2.1.1 As stated above, it is critical for the coaches to be able to assess a players' skill level to insure proper placement of players and to provide comparable competitiveness among teams within the same division. Players who have not satisfied all four (4) of the registration requirements (listed above) will not be eligible to participate in the draft. Those players who do not satisfy the requirements prior to the draft will be added to the Available Players list and are subject to the "Player Replacement/Vacancy" provision herein.

7.2.2 Make-Up Skills Assessment/Tryouts

- 7.2.2.1 A make-up skills assessment/tryout will be scheduled for all players who register late or who are unable to attend the originally scheduled skills assessment.

7.3 The Draft Process

7.3.1 All Divisions

Plan A – Serpentine Draft: The managers draw numbers to determine who will select the first player. In a new 4 team league (for example), the manager who draws number one makes the following player selections: 1st choice, 8th, 9th, 16th, 17th, 24th, 25th, etc; the manager who draws number two makes the 2nd choice, 7th, 10th, 18th, 23rd, etc; the manager who draws number three makes the 3rd choice, 6th, 11th, 14th, 19th, 22nd; the manager who draws number four makes the 4th choice, 5th, 12th, 13th, 20th, 21st, etc.; until selections are completed.

7.3.2 Late Registrants

- A. A late registrant is a player who registers sometime after the Skills Assessment/Tryouts and, as a result, did not attend the Skills Assessment/Tryouts.
- B. The Player Agent shall maintain a list of all late registrants. This list will be used during the draft. Preference will be given to players who have attended the Skills Assessment/Tryout. Although MLL cannot guarantee late registrants will be placed on a roster, every attempt will be made to do so. If a late registrant is not placed on a roster, the player will be added to the Available Players (Pool) list maintained by the Player Agent. Adhere to the guidelines in the Operations Manual and Rulebook for "Replacement Players" and "Pool Players".

7.3.3 Options on Sons, Daughters & Siblings (2016 pg 167-169 Operating Policies)

- 7.3.3.1 If a manager has sons and/or daughters eligible (under Regulation II) for the draft, and wishes to draft them, he/she must submit the option in writing. If so stated, the parent/manager is required to exercise the option at or before the close of the specific draft round, depending on the League Age of sons and/or daughters. Parent/manager option takes priority over any other option. Note: These provisions also apply for managers having eligible brothers or sisters in the draft (i.e., siblings). (See Operating Policies #1) All Siblings of any player drafted must be drafted in the next round. If the manager does not exercise the

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option, the sibling is then available to be drafted by any team. (See Operating Policies #3)

- 7.3.3.2 Draft Rounds: If an option is submitted in writing for the son and/or daughter of a manager/coach, such candidate must be drafted at or before the following round:

Baseball Draft Round	(Minors)/Little League	IM	Juniors
5	(under 9) 9-10	11	12
4	11	12	13
3	12	13	14

Softball Draft Round	(Minors)/Little League	Junior	Senior
5	(under 9) 9-10	12	14,13
4	11	13	15
3	12	14	16

- C. All players, including sons/daughters of managers/coaches at the Minor League level, are subject to the draft. Sons/Daughters of managers must be drafted at or before the 5th Round.

7.4 Player Replacement/Vacancy/Trading (see Operating Policies)

8 LOCAL GAME RULES

8.1 General

- A. The home team shall occupy the first base dugout (or what's referred to as the HOME dugout vs. Visitor's dugout).
- B. Each team is responsible to clean out the dugout area and team parents are responsible for the bleacher area after each game
- C. Team equipment signed out (catchers gear, first aid kit, tee, etc.) is the property of MLL and must be returned at the conclusion of the season.

8.2 Game Scheduling

- A. In severe weather situations, opposing managers AND any one of the following from MLL: Information Director, Player Agent, President or Baseball Operations Director, can call a game no sooner than two (2) hours prior to game time. Every effort must be made to make fields playable when they are scheduled.
- B. Both managers must notify the MLL Safety Officer when a game has been called. The Baseball Operations Director shall reschedule the game and notify the affected teams, Umpire in Chief, Player Agent, and Concessions Manager.

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8.3 General Rules for All Divisions

- A. No game shall extend after 9:45PM as there is a 10:00PM lights out curfew for the City of Maitland.
- B. Any player who is out of the lineup for more than 3 consecutive weeks (or 7 games) is subject to being removed from his/her team by action of the BOD. (See Official Rulebook – The Teams: Regulation III (c))
- C. Teams will provide three (3) new baseballs each game (to the umpire if in Minor AA or above) prior to the game. Additional game balls should be available.
- D. No glass bottles or glass containers are allowed in dugouts. Plastic water bottles are permitted.
- E. Managers are responsible for ensuring that games begin on time.
- F. Between innings only one (1) batter may be outside the dugout to warm up prior to the first pitch being thrown that inning.
- G. The HOME team is responsible for making certain that any equipment stored within the field (i.e. L-screens, soft toss nets, etc.) are placed safely in foul territory prior to the start of any game.
- H. For the safety of players, managers and coaches, all dugout gates will be kept in the closed position at all times during a game.
- I. **Forfeit time shall occur at 15 minutes after scheduled start of game.** Any game that is forfeited will NOT be rescheduled.
- J. **Infield Fly Rule** exists in Majors division and up only.

8.4 Division Specific Rules

A. **Junior Division**

- 1. Teams shall roster twelve (12) to fifteen (15) players.
- 2. Regulation game is seven (7) innings.
- 3. Ball type: Hardball (Diamond brand DSLL-1 RS).

B. **Intermediate 50/70 Division**

- 1. Teams shall roster at least twelve (12) to fifteen (15) players.
- 2. No new inning may begin after 2 hr. 15 min. NO HARD Stop unless a game is to follow, in which case the HARD Stop is 2 hr. 30 min.
- 3. Regulation game is seven (7) innings.
- 4. Ball type: Hardball (Diamond brand DLL-1).

C. **Major Division**

- 1. Teams shall roster twelve (12) players and use a continuous batting order. Exception for “round robin” championship play in which a team may opt to use substitution batting (see rulebook).

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2. No new inning may begin after 2 hrs. NO HARD Stop unless a game is to follow in which case the HARD STOP is 2 hr.
3. Regulation game is six (6) innings.
4. Ball type: Hardball (Diamond brand DLL-1).

D. **Minor – AAA Division**

1. All teams shall roster ten (10) to twelve (12) players and use a continuous batting order.
2. No new inning may begin after 1 hr 45 min (weekdays) and 2 hrs (Friday and weekend nights). If a game is to follow, HARD Stop is 2 hr.
3. Regulation game is six (6) innings.
4. A 5-Run Rule per $\frac{1}{2}$ inning will apply for all innings except for the last inning of the game. *Umpire and/or managers must agree prior to the start of an inning that it shall be the last inning of the game for the 5-Run Rule to be waived (unless it is the 6th inning which is automatic unlimited).
5. Ball type: Hardball (Diamond brand DLL-1)

E. **Minor – AA Division (Player and Machine Pitch – 42 mph)**

1. No new inning may begin after 1 hr. 30 min. If a game is to follow a HARD Stop must occur at 1 hr. 45 min.
2. Regulation game is six (6) innings.
3. The defensive team shall field no more than ten (10) players, and coaches are encouraged to have players learn and play multiple positions:
 - a. All bases
 - b. Catcher
 - c. One (1) pitcher (to either side of the mound with one (1) foot on dirt)
 - d. Four (4) outfielders
4. First two (2) innings will be kid pitch. Pitching machine shall be used starting with the 3rd inning.
5. Set up machine with the back leg set against the rubber.
6. All teams will use a continuous batting order.
7. A 3-Run Rule will exist in the kid pitch innings and the 5-Run Rule will be in effect the remaining machine pitch innings. Sides will change after three (3) runs have been scored during kid pitch and five (5) runs have been scored during machine pitch in $\frac{1}{2}$ inning.
8. Regulation balls and strikes are called and walks allowed during kid pitch. During machine pitch batters are allowed three (3) strikes (called or swinging) and no walks are allowed. If the batter does not make contact with the 3rd strike, then he/she is called out on strikes. If a batter fouls off the 3rd strike, then the at bat shall continue until the ball is hit into fair play or the batter fails to hit the next potential strike.
9. No stealing of bases allowed.
10. No bunting allowed.

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11. If a hit ball comes in contact with the pitching machine, then (i) the ball is dead, (ii) the hitter is awarded a single and goes to first base, and (iii) all other runners cannot advance except as forced.
12. One base is allowed on an overthrow at the runner's own risk.
13. The play is considered dead when the defense has control of the baseball in close proximity to the pitcher's mound.
14. Ball type: Mid-Compression (Diamond Brand: DLL-1 MC)

F. **Minor – A Division (100% Machine Pitch – 36 to 38 mph)**

1. No new inning may begin after 1 hr. 15 min. If a game is to follow a HARD Stop must occur at 1 hr. 30 min.
2. Regulation game is six (6) innings.
3. The defensive team shall field no more than ten (10) players.
 - a. All bases
 - b. Catcher (*If a team elects not to use a catcher, they can only field nine (9) players in the remaining positions)
 - c. One (1) pitcher (to either side of the mound with one (1) foot on dirt)
 - d. Four (4) outfielders
4. No player shall sit out more than one (1) inning per game unless team size requires otherwise, in which case it should be equal time sitting.
5. All teams will use a continuous batting order.
6. No more than two (2) coaches are allowed on the playing field for defensive instructional purposes. Managers or coaches may not position themselves in foul territory.
7. The pitching machine should be set with back leg against the front rubber (46 ft.).
8. Each batter will receive five (5) "hittable" pitches (in the zone from sides of plate, between knee and armpit). Any pitch deemed "un-hittable" by the umpire (or coach for the team batting if no umpire) shall be declared a "no pitch" and will not count against the batter. If the batter does not make contact with the 5th hittable pitch, then he/she is called out on strikes. If a batter fouls the 5th hittable pitch, then the at bat shall continue until the ball is hit in fair play or the batter fails to strike the next hittable pitch.
9. The play is dead when the infielder maintains possession of the ball or the ball is thrown to the pitching coach.
10. No walks are permitted.
11. No stealing of bases allowed.
12. No bunting is permitted.
13. If a hit ball comes in contact with the pitching machine, then (i) the ball is dead, (ii) the hitter is awarded a single and goes to first base, and (iii) all other runners cannot advance except as forced.
14. Runners cannot advance on an overthrow or passed ball.
15. A half inning is over after three (3) outs or the offense has scored five (5) runs in the half inning.

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16. Ball type: Mid-Compression (Diamond brand: DLL-1 MC);

G. T-Ball Division

1. Games will have a time limit of one (1) hour from the start of the game.
2. All players on the roster will be in defensive positions with one (1) player on each dirt side of the pitcher's mound. No more than seven (7) players may be positioned at infield positions. Outfielders must be positioned behind the infielders.
3. A half inning is completed when all players on the offensive team have batted.
4. Even though outs are not counted for completion of an inning, a player who is declared out while running the bases must return to the dugout.
5. Stealing of bases is not allowed.
6. Managers and coaches are allowed on the playing field for defensive instructional purposes. Managers or coaches may not position themselves in foul territory.
7. There are no strikeouts in T-Ball.
8. If a batter does not use a tee and is pitched to by a coach, that batter will receive five (5) hittable pitches. Any pitch deemed "un-hittable" by the coach shall be declared a "no pitch" and will not count against the batter.
After five (5) "hittable" pitches, the batter must hit from the tee.
9. The Coach Pitcher shall pitch to batters from his/her team at a position anywhere from the front of the pitcher's mound to halfway between the mound and home plate. Pitches must be thrown underhand or overhand to the batter. The pitching coach is permitted to either stand upright or kneel when pitching. No fast pitches are allowed.
10. Runners cannot advance on an overthrow or passed ball.
11. Catchers are not allowed in T-ball.
12. Ball type: Low Compression (Diamond brand: DFX-LC1).

H. Championship Play

1. **All Divisions**
 - a. The purpose of championship play is to identify the best team.
 - b. A number of regular season games will be designated by the Board as a "Round Robin" tournament to determine the seeding of the Top Team Tournament.
 - c. Tie breakers – If required to determine a 1st and 2nd place team, the following tie breakers will be used:
 - (1) First, the results of head-to-head games during the tournament
 - (2) Second, the runs-allowed ratio
 - d. Win/Loss records shall be kept for each game.
 - e. Coaches are responsible for reporting the game score and pitch counts to the Information Director.

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- f. The Information Director will maintain Win/Loss records and pitch counts in the "Round Robin" tournament.
- g. Make up games will only be rescheduled if they would have a bearing on naming the division champion as determined by the Player Agent and the President and will be rescheduled in accordance with the Called Games provisions herein.
- h. The length of the games during the "Round Robin" tournament shall be six (6) innings with no time limit. IM (50/70) and upper divisions will have (7) innings with no time limit.
- i. Extra innings shall be played only to the extent necessary to determine a game winner.
- j. The number of teams allowed to participate by the District will determine the league winner's participations in the District Tournament of Champions. If the District allows only one (1) team, the 1st place team will participate. If the District allows two (2) teams, both the 1st and 2nd place teams will participate. In this scenario, the 1st place team shall choose the venue they will play in, if available.

9 FIELDS

- A. Field address (361 N. Keller Rd, Maitland, FL 32751) and field rules shall be distributed with game schedules and/or made available on the League's website. Players, coaches, managers, and spectators are required to follow all field rules.
- B. Practices and games must only be held at MLL approved fields for insurance reasons.
- C. The following pre-game preparation and post-game repair activities must be done.
 - 1. Each team is responsible for picking up all trash from the field, dugouts, and spectator areas and placing it in the trashcans.
 - 2. It is the responsibility of the home team to set up and tear down, and store the pitching machines, as necessary.
 - 3. Field preparation includes removing debris and obstacles from the field, dragging the infield, raking around the bases, home plate, and pitcher's mound, and tamping home plate and pitcher's mound, as needed.
- D. Infield Practice
 - 1. Prior to the start of a scheduled game, each team may take infield practice for approximately 15-20 minutes.
 - 2. The visiting team will take the field first, followed by the home team. The team not on the field may take one (1) of the batting cages. Teams will swap infield for cages or cages for infield at conclusion of 15 minutes.
 - 3. If field preparation shortens the available infield practice time, each team will divide equally the remaining time for their infield practice.
 - 4. All infield practice will stop five (5) minutes prior to scheduled game start time by order of the umpire.
- E. Field Scheduling. MLL teams are prohibited from using, for practice or game, any City of Maitland or Orange County Public School field unless it has been

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scheduled for their use through the Player Agent. Violation of this rule may result in manager suspension.

10 FALL BALL

Fall Ball is intended for instruction and training in the fundamentals of baseball to improve players' skills and to prepare them for the next season. All of the rules stated herein shall be in effect and supplemented by the following:

- A. Emphasis is placed on providing opportunities for the players to improve/test his/her skills against other competition he/she might not face during the typical Spring season.
- B. Fall Ball season begins in August/September and ends in November.
- C. No postseason play.

11 TOURNAMENT TEAMS

11.1 General Information

As a chartered organization of Little League International, Inc., MLL is entitled to form teams to participate in Little League sanctioned tournaments. MLL will attempt to provide an infrastructure for the fair assembly of postseason teams. Uniforms will be provided to teams based on Board approval.

11.2 The All-Star Selection Process

- A. All votes will be tabulated by the MLL Player Agent.
- B. By majority vote, the Board will have the final authority to resolve any and all disputes arising from the execution of this process.
- C. Each player and parent/guardian must complete and return the Player/Parent Availability Form prior to the players voting. Failure to be available for practice and/or games can result in the player not being selected for the team, or may impact the player's playing time.
- D. Release of the selected All-Star players and coaching staff will be announced in accordance with Little League International rules.
- E. To assemble the best possible teams to represent MLL and to offer the most number of players the opportunity to participate in postseason play, team selections shall be chosen in the following order:
 - 1. Little League (12U)
 - 2. Intermediate (50/70)
 - 3. Juniors
 - 4. 10U All-Stars
 - 5. 11U All-Stars
 - 6. 9U All Stars (if offered)
- F. Players may play on only one (1) team engaged in a Little League International, Inc., sponsored tournament.
 - 1. The MLL President and Player Agent will be responsible for nominating a manager. That manager shall be brought before the Board for approval.
 - 2. The All-Star team manager will be responsible for selecting the remaining members of the All-Star team coaching staff.

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G. The Selection of the All-Star Team Coaching Staff:

1. The MLL President and Player Agent will be responsible for nominating a manager. That manager shall be brought before the Board for approval.
2. The All-Star team manager will be responsible for selecting the remaining members of the All-Star team coaching staff.

11.2.1 12U and IM (50/70) and Juniors All-Star Team Selection

11.2.1.1 Player Selection Process

1. The All-Star team will be comprised of eligible players.
2. Players will be selected by a combination of player vote and manager selection in accordance with Section C (Roster Selection) below.
3. In the event a selected player is no longer available to participate, the manager will select a replacement from the available pool of eligible players remaining.
4. The Player Agent will prepare ballots and distribute to the Major League players, managers, and one (1) coach per team, no later than the last regularly scheduled season game.
5. Completed ballots shall be presented to the Player Agent or designated representative immediately.
6. Each voter selects twelve (12) players.

11.2.1.2 Roster Selection

1. Upon receipt of the completed ballots, the ballots will be separated into two (2) groups. One (1) group submitted from the players and one (1) group submitted from the managers and one (1) coach per team. Each group of votes will be tabulated separately.
2. The first eight (8) roster slots will be filled by the results of balloting. The top four (4) vote getters as determined by the players' ballots will be used to select the first group of four (4) All-Star players and the top four (4) previously unselected vote getters as determined from the managers'/coaches' ballots will be used to select the second group of All-Star players to complete a total of the first eight (8) available slots.
3. The selection of the remaining roster slots is the responsibility of the All-Star team manager. The manager is free to select as he/she deems necessary, from the available pool of eligible players.
 - a. Coaches shall roster no fewer than twelve (12) players.
 - b. In the event a selected player is no longer available to participate, the All-Star team manager shall select a replacement from the remaining pool of eligible players.

11.2.2 League Age 11U All-Star Team Selection

A. Player Selection Process

1. The 11U All-Star Team will be comprised of eligible league age 10 and 11 players only who were not selected to play either on the Major League All-Star team or the League Age 10U All-Star team.
2. Selection priority shall be given in the following order:

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- a. LA11's who played in the Major League during the regular season
 - b. LA10's who played in the Major League during the regular season
 - c. LA11's who played in the Minor League during the regular season
 - d. LA10's who played in the Minor League during the regular season
 - e. All other eligible players
4. 100% of the players placed on the roster are determined by the Manager and coaches of the 11U All Star team.
 5. The signed Player/Parent Availability Forms must be received before the final announcement of player selections.
 6. In the event a selected player is no longer available to participate, the League Age 11U All-Star team manager will select a replacement from the available pool of eligible players remaining.

11.2.3 League Age 10U All-star Team Selection

11.2.3.1 Player Selection Process

1. The 10U All-Star team will be comprised of eligible league age 9 and 10 players.
2. Selection priority shall be given in the following order:
 - a. LA10's who played in the Major League during the regular season
 - b. LA9's who played in the Major League during the regular season
 - c. LA10's who played in the Minor League during the regular season
 - d. LA9's who played in the Minor League during the regular season
 - e. All other eligible players
3. 100% of the players placed on the roster are determined by coach selection. The signed Player/Parent Availability Forms must be received before the final announcement of player selections.
4. The manager of the 10U All-Star team will select the roster with input from the Board
5. In the event a selected player is no longer available to participate, the 10U All-Star team manager will select a replacement from the available pool of eligible players remaining.

11.2.4 League Age 9 All-star Team Selection (District-wide ONLY if Applicable)

11.2.4.1 Player Selection Process

1. The 9 All-Star team will be comprised of eligible league age 9 players.
2. Selection priority shall be given in the following order:
 - a. LA9's who played in any Baseball Division during the regular season
3. 100% of the players placed on the roster are determined by coach selection. The signed Player/Parent Availability Forms must be received before the final announcement of player selections.
4. The manager of the 9 All-Star team will select the roster with input from the Board
5. In the event a selected player is no longer available to participate, the 9 All-Star team manager will select a replacement from the available pool of eligible players remaining.

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11.3 Postseason Stipends

- A. It is the responsibility of the All-Star team manager or his/her designee to monitor expenses and to distribute league provided funds as appropriate.
- B. MLL will not be responsible for expenses other than those explicitly approved by the Board.
- C. MLL will typically provide uniforms for each player and coach as well as cover all tournament entry fees.

12 TRAVEL TEAMS

- A. By charter, MLL shall support the objectives of Little League International and is not authorized to support any other alternate youth baseball program.

13 AWARDS

13.1 Participation Awards

- A. Each player shall receive a token of participation at the end of the Spring season.
- B. Top Team Champions:
 - 1. Minor AAA, Majors (Baseball and Softball), IM (50/70) and Junior/Senior Top Team Championship winners will receive a trophy culmination of the Tournament.

13.2 Devon Flowers Awards

Devon Flowers was a young MLL player who died before his time. Devon was viewed by coaches and players, alike as a young man who was a stellar leader on and off the field and who exemplified all of the sportsmanship and leadership qualities Little League Baseball strives to instill in all of its members. To honor his memory, each year at the culmination of the Spring season as well as at Opening Day Ceremonies, the MLL Board recognizes players from the **Upper** divisions as recipients of the following two (2) awards:

13.2.1 Devon Flowers Sportsmanship Award

This award is given to the player deemed by the managers and coaches as exhibiting good sportsmanship. These qualities include, but are not limited to, (i) graciousness in defeat without complaint, shame or blame, as well as equal graciousness in victory without gloating, insult or slur; and (ii) a player who treats his/her opponents with fairness, generosity and courtesy. The ideal candidate will have a positive attitude toward teammates and respect for managers, coaches, and the rules of the game.

13.2.2 Devon Flowers Leadership Award

This award is given to the player who exhibits the qualities of a leader both on and off the field. These qualities include, but are not limited to, (i) helping their team and teammates reach their full potential through example and encouragement; (ii) motivating team members to achieve and perform at levels greater than their expectations, and (iii) providing a positive role model to which other league members may aspire.

13.2.2.1 Selection Process (culmination of Spring Season)

1. Nominations of qualified candidates will be made annually by the managers in Baseball and Softball Majors, IM and Juniors baseball divisions. Each manager chooses up to three (3) players for consideration in order of ranking. These awards are available exclusively to 12 and 14 year old players. The Board shall review the nominees and a final ballot shall be prepared.
2. Voting - Each manager and coach in the Baseball and Softball Majors, IM and Junior divisions will rank the three (3) players from each award category. Top selection receives three (3) points, second receives two (2) points, and third receives one (1) point. The player with the highest point total is declared the winner. In the event of a tie, a new vote will be taken between the two (2) players with the highest point totals. The awards can be presented to as little as one (1) player or up to four (4) players as there are two ages and two awards.

13.3 Stewart Colling Award

Stewart Colling was a father, husband, coach and a friend to many in this community. Stewart dedicated his life to serving the community and giving back to the youth through coaching and mentoring. His commitment to the kids of our league was uncompromising, unselfish and unparalleled. Unfortunately Stewart was suddenly taken from us and left a void in the community and our hearts.

This award recognizes and honors one coach who demonstrates the commitment to our youth that Stewart gave every day in his short time here.

**The recipient of this award must be approved by the Colling Family*

13.4 Debbie Tralka Service Award

This award recognizes individuals who exemplify “service above and beyond” during a sustained period of years. It is not mandatory that this period of service be tied only to MLL but to Little League Baseball and youth athletics as a whole. This award is named for long time board member, Debbie Tralka whose unselfish service to the league spanned over a decade. This recognition of appreciation and gratitude is one that is not necessarily intended to be an annual award. Annually, the Board will have the discretion to determine if there are eligible candidates to be brought forward for a majority vote by the Board. Board members are encouraged to have dialogue with previous Board members, coaches and volunteers to get a historical perspective on individuals who may be considered for this award, but may not be presently active with the League. The award is to be announced during the Opening Ceremonies in Spring and a replica plaque or picture is to be given to the honoree as recognition of this the League’s highest honor. The league shall also purchase a nameplate to be affixed under the main plaque at Keller Field.

14 Local Rules/Bylaws Change Process

Local Rules/Bylaws must be approved annually by the new incoming Board and submitted to the District Administrator and Little League International for approval.