

## MILE HIGH LITTLE LEAGUE BY LAWS - 2021

### GROUND RULES

Home team will occupy the 3rd base dugout on Strandberg, Miera and Sandlot. Home team will occupy the first base dugout on Wimber. Home team will be responsible for field set-up, including but not limited to: applying chalk lines, installing bases, and applying water for dust control.

Visitor team will be responsible for field take-down, including but not limited to: dragging the field, storing and securing all bases and equipment, locking fields and nearest portable toilet if no game or practice follows.

Each team is responsible for emptying the trash in their respective dugout and spectator area.

Rookie division will also follow the Rookie Division Ground Rules published separately.

Any ball that strikes a tree branch that hangs over a boundary fence, above the field of play, is live and in play unless judged foul after landing on the ground in foul territory. A ball striking a part of a tree that is not over the field of play is out of play regardless of where it lands.

### MAXIMUM WEEKLY EVENTS

Tee Ball, Rookie and Minor divisions are limited to a maximum of four (4) baseball or softball events per calendar week. A baseball or softball event is either: a game, a scrimmage, a practice, or any similar activity. This includes any such event held off-site. [Examples: a team with no games scheduled for the week may have no more than four practices in that same week; a team with two games scheduled during the week, may have no more than two practices that same week; a team with one scheduled game and one scrimmage, during the week, may have no more than two practices that same week, etc.]. Practices and scrimmages shall not exceed two hours each for the Rookie and Minor Divisions.

Tee Ball events are limited to one hour each.

### ON-FIELD ACCESS DURING LEAGUE ACTIVITY

No adult or child shall be on the field or in the dugout during games or practices if he or she is not a rostered member of the scheduled teams, or a volunteer displaying a current year badge issued by the Safety Officer and in full compliance with applicable public health orders

Only one (1) manager and not more than two (2) coaches shall occupy the bench or dugout during the game. See Little League Rule 3.17.

### SUNSET/CURFEW/TIME LIMITS

All games played at Mile High LL fields are subject to a time limit. All games must end at whichever time limit listed below occurs.

Game time limits are:

Two (2) hours (75 minutes for tee ball);

(30) minutes prior to the posted start time of the next scheduled game on the same field; sunset time; or

9:45 PM if playing under lights on Strandberg field.

No new batter shall be allowed after the time limit has been reached. Again, whichever time limit is reached first shall be used regardless of circumstances. No exceptions to these time limit

rules will be permitted, for any reason, to include a late start to the game or the desire to complete an inning..

Lights must be off on Strandberg field at 10:00 PM. Umpires should announce sunset time to both teams at the start of each game. Sunset time will be defined by the google search result for "sunset Albuquerque."

In addition, if a game is scheduled to start on the same field within 30 minutes of when your game ends, no on-field meetings are permitted. Please promptly vacate your dugout so that the next game can begin on-time. Report any violations of these rules to the board of directors immediately.

Practices shall end at the earliest of either sunset time, or the scheduled end time as posted by the board of directors on the master calendar.

### CODE OF CONDUCT

All participants and spectators are responsible for following the Mile High Little League Code of Conduct. The code of conduct should be posted, at a minimum, at the concession stand and on the league website. Managers will be responsible for helping to communicate the expectations of the code of conduct to the family members and other spectators. If you have an issue that you are unable to resolve with the guests, contact the field monitor or any member of the Mile High Board of Directors to resolve the situation.

Umpires have the authority to stop the game until a field monitor or Board member removes the spectators who do not adhere to the warnings about the spectator code of conduct, or whose conduct is (in the judgement of the umpire) such a gross violation that a warning is not required. See also the Umpire Policy posted on the league website.

### UMPIRE POLICY

All umpires and managers are responsible for following the league umpire policy. The umpire policy shall be posted on the league website.

### VOLUNTEER SELECTION/ BACKGROUND CHECK/ BADGES

Little League Inc. regulations state: As a condition of service to the league, all managers, coaches, Board of Directors members, and any other persons, volunteers or hired workers, who provide regular service to the league and/or have repetitive access to, or contact with players or teams, must complete and submit an official "Little League Volunteer Application" to the Safety Officer.

There is no tenure for volunteers. Selection in previous years does not guarantee selection this year or later years. Annual background screenings must be completed prior to the applicant assuming his/her volunteer duties for the current season. Refusal to annually submit a fully completed "Little League Volunteer Application" must result in the immediate dismissal of the individual from the local league. At a minimum, Little League Inc. states that any person that has been convicted of or plead guilty to a crime involving or against a minor shall not be permitted to serve the local league. JD Palatine background checks must be completed by the Safety Officer or designee before a volunteer badge is issued to any volunteer. All volunteers on the field or in the dugouts or who otherwise have contact with the players, must have and display on their person the current year badge at all times, in practice or games; this includes base coaches, adult

pitchers, dugout volunteers and umpires, no exceptions. Mile High Board of directors and/or Field Monitor will inspect badges before each game, and are authorized to remove any volunteer from the field who does not display his/her badge.

### FUNDS COLLECTION POLICY

Funds raised anywhere in the name of Mile High Little League, hereinafter called the League, constitutes a valid trust. Revenue received and funds spent must be appropriately used and properly accounted for with adequate safeguards in place. With that in mind, the following is a minimum set of guidelines to ensure that we as a League and Board of Directors are proper stewards with the resources entrusted to us. One's actions should always convey a feeling of trust and transparency. League members or Board members should not put themselves in a position in which others might question their actions or motives. If you feel that a particular action or non-action may cast doubt on your integrity, others may also have similar feelings

For all events where money is being collected in excess of \$200, at least two League members or Board members, appointed in advance by the Board, should be present during the collection period. After the event or at pre-determined intervals at least 2 previously assigned League members or Board members shall count and record the funds received. This would preferably be two different individuals from the members that collected the funds. This money shall then be given to the League's Treasurer for another count and to deposit into the League's general funds.

A record or log shall be kept that will allow for a system of checks and balances. As an example, \$1,000 was collected. The log book shows that 100 t-shirts were sold at a cost of \$10 each. In this example, the log would reconcile with the amount of money collected.

A single person shall not be left alone with the funds until they have been counted and recorded.

Funds shall be deposited as soon as possible either in person at the bank or via the bank's night drop.

### DRAFT METHOD

Mile High will not draft in 2021 and use Draft Method "A" going forward as described in the Little League Operations Manual in the official rulebook.

### MILE HIGH ALL-STAR TOURNAMENT MANAGER/PLAYER SELECTION PROCESS

When it comes to Tournament (All-Star) teams, it is the intent of the Mile High Little League Board to field a team that will best represent our league in competition and character. Mile High Little league believes that it is important to include the players themselves in the selection process and that the process be transparent and fair to all kids. All of the baseball and softball players need to have an opportunity to make the team regardless of popularity, school affiliation, parental influence, or manager prejudice. For those that are not selected for the team, the details regarding their candidacy shall be held in the strictest of confidence and remain private.

All selection decisions regarding Tournament teams need to be made with these Board ideals in mind. Several characteristics permeate our selection process for players and managers for the Tournament team: - Baseball/ Softball knowledge – Organizational skills (Managers) – Skill-level and ability to compete, attitude, hustle, team spirit, team leadership – Overall character, integrity, and sportsmanship  
Manager Selection: Managers and coaches interested in managing a Tournament team will submit written notice to the All-Star Selection Committee per a date

determined by the committee. Prospective manager must be members in good standing of the League and meet the following eligibility guidelines to be considered.

- Rookies Division- must be a manager or coach that coached or managed in the regular season Rookies Division.
- Majors Division- must be manager or coach that coached or managed in the regular season major division
- 9-10 & 10-11 Divisions- must be a manager or coach that coached or managed in the regular season in either the majors or minors division.
- Junior/ Senior Division- must be a manager or coach that coached or managed in the regular season Juniors/ Senior division.
- Intermediate 50/70 Division- must be a manager or coach that coached or managed in the regular season in either Juniors or Intermediate 50/70 division.

Player votes count for 50% of the total and manager/ coach votes count for the other 50%. In case of a tie, the deciding vote will go to the elected All Star committee.

#### Player Selection:

1. Balloting: Any players who have indicated interest in being considered for a Tournament team shall be placed on the ballot as a Candidate, and shall be identified on the ballot by the preferred name identified on the all-star commitment form. This involves submitting a signed eligibility and commitment release form, which is typically distributed by the managers in May. Every manager will solicit all of the players on their team to identify those that are interested in having their name considered for the Tournament ballots. Every player that completes a commitment/ eligibility form will have their name placed on the ballots as eligible for the tournament team(s) corresponding to their league ages.

2. Voting: All regular season League players are allowed 13 votes for the Candidates on their divisional ballot. Managers and coaches will also be allowed 13 votes on their ballots. Player voting is an independent and anonymous activity which is conducted on the field. Players may not vote for themselves and must vote only once per Candidate. Players vote for their division's Candidates and for Candidates of their same age group (e.g. Major players vote for Major Candidates and for any 10 or 11-year-old Candidates playing Majors.)

3. Vote tally and Initial Player Selections: The player votes will select the first 5 Tournament team members and the manager/ coach vote will select the next 5 members for each division. The Team Manager will select the remaining players. In many cases, a child may be eligible for two teams. The Tournament Team Managers will subsequently sort out the best candidates for the teams, balancing positions and needs to ensure the best team configuration.

#### LEAGUE TOURNAMENT RULES (not for all-stars or district tournaments)

In the division where there will be an end-of-season tournament in a division, the following rules will apply:

Seeding will be determined by the division VP

Home and visitor team will be decided by coin-flip.

Continuous batting order is required.

Mandatory play rules still apply, except as limited below for pool players.

Pool players may be used if necessary to allow a team to have ten (10) available players.

- Pool players must be assigned by the Player Agent

- Pool players may not play more than three consecutive outs at an infield position, and must bat at the end of the lineup

Games will have no time limit.

- If tied after 6 innings, teams will play one (1) additional inning with regular rules.
- If tied after 7 innings, (or late innings) teams will begin each offensive half-inning with a runner on second base.
  - o Such runner will be the player who was the last to complete an at-bat during the previous inning.

#### POOL PLAYERS (Note: this rule does not apply to the t-ball division)

Pool players may be utilized during the regular season games if necessary to allow a team to have ten (10) available players. Players (or parents on behalf of players) in any other division may notify the Player Agent of their intent to volunteer to be selected as a pool player. A player may only be a Pool Player in the Division which he/she plays. The Player Agent is the only person authorized to assign pool players to a game. Pool players should be requested at least 48 hours prior to the game, unless circumstances do not allow for 48-hour notice. The player agent will communicate to managers the preferred method for requesting a pool player be assigned to a team. The Player Agent will utilize a rolling volunteer roster, whereby any player who is assigned to a game as a pool player will be moved to the bottom of the roster. This process is to ensure equal distribution of games for pool players, and to prevent coaches and managers from “drafting” or requesting individual pool players for their team. Managers may not use pool players unless specifically assigned by the player agent. Managers may not use pool players as pitchers or catchers. Pool Players must play nine (9) defensive outs and one (1) at bat. Any manager (or acting manager) who violates the pool player rules will be subject to sanctions by the Disciplinary Committee.

#### UNIFORM MODIFICATIONS AND ALTERNATE UNIFORMS

The Board of Directors will select team names for all teams in all divisions and have sole authority to provide players a uniform in a style and color as deemed appropriate by the Board. Teams may not select or acquire their own uniforms without board approval. Teams who wish to add player names to the back of the jerseys may do so at their own expense, but only as a whole team. Individual players shall not modify the uniform in any way. All other requests for uniform modification must be approved by the Executive Committee of the Board of Directors.

#### PUBLIC HEALTH ORDER/COVID SAFE PRACTICES

All players, volunteers, and spectators shall follow all COVID Safe Practices applicable to league activity as published in the “All Together New Mexico” document published by the New Mexico Department of Health. Since this document can change without notice, all volunteers should ensure they review any email sent by the league and regularly check the league’s website for the latest requirements under the 2021 Season Updates tab. League officials will promptly post any updates to the membership via email and update the website. All players, volunteers and spectators are required to follow all instructions of any league official with respect to the COVID Safe Practices, and are subject to removal from the league for failing to comply.