Yorktown Little League
2027 Bylaws

League ID # 3432714

ARTICLE I – NAME

This organization shall be known as the YORKTOWN LITTLE LEAGUE (YLL).

ARTICLE II – OBJECTIVE

SECTION I – The objective of the YORKTOWN LITTLE LEAGUE shall be to positively impact youth and communities using the power of youth baseball and/or softball to teach life lessons to build stronger individuals and communities.

SECTION 2 – YORKTOWN LITTLE LEAGUE shall achieve this objective by providing supervised baseball and softball programs under the Regulations and Rules as decided upon by the Board of Yorktown Little League and Little League International.

SECTION 3 – In accordance with Section 501(c)(3) of the Federal Revenue Code, YORKTOWN LITTLE LEAGUE shall operate exclusively as a non-profit educational organization that provides a supervised program of competitive baseball or softball. No part of the net earnings shall benefit any private shareholder or individual.

SECTION 4 - These bylaws are not meant to replace any rules in the Little League Baseball or Softball Rulebook as published by Little League Baseball, Inc. These rules are meant to compliment but not override the rules of Little League International regulations. These rules can be equal to or add to the published rules but cannot but not contradict or be less than published rules.

ARTICLE III– GENERAL LEAGUE POLICY

SECTION 1 - The League Season shall begin the first day of January and terminate no later than the last day of September. The Fiscal Year shall begin the first day of October and end the last day of September of the next year.

a. Annual Board Elections for the following season shall be held on the third Sunday in September at 5pm or within 7 days of the annual meeting date, of the preceding year. Elections will be conducted as presented in the Little League Rule book.

b. YORKTOWN LITTLE LEAGUE BOARD will consist of at least President, Vice-President, Treasurer, Secretary, Safety Officer, Player Agent, and Coaching Coordinator.

SECTION 2 - Annual Registration Process –

a. Annual registration days, including date, time and location will be decided by the local board no later than the meeting one month prior to the first registration date.

b. Registration dates, times and locations must be emailed to active members, posted on the Yorktown Little League website and Facebook page within 10 days of the first date.

c. Proper documentation outlined in Little League Rulebook regarding residency and eligibility requirements must be brought to registration and verified by the President or Player Agent before the player will be registered.

d. YORKTOWN LITTLE LEAGUE will require a Registration Fee for each child participating in a Little League Program. This fee will be collected annually during the registration period. The fee amount will be set at a monthly meeting prior to the first day of registration and approved by the local board of directors. These fees are required, regardless of the program levels. The League President must allow for individual hardship cases, where it can be clearly established that a family cannot afford to pay the registration fee. Under no circumstances will a child be denied the opportunity to participate in Little League due to inability to pay. In the case that a family cannot afford to pay the registration fee an agreement will be made with the family and YORKTOWN LITTLE LEAGUE for at least 10 volunteer hours to be donated to the league in exchange for the registration fee.

SECTION 3 - Team Sponsor Fees will be determined and approved by the YLL Board. The fee amounts will be set at least one month prior to the first registration date.

a. The Sponsorship and Fundraising Manager and at least one other board member is appointed to present team sponsors and/or sign sponsors an application which lists the fee for sponsorship by February 1st with collection by February 15th at the latest.

SECTION 4 – Managers and Coaches ~ anyone interested in volunteering to be a Manager or Coach shall complete a Coach Application through Sports Connect, which clearly states their desire to be an Assistant Coach or Manager and what division they desire. Those who desire to be team Managers will be presented by the President and approved annually by secret ballot majority vote from the Board of Directors. Managers and Coaches must be able to pass background check prior to vote of Board of Directors and complete the abuse awareness training.

SECTION 5 – Background checks – Managers, Coaches, Umpires, and any Volunteers who have repetitive contact with Players are required to complete and pass (1) Little League volunteer application through J.D. Palatine (JDP) which can be accessed through Sport Connect the league registration website. (2) Annual abuse awareness training which is available at www.littleleague.org. Anyone red lighted or does not pass the background check can appeal by coming before the board for approval to continue to volunteer. Anyone with crimes against children will not be permitted to Volunteer in any capacity with Yorktown Little League.

SECTION 6 – Board Members will demonstrate commitment to YORKTOWN LITTLE LEAGUE:

1. Pass background check through J.D. Palatine and abuse awareness training annually.
2. Attendance at regular and special Board meetings
3. Support of and participation in league activities
4. Conduct themselves in a positive way as a representative of the League both on and off the field.
5. Cooperation with all involved with the league (i.e. players, parents, coaches, board members, et al)
6. Assistance with all fundraising activities of the league.
7. Assist with maintenance of facilities.
8. Actively participate on League Committees.
9. Support and cooperate with the Umpire in Chief and umpire staff.
10. Adhere to Three Strikes policy.

SECTION 7 – Three Strike Policy will apply to parents, players, coaches, board members and anyone who interact with YORKTOWN LITTLE LEAGUE. Parents will be presented with a Parent Code of Conduct in writing at registration and their signature indicates that they understand the Code of Conduct and the Three Strikes Policy. Any infraction of the league rules or Code of Conduct can be enforced by at least two agreeing Board Members.

1. **1st Offense**: Automatic one-week suspension from all Little League activities starting the moment of the infraction. The offender will be asked to leave the Little League activity immediately and law enforcement will be asked to assist if needed. The incident will be on the individual's record.
2. **2nd Offense**: Automatic suspension from all Little League activities starting the moment of the infraction for remainder of season including All Stars. The offender will be asked to leave the Little League activity immediately and law enforcement will be asked to assist if needed. Individual must submit letter of apology and appear before board of directors for reinstatement prior to the following season.
3. **3rd Offense**: Lifelong ban from YORKTOWN LITTLE LEAGUE. The offender will be asked to leave the Little League activity immediately and law enforcement will be asked to assist if needed. District officials will be notified. YORKTOWN LITTLE LEAGUE Board will discuss and

consider lifelong ban of the offender from YORKTOWN LITTLE LEAGUE and seek approval and guidance from Williamsport.

SECTION 8 – **Equipment** ~ The Coaching Coordinators with support from the Vice President will be responsible for the distribution, collection, cleaning and storage of equipment by August 1st.

a. The Coaching Coordinators or Vice President shall submit an annual written inventory report of equipment on hand, needed, or not returned to the YLL Board one month after the conclusion of the regular season. The Coaching Coordinators and/or Vice President are expected to work together to ensure all equipment distributed is returned.

b. If equipment is not returned to the league, the Manager that the equipment was issued to will not be allowed to manage until (1) the equipment is returned or replaced (2) the manager comes before the board and explains the circumstances of the missing equipment and the YLL Board determines the Manager is not responsible for the loss.

SECTION 9 – **Uniforms** for all teams will consist of hat or visor and jersey with number (front & back), Team name or Yorktown on front and sponsor name on back or sleeve. The uniform committee will make recommendations for manufacture and design of regular season uniforms and be approved by majority vote by the YLL Board annually.

SECTION 10 – **All Star Uniforms** will consist of hat or visor and jersey with players name and number on the back, Little League patch on the left sleeve or centered on the left chest for sleeveless jerseys per the Little League Rulebook, "YORKTOWN" and number on the front of the uniform. All tournament teams uniforms will be approved by the YLL Board.

SECTION 11 – **Practice and Field Use**

a. There will not be practice on Yorktown Little League fields unless approved by the YLL Board. Practice on the Softball field must be approved by YISD AD then the YLL Board.

b. **Practice locations** will be scheduled with the Coaching Coordinator or Vice President. The older teams will get first opportunity to schedule practice at larger fields.

c. **Pitching Machines** – baseball and softball pitching machines are available for use by all teams for practice at the Little League field batting cages. The Coaching Coordinator or Vice President will develop a process to ensure that each team has equal opportunity to use the machines and cages. The manager will be responsible for the machines and that they are use appropriately, returned in the condition which they found them and report any malfunction or problem which occurred with the machine to the Coaching Coordinator or Vice President.

d. Managers are required to communicate to the parents a plan for scheduled practices.

SECTION 12 - **Rain Out Games** – All rain-out games will be rescheduled for the next available date as soon as they can be scheduled and the field is available for play.

SECTION 13 – **Game Play by Division**

a. **Tee-Ball** –

1. One (1) hour maximum game time duration
2. Continuous batting order - Every batter bats each inning.
3. All players play in the field each inning.
4. No inning shall start after 9pm.
5. Each team will have One (1) Team Manager and Three (3) Coaches allowed on the field. One coach must remain in the dugout at all times players are in the dugout.
6. Tee-Ball teams will use Little League approved Tee Balls.
7. Tee-Ball teams will use Little League approved batting tees.
8. USA certified Tee ball bats must be used. USA/Tee Ball must be on bats.
9. No double headers are allowed.
10. Participants will be league age 4, 5 or 6. Players league age 6 or below must have one-year experience in Tee-Ball before moving to Coach Pitch.

11. Starting mid-season of the regular season the coach will throw the first two (2) pitches to the batter. If the batter does not hit one of those pitches the batter will get two (2) swings to hit the ball off the tee. If the batter does not hit the ball off the tee after two (2) swings the batter is out.

b. **Coach Pitch Baseball** -

1. One (1) hour and thirty (30) minute time limit or four (4) inning. The game may go to two (2) hours if no game is scheduled behind them.
2. Continuous batting order.
3. No inning shall start after 10pm.
4. Maximum 5 run rule per inning per team
5. Runners cannot leave the base until pitch reaches the batter. If the runner leaves early, they must return to the base they occupied.
6. Ball is no longer in play once the ball is inside the pitching mound
7. Coach Pitch teams will utilize live pitching and not use pitching machines or batting tees.
8. When the coach is pitching, they shall NOT wear a glove.
9. If the opposing team agrees - Pitching For the first half of the season the coach will pitch to the batter. The coach will pitch 6 balls max, or until the batter gets 3 strikes.
   The second half of the season, the player will pitch 4 pitches at most. No batter can be walked by pitcher, but batter can strike out if 3 strikes are called. Coach will come in and pitch 2 balls at most depending on number of strikes batter already has called on him. Example count is 4 balls no strikes. Coach will come in and pitch 2 balls. If the count is 3 balls 1 strike coach will still pitch 2 balls. If the count is 2 balls and 2 strikes the coach will only pitch 1 ball. If last ball is fouled off, another ball will be pitched until batter strikes out or reaches base.
10. Coach Pitch teams will use Little League approved RS baseballs
11. Bats must bear the USA Baseball logo. The bat diameter should not exceed 2 5/8 inches with a maximum length of 33 inches.
12. No double headers are allowed
13. Coach Pitch players will be league age 6 or 7 years old. Participants league age 6 must have one-year experience in Tee Ball before moving to coach pitch.
14. Coach pitch teams may have 4 coaches.
15. Teams will play with 9 players on the field.
16. Teams are allowed to play with only 8 players with no repercussions. (i.e. no extra out etc.)

c. **Coach Pitch Softball** –

1. One (1) hour and thirty (30) minute time limit or four (4) inning. The game may go to two (2) hours if no game is scheduled behind them.
2. Continuous batting order.
3. No inning shall start after 10pm.
4. Maximum 5 run rule per inning per team.
5. Runners cannot leave the base until pitch reaches the batter. If the runner leaves early, it is an out.
6. Ball is no longer in play once the ball is inside the pitching circle.
7. Coach Pitch teams will utilize live coach pitching and not use pitching machines or batting tees.
8. When the coach is pitching, they shall NOT wear a glove.
9. If the opposing team agrees - Pitching For the first half of the season the coach will pitch to the batter. The coach will pitch 6 balls max, or until the batter gets 3 strikes.
   The second half of the season, the player will pitch 4 pitches at most. No batter can be walked by pitcher, but batter can strike out if 3 strikes are called. Coach will come in and pitch 2 balls at most depending on number of strikes batter already has called on him. Example count is 4 balls no strikes. Coach will come in and pitch 2 balls. If the

count is 3 balls 1 strike coach will still pitch 2 balls. If the count is 2 balls and 2 strikes the coach will only pitch 1 ball. If last ball is fouled off, another ball will be pitched until batter strikes out or reaches base.

10. Coach Pitch Softball teams will use eleven (11)inch Little League approved softballs.
11. Bats must be USSSA 1.20 bpf with barrel diameter maximum 2 1/4 inches and maximum length 33 inches.
12. No double headers are allowed
13. Coach Pitch players will be league age 6- or 7-year-olds. Participants league age 6 must have one-year experience in Tee Ball before moving to coach pitch minors.
14. Coach pitch teams may have 4 coaches.
15. Teams will play with 9 players on the field.
16. Teams are allowed to play with only 8 players with no repercussions. (i.e. no extra out etc.)

d. **Minor League Baseball** –

1. Yorktown Little League will make every effort to complete the number of innings in a game, according to the Little League Rulebook to ensure each game counts as a regulation game. A minimum of four (4) innings and maximum of six (6) innings will be played or a one (1) hour forty-five (45) min time limit.
2. Continuous batting order.
3. No inning shall start after 10pm.
4. Eight (8) run rule after 4.5 innings, ten (10) run rule after 3.5 innings or 15 runs after 2.5 innings.
5. Maximum 5 run rule per inning per team
6. Runners cannot leave the base until pitch reaches the batter. If the runner leaves early, the must return to the base they occupied.
7. Ball is considered dead when pitcher has the ball on the pitching rubber and the catcher is in the catcher box, with all equipment on, and is ready to receive a pitch.
8. Minor league teams will use Little League approved RS baseballs.
9. Bats must bear the USA Baseball logo. The bat diameter should not exceed 2 5/8 inches with a maximum length of 33 inches.
10. No drop third (3rd) strike.
11. A team may play one (1) doubleheader in a calendar week.
12. There will be total of one (1) minute between innings for teams to leave field and prepare to bat and teams to take the field.
13. Minor league players will be league age 8 & 9 years old.
14. Minor league teams may have 3 coaches
15. Teams are allowed to play with only 8 players with no repercussions. (i.e. no extra out etc.)

e. **Minor League Softball** –

1. Yorktown Little League will make every effort to complete the number of innings in a game, according to the Little League Rulebook to ensure each game counts as a regulation game. A minimum of four (4) innings and maximum of six (6) innings will be played or a one (1) hour and forty-fiv (45) min time limit. If using the time limit, the inning must be finished.
2. Continuous batting order.
3. No inning shall start after 10pm.
4. Eight (8) run rule after 4.5 innings, ten (10) run rule after 3.5 innings or 15 runs after 2.5 innings.
5. Maximum 5 run rule per inning per team
6. Runners cannot leave the base until pitch reaches the batter. If the runner leaves early they will be called out.
7. Ball is no longer in play once the ball is inside the pitching circle.
8. Minor League softball teams will use eleven (11) inch Little League approved softballs.
9. Bats must be 1.20 bpf with barrel diameter maximum 2 ¼inches and length 33 inches.

10. No drop third (3rd) strike.
11. A team may play one (1) doubleheader in a calendar week. No team shall play three games in a day.
12. There will be total of one (1) minute between innings for teams to leave field and prepare to bat and teams to take the field.
13. Minor league players will be league age 8 & 9 years old.
14. Minor league teams may have 3 coaches.
15. Teams are allowed to play with only 8 players with no repercussions. (i.e. no extra out etc.)

f. **Major League Baseball** –

1. Yorktown Little League will make every effort to complete the number of innings in a game, according to the Little League Rulebook to ensure each game counts as a regulation game. A minimum of four (4) and maximum of six (6) innings will be played or a one (1) hour forty-five (45) min time limit. If using the time limit, the inning must be finished.
2. Continuous batting order.
3. No inning shall start after 10pm.
4. Eight (8) run rule after 4.5 innings, ten (10) run rule after 3.5 innings or 15 runs after 2.5 innings.
5. Runners cannot leave the base until pitch reaches the batter. If the runner leaves early they must return to the base they occupied.
6. Ball is considered dead when pitcher has the ball on the pitching rubber and the catcher is in the catcher box, with all equipment on, and is ready to receive a pitch.
7. Major league teams will use Little League approved RS baseballs.
8. Bats must bear the USA Baseball logo. The bat diameter should not exceed 2 5/8 inches with a maximum length of 33 inches.
9. A team may play two (2) doubleheaders in a calendar week.
10. There will be total of one (1) minute between innings for teams to leave field and prepare to bat and teams to take the field.
11. Major league players will be league age 10, 11, or 12 years old.
12. Major league teams may have 3 coaches.
13. Teams are allowed to play with only 8 players with no repercussions. (i.e. no extra out etc.)

g. **Major League Softball** –

1. Yorktown Little League will make every effort to complete the number of innings in a game, according to the Little League Rulebook to ensure each game counts as a regulation game. A minimum of four (4) and maximum of six (6) innings will be played with a one (1) hour forty-five (45) minute time limit. If using the time limit, the inning must be finished.
2. Continuous batting order.
3. NO inning shall start after 10pm.
4. Eight (8) run rule after 4.5 innings, ten (10) run rule after 3.5 innings or 15 runs after 2.5 innings.
5. Runners can leave the base when pitcher releases the ball. If the runner leaves early, they will be called out.
6. Ball is considered dead when pitcher is in the 8ft radius circle and in possession of the ball.
7. Major League Softball teams will use twelve (12) inch Little League approved softballs.
8. USSA 1.20 softball bats will be used with a barrel diameter maximum of 2 ¼ inches and 33 inch length.
9. A team may play two (2) double headers in a seven (7) day period. No team shall play three games in a day.
10. There will be total of one (1) minute between innings for teams to leave field and prepare to bat and teams to take the field.
11. Major league players will be league age 10, 11, or 12 years old.

12. Major league teams may have 3 coaches.
13. Teams are allowed to play with only 8 players with no repercussions. (i.e. no extra out etc.)

h. **Junior League Baseball** –

1. Yorktown Little League will make every effort to complete the number of innings in a game, according to the Little League Rulebook to ensure each game counts as a regulation game. A minimum of five (5) and maximum of seven (7) innings will be played or a two (2) hour time limit.
2. Continuous batting order.
3. No inning shall start after 10:30pm.
4. Eight (8) run rule after 5.5 innings, ten (10) run rule after 4.5 innings or 15 runs after 3.5 innings.
5. Open bases.
6. Ball is live at all times except when umpire calls it dead.
7. Junior League Baseball teams will use Little League approved RS baseballs.
8. Bats can be BBCOR or must bear the USA Baseball logo. Bat diameter not to exceed 2 5/8 with maximum length not to exceed 34 inches. Wooden bats are approved for use and no USA Baseball logo is required.
9. There will be total of one (1) minute between innings for teams to leave field and prepare to bat and teams to take the field.
10. Junior league baseball players will be league age 13, 14 or 15 years old.
11. Junior league teams may have 3 coaches
12. Teams are allowed to play with only 8 players with no repercussions. (i.e. no extra out etc.)
13. Junior league players who are 15 years old are eligible to pitch.

i. **Junior League Softball** –

1. Yorktown Little League will make every effort to complete the number of innings in a game, according to the Little League Rulebook to ensure each game counts as a regulation game. A minimum of five (5) and maximum of seven (7) innings will be played or a two (2) hour time limit.
2. Continuous batting order.
3. No inning shall start after 10:30pm.
4. Eight (8) run rule after 5.5 innings, ten (10) run rule after 4.5 innings or 15 runs after 3.5 innings.
5. Runners may not leave the base until the pitcher has released the ball. If the runner leaves early they will be called out.
6. Ball is considered dead when the pitcher is in the 8ft radius circle and in possession of the ball.
7. Junior League Softball teams will use Little League approved 12 inch softballs.
8. Bats must be USSA 1.20 bpf softball bats, with a barrel diameter maximum of 2 ¼ inches and 34 inch length.
9. Doubleheaders are permitted
10. There will be total of one (1) minute between innings for teams to leave field and prepare to bat and teams to take the field.
11. Junior league softball players will be league age 13, 14, or15 years old.
12. Junior league teams may have 3 coaches.
13. Teams are allowed to play with only 8 players with no repercussions. (i.e. no extra out etc.)
14. Junior league players who are 15 years old are eligible to pitch.

ARTICLE IV – PLAYERS

SECTION 1 – Division Age ~ Players will consist of children aged 4 to 16 years old. Players will be placed in the appropriate division as indicated by the Little League Age Chart included in the Little League Rulebook. Under no circumstances will a player be moved up or down in a different division just because of parent request. Any movement of players from the division which their league age

indicates will be reviewed and approved or declined by the YLL Board. Parents must provide in writing, the reason the player should be moved from the division they should be in by their league age by the last scheduled day of registration. The parents are encouraged to attend the board meeting in which the board will vote to move the player to the desired division the parents are requesting.

a. T-Ball will consist of players league age 4 to 6 years old or 6 years who have not completed one year of T-Ball.
b. Coach Pitch Minors players will be league age 6 and 7 years old. Participants league age 6 must have one-year experience in Tee Ball before moving to coach pitch minors.
c. Minor League Division will consist of players league age 8 to 9 years old.
c. Major League Division will consist of players league age 10 to 12 years old.
d. Junior League Division will consist of players league age 13 to 15 years old.
e. Senior League Division will consist of players league age 13 to 16 years old.

SECTION 2 – DRAFT ~ Players who are registered to play in Yorktown Little League, which have greater than one team in the league will be required to participate in Plan A – conventional draft plan according to the Little League Rulebook.

1. The YLL Board shall determine draft evaluation dates, times and locations at the board meeting 1 month prior to the first date. These dates must be emailed to active members, posted on the Yorktown Little League website and/or the Facebook page and/or the Little League Facebook site as soon as they are determined at least 2 weeks prior to the first draft.
2. There will be a minimum of two (2) evaluation dates
3. The approved volunteers who are scoring the players at the evaluation must attend ALL evaluation dates and times scheduled.
4. Any player who does not participate in the evaluation placement process will be given the lowest rank and be drafted at the end of the draft. A player who does not attend the draft evaluation will not be eligible to be selected for District/All Stars play. If the player was unable to attend evaluations for a reason that is out of their control, they may come to the YORKTOWN LITTLE LEAGUE Board and request the Board hear their circumstances and request approval to be considered for District/All Star play.
5. Only the approved volunteers who are scoring the players and the Player Agent will know the scores given to players at the evaluation. Players, parents and any volunteer shall never be told the position in which they were drafted.
6. Each player will be assessed and given a score 1-5 (one being the lowest score and 5 being the highest score) for each of the following skills by each evaluator:
    1. Batting – 5 pitches from pitching machine
    2. Fielding a Ground Ball
    3. Fielding a Fly Ball
    4. Throwing a Ball
7. The scores for each skill will be totaled and divided by the number of evaluating board members for an average score that is issued to that player for that skill. The numbers for each skill are then totaled and divided by the number of skills assessed which will determine the player's draft score.
8. Yorktown Little League will use the Conventional Draft Plan outlined in the current Little League Rulebook. In order to attempt to get competitive teams with a balance of skill levels across each team, the draft will be completed as follows.
    a. The players will be grouped by division and evaluation score. (i.e. all Major League #5 scored players in one group, all #4 scored kids in another group, etc).
    b. In order to keep draft position confidential, the groups with the same evaluation score will be chosen in no particular order (i.e. group 3 could start the draft then group 1 then group 5, etc.).
    c. The order of which manager gets first choice in every round of the draft will be determined by winning a coin toss with the newest manager calling heads or tales in the toss. The manager who wins the coin toss will get first choice in the

draft for that division.

d. All players which are in each scored group as a result of evaluations will be placed on the table to be drafted with the player's names facing up. Each team will select a player from the group till there are no other players to be selected. The next score group will be placed on the table and each team will select the players till none remain from that group. Each group will be drafted till no players remain to be drafted in that division.

9. All trades must be for justifiable reasons which will be brought to the board by the player agent recommendation and approved by the YLL Board.

ARTICLE V – ALL STAR (DISTRICT) PLAYER SELECTION

SECTION 1 – **District Managers** will be presented by the President, voted on by the board via secret ballot, with the Manager receiving the most votes confirmed as Manager.

1. All Coaches will be informed at the coaches meeting at the beginning of the season of the rules of district play which prohibits release of District/All Star players before May fifteenth (15th).

2. **Assistant Coaches** must have managed or been an assistant coach in the regular season and are selected by the Manager who is selected by the board to Manager the team.

SECTION 2 – Player Selection – Players must attend one evaluation, and play required mandatory play in at least 12 games in the regular season to be eligible for selection on the All Star team. Additionally, during registration, each player will be asked to confirm their commitment to playing All Stars. Players who do not commit will not be included on the ballot for All Star consideration. Coaches will be given a list of eligible players and asked to vote in writing for 12 players and 3 alternates. The players with the most votes will be selected as the All Star team. The alternates will enter the team in the order of who got the most votes or alternate votes.

*Revised 11/15/2026