

NBLL Bylaws 2025

NBLL shall follow all rules and regulations as specified in the then-current Little League Official Regulations, Playing Rules, and Policies (the “LL Rule Book”) except as modified or expanded below.

I. League Operations & Conduct

a. Players, parents, managers, umpires, and other volunteers will be provided a copy of the NBLL Code of Conduct to be signed and submitted to the Board of Directors (the “Board”) at the beginning of the season. Each member of the Little League community will be asked to adhere to the guidelines in the relevant document. Players, managers, and coaches will not be permitted on the playing field prior to acknowledging the relevant Code(s) during the on-line registration process or returning the signed documents to the respective Vice Presidents of their divisions.

b. An Executive Committee may be used to settle any disputes that may arise during the year, and it will handle any matters the Board delegates as specified in Article XIII of the Constitution. The Executive Committee shall consist of such members of the Board as may be determined by the Board from time to time.

c. Board members may attend meetings via teleconference when necessary, and such member(s) shall be counted as “present” for purposes of determining quorum.

d. Minutes from regular board meetings shall be made available in a reasonably timely manner to Regular Members in good standing upon request to the Board President and Secretary.

e. The Board may approve motions or business requiring votes through email or other similar electronic methods.

i. A majority of all Directors is necessary to approve business by email or electronic methods.

ii. The Secretary shall keep a record of such votes in a similar method as meeting minutes.

II. Game Logistics

a. Game Timing

i. In the Major, Intermediate, Junior, and Senior Leagues games proceed according to Rule 4.10 of the LL Rule Book; Majors shall play 6 innings and

Intermediate/Juniors/Seniors shall play 7 innings. There are no time limits for Majors games. Intermediate, Juniors and Seniors games are governed by the District 2 Interlock Bylaws.

ii. In the Minor League, no new inning shall begin more than 1 hour and 45 minutes after the first pitch for the AAA Division and 1 hour and 30 minutes for the AA Division. Official timing shall be kept by the Plate Umpire.

iii. In the Farm League (A and T-Ball), no new inning shall begin more than 1 hour after the first pitch (unless agreed upon by both teams' managers). The home team's manager is responsible for timekeeping.

b. Field Logistics

i. The home team will occupy the third base dugout.

ii. At all fields, the home team is responsible for putting out the bases and lining the field before the game, and for putting away and securing the bases and chalk after the game. Both teams are responsible for the clean-up of dugouts they have used at all fields. Additional field maintenance duties may be assigned or solicited in order to keep our fields in their most playable condition.

iii. Both teams have 15 minutes of infield warm-up time prior to the first pitch. The visiting team shall take the field 30 minutes prior to the start of the game, and the home team shall take the field 15 minutes prior to the start of the game.

iv. Each team in AA, AAA, Majors, Intermediate, Juniors, and Seniors shall provide one new baseball to the Plate Umpire prior to the start of the game. During the use of a pitching machine (AA), each team will use a new baseball for game play. In A, each team will provide a bucket of balls for its coach to pitch in game use. In T-Ball, each team will provide a ball for game use.

v. The home team shall provide the official scorekeeper, whose duties shall also include recording the official pitch counts for both teams (although another adult volunteer may assist in pitch tracking). Each team shall keep a pitching log on the Little League approved form; the manager or his/her designee for each team shall sign the official pitching log at the completion of the game. Upon request of the opposing manager, each team shall open its scorebook and pitching log for review. In AA, no score shall be recorded. In Single A and T-Ball, no score or pitch counting shall be recorded.

vi. Majors, Intermediate & Juniors only: the manager or scorekeeper of the home team shall post the score of a game to the division VP within 24 hours of completion of each Majors, Intermediate and Juniors game. Standings and scores

will not be posted for T-Ball, A and AA divisions. Standings and scores may be posted for the AAA, Majors and Juniors divisions at the discretion of the applicable Vice President.

c. Game Interruption and Postponement

i. It is the responsibility of the Board of Directors or their designees to determine if a game shall be postponed due to adverse weather or field conditions. In most cases, the decision should wait until as close to game time as possible to allow every possible opportunity for the game to be played as scheduled.

ii. In the event that either manager determines a field is unplayable upon arrival for a game, the managers shall have the discretion to postpone the game to a later time. If a game is postponed under these circumstances, the home team manager is responsible for contacting the Chief of Umpires immediately to notify the umpires; the managers are then responsible for notifying the players. The two managers should then work together with the appropriate Vice President to identify a mutually agreeable time and location to reschedule the game and contact the Scheduler or Division VP to revise the master schedule. If the managers cannot find a mutually agreeable time, or if fields are unavailable at their chosen time, or if they fail to do so within a reasonable period of time from the original game cancellation, the Division VP or Scheduler will determine and communicate a time for reschedule based on field and team availability.

iii. If the league cancels a game prior to game time, then the league will determine a time for reschedule.

iv. The Plate Umpire is responsible for terminating a game in progress due to adverse field conditions, adverse weather, darkness or other safety issues. In the Farm League (T-Ball and A) or in AA when no Plate Umpire is present, the coaches shall have such responsibility.

v. In the case of a tie game in the Majors, Juniors, or Seniors divisions, the umpire may elect to continue playing if field conditions permit. However, if another game is scheduled on the same field immediately following the game in question, the tie game should be rescheduled to resume on another day or another field, by mutual agreement of the managers.

d. Scheduling

i. Regular season games shall begin on March 17, 2025. Majors and AAA Minors will conclude on or around May 22, 2025; AA Minors and Farm will conclude by no later than June 9, 2023. Tournaments for Majors and Minor leagues may be scheduled following the conclusion of the regular season at the discretion of league VPs.

ii. Summer league games shall begin on or around June 14, 2025 and conclude by August 17, 2025. Summer league tournaments may be scheduled for the various divisions at the discretion of the Board or summer league committee members.

iii. All dates are subject to adjustment based on weather conditions.

III. League Structure and Team Formation

All players who submit their registration prior to the published deadline and attend any applicable tryouts or assessments will be guaranteed placement on a roster; applicants who register after the published deadline will be placed on a waitlist pending space and coaching availability.

All parent/guardians must certify the age and residency of each player at registration. Parent/guardians **may** be asked to provide proof of both for the spring/summer seasons and **will** be required to provide proof for the tournament/All-Star season. Guidelines for proof of age & residency can be found on the Little League website.

The Board of Directors may move players between divisions they are eligible for based on the skill level and safety of players involved (ex: an 11-year-old player registered for Minors may be moved to Majors by the board, and vice versa).

a. Seniors: All players of League Age 15-16 shall be eligible to play in the Seniors division; League Age 13-14 players are also eligible for Seniors with Board approval. If enough players register to form one team within NBLL, the Board will form the roster(s). If fewer than 11 players register in Seniors, NBLL will pursue a co-charter arrangement with another Little League, if possible.

b. Juniors: All players of League Age 13-14 shall be eligible to play in the Juniors division; League Age 12 players are also eligible for Juniors with Board approval. The VP of Juniors or Board shall form the rosters for that division.

c. Intermediate: All players of League Age 13 shall be eligible to play in the Intermediate division; League Age 12 players are also eligible for Intermediate with Board approval. Intermediate division tryouts will be held in accordance with the procedure specified in the LL Rule Book.

d. Majors: All players of League Age 12 will be drafted to a Majors team per Regulation 5(a) of the LL Rule Book. Players of League Ages 10 and 11 will be eligible to try out for Majors selection. All players who wish to be considered for the draft must attend a tryout session, including those players of League Age 12, new, and returning Majors players. Extenuating circumstances for players who cannot attend the tryouts will be reviewed and approved by the Player Agent. Attendance at tryouts may be waived with approval by the Player Agent and Majors VP.

- i. Majors division tryouts shall be held in accordance with the procedure specified in the LL Rule Book.
- iii. Each year, all Majors players will be drafted from “scratch”. That is, all Majors teams will begin the draft with 0 existing players on their roster. All returning Majors players must be drafted to a Majors team.
- iv. The Majors division draft shall be held in accordance with the procedures defined in the LL Rule Book.
- v. The draft order will be determined through a random draw by Majors managers.

e. Minors: The Minor League shall be structured as follows (all ages are “Little League Ages”):

- i. Double A (AA): Ages 7-9.
- ii. Triple A (AAA): Ages 9-11.

Parents who wish to have their child play outside the designated Minor League age level/division will be required to submit an Exception Request form to the applicable VP, and the player will be required to attend an assessment to evaluate skill level. These players will not be allowed to “skip” an entire division or level. Other exceptions related to first-year players or players from other leagues, etc. will be evaluated by the applicable VP and will require approval by the Board.

f. Farm: The Farm League shall be structured as follows (all ages are “Little League Ages”):

- i. T-Ball: Ages 4-6 (all 4-year-olds and first-time players ages 5-6).
- ii. Single A (A): Ages 6-8.

Parents who wish to have their child play outside the designated Farm League age level/division will be required to submit an Exception Request to the applicable VP, and the player may be required to attend an assessment to evaluate skill level. Other exceptions related to first-year players or players from other leagues, etc. will be evaluated by the applicable VP.

The Minor League and Farm League divisions *may* be further subdivided by age and/or skill depending on the number of players in each division. This decision will be made by the applicable VPs at the conclusion of the registration period.

g. Minors Team Formation:

- i. AA (Double A) teams will be formed by the VP of AA with the intent to provide each team with relatively equal skill and experience levels. Managers’

evaluations from prior seasons and/or results from assessments, if applicable, may be used to facilitate this process.

ii. AAA (Triple A) teams will be formed via a collaborative draft conducted by the Player Agent. Results from the player assessments and/or end-of-season manager evaluations from the prior season (if applicable) may be used to ensure distribution of skill across teams.

iii. Trading players once teams have been officially announced will not be permitted in the Minors divisions unless approved by the Player Agent and confirmed by the Board or NBLL Executive Committee.

iv. Per Regulation III(a) of the LL Rule Book, Minors teams shall have no minimum or maximum number of players; however, all team rosters may or may not have an equal number of players.

h. Farm Team Formation: T-Ball and A (Single A) teams shall be formed by the VP of A/T-Ball based on coach and/or parent request. Players with no specific requests will be assigned to a team with space available based on school, age, etc.

i. Summer League teams shall be formed based on spring ratings with the intent to provide competitive balance across the divisions. The number of players enrolled at each age level will determine the number of divisions in Summer League.

j. Tournament Teams (All-Stars) shall be formed no earlier than June 1, 2025, according to regulations set forth in the LL Rule Book. The All-Star Selection process will be approved by the Board of Directors and published no later than the first day of the current season.

i. Tournament team rosters shall be selected from eligible players in the AAA, Majors, Intermediate, Juniors and Seniors divisions.

ii. AA Division players shall not be selected to Tournament Team rosters, unless there are not enough eligible and interested players in AAA and/or Majors.

k. Manager Candidates: Managers and coaches do not have tenure, regardless of their previous years of service. Prior service does not guarantee reappointment; all managers and coaches must be appointed annually by the President and approved by the Board of Directors.

i. All persons interested in applying to be a Farm, Minors, Intermediate, Juniors, or Seniors manager should follow the process defined on the NBLL website, or contact the League President by the date published on the website. Managers and coaches for the Farm, Minors, Intermediate, Juniors and

Seniors shall be appointed by the President in accordance with Regulation I(b) of the LL Rule Book.

ii. All people interested in applying to be a Majors manager must submit the application available on the NBLL website no later than the deadline published on the NBLL website. A manager selection committee may make recommendations to the President for appointment in accordance with Regulation I(b) of the LL Rule Book.

iii. All eligible persons interested in managing or coaching a tournament (all-star) team should apply to the League President and Player Agent no later than May 13 of the current year. All Tournament managers and coaches shall be appointed by the President and approved by the Board in accordance with Regulation I(b) of the LL Rule Book. As a condition of eligibility for selection as a tournament team manager/coach, the regular season manager/coach must have also completed the Little League Diamond Leader Training Program ([LittleLeague.org/Diamond Leader](http://LittleLeague.org/DiamondLeader)). This program must be completed prior to the individual being named a tournament team manager/coach before participating in any practices or games. (new for 2023)

IV. Rules of Play.

Unless noted otherwise, NBLL follows the rules of play specified in the LL Rule Book.

a. Intermediate, Juniors and Seniors teams shall comply with the District 2 rules governing interleague play.

b. Majors and AAA:

i. In addition to the mandatory play regulations set forth in the LL Rule Book, to the extent possible no player shall sit out more than two consecutive innings in any regulation game except for cases of illness, injury, or disciplinary action by the manager or umpire. An inning is defined as 3 outs by each team or conclusion of the game by the run limit or winning run scored. No player shall sit out a third inning until the rest of the team's active players have sat out two innings. Disciplinary actions may be subject to review by the Executive Committee or Board upon parent request.

ii. Per the continuous batting order of Rule 4.04 of the LL Rule Book, every player on the roster bats. Substitutions do not affect the batting order.

c. Minors (AA & AAA):

i. Every player on the roster bats. Substitutions do not affect the batting order.

- ii. Stealing:
 - a. Stealing is not permitted at any time in AA. For a runner to advance, the batter must have put the ball into play.
 - b. In AAA, stealing is permitted in the following situations:
 - i. A base runner may advance to second and/or third base on a wild pitch and/or a passed ball where the ball leaves the catcher's box behind home plate. The catcher's box shall be defined by the umpire (and outlined in chalk) before each game, and a base runner may advance on ANY loose ball (i.e., not in the catcher's control) that falls outside this designated area. A base runner may not advance if the ball is caught and in the catcher's control, even if the catcher is physically outside the catcher's box area.
 - ii. A base runner may not advance to home plate on passed balls or overthrows back to the pitcher.
- iii. If a single pitcher hits **two batters in one** inning or **three batters in one game**, the pitcher must be replaced and cannot return to the pitching position for the duration of the game.
- iv. In AA, we will utilize a pitching machine during a portion of the season - VP will determine timing.
 - a. During pitching machine use:
 - i. Coaches from the hitting team will deliver pitches - no child will be allowed within the safety circle surrounding the machine.
 - ii. No walks will be awarded, but a player will be out after 3 strikes.
 - iii. A catcher will return the 'pitched' ball to the coach at the pitching mound.
 - iv. A batted or thrown ball that hits or is in the vicinity of the machine will be played as a dead ball and the player will advance 1 base.
 - v. If the coach at the machine is concerned about safety, "time" can be called.
 - b. During player pitch:
 - i. After Ball Four is delivered, the batter will be given two swings to put the ball into play utilizing a batting tee. A foul ball counts as one swing. Additionally, the batter must make primary contact with the ball rather than

primarily the tee or he/she will be called out based on the umpire's judgment.

- ii. Bunting from the tee is not permitted, and the umpire will use his/her judgment to determine if the batter attempted an acceptable full swing.
- iii. The batter and base runners may advance at most 2 bases on a ball hit from the tee, regardless of the defensive play, errors, etc.

v. In AA, a ball in play shall be declared dead once the pitcher is in possession of the ball, and runners may no longer advance.

vi. Open Inning: There are no open innings in AA or AAA. The five-run rule always applies.

d. Farm (T-Ball and A):

i. In A, pitching shall be by the coach of the batting team. A fielder may be placed in the vicinity of, but not in front of, the coach who is pitching.

ii. In A, if a player is unable to place the ball in play after four (4) pitches, the player will then hit from a tee.

iii. In both T-Ball and A, all batters bat in each inning. The half-inning will be complete once the final batter on a team has batted.

iv. In all Farm League games, there is no scorekeeping.

v. In the Farm League, rules may be modified during the season by the mutual consent of the managers, either within a game or within the season.

e. Summer League rules of play shall be established prior to the beginning of summer play.

V. Substitute Players (For Juniors, Intermediate, Majors & AAA)

a. Prior to Opening Day, the VP of each division shall create a pool of players from existing regular season teams who are willing to play in extra games when teams face a shortage of rostered players for a game. Players who wish to be added to this substitute pool may do so at any point in the season provided they are placed in the last spot on the substitute list.

- b. Players in the pool will be listed in order of next availability and assigned on a rotating basis; however, priority will be given to potential substitutes who do not have a scheduled game with their existing team on the day that a substitute is needed.
- c. Managers and coaches do not have the right to request or select specific players from the pool.
- d. Managers must request a substitute from the appropriate league VP (or other designated Board member) no later than four hours prior to the scheduled game time.
- e. No more than two substitute players may be used for a single game. If a manager knows he/she will not have enough players, even with substitutes, then he/she should contact the opposing manager to arrange to reschedule the game.
- f. Substitute players will not be allowed to pitch or play an infield position as a substitute in the Majors, Intermediate and Juniors; in the Minors, substitute players may not pitch but may play any other position. The substitute player(s) must occupy the last spot(s) in the batting order.
- g. Substitute players must play at least nine consecutive defensive outs and bat once, even if additional rostered players arrive at the game after it has begun.

VI. Forfeit Policy

Forfeited games are addressed by Rules 4.15, 4.16, 4.17 and 4.18 in the LL Rule Book. Only the Chief of Umpires may declare a game to be forfeited; the managers or the Plate Umpire may not make that determination. This decision will be reached after consultation with the game umpire(s) and, if necessary, the Board of Directors. Once a game has been declared a forfeit, any subsequent activities by the players of either team shall not be considered a game under any circumstances or for any purpose.

Managers may begin or continue a game with 8 players, per the “Local League Option” in Rule 4.00 in the LL Rule Book. The 9th position in the batting order shall be skipped and not recorded as an out.