Centreville Little League Bylaws

All previous By-Laws shall no longer apply.

All references to the *"Board"* shall imply the Centreville Little League Board.
All references to the "*League*" shall imply Centreville Little League.
All references to the "*Manager*" shall imply Head Coach.

I. Centreville Little League Organization

A. Board of Directors:

The Centreville Little League Board of Directors, at a minimum, shall consist of the following seven (7) members as required by Little League International.

- President
- Vice-President
- Treasurer
- Secretary
- Safety Officer
- Player Agent
- Coaches Coordinator

The term of the fore said positions shall be one year, and those terms expire on September 30th of the year following elections. It is requested that any member wishing to resign his/her position before the end of their term do so in the form of a written resignation addressed to the Board.

- Election of board members will be held in an open meeting and by majority vote. Those eligible to cast votes must have volunteered in the previous season. Volunteer opportunities include serving on the board, coaching, umpiring, concessions, or other capacity as deemed by the board. Field Clean Up is not an applicable volunteer opportunity for voting qualification.

B. Guidelines:

Centreville Little League will follow and comply with the regulations and playing rules as set forth by Little League International unless specifically addressed in these Centreville Little League By-laws.

C. Financial:

The Centreville Little League Board of Directors shall provide oversight and periodic review of financial performance. The Treasurer will be responsible for providing reports including income and liabilities to the Board.

With Board approval, the President or Vice-President may obtain a bank loan for capital improvements to enhance and improve the League. This includes, but is not limited to, improvements to fields, buildings, and equipment owned by the Centreville Little League.

To ensure the efficient continuation of a season, the League Board pre-approves spending in the amount of $100.00 by the President. The League Board also pre-approves emergency spending in the amount of $100.00 by the Vice-President. When and if any money is to be spent,all receipts will be submitted to the Board for review.

If after reviewing receipts the majority of the Board finds the spending to be negligent, the Board retains the right to remove by a 1/5th majority vote, the spending power of the President or Vice-President.

II. Teams

A. Number of Players:

There shall be no more than fourteen (14) players on any team without the consent and approval of a 2/3's majority vote of the Board.

B. Divisions:

Teams will be established in divisions as outlined below. The number of teams per division shall be based upon the number of eligible players registered at the end of the registration window.

1. Tee Ball - Co-Ed, Ages 4 - 6
2. Minor/Machine Pitch - Softball & Baseball, Ages 6-8
3. Junior (Little) Major/Kid Pitch - Softball & Baseball, Ages 9-10
4. Major - Softball & Baseball, Ages 11-12
5. Intermediate (50/70) - Baseball, Ages 11-13 *When available*

Families requesting to move to a division outside of their assigned age group must submit their request in writing to the Board prior to team formation. Moves will be made after taking ability, experience, and team numbers into account. The Board will hear input from former coaches and the family before making a decision.

III. Coaching

A. Purpose

This by-law establishes the process and requirements for the appointment of managers, coaches, and umpires within the League. The League is committed to providing a safe, positive, and structured environment for the development of young athletes. All appointments to managerial, coaching, and umpiring roles are annual and must adhere to the standards set by Little League International to ensure the safety and well-being of all participants.

B. Annual Appointment Process

All managerial, coaching, and umpiring positions within the League are **annual**. No individual has tenure, regardless of previous years of service. The League President is responsible for

appointing managers, coaches, and umpires, with final approval given by the Board.

C. <u>Volunteer Application and Background Checks</u>

Before an individual can be appointed to any managerial, coaching, or umpiring position, the following steps must be completed annually:

- **Volunteer Application**:
  All board members, managers, coaches, and volunteers who have regular access to players or teams must complete the Little League Official Volunteer Application. The application is available through the JDP Quick App, through SportsConnect (if applicable), or directly online at LittleLeague.org/BackgroundChecks. In addition to the application, applicants must submit a government-issued photo ID (e.g., driver's license) for verification purposes.

- **Background Check**:
  The League will conduct an annual background check in compliance with Little League International regulations (Regulation I(c) 8 and 9). All background checks must be processed through the designated provider, JDP, and the results must be completed before the individual assumes any duties. Background checks will be evaluated to ensure the safety of all participants.

- **Exclusion Criteria**:
  An individual will not be appointed to a managerial, coaching, or umpiring position if their background check reveals a conviction or guilty plea related to any crime involving minors. The League will also follow the guidelines set by Little League International to exclude individuals who appear on the U.S. Center for SafeSport's Centralized Disciplinary Database or the Little League Ineligible List. If a potential volunteer appears on the National Sex Offender Registry, the League President must contact the Security Manager at Little League International before proceeding with the appointment.

D. <u>State-Specific Background Checks</u>

Some states may have additional background check requirements beyond those set by Little League International. The League is responsible for adhering to any applicable state laws regarding volunteer background checks. More information on these requirements can be found at <u>LittleLeague.org/StateLaws</u>.

E. <u>Appointment of Managers, Coaches, and Umpires</u>

Once all the required steps are completed, the League President has the discretion to appoint managers, coaches, and umpires for the upcoming season. However, no individual can assume any duties until their background check is completed and approved.

- **Board Approval**:
  After the League President has made appointments, the Board will review and approve each appointment. An individual cannot serve as a manager, coach, or umpire without the explicit appointment by the League President and approval from the Board.

- **Re-appointment**:
  If a manager, coach, or umpire is not re-appointed for the upcoming season, the League President or Board is not required to provide a reason for the decision. This policy applies equally to new applicants and returning individuals.

F. Ongoing Education and Training

Once appointed, all managers, coaches, and umpires must attend education and training sessions offered by the League, District, or Region. Additionally, all individuals are expected to use **LittleLeagueU.org** to access online training courses and other educational resources to stay informed on best practices, coaching strategies, and child protection protocols.

G. Commitment to Child Protection

The League is committed to creating a safe environment for all participants. Managers, coaches, and umpires are responsible for ensuring the safety of the children in their care, and are expected to comply with all regulations under Little League International's Child Protection Program. This includes adhering to the **SafeSport Law**, mandatory reporting requirements, and all policies set forth by Little League International.

H. Amendments and Review

This by-law will be reviewed annually to ensure it remains in compliance with Little League International regulations and any state or federal laws governing volunteer appointments. Any amendments to the by-law will be subject to approval by the Board.

I. Conclusion

By adhering to this appointment process, the League aims to uphold the values of safety, respect, and integrity, ensuring that all volunteers and participants have a positive experience in the League.

IV. Selection of Players

A. Purpose

The purpose of this by-law is to establish fair and equitable procedures for team formation within the League. The goal is to ensure that all teams are balanced, competitive, and provide an enjoyable experience for all players, while minimizing favoritism and conflicts. This policy will also outline the approach for parent move requests and clarify when they may be considered.

B. Team Formation Principles

1. Equity and Fairness
   The League is committed to forming teams that are as fair and equitable as possible. The primary considerations for team formation include:
   a) Skill level: Teams will be balanced with respect to player skills, ensuring that no team has an overwhelming advantage over another.
   b) Player experience: Efforts will be made to balance players of varying experience levels to create competitive, but enjoyable teams.
   c) Age and division requirements: Teams will be grouped according to age and division guidelines established by the League and national Little League standards.

2. Draft System
    a) When registration numbers are complete, the player agent will meet with the Board to review the "pool" of players to align a preliminary team formation prior to the draft. The draft shall be conducted in accordance with the Little League International handbook and will be presided over by the Player Agent.
    b) A draft system will be utilized for team selection. The draft process will be handled by head coaches and League officials to ensure transparency and fairness.
    c) Coach/Manager children will be added to the team first.
    d) Player evaluations, based on skills and experience, may be conducted prior to the draft to assist in the fair distribution of players across teams.
    e) Coaches may not request specific players, nor will player placement be based on personal preferences or relationships unless there are exceptional circumstances, as defined below.
3. Minimizing Family Influence
    a) Parent move requests: Parent requests to move a child to a different team (i.e., specific coach, team preference, or family/friend requests) will not typically be honored. Team placement is based on the League's goal of ensuring equitable distribution of talent, balancing teams, and providing a positive experience for all players.
    b) Requests for moves will only be considered under exceptional circumstances, such as:
        (1) Medical reasons: In cases where a player's safety or well-being requires specific placement (e.g., coach's prior knowledge of athlete's medical condition).
        (2) Other extraordinary situations: Rare cases that the League deems necessary, and any such exceptions must be reviewed and approved by the League's Board.
    c) All requests must be submitted in writing to the Board prior to team formation.
4. Team Assignment
    a) Players will be assigned to teams following the draft process, and team rosters will be communicated to parents promptly after the draft is completed.
    b) Once teams are formed and rosters are announced, changes to player placement will be limited and must be approved by the League's Board.

V. Refund Policy

A. <u>Purpose</u>

The purpose of this by-law is to establish a clear, fair, and consistent refund policy for all registrations with the League. This policy aims to balance the operational needs of the League with the reasonable expectations of our families and players.

B. <u>Refunds</u>

1. Standard Refund Policy
   The League will not offer refunds for registration fees once a player has been successfully registered for a season. The League's operational costs, including field

maintenance, uniforms, equipment, and other administrative expenses, are incurred based on the number of players registered.

2. Extenuating Circumstances
   Refunds may be considered only in the case of extenuating circumstances. These circumstances may include, but are not limited to:
   a) Medical Issues: A documented medical condition that prevents the player from participating in the season.
   b) Relocation: If the family moves outside the League service area prior to the start of the season.
3. Refund Denial
   Refunds will not be granted under the following conditions:
   a) Change of mind or decision to withdraw from the League.
   b) Disagreement with the League's policies or decisions.
   c) Failure to attend practices, games, or events, unless due to a documented medical or relocation issue.
4. Refund Procedure
   a) All refund requests must be submitted no later than 14 days prior to the first game of the season. All requests received after this date will be denied.
   b) Refund requests must be submitted in writing (via email or formal letter) to the Board, accompanied by appropriate documentation (e.g., doctor's note, proof of relocation).
   c) The Board will review all refund requests on a case-by-case basis.
   d) Approved refunds will be issued less a non-refundable processing fee of $35 to cover administrative costs.
   e) Refunds for medical or relocation-related requests will be processed within 30 days of approval.

C. Exceptions

In exceptional cases, the Board may grant a refund or adjustment to the refund policy. Any such exceptions must be approved in writing by the Board and are subject to review on an individual basis.

D. Communication

This Refund Policy will be communicated clearly to all families at the time of registration. All players and parents will be required to acknowledge their understanding of this policy prior to completing their registration.

VI. Volunteer Requirement

A. Purpose

The purpose of this by-law is to outline the volunteer expectations for families involved in the League. This policy aims to ensure the League operates smoothly and that every family contributes to the success of the program by fulfilling volunteer duties, including umpiring or working in the concession stand.

B. Volunteer Requirements

1. Coaching Roles
   Families who choose to volunteer as a coach for a team will fulfill their volunteer obligation for the season. Coaches are expected to engage with players, families, and the League in a responsible and supportive manner, upholding the core values and objectives of the League.
2. Non-Coaching Volunteer Requirement
   Families who do not volunteer in a coaching capacity will be required to choose one of the following volunteer opportunities:
   a) Umpiring: Families must volunteer for at least one (1) umpiring shift during the season. Umpiring provides essential support during games, ensuring that the League runs smoothly and fairly.
   b) Concession Stand: Families must volunteer for at least one (1) shift in the concession stand. The concession stand provides important revenue for the League.
3. Volunteer Commitment
   a) Volunteer shifts will be assigned through a centralized scheduling system, where families will have the opportunity to sign up for available slots.
   b) Volunteer commitments must be fulfilled by the end of the season. If a family is unable to fulfill their volunteer obligation, they may be subject to a $25 non-compliance fee added to next year's registration or other consequences as determined by the Board.

C. <u>Exemptions</u>

1. Medical or Personal Hardships
   Families with extenuating medical or personal circumstances may be granted an exemption from the volunteer requirement. A written request, including appropriate documentation (e.g., medical note), must be submitted to the League for review.
2. Multiple Children
   Families with more than one child registered in the League will only be required to fulfill one volunteer obligation per family, not per child. Families may choose to split the volunteer shifts between parents or guardians.

D. <u>Enforcement</u>

1. Tracking Volunteer Participation
   The League will track volunteer participation throughout the season. Families are encouraged to sign up for shifts early to ensure all needs are met. The volunteer coordinators will monitor participation and follow up with families who have not completed their obligations

E. <u>Communication</u>

This Volunteer Requirement by-law will be communicated clearly to all families at the time of registration. All players and parents will be required to acknowledge their understanding of this policy prior to completing their registration.

VII. Playing Rules

A. Scheduling

The league Vice President(s) are responsible for coordinating activities to develop fair and equitable practice and game schedules.

1. Schedules shall be distributed to team managers at least one (1) to two (2) weeks prior to the start of practices and games respectively.
2. Cancellation of games must be approved by the League President, Player Agent and one other Board member.
3. The League President or designee shall be responsible for approving rescheduled games. The home team manager shall contact the League President or designee and establish the official rescheduled date(s).
4. For T-Ball, Minor and Junior Major Leagues, the appropriate division Vice President or designee shall be responsible for approving rescheduled games. The home team manager shall contact the division Vice President and establish the official rescheduled date(s).

   Games not played by the end of each half will be rescheduled by the Board.

VIII. Safety

A. Inclement Weather

1. Team managers should cancel practices and notify players when outdoor temperatures have a RealFeel of under 45°F or over 104°F (District 15 Policy.) For t-ball, team managers should cancel practices and notify players when the outdoor temperatures have a RealFeel of under 55°F or over 100°F. RealFeel will be determined using AccuWeather with the location set to Centreville to ensure uniformity in decision making.
2. At any time the League President or designee may suspend play.
3. All leagues will report to their game when the National Weather Service has issued a thunderstorm and/or tornado watch. Determination to play or not will be made at game time.
4. All play will be canceled when a thunderstorm and/or tornado warning has been issued by the National Weather Service and is in effect one (1) hour prior to game time.
5. When lightning is sighted anywhere in the sky, all play on Little League fields is to be suspended. If lightning is greater than twenty (20) miles, as determined by a lightning meter, play may be resumed. If lightning is within twenty (20) miles or the distance cannot be determined, play shall remain suspended until clear conditions are available. Area must have a lightning free sky or have no detected lightning within twenty (20) miles for a minimum of thirty (30) minutes. During suspension, it is recommended that everyone take shelter in an appropriate location.
6. Curfew: All divisions 7/8 through Majors – no NEW inning will start after 8:00 p.m. on school days - Monday through Thursday. 50/70 will not start a new inning after 8:30 p.m. on school days. Start times Monday through Friday will be 6:00 p.m.

B. Equipment

1. All players are required to wear playing equipment and apparel provided during their defensive portion of the inning.
2. Apparel and equipment during the offensive portion of the inning shall be in compliance with Little League Rules.

a) Equipment not in compliance can result in the athlete and coach being suspended for the remainder of the current game plus the next game.

3. Long pants and close toed shoes are required at all levels of play.
4. Any athlete playing the position of 'pitcher' in a machine pitch game must have long hair tied back.
5. Any athlete playing the position of 'pitcher' in a machine pitch game must wear a caged helmet while on defense.

C. <u>General</u>

1. Pets are not permitted at the ball fields.
2. First Aid kits will be supplied by the League to each team at the beginning of the season. It is the coach's responsibility to reach out to the Board for restocking needs of their kit during the season.
3. Background checks for all volunteers will be completed before they are allowed to participate. Any volunteer found to have any past, pending or present crimes against children, issues dealing with money or any felonies, will not be allowed to officiate, coach, umpire, train or come into contact with any players.
4. The League will abide by Michigan Law regarding Compliance of Sports Concussion Awareness Training for organizing entities, sponsors or operators of an athletic activity in which youth athletes will participate.
5. All volunteers will have completed the Little League International mandated Abuse Awareness Certification.
6. Centreville Little League Blood Policy:
    a) Any player who has blood on their person must clean all blood from their body and cover wounds.
    b) Any player who has blood on their uniform must either clean blood from the uniform or remove bloodied clothing. Any substitute shirt and / or pants are acceptable.
    c) Anyone treating injured or bloodied players must wear rubber/latex gloves.
    d) Dispose of all treatment materials in proper authorized bags in accordance with local policies and procedures.
    e) Any player who has blood on person or uniform must leave the game until blood is removed. This is if blood cannot be taken care of in a reasonable time – at the umpire's discretion.
    f) Players may re-enter when blood or uniform is removed.
    g) If less than nine (9) eligible players remain due to a blood related problem, the team will not be forced to forfeit. Play will continue as soon as the issue can be resolved or at a later date.

IX. Conduct

A. <u>All</u>

1. The use of tobacco in any form is not permitted at the ball fields.
2. Alcoholic beverages are not permitted at the ball fields.
3. *ZERO TOLERANCE:*

Managers, Coaches, Umpires, League Officials – Any manager, coach, umpire or League representative who is involved in a physical altercation or an incident of unsportsmanlike or disruptive behavior is subject to disciplinary action by the Board.

Players, Parents and Spectators – The game will be stopped by the umpire or Board Member when players, parents and /or spectators display unsportsmanlike or disruptive behavior and the behavior interferes with the progress of a game, other spectators, or participants in the game. The offending player, parent and/or spectator will be identified to the manager of the respective team who will demand the behavior to stop immediately. If the behavior continues, the game will be suspended until the offending player, parent, and/or spectator is removed from the viewing and game area by a representative of the Board.

4. On or off the field, unsportsmanlike or disruptive behavior includes but is not limited to:
    a) Verbal and/or physical abuse of an umpire, player opposing manager, parents, spectators or League representatives.
    b) Inciting or encouraging abusive and dangerous actions by players.
    c) Baiting, ridiculing, and/or threatening another player or person.
    d) Abuse of playing equipment and/or facilities.
    e) Use of offensive language.

B. Bullying

1. **Purpose**
   The League is committed to providing a safe and welcoming environment for all individuals involved in the League, including players, coaches, volunteers, and spectators. This by-law outlines our stance on bullying and harassment and establishes a clear process for identifying, addressing, and responding to incidents of bullying.

2. **Policy Statement on Bullying and Harassment**
   The League will not tolerate any form of bullying, harassment, or violence within the League community. Any person found engaging in harassment, bullying, or acts of violence will face consequences, up to and including removal from participation in Little League activities. This applies to all interactions, including but not limited to:

    - Player-to-player
    - Adult-to-player
    - Player-to-adult
    - Adult-to-adult

3. **Types of Bullying Behavior**
   The following behaviors are considered unacceptable within the League community:

    - **Physical Bullying**:
      Hitting, pushing, shoving, punching, strangling, hair-pulling, stealing,

excessive tickling, or any other deliberate and inappropriate touching.

- **Verbal Bullying**:
  Hurtful, deliberate name-calling, taunting, teasing, threatening, gossiping, and intimidation.

- **Emotional Bullying**:
  Rejection, terrorizing, extorting, humiliating, blackmailing, ranking personal characteristics (e.g., race, disability, ethnicity, perceived sexual orientation), manipulating friendships, isolating individuals, and peer pressure.

- **Social/Cyber Bullying**:
  Deliberately excluding, alienating, ignoring, spreading rumors, impersonation, sharing inappropriate photographs or videos, or hacking social media accounts.

- **Harassment**:
  Includes all forms of bullying and also involves unwanted sexual advances, physical contact, or explicit verbal/written language.

- **Hazing**:
  Any initiation or ritual process involving harassment that intentionally humiliates or harms an individual or group.

4. **Education and Prevention**
   The League will provide educational resources and training to all members of the League (players, coaches, volunteers, and parents) regarding the identification and prevention of bullying. These efforts are designed to foster a culture of respect, inclusivity, and support for all involved in the League. Resources for education on bullying and harassment will be made available to all League members.

5. **Process for Reporting and Addressing Bullying Incidents**
   a) **Reporting an Incident**:
   Any individual (player, coach, volunteer, or spectator) who observes or experiences bullying or harassment should report the incident immediately. Reports can be made to any of the following:

   - A team coach or manager

   - A League official (e.g., President, Vice President)

   - The League's designated player agent or bullying prevention officer (if applicable).

   Reports may be made in person, via email, or through an anonymous reporting system (if available).

b) **Investigation**:
Once an incident is reported, the League will conduct a thorough and timely investigation into the matter. The investigation will be handled confidentially, respecting the privacy of all individuals involved to the greatest extent possible.

- All parties involved (both the person accused of bullying and the person reporting the incident) will be interviewed. Relevant witnesses may also be asked to provide statements.

- The investigation will seek to understand the nature, scope, and impact of the bullying, as well as any mitigating or aggravating factors.

c) **Consequences for Bullying**:
If the investigation confirms that bullying has occurred, the League will take appropriate disciplinary action. This may include, but is not limited to:

(1) A warning or reprimand

(2) Removal from practices or games for a specified period

(3) Suspension from the League for a defined period

(4) Permanent expulsion from participation in Centreville Little League activities, depending on the severity of the incident.

d) **Support for Victims**:
The League is committed to supporting the victim of bullying.
The League will also ensure that the victim is protected from further bullying or retaliation during the investigation and after disciplinary actions have been taken.

e) **Follow-up**:
Following the resolution of the incident, the League will ensure that the bullying behavior has ceased and that the victim feels safe and supported in their continued participation in the League.

The League may also schedule follow-up meetings with the affected parties to ensure the situation is fully resolved and that any additional needs are addressed.

f) **Retaliation Prohibition**
Retaliation against any individual who reports bullying or harassment, participates in an investigation, or supports someone who has been affected by bullying is strictly prohibited. Any form of retaliation will be treated as a separate violation and subject to disciplinary action.

6. **Commitment to a Safe and Respectful Environment**
The League is dedicated to maintaining a safe, inclusive, and supportive environment for

all involved in the League. We encourage all individuals to contribute to the creation of a positive atmosphere by modeling respectful behavior and intervening when bullying or harassment occurs. Together, we can foster a League that prioritizes kindness, respect, and sportsmanship.

X. Fields & Equipment

All teams and coaches participating in Centreville Little League are responsible for the proper care and maintenance of the playing field and League equipment following each game and practice session. The following guidelines are to be followed:

A. Field Maintenance Responsibilities:

1. After each game or practice, teams must ensure that dugouts are cleaned of trash and all equipment is returned to designated storage areas.

2. Raking and leveling of infield dirt, batter's box, and pitcher's mound must be completed, especially in areas of high wear.

3. Any holes or damage on the field should be reported to the Field Coordinator or League official immediately.

4. Field tarps (if used) must be properly placed and secured over mounds and home plate when weather conditions require.

B. Equipment Responsibility:

1. All League-issued equipment (bats, helmets, catcher's gear, balls, etc.) must be returned to the proper storage area (shed or coach's equipment bag) after use.

2. Coaches are responsible for checking that equipment is not left on the field or in the dugouts.

3. Any damaged or missing equipment must be reported to the Equipment Manager or League official within 24 hours.

4. Storage sheds are to be locked and the dial on the padlock spun off of its unlock code.

C. Shared Responsibility:

1. Home teams are responsible for cleanup and field care.

2. Teams that fail to comply with these responsibilities may be subject to disciplinary action, including suspension of field privileges or other League-imposed penalties.

This bylaw is intended to promote pride in our facilities and ensure a safe and enjoyable experience for all players, coaches, and families.

XI. Division Rules

A. TBall

A game will consist of two (2) innings or a maximum of one (1) hours, whichever comes first. An

inning is over when all players in the batting rotation have batted, regardless of the number of outs or runs scored.

1. Offense
    a) The entire team roster present for the game will be in the batting order. All team members shall bat during the offensive portion of the inning.

    b) In order to allow the end of the batting order to have a chance at running bases, teams shall stagger the batting line-up at each inning. *i.e. start of 2nd inning 3rd batter leads off and 2nd batter bats last, 3rd inning 5th batter leads off and etc.*

    c) Batting will be from a tee or from a coach toss when ability and desire allow.

    d) Intentional bunting is not allowed.

    e) Stop the play of the game as soon as possible after a player has advanced to a safe base and possession of the ball by a defensive player would normally prevent advancement. *i.e. Runner is at 1st, ball is at 2nd base or pitcher's mound.*

    f) When the last batter in the lineup hits, all base runners should run home.

    g) Good play would normally result in an out if the runner advanced.

    h) There shall be no bases awarded on an overthrow.

    i) Base stealing is not allowed.

    j) Score keeping is not encouraged. The emphasis should be learning to play the game.

2. Defense
    a) All players may be used on defense with the placement of multiple outfielders.

    b) The catcher position should be filled with a coach or parent volunteer for the purpose of collecting the tballs only.

    c) Rotate players in as many positions as possible during the season so that they can learn the overall feel for the game and not get bored playing one position.

    d) The player in the pitcher's helper(s) position must wear a caged helmet.

3. Coaching
    a) T-Ball is a form of organized baseball used to teach players the fundamentals of baseball to prepare them for the Minor League.

    b) Emphasis should be put on throwing, batting, base running, position playing, and– most of all–how to play as a team and not as an individual.

c) Good sportsmanship and how to play the game should be the most important points stressed.

d) The manager and coach(s) are encouraged to be on the field or coaching bases during play (both offense and defense) providing an adult is in the dugout.

e) Use frequent time-outs to explain plays that have occurred.

f) Help will be given to the players by their coaches on all aspects of the game. Help at the t-ball division may include positioning players on the field and in the batter's box, positioning hands on the bat, putting gloves on the correct hand, etc.

B. <u>Minor/Machine</u>

A game will consist of a minimum of 4 and a maximum of 6 innings in a two (2) hour time frame.

Mandatory play: Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs with a minimum of six (6) consecutive outs unless play is suspended.

PENALTY: The player(s) involved shall start the next scheduled game and play no less than the mandatory play limit.

1. Offense

a) The entire team roster present for the game will be in the batting order.

b) Managers shall agree prior to the start of each game which of the following set of rules will be followed.

c) Players will bat per an established batting order each inning until three (3) outs are accumulated or five (5) runs are scored.

d) The player listed next in the batting order shall bat first in the subsequent inning.

e) An unlimited number of runs may be scored by either team in the last inning.

f) Intentional bunting is allowed.

g) There should be a maximum of one base awarded on an overthrow.

h) When the runner does not advance he/she can be tagged out.

i) Stop the play of the game as soon as possible after a player has advanced to a safe base and the pitcher has taken possession of the ball inside the designated pitching area.

2. Pitching

a) A pitching machine shall be used. The manager, coach or a designated adult will operate the pitching machine while their team is at bat.

b) The pitching machine should be set at a speed that allows the ball to travel from the mound to the plate without arching, typically 42-45 mph.

c) No walks shall be issued to a batter.

d) After 3 swinging strikes or 7 well-pitched pitches, the batter is out.

e) If the pitching machine throws multiple 'bad pitches' both coaches can agree to adjust the machine mid-inning. If they can not come to an agreement, the machine can be adjusted at the top of the next inning.

3. Defense

a) The player in the pitcher's helper position must wear a caged helmet.

b) Ten (10) players are to be used on defense with four (4) of them as outfielders.

c) Effort should be made to try to put the players in as many positions as possible during the season so that they can learn the overall feel for the game and not get bored playing one position.

4. Coaching

a) Good sportsmanship and how to play the game should be the most important points stressed.

b) The manager and coach(s) are encouraged to be on the field during play providing an adult is in the dugout.

c) Base Coaching: Two (2) adults may be used providing an adult is in the dugout.

d) Help will be given to the players by their coaches on all aspects of the game.

C. <u>Little Majors</u>

A game will consist of as six (6) innings or as many as possible within the following time limits.

No inning shall start after 8:00pm on nights when there is school the next day. No inning shall start after 8:45 on nights after the school year has ended.

NOTE: If the last inning is to be other than the sixth (6th), both managers shall be informed by the plate umpire that the game is entering the last inning.

Mandatory Play: Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs with a minimum of six (6) consecutive outs unless play is suspended.

Penalty: The player(s) involved shall start the next scheduled game and play no less than the mandatory play limit.

1. Offense
    a. The entire team roster present for the game will be in the batting order.

    b. Players will bat per an established batting order each inning until three (3) outs are accumulated or five (5) runs scored.

    c. An unlimited number of runs may be scored by either team in the last inning.

    d. Manager, Coach(s) and players shall respect calls (i.e. balls, strikes, outs) made by the umpire(s) and abide by final rulings. Complaints should be directed to the Board.

2. Defense
    a. Nine (9) players will be on defense at any time. Ten (10) players may be used with agreement between both team managers. The tenth (10th) player is to be used as an outfielder.

3. Pitching
    a. Players shall be eligible to pitch within the following requirements:
        i. Refer to Little League Guidelines for pitches per game.
        ii. Refer to Little League Guidelines for the maximum pitches over a period.

4. Coaching
    a. Good sportsmanship and how to play the game should be the most important issues stressed.

    b. Base Coaching: Two (2) adults may be used providing an adult is in the dugout.

    c. Help will be given to the players by their coaches on all aspects of the game.

    d. Little League Baseball/Softball rules shall be followed.

    e. The home team shall supply the umpire(s).

D. <u>Major League</u>

A game will consist of as six (6) innings or as many as possible within the following time limits.

No inning shall start after 8:00pm on nights when there is school the next day. There is no limit after the school year has ended.

> NOTE: If the last inning is to be other than the sixth (6th), both managers shall be informed by the plate umpire that the game is entering the last inning.

Mandatory Play: Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs with a minimum of six (6) consecutive outs unless play is suspended.

Penalty: The player(s) involved shall start the next scheduled game and play no less than the mandatory play limit.

1. Offense
    a. The entire team roster present for the game will be in the batting order.

    b. Manager, Coach(s) and players shall respect calls (i.e. balls, strikes, outs) made by the umpire(s) and abide by final rulings. Complaints should be directed to the Board.

2. Defense
    a. Nine (9) players will be on defense at any time.

3. Pitching
    a. Players shall be eligible to pitch within the following requirements:
        i. Refer to Little League Guidelines for pitches per game.
        ii. Refer to Little League Guidelines for the maximum pitches over a period.

4. Coaching
    a. Good sportsmanship and how to play the game should be the most important issues stressed.

    b. Base Coaching: Two (2) adults may be used providing an adult is in the dugout.

    c. Help will be given to the players by their coaches on all aspects of the game.

    d. Little League Baseball/Softball rules shall be followed.

    e. The home team shall supply the umpire(s).

E. <u>Intermediate (50/70) Leagues</u>

Mandatory Play: Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs and bat at least one time unless play is suspended.

Penalty: The player(s) involved shall start the next scheduled game and play no less than the mandatory play limit.

Time Limit: No inning shall start after 8:00 p.m. on nights when there is school the next day. There is no limit after the school year has ended.

1. Offense
    a. Batting order: The entire team roster present for the game will be in the batting order.

2. Defense
    a. Only nine (9) players will be on defense at any time.

3. Pitching

a. Players shall be eligible to pitch within the following requirements:
    i. Refer to Little League Guidelines for pitches per game.
    ii. Refer to Little League Guidelines for the maximum pitches over a period.

4. Coaching
    a. Good sportsmanship and how to play the game should be the most important issues stressed.

    b. Base Coaching: Two (2) adults may be used providing an adult is in the dugout.

    c. Help will be given to the players by their coaches on all aspects of the game.

    d. Little League Baseball/Softball rules shall be followed.

    e. The home team shall supply the umpire(s).

F. <u>All Stars</u>

1. Eligibility: All players considered for All-Star selection must be of appropriate age for the All-Star team.

2. Manager: The All-Star manager's selection shall be made by the board.

3. Any division manager or coach may request consideration for selection.

4. Those who wish to be considered as an All-Star manager shall submit their request to the League President on or before May 15th.

5. A decision on All-Star managers shall be made by June 1.

6. Coach: The All-Star coach (es) shall be selected by the League President from any other managers and coaches in that division.

7. Players: The League President, Player Agent and Vice President of the respective division shall conduct a vote for All-Star team selection.

8. Managers of the respective divisions shall provide input towards selection of eligible candidates who will be available.

9. There will not be tryouts for All-Star team selection unless determined otherwise by the Board.

10. Regular season managers shall nominate a minimum of two (2) players from their own team for consideration.

11. No player shall be selected to an All-Star team without permission from their parent / guardian and committing to prioritize attendance for practices and games. A letter of

commitment stating such will be signed and turned in to the All-Star team manager.

12. A maximum target of twelve (12) players per All-Star team should be selected. Team size greater than or less than target shall be approved by the All-Star manager, League President, Player Agent and respective Vice President. This assumes twelve (12) or more eligible players in a division.

13. All managers, coaches and players must be available for practice two (2) weeks prior to the first game.

14. The All-Star manager, with approval from the Board, shall select any necessary replacements to the team from the pool of eligible candidates.

15. A schedule of All-Star practices and any changes shall be provided to the players, League President and Division Vice President.
16. NOTE: Practices may not be held at the same time as a division game in which any All-Star player's team is involved. Practices may not begin prior to the designated date identified by Little League.

XII. Interleague Rules

These rules are voted on by the District 15 Presidents and should be updated as revised copies are made available.

DISTRICT 15
2025 SEASON INTERLEAGUE RULES PROPOSED
ALL INTERLEAGUE PLAY MUST BE CONDUCTED BY THESE RULES
LOCAL RULES ARE SUSPENDED

Revised: 01/2025

SECTION 1: Applies to all divisions of Baseball and Softball unless specifically noted.

Inclement Weather: All leagues will report to their game when the National Weather Service has issued a thunderstorm and/or tornado **watch**. Determination to play or not will be made at game time.
All play will be canceled when a thunderstorm and/or tornado **warning** has been issued by the National Weather Service and is in effect one (1) hour prior to game time.
District Policy: No games are to be played when the host site determines temperature is below 45 degrees Fahrenheit. No games are to be played when host site establishes heat index to be above 104 degrees Fahrenheit one hour prior to game time. 3/2023

t

Curfew: All divisions 7/8 through Majors – no NEW inning will start after 8:00 p.m**. on school days** - Monday through Thursday. **Juniors, 50/70 and Seniors will not start a new inning after 8:30 p.m. on school days.** Start times Monday through Friday will be 6:00 p.m. unless set differently by host league and mutually agreed upon. Home/Host team for Saturday games only will set their respective start times.

Continuous Batting Order: A continuous open batting order will be in effect for all divisions (4.04)

Adult Base Coaches: Two adult base coaches are permitted provided there is a league appointed adult coach in the dugout at all times. All must have completed background checks. (See Playing Rule 4.05 and 4.05(2) for procedures.

Rain Outs: Host field division director will reschedule all rain out games, advise the managers, home team, and umpire scheduling person of the new date & time. A mutual decision can be made to not reschedule rain outs.

Protests: The game umpire and the host team director on duty and/or the host team head umpire will resolve all protests and then finish the game. No protests from Interleague games will be considered by the District Staff or District Administrator.

Borrowed/Substitute Players: Number of borrowed/substitute players is limited to three (3) players maximum **per game from the same division but not from your opponent.** (See Regulation V (c) and Guidelines).

PLAYERS: a minimum of 8 players must start and finish the game. There will be no penalty for missing a 9th offensive player in the continuous batting order.

10 Fielders: If both teams agree they may play 4 outfielders on defense in the 6-7/8 pitching machine division as well as the 8-9/10 division of both baseball and softball. It MUST be 4 outfielders in the actual grass outfield. The 4 outfielders combined with 6 infielders will create a team of 10 fielders 1/2025

Sliding into Home or Base: Rule 7.08 (3) will be followed. It states: Any runner is out when …. The runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. Little League Casebook states: "There is no "must slide rule". The rule is, "slide or attempt to get around." The key in this situation is "fielder has the ball and is waiting to make a tag." If the fielder (any fielder, not just the catcher) does not have the ball, and the base or plate is "blocked/obstructed, you CANNOT call the runner out. This is obstruction, delayed dead ball & the player should be protect by the umpire and awarded a base or home plate.

Home Team to provide the following:

- Home plate umpire & 1 base umpire
- Official score book

SECTION 2 – Softball Rules Only

Runs Per Inning Rule:

(6)7/8 and (8)9/10 divisions – Five (5) runs per inning except for the declared last inning. **The last declared inning will be announced at the top of an inning.** (Example 7:55 p.m. start the top of the 5th by declaring that this the last AND unlimited run inning). The last inning will be unlimited runs.

Mercy Rule for SOFTBALL:

(6)7/8 divisions – 10 runs after 4 innings (3 ½ if home team is up)
(8)9/10 year old and Majors(10)9/10 year old divisions – 15 runs after 3 innings (2 ½ is home team is up) 10 runs after 4 innings (3 ½ if home team is up) 8 runs in 5 innings (4 ½ if home team is up). Jr/Sr divisions—15 runs after 4 innings (3 ½ if home team is up) 10 runs after 5 innings (4 ½ if home team is up) 8 runs after 6 (5 ½ if home team is up).

7&8 Softball Pitching Machine Only:

- **No stealing** at any time. You may not steal home period.
- No runner may advance on a passed ball (pitcher to catcher and catcher to pitcher)
- Runners are limited to one base when being played upon (an overthrow) including if it goes out of play.
- Note: Runners can advance one base per overthrow. For example, batter is entitled to second base only, when an overthrow at first base occurs. She must remain on second base until a play is made either at another base or an overthrow occurs again on her at second. If another overthrow is made prior to getting the ball in the pitching circle and controlled by the player/pitcher, all runners may advance one base. Runners advance at their own risk. You may advance to home on an overthrow if forced.
- Bunting is allowed.
- 10 players on defense with 4 players in the outfield grass.
- Walks/balls will not be awarded.
- Pitching machine will be placed in the circle with the chute at the 35' distance, the legs of machine will rest on the ground. Speed to be set at the beginning of the game, allowing the ball to enter the strike zone with no arc.
- If the player does not swing at 3 consecutive pitches out of the strike zone the machine height only will be adjusted by the umpire **or in agreement by both coaches**. (usually no umpire present)
- The position of pitcher must wear a helmet with a guard and be positioned behind the chute of the pitching machine. They may be positioned on the right hand or left hand side of the machine. The player acting as pitcher shall not "break" for a play until the ball has left the chute. Safety is the key.
- A ball that hits the machine and remains in fair territory is alive and in play.
  Live ball hits the machine becomes airborne and caught in fair or foul territory, the batter is out.1/2025
- A ball that either hit or thrown that rests near or under the pitching machine will be declared a dead ball and one base will be awarded if forced. This is an important safety factor as we do not want players fielding a ball to come in contact with the wheel/chute of the machine.
- The offensive manager/coach/assistant will feed the machine. The player/pitcher shall hand the ball to the feeder.
- A batted ball is just that. The runner may advance as far as they are able at their own risk.
- Long hair must be controlled to minimize risk when playing the position of pitcher.

Softball Pitching Regulations per Little League rule book except:

8-9 & 10 Softball Only – When coach assists with Pitching REV. 4/25/16

- Rule in effect when: Three consecutive walks awarded to a batter by any pitcher during each half-inning.
- The offensive player, during each half-inning, that attains ball four (after the two walks are given up) must be pitched to by their (her) offensive coach until she hits or strikes out. (Once ball 4 is delivered no base runners may steal). This player/batter, when pitched to by the offensive coach will retain her strike count. Umpire will call strikes. Batter may not obtain 1st base if hit by a pitch or by a walk. **This rule is in effect until May 22nd**
- If during the same ½ inning, the pitcher again awards two consecutive walks, and the third consecutive batter is award ball four, the rule repeats itself – manager pitches to the batter with the assumed strike count and the batter may not obtain 1st base if hit by a pitch or by a walk. **This rule is in effect until May 22nd**
- **When the offensive coach acts as a pitcher no stealing allowed.** The offensive pitcher will act as a fielder and assume a safe position on the field. When the offense coach is pitching the position of the pitcher would require the player to maintain one foot inside the pitching circle until the ball crosses the plate. They can choose left or right side. She may not be positioned behind the coach/pitcher. A player is not awarded FIRST base if hit by the coach acting as the pitcher.

- Player hit by a pitch by a “live” pitcher **doesn’t count as a walk.**
- If the coach, acting as a pitcher, is hit by a batted ball the ball will be “live” and in play.
- **Only 2 runs per half inning allowed to score on a stolen base**. After two runs scored by stealing home no player may obtain home plate (score) by stealing until the start of the next half inning.
- You may steal from 1st to 2nd and 2nd to 3rd. (exception: if coach acts as pitcher you may not steal)
- Runners may advance (including to home plate) at their own peril on any batted ball put into play (made live) even though runs have scored.
- Runners may not advance to home plate (score) after 2 runs scored on a passed ball. A passed ball is defined from pitcher to catcher and catcher to pitcher. This rule resets the next half inning played.

SECTION 3 – Baseball Rules Only

Continuous Batting Order: A continuous or open batting order will be in effect for all divisions (See Playing Rule 4.04 for procedures).

All pitch count regulations are in effect including:
Regulation VI (c) Pitch Count Regulation

Catcher/Pitcher in item VI (Note a & c) any player who has played the position of catcher in 4 or more innings in a game is not eligible to pitch on that calendar day.
A pitcher may not catch if more than 41 pitches are thrown.

7&8 Baseball Pitching Machine only:

- **No stealing** at any time. You may not steal home period.
- No runner may advance on a passed ball (pitcher to catcher and catcher to pitcher)
- Runners are limited to one base when being played upon (an overthrow) including if it goes out of play.
- Note: Runners can advance one base per overthrow. For example, batter is entitled to second base only, when an overthrow at first base occurs. She must remain on second base until a play is made either at another base or an overthrow occurs again on her at second. If another overthrow is made prior to getting the ball in the pitching circle and controlled by the player/pitcher, all runners may advance one base. Runners advance at their own risk. You may advance to home on an overthrow if forced.
- Bunting is allowed.
- 10 players on defense with 4 players in the outfield grass.
- Walks/balls will not be awarded.
- If the player does not swing at 3 consecutive pitches out of the strike zone the machine height will be adjusted.
- The position of pitcher must wear a helmet with a guard and be positioned behind the chute of the pitching machine. They may be positioned on the right hand or left hand side of the machine with one food remaining in the pitching circle. The player acting as pitcher shall not "break" for a play until the ball has left the chute. Safety is the key.
- A ball that hits the machine and remains in fair territory is alive and in play. Live ball hits the machine becomes airborne and caught in fair or foul territory, the batter is out.1/2025
- A ball that either hit or thrown that rests near or under the pitching machine will be declared a dead ball and one base will be awarded if forced. This is an important safety factor as we do not want players fielding a ball to come in contact with the wheel/chute of the machine.
- The offensive manager/coach/assistant will feed the machine. The player/pitcher shall hand the ball to the feeder.
- A batted ball is just that. The runner may advance as far as they are able at their own risk.
- Long hair must be controlled to minimize risk when playing the position of pitcher. 3/2023

Mandatory Mercy Rule: updated 2/23
(6)7/8 divisions – 10 runs after 4 innings (3 ½ if home team is up)
(8)9/10 year old and Majors (10)11/12 year old divisions – 15 runs after 3 innings (2 ½ is home team is up) 10 runs after 4 innings (3 ½ if home team is up) 8 runs in 5 innings (4 ½ if home team is up). Intermediate/Jr/Sr divisions—15 runs after 4 innings (3 ½ if home team is up) 10 run-aligned with softball 1/2025

Runs Per Inning Rule:
7/8, 8-9&10: Five (5) runs per inning except for the declared last inning. **The last declared inning will be announced at the top of an inning.** (example 7:55 p.m. start the top of the 5th by declaring that this the last AND unlimited run inning). The last inning will be unlimited runs.

For interleague play in Intermediate, Junior and Senior baseball and Junior and Senior softball Rule 4.10 (e) Option to play an unscheduled double header:
IF the first game ends in a mercy in **Intermediate baseball, and Junior, Senior baseball and softball the teams** may exercise the option to play an unscheduled double header if there is a mutual agreement to play between both teams and the umpire.

3.11 rule in Baseball on allowable double headers – Little League Majors may play 1 double header in a calendar week (Sunday thru Saturday) and Intermediate/Juniors and Seniors are allowed double headers with no limitation.

3.11 rule in Softball - Minor and Little League (major) division may play two double headers in a seven-day period (Sunday thru Saturday).
Juniors and Senior softball may play 3 games in a day. A 5 inning game constitutes a full game when the mercy rule does not apply. 3/2023

APPROVAL

The Centreville Little League By-Laws have been reviewed and approved by the Centreville Little League Board.

PRESIDENT:

_____ _____

NAME **DATE**

_____

SIGNATURE

VICE PRESIDENT:

_____ _____

NAME **DATE**

_____

SIGNATURE

SECRETARY:

_____ _____

NAME **DATE**

_____

SIGNATURE