

**BAY CITY  
LITTLE LEAGUE  
BY-LAWS, LOCAL LEAGUE RULES  
& POLICIES**

2016



Approved by the Board of Directors

President: \_\_\_\_\_ / \_\_\_\_\_

Signature

Date

**BAY CITY LITTLE LEAGUE**  
**BY-LAWS, LOCAL LEAGUE RULES AND POLICIES**

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The By-Laws and Local League Rules of Bay City Little League shall be consistent with Little League Baseball, Incorporated Rules and Regulations. These By-Laws, Local League Rules and Policies shall be reviewed and approved by the Board of Directors (the Board) annually no less than one month prior to the first scheduled game. **Items not covered in these Bylaws are governed by the official Little League rulebook.**

## **ARTICLE I - MAJOR LEAGUE**

### **Section 1 - MAJOR LEAGUE TRYOUTS**

All Major League candidates of league age 11, and 12 must participate in the league try-out. Any candidate that does not try out will not be eligible for placement on a Tournament Team (on a case-by-case basis, the Board may vote to waive this requirement under special circumstances such as medical emergencies). Late registrants will be given an opportunity to try out before placement on a team. The Board will determine annually the number of 10-year-old candidates that may be drafted into the Major League. **(Little League Rules and Regulations III The Teams Part c.)**

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**Section 2 - MAJOR LEAGUE ASSIGNMENT**

- a. Draft System, **Alternate Plan B** as stated in the current Little League Operating Manual will be used for player selection. (**Little League Rules and Regulations V. Selection of Players**) There will be one trade per team allowed if both managers are agreeable.
- b. Any candidate who participates in the league try-out is subject to selection by draft by any Major League team. This selection could occur at any time during the season. Prior to the start of the season, refusal of a candidate to accept a major league assignment will result in forfeiture of Major League eligibility for that year. During the season the refusal of a candidate to comply shall result in the forfeiture of further eligibility in the Major League for the current season and may require reassignment to another Minor League Team. (**Little League Rules and Regulations VIII. Minor Leagues**)
- c. When a team loses a player during the course of the playing season, the manager must contact the Player Agent for a list of replacement players. The manager will have **THREE days** to select an eligible player from the Player Agent's list. If the selection is not made within three days, the player agent will make the selection with Board approval. If there are two or less weeks remaining in the Major League schedule, a selection shall not be made unless the Major League team has less than nine players remaining on the roster. (**Little League Rules and Regulations III The Teams Part d.**) **Subject to Board approval, if a player has no contact with his or her team within SEVEN consecutive days the player will be considered removed from the team and a new player shall be named.**
- d. **Registration applications for Major League candidates received after the team selections must receive Board approval. Candidates of league age 12 will be placed on a waiting list unless a waiver to play in the Minor League is granted. Candidates of league ages 10 and 11 will be placed in the Minor League as outlined in the Minor League section below.**

**Section 3 - MAJOR LEAGUE STANDINGS**

Standings will be kept in the Major League. Each home team must have a scorekeeper and will keep the official League scorebook and pitch count. The official scorebook **MUST** have the final score and pitch counts annotated in it. The official scorebook will be provided by the League and **SHALL** stay at Little League Fields at all times. If a team wants a copy for themselves, they can either fill out 2 books or take a picture of the official book. The visiting team shall operate the scoreboard. At the end of each game, the official scorebook shall be signed by the umpire, scorekeeper, and both managers or coaches. The home team manager will convey the game score, the names of the pitchers, and the number of pitches thrown by each pitcher to the League Information Officer. The Information Officer will post the standings and pitch counts weekly or as soon as practical. Standings will be determined by the order of 1) most overall wins, 2) head-to-head competition, 3) overall runs against, 4) overall runs for, 5) head-to-head runs against, and 6) head-to-head runs for. Forfeited games count as a 6 – 0 score.

**All ties will be played out as appropriate.** If a team does not show up for a continuation of a tie game, it will be counted as a loss subject to Board approval. **Refer to Local League Policies Article VI - Rescheduled Games** for determining the day the tie game will be continued.

**Section 4 - MAJOR LEAGUE PRACTICE**

- a. No team shall have more than 5 practices per week and no practice shall last more than 2 hours.
- b. There shall be no more than 5 activities per week.
- c. A player must attend fifty percent of all practices and games on a weekly basis to be eligible to play. A player is required to adhere to reasonable team rules to remain eligible. Illness and excused absences will not affect eligibility. Major League vice president approval is required before a player can be declared ineligible for disciplinary reasons.

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**Section 5 - MAJOR LEAGUE UMPIRES**

The league attempts to supply umpires for each game. Under certain circumstances umpires may not be available. In these cases, each team shall attempt to supply an umpire familiar with the rules and regulations of Little League Baseball who will act as a field umpire if none is available. Home team is responsible for the third base umpire and the visiting team is responsible for the first base umpire if required. All team managers must attend umpire training when offered.

**Section 6 - MAJOR LEAGUE TIME LIMIT**

On nights in which one game is scheduled, and for Saturday games, there shall be no time limit other than the Little League rule that no inning can start after 10:00 pm. Game time shall start at scheduled game time no matter if play has started or not. Teams must be ready for play at the scheduled time. (**Little League Rules and Regulations VII Schedules Part h.**)

When 2 games are scheduled on a weekday night, for the 1<sup>st</sup> game no inning shall start after 1 hr. 45 minutes and **PLAY SHALL STOP IMMEDIATELY AT 2 HOURS**. If the 2-hour time limit is reached in the middle of an inning, the game shall be halted and resumed at the point at which play was halted at the next available date unless the Little League requirements to be deemed an official game are satisfied, in which case the game will not continue and will be called an official game (see **ARTICLE VI - RESCHEDULED GAMES**). The time limit for the second game will be governed by the 10:00 pm Little League curfew rule (**Little League Rules and Regulations X Night Games Part a.**) If the curfew is reached, the 2<sup>nd</sup> game will be stopped at the end of the inning and play will resume at that point on the next available date unless deemed an official game. Game time is the posted time no matter if play has started or not (unless the first game delays the start of the second game, in which case the home plate umpire shall announce game time). Teams must be ready for play at the scheduled time. (**Little League Rules and Regulations VII Schedules Part h.**)

**Section 7 - MAJOR LEAGUE SCHEDULE**

The schedule of games for the regular season shall be prepared and/or approved by the Board of Directors. The schedule will allow for a minimum of 12 games per team. Games may not be rescheduled without Board approval. The Board will determine annually if there will be a championship game. (**Little League Rules and Regulations VII Schedules Part a.**)

**Section 8 - MAJOR LEAGUE GENERAL RULES**

- All rules for the Major League shall be consistent with Little League Rules and Regulations. The following apply: **a.** The 10 Run Rule shall be in effect for all games (**Little League Rules and Regulations 4.10 e.**)
- b.** Major League Teams will maintain 12 players on the roster. (**Little League Rules and Regulations III The Teams Part a.**)
  - c.** All male catchers must wear the plastic, metal or fiber protective cup.
  - d.** All non-wood bats must be recognized by the current Little League bat standards. Also, no stickers or painting of helmets or other protective equipment shall be permitted without written approval from the manufacturer.
  - e.** Continuous batting order will be used during the 2014 season.

**Section 9 - MAJOR LEAGUE PITCHING RULES**

**2014 Little League Baseball Regular Season and Tournament Pitching Rules are as follows. *Pitchers league age 12 and under must adhere to the following rest requirements. Note that the pitcher may finish the batter as they cross a limit and only be charged with the lower amount of rest:***

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- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 – 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 – 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 – 35 pitches in a day, one (1) calendar days of rest must be observed. □ If a player pitches 1 – 20 pitches in a day, no (0) calendar day of rest is required.

The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below. The pitcher may remain in the game at another position.

- League age 11 - 12 – 85 pitches per day
- League age 10 – 75 pitches per day
- Violations of Days Rest Requirements will result in a penalty to the manager of the violating team. The Official Scorebooks or BCLL Pitch Count Charts will be the only OFFICIAL counts used in determining pitch counts of players. The first infraction will result in a warning. The second infraction will result in a 1 game suspension. Subsequent infractions will be addressed by the Board and may result in suspension of the manager for the remainder of the season.

**ARTICLE II - MINOR LEAGUE**

**Section 1 - MINOR LEAGUE TRYOUTS**

All candidates league age 9, 10, and 11, and those 12 years old with approved waivers, are eligible for placement on a Minor League team and should participate in the league try-out. Players younger than league age 9 may request consideration for selection on a Minor League team. These players must be evaluated through tryouts by the Player Agent. Players of league age 7 will only be placed on a Minor League team provided a parent is a manager of the team. Any candidate that does not try out will not be eligible for placement on a Tournament Team (on a case-by case basis, the Board may vote to waive this requirement under special circumstances such as medical emergencies). **(Little League Rules and Regulations III The Teams Part c.)** Late registrants will be given an opportunity to try out before placement on a team.

**Section 2 - MINOR LEAGUE ASSIGNMENT**

Teams will be chosen using a drafting system approved by the Board of Directors. The manager's child is the only automatic placement on the team. One trade per team is allowed at the time of the draft if both managers are agreeable. If a team loses a player on the roster during the season for any justifiable reason, another player may be transferred within the Minor League through the Player Agent. Minor League players may be reassigned at the discretion of the Board of Directors and the Player Agent. Reassignment must be made randomly from the team with the most players and must be done with the approval of the Board of Directors. **(Little League Rules and Regulations III The Teams Part e.) THERE WILL BE NO MINIMUM NUMBER OF PLAYERS ON A MINOR LEAGUE ROSTER. Minor League teams may have less than 9 players on the roster.**

**Registration applications for Minor League candidates received after the team selections must receive Board approval. Late registrants will be placed in a pool until enough additional players have registered to enable each team to select an additional player as determined by the Player Agent. At this point, the Minor League managers will continue the selection process in accordance with the approved system. If the number of additional players is too small to meet this requirement after the season has been underway 2 weeks, the Player Agent will determine team placement of those players and no further applications will be accepted.**

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**Section 3 - MINOR LEAGUE STANDINGS**

Standings will be kept in Minor League. Each home team must have a scorekeeper and will keep the official League scorebook and pitch count. The official scorebook MUST have the final score and pitch counts annotated in it. The official scorebook will be provided by the League and SHALL stay at Little League Fields at all times. If a team wants a copy for themselves, they can either fill out 2 books or take a picture of the official book. The visiting team shall operate the scoreboard. At the end of each game, the official scorebook shall be signed by the umpire, scorekeeper, and both managers or coaches. The home team manager will convey the game score, the names of the pitchers, and the number of pitches thrown by each pitcher to the League Information Officer. The Information Officer will post the standings and pitch counts weekly or as soon as practical. Standings will be determined by the order of 1) most overall wins, 2) head-to-head competition, 3) overall runs against, 4) overall runs for, 5) head-to-head runs against, and 6) head-to-head runs for. Forfeited games count as a 6 – 0 score.

All ties will be played out in accordance with Little League rules if appropriate (**Little League Rules and Regulations 4.10a, 4.10b, and 4.11e**). If a team does not show up for a continuation of a tie game, it will be counted as a loss subject to Board approval. Refer to **Local League Policies Article VI - Rescheduled Games** for determining the day the tie game will be continued.

**Section 4 - MINOR LEAGUE PRACTICE**

- a. No team shall have more than 4 practices per week, no practice shall last more than 2 hours.
- b. There shall be no more than 4 activities per week.
- c. A player must attend fifty percent of all practices and games on a weekly basis to be eligible to play. A player is required to adhere to reasonable team rules to remain eligible. Illness and excused absences will not affect eligibility. Approval of the Minor League vice president is required before a player can be declared ineligible for disciplinary reasons.

**Section 5 - MINOR LEAGUE UMPIRES**

The league attempts to supply umpires for each game. Under certain circumstances umpires may not be available. In these cases, each team shall attempt to supply an umpire familiar with the rules and regulations of Little League Baseball who will act as a field umpire if none is available. Home team is responsible for the third base umpire and the visiting team is responsible for the first base umpire if required. All team managers must attend umpire training when offered.

**Section 6 - MINOR LEAGUE TIME LIMIT**

No inning shall start after 1 hour and 30 minutes from the scheduled time. Started innings shall be completed unless the home team is at bat and is leading after 3 ½ innings. If 4 innings have not been completed, continue playing as necessary until completing 4 innings. Game time shall be the scheduled game time no matter if play has started or not. Teams must be ready for play at the scheduled time. (**Little League Rules and Regulations VII Schedules Part h.**) If 2 games are scheduled on a weekday night, the first game shall stop immediately at 2 hours so the second game may start.

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**Section 7 MINOR LEAGUE SCHEDULE**

The schedule of games for the regular season shall be prepared and/or approved by the Board of Directors. The schedule will allow for a minimum of 12 games per team. Games may not be rescheduled without Board approval. The Board will determine annually if there will be a championship game. (**Little League Rules and Regulations VII Schedules Part a.**)

**Section 8 - MINOR LEAGUE GENERAL RULES**

All rules for Minor League shall be consistent with Little League Rules and Regulations. The following options will apply:

- a. Offensive teams can score no more than 5 runs per inning. **The 10 run rule is in effect. (Little League Rules and Regulations 4.10e.)**
- b. Coaches may be on the field as base coaches for instructional purposes. **Coaches may not take a position within the field of play. (Little League Rules and Regulations XIV Field Decorum Part d.)**
- c. Protests must be resolved prior to the next pitch or play. (**Little League Rules and Regulations 4.19 Protesting Game Part g.**)
- d. The manager shall bat all players on the roster; the batting order must stay the same through the game.
- e. All male catchers must wear the plastic, metal or fiber protective cup.
- f. All non-wood bats must be recognized by the current Little League bat standards. Also, no stickers or painting of helmets or other protective equipment shall be permitted without written approval from the manufacturer.
- g. As there is no minimum roster size in Minor League, and some teams may have less than 9 players on a roster, the game may be played with less than 9 players (**Little League Rules and Regulations III The Teams Part a.**) To prevent a travesty of the game, the home plate umpire will determine whether the game should continue if less than 8 players are present.
- h. Players arriving after the game has begun may be placed in the lineup at the bottom of the batting order. Their placement in the lineup must be communicated to the home plate umpire, the official scorekeeper, and the opposing team scorekeeper. Failure to do so may result in grounds for protesting batting out of order or for maintaining minimum playing time.

**Section 9 - MINOR LEAGUE PITCHING RULES**

**2014 Little League Baseball Regular Season and Tournament Pitching Rules are as follows. *Pitchers league age 11 and under must adhere to the following rest requirements. Note that the pitcher may finish the batter as they cross a limit and only be charged with the lower amount of rest:***

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 – 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 – 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 – 35 pitches in a day, one (1) calendar days of rest must be observed. □ If a player pitches 1 – 20 pitches in a day, no (0) calendar day of rest is required.

The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below. The pitcher may remain in the game at another position.

- League age 11 – 85 pitches per day
- League age 9 - 10 – 75 pitches per day
- League age 7- 8 – 50 pitches per day
- Violations of Days Rest Requirements will result in a penalty to the manager of the violating team. The Official Scorebooks or BCLL Pitch Count Charts will be the only OFFICIAL counts used in determining pitch counts of players. The first infraction will result in a warning. The second infraction will result in a 1 game suspension.

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Subsequent infractions will be addressed by the Board and may result in suspension of the manager for the remainder of the season.

Note: Players of league age 12 cannot pitch in the Minor Leagues per Little League Baseball.

**ARTICLE III – PITCHING MACHINE LEAGUE**

**Section 1 - PITCHING MACHINE LEAGUE TRYOUTS**

All candidates League aged 7 and 8 years old, are eligible for placement on a Pitching Machine Division Team. Those candidates who are 6 years old and wanting to play in the Pitching Machine league must attend tryouts to be considered. These players must be evaluated at tryouts by the Player Agent.

**Section 2 - PITCHING MACHINE LEAGUE ASSIGNMENT**

Teams will be chosen using a drafting system approved by the Board of Directors. The Managers child is the only automatic placement on the team. One trade per team is allowed at the time of the draft, if both Managers are agreeable. If a team loses a player on the roster during the season for any justifiable reason, another player may be transferred within the Pitching Machine Division, through the Player Agent. Pitching Machine Division players may be reassigned at the discretion of the Board of Directors and the Player Agent. Reassignment must be made randomly from the team with the most players and must be done with the approval of the Board of Directors. **(Little League Rules and Regulations III The Teams Part C) There will be no minimum number of players on a Pitching Machine Division Roster. Pitching Machine Division teams may have less than 9 players on the roster.**

**Registration applications for Pitching Machine Division candidates received after the team selections must receive Board approval. Late registrants will be placed in a pool until enough additional players have registered to enable each team to select an additional player as determined by the Player Agent. At this point, the Pitching Machine Division managers will continue the selection process in accordance with the approved system. If the number of additional players is too small to meet this requirement after the season has been underway 2 weeks, the Player Agent will determine team placement of those players and no further applications will be accepted.**

**Section 3 - PITCHING MACHINE LEAGUE STANDINGS**

Standings will be kept in Pitching Machine Division. Each home team must have a scorekeeper and will keep the official League scorebook. The official scorebook MUST have the final score annotated in it. The official scorebook will be provided by the League and SHALL stay at Little League Fields at all times. If a team wants a copy for themselves, they can either fill out 2 books or take a picture of the official book. The visiting team shall operate the scoreboard. At the end of each game, the official scorebook shall be signed by the umpire, scorekeeper, and both managers or coaches. The home team manager will convey the game score to the League Information Officer. The Information Officer will post the scores and standings, weekly or as soon as practical. Standings will be determined by the order of 1) most overall wins, 2) head-to-head competition, 3) overall runs against, 4) overall runs for, 5) head-to-head runs against, and 6) head-to-head runs for. Forfeited games count as a 6 – 0 score.

All ties will be played out in accordance with Little League rules if appropriate **(Little League Rules and Regulations 4.10a, 4.10b, and 4.11e)**. If a team does not show up for a continuation of a tie game, it will be counted as a loss subject to Board approval. Refer to **Local League Policies Article VI - Rescheduled Games** for determining the day the tie game will be continued.



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**Section 4 - PITCHING MACHINE LEAGUE PRACTICE**

- a. No team shall have more than 3 practices per week. No practice shall last more than 1 hour and 30 minutes.
- b. There shall be no more than 3 activities per week.
- c. A player must attend fifty percent of all practices and games on a weekly basis to be eligible to play. A player is required to adhere to reasonable team rules to remain eligible. Illness and excused absences will not affect eligibility. Approval of the Pitching Machine League vice president is required before a player can be declared ineligible for disciplinary reasons.

**Section 5 - PITCHING MACHINE LEAGUE UMPIRES**

The league attempts to supply umpires for each game. Under certain circumstances umpires may not be available. In these cases, each team shall attempt to supply an umpire familiar with the rules and regulations of Little League Baseball who will act as a field umpire if none is available. Home team is responsible for the third base umpire and the visiting team is responsible for the first base umpire if required. All team managers must attend umpire training when offered.

**Section 6 - PITCHING MACHINE LEAGUE TIME LIMIT**

No inning shall start after 1 hour and 15 minutes from the scheduled time or six innings have been completed. Started innings shall be completed. Game Time shall be the scheduled game time no matter if play has started or not. Teams must be ready for play at the scheduled time. **(Little League Rules and Regulations VII Schedules Part H)** If two games are scheduled on a weekday night, the first game shall stop immediately at 2 hours so the second game may start.

**Section 7 - PITCHING MACHINE LEAGUE SCHEDULE**

The schedule of games for the regular season shall be prepared and/or approved by the Board of Directors. The schedule will allow for a minimum of 10 games per team. Games may not be rescheduled without Board approval. The Board will determine annually if there will be a championship game. **(Little League Rules and Regulations VII Schedules Part a.)**

**Section 8 PITCHING MACHINE LEAGUE GENERAL RULES**

Playing rules for the Minor League apply to the Pitching Machine League with the additions or exceptions as listed below:

- a. Protests must be resolved prior to the next pitch or play. **(Little League Rules and Regulations 4.19 Protesting Game Part g.)**
- b. Any batted ball or thrown ball that hits the adult pitcher or Pitching Machine is a dead ball. Batter/Runners will be awarded one base and no put outs may be made.
- c. Offensive teams can score no more than 5 runs per inning. **The 10 run rule is in effect. (Little League Rules and Regulations 4.10c)** The side is retired once 5 runs score or 3 outs are reached.
- d. Offensive players (batters and runners) and defensive pitchers **must wear batting helmets.**
- e. Coaches may be on the field for instructional purposes. **Coaches may take a position in the field of play. (Little League Rules and Regulations XIV Field Decorum Part d.)**
- f. All male catchers must wear the plastic, metal or fiber protective cup and must wear full catcher's gear.
- g. Infield defensive positions shall not be occupied by more than one player. It is permissible to place additional players in the outfield grass to alleviate players on the bench.

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- h. As there is no minimum roster size in Minor League, and some teams may have less than 9 players on a roster, the game may be played with less than 9 players (**Little League Rules and Regulations III The Teams Part a**). To prevent a travesty of the game, the home plate umpire will determine whether the game should continue if less than 8 players are present. Players arriving after the game has begun may be placed in the lineup at the bottom of the batting order. Their placement in the lineup must be communicated to the home plate umpire, the official scorekeeper, and the opposing team scorekeeper. Failure to do so may result in grounds for protesting batting out of order or for maintaining minimum playing time.
- i. players arriving after the game has begun may be placed in the lineup at the bottom of the batting order. Their placement in the lineup must be communicated to the home plate umpire, the official scorekeeper, and the opposing team scorekeeper. Failure to do so may result in grounds for protesting batting out of order or for maintaining minimum playing time.
- j. All non-wood bats must be recognized by the current Little League bat standards. Also, no stickers or painting of helmets or other protective equipment shall be permitted without written approval from the manufacturer.

**Section 10 - PITCHING MACHINE LEAGUE PUTTING THE BALL INTO PLAY**

- a. The pitcher will check to see that his team is ready to play and hand the ball to the adult operating the Pitching Machine. The adult calls "Time In."
- b. The adult will raise the ball over his/her head to get the batter's attention. Once the batter is ready, the adult will place the ball in the pitching machine and throw the ball to the batter.
- c. If the ball is hit, play will continue until all action is stopped. Action is stopped when all runners are stopped, no put outs are possible, and the pitcher has control of the ball in the mound area and is not attempting to make a play on a base runner. The pitcher does not have to be physically positioned within the mound circle.

**Section 11 - PITCHING MACHINE LEAGUE PITCHING RULES**

- a. An adult representative of the offensive team will pitch the ball. Players will not be permitted to operate the pitching machine.
- b. The pitching machine speed shall be set up so that the wheel is over the pitcher's plate at 46 feet and the speed is set at 40 mph.
- c. **The pitching machine must be attended by an adult at all times. Between innings, an adult representative of the team going into the field shall remain at the pitching machine until an adult from the batting team arrives. To ensure the safety of the players, adults must make sure the players keep a safe distance from the machine at all times.**

**Section 12 - PITCHING MACHINE LEAGUE BATTING AND BASE RUNNING RULES**

- a. Each player will receive a maximum of five (5) pitches or three swinging strikes, whichever comes first, unless the 5<sup>th</sup> pitch or 3<sup>rd</sup> swing is fouled off. If the batter fouls off the 5<sup>th</sup> pitch or 3<sup>rd</sup> swing, the batter will continue to bat until a ball is hit fair, a pitch is taken or not swung at, or the batter swings and misses.
- b. There will be no walks and there will be no free base if a pitch hits the batter.
- c. The batter may bunt.
- d. Runners cannot advance beyond the base they are approaching when play is stopped by the pitcher and the runner must have run more than half the distance between bases or otherwise must return to the previous base.
- e. The manager shall bat all players on the roster; the batting order must stay the same through the game.
- f. Stealing is not allowed unless approved by the Board prior to the start of the season. If approved, the base runner may steal one base only (second base or third base) and may not advance on an overthrow. Stealing home is not allowed.

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**ARTICLE IV - TEE BALL LEAGUE**

**Section 1 - TEE BALL LEAGUE TRYOUTS**

Tryouts are not held for the Tee Ball League.

**Section 2 - TEE BALL LEAGUE ASSIGNMENT**

All candidates League age 4, 5 and 6 will be placed on a Tee Ball team using a system approved by the Board of Directors. Potential methods include random drawing or allowing managers to select a pre-determined number of players from the player pool followed by random drawing of remaining players. The manager's child is the only automatic placement on the team. **Player trades are permissible with Board approval provided both managers agree. THERE WILL BE NO MINIMUM NUMBER OF PLAYERS ON A TEE BALL LEAGUE ROSTER. Tee Ball League teams may have less than 9 players on the roster.** Four-year-old players must have a parent as a team manager, assistant coach, or Team Mom. Board approval is required for those who are League aged four and cannot serve in one of these positions on the team.

**Section 3 - TEE BALL LEAGUE STANDINGS**

Score shall not be kept and no league standings shall be kept in the Tee Ball League.

**Section 4 - TEE BALL LEAGUE PRACTICE**

**a.** No team shall have more than 3 practices per week. No practice shall last more than 1 hour and 15 minutes. **b.** There shall be no more than 3 activities per week.

**Section 5 - TEE BALL LEAGUE UMPIRES**

Although outs are not kept, managers and coaches on the field will be responsible for umpiring duties in order to teach the players the rules of the game. Managers and coaches shall read all Little League Rules and Regulations pertaining to Minor League and the local rule for Tee Ball. All team managers must attend umpire training when offered.

**Section 6 - TEE BALL LEAGUE TIME LIMIT**

All Tee Ball League games will be limited to **1 hour and 15 minutes**. Games should be limited to a maximum of 3 innings unless team roster sizes allow for further play. No games shall extend beyond 4 innings. Teams must be ready for play at the scheduled time. Started innings shall be completed but should not extend beyond the time limit. **(Little League Rules and Regulations section 4.10.f)**

**Section 7 TEE BALL LEAGUE SCHEDULE**

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The schedule of games for the regular season shall be prepared and/or approved by the Board of Directors. Games may not be rescheduled without Board approval.

**Section 8 - TEE BALL LEAGUE GENERAL RULES**

Playing rules for Minor League apply to Tee Ball with the following additions or exceptions. **a.**

The ball shall be hit from a batting tee placed on home plate.

- b.** Every player shall bat in every offensive inning. The batting order shall remain the same throughout the game.
- c.** Infield defensive positions shall not be occupied by more than one player. It is permissible to place additional players in the outfield grass to alleviate players on the bench. Games may be played with less than 9 players. **d.** There are no protests in Tee Ball.
- e.** Offensive players (batters and runners) and defensive pitchers **must wear batting helmets.**
- f.** Coaches may be on the field for instructional purposes. **Coaches may take a position in the field of play. (Little League Rules and Regulations XIV Field Decorum Part d.)**
- g.** All male catchers must wear the plastic, metal or fiber protective cup and must wear full catcher's gear.
- h.** No stickers or painting of helmets or other protective equipment shall be permitted without written approval from the manufacturer.

**Section 10 - TEE BALL LEAGUE PUTTING THE BALL INTO PLAY**

The pitcher throws the ball to the catcher. The catcher hands the ball to the coach who places the ball on the tee.

**Section 11 - TEE BALL LEAGUE PITCHING RULES**

The pitcher must remain completely in the pitcher's circle until the ball is batted.

**Section 12 - TEE BALL LEAGUE BATTING AND RUNNING RULES**

- a.** The ball must be hit 12 feet beyond home plate, otherwise it is ruled a foul ball.
- b.** Bunting is not allowed. The batter must take a full swing.
- c.** Stealing is not allowed.
- d.** Runners cannot advance beyond the base they are approaching when play is stopped by the pitcher and the runner must have run more than half the distance between the bases or otherwise return to the previous base.
- e.** Base runners may be allowed to continue running the bases after being put out provided coaches agree.

**Section 14 - TEE BALL LEAGUE FIELDING**

- a.** No fielder may be placed further infield than the back of the pitcher's circle. Any infraction of this rule can result in the batter being awarded first base, and any runner on base awarded an additional base, if required.
- b.** A batted ground ball to the pitcher in the pitcher's circle must be thrown for an out.
- c.** After a fair ball has been hit, the defensive team can stop the play by returning the ball to the pitcher, who must step within the pitcher's area, making no further play on any base runner. After the pitcher stops in the pitcher's circle with the ball, he may not cause outs by further relay of the ball. At this point, the pitcher returns the ball to the catcher. The base runners may not advance while the pitcher returns the ball to the catcher and must stay on base until a fair ball is hit. Play is also stopped when the defense causes the lead runner to stay on base for 5 seconds or more.

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**Article V - TOURNAMENT TEAMS**

**NOTE:** The goals of tournament teams include providing player development and improvement while teaching good sportsmanship and life lessons about winning and losing, teamwork, discipline, respect and goal-setting. The tournament teams are representatives of Bay City Little League and of Bay City. As the post-season tournaments are quite competitive, the Board of Directors, by a majority vote of all Board members, may alter the team selection process if needed to ensure that competitive teams are fielded.

**Section 1 – Managers**

Tournament team managers for the eleven and twelve-year-old teams will be selected from the pool of interested Major League managers and coaches. Tournament team managers for the nine and ten-year-old tournament teams will be selected from the pool of interested Minor League managers and coaches. The Board of Directors will determine the tournament team managers. The Board will use several factors in making their decision, including team record, instructional capabilities, and familiarity with tournament rules. The only stipulation is that the Tournament team manager must have been either a manager or coach for that age group during the current season. The manager for the nine-year-old team should be determined around the first of May as the nine-year-old team begins tournament play around June 1. The Board of directors will have the final approval of the manager. A manager may not manage more than one tournament team.

**Section 2 - TWELVE YEAR OLDS**

All eligible Major League twelve-year olds who so choose will have their name placed on the twelve-year-old ballot. One Manager, and two Coaches from each team will vote for a maximum of 12 players of league age 12. The top three players receiving votes from the coaches and managers will be placed on the team. Additional players will be selected by the tournament team manager and approved by the Board of Directors to complete the Tournament Team. The Board shall approve the team selection. All names shall be announced publicly at the same time.

**Section 3 - ELEVEN YEAR OLDS**

All eligible eleven year olds who so choose will have their name placed on the eleven-year-old ballot. One Manager, and two Coaches from each team will vote for a maximum of 12 players of league age 11. The top three players receiving votes from the coaches and managers will be placed on the team. Additional players will be selected by the tournament team manager and approved by the Board of Directors to complete the Tournament Team. The Board shall approve the team selection. All names shall be announced publicly at the same time.

**Section 4 - TEN YEAR OLDS**

All eligible ten-year olds who so choose will have their name placed on the ten-year-old ballot. One Manager, and two Coaches from each team will vote for a maximum of 12 players of league age 10. The top three players receiving votes from the coaches and managers will be placed on the team. Additional players will be selected by the tournament team manager and approved by the Board of Directors to complete the Tournament Team. The Board shall approve the team selection. All names shall be announced publicly at the same time.

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**Section 5 - NINE YEAR OLDS**

All eligible nine-year olds who so choose will have their name placed on the nine-year-old ballot. One Manager, and two Coaches from each team will vote for a maximum of 12 players of league age 9. The top three players receiving votes from the coaches and managers will be placed on the team. Additional players will be selected by the tournament team manager and approved by the Board of Directors to complete the Tournament Team. The Board shall approve the team selection. All names shall be announced publicly at the same time.

**Section 6 - COUNTING OF VOTES**

The league will follow the recommended method of vote counting found in the Official Regulations and Playing Rules. The votes will be read and counted during a meeting of the Board of Directors of the league.

**Section 7 - PLAYER REQUESTING TO PLAY AT HIGHER LEVEL**

- Players of league age 9, 10, and 11 may request the opportunity to play on the next higher level tournament team where appropriate with Little League tournament teams. For example, a player of league age 10 could request to play on the 11-year-old tournament team. The player must notify the league prior to voting to have their name placed on the next higher ballot. In this example, the player of league age 10 would be placed on the ballot with the 11-year-old players in order to be voted on the 11-year-old tournament team. If not selected on the higher level team by vote (in this case the 11-year-old team), they would be candidates to fill out the team by the older level team manager. If not selected to the older team, these players would be then eligible to be selected by the manager of their regular age team as a manager selection to fill out that team. **Players may place their name on one ballot only.**
- All players regardless of age are limited to participating on one tournament team per season unless approved by the Board of Directors. This only applies to 9 year olds whom would be candidates for the 9-year-old and 10-year-old teams. The 10, 11, and 12-year-old teams play at the same time and a player may be named to only one of those teams.

**LOCAL LEAGUE POLICIES**

**ARTICLE I – LEAGUE UNIFORMS**

**Section 1.** The Local League shall provide shirts and hats. Parents must supply any color of Little League approved belts, pants and leggings. Minor, Pitching Machine and T-Ball may wear elastic belted pants, but all players should wear the same style and color of clothing. No player shall be allowed to play in a game unless he/she is wearing a numbered uniform shirt. This does not apply if the uniform has failed to arrive from the vendor. Steel cleats may not be worn.

**Section 2.** Proper headgear must be worn by all players when batting and running bases. Failure to meet this requirement shall result in an automatic out. Under no circumstance shall a player intentionally throw a bat, helmet, or glove on the ground or in the dugout. This may result in ejection and/or suspension.

**Section 3.** Proper catching equipment shall consist of a catcher's helmet, facemask, chest protector, shin guards, and throat protector. Proper equipment must be worn during games, practice, and when warming up the pitcher.

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**ARTICLE II - FINANCIAL AND ACCOUNTING**

The Board of Directors shall administer the treasury of the Little League as follows:

**Section 1.** Any expenditure, which is less than \$500.00, must be approved by the president and/or the treasurer.

**Section 2.** Any expenditure, which exceeds the amount of \$500.00, must have approval of the majority of the Board of Directors.

**Section 3.** Any expenditure for equipment, supplies, repairs, or services that exceed \$2000.00 shall require a minimum of 2 competitive bids and shall be approved by the Board of Directors. (Emergency expenditures that are necessary to continue operation of the Local League are exempt from the bid process.)

**Section 4.** At the end of the playing season, which shall include all-star competition, the president and the treasurer shall deposit all funds, with the exception of funds required by the banking institution as a minimum balance for the maintenance of accounts, and for required off-season expenses in an interest bearing account or certificate of deposit, whichever is most advantageous to the Little League.

**Section 5.** The Board of Directors shall institute and maintain a concession stand checking account, solely for the purpose of operation of the concession stand and for no other purpose. Deposits into this checking account may include seed money, which is transferred from the general fund and shall be determined by the Board of Directors, and all proceeds from the operation of the concession stand. All expenditures shall be accompanied by receipts. At no time after Opening Day shall there be allowed a balance in excess of \$2000.00. All moneys over and above the maximum balance of \$2000.00 shall be transferred into the general fund, on a weekly basis or more frequently as needed.

**ARTICLE III - TEAM DUTIES**

**All managers are responsible for ensuring proper player participation. Even in shortened games, minimum player participation time still applies. Failure to meet minimum participation requirements constitutes an infraction against the manager. Disciplinary steps will be followed in accordance with the official Little League rulebook, which consists of a warning for the 1<sup>st</sup> infraction, a 1 game suspension for the 2<sup>nd</sup>, and suspension for the remainder of the season for the 3<sup>rd</sup>.**

**Section 1.** Home team is responsible for keeping the official League scorebook (Major and Minor League only), preparing fields, and supplying balls prior to the game. The Home team will set the bases and provide water coolers and cups for both teams. The field must be marked 10 minutes prior to game time. Games will not start until the umpire signals for play to begin. Teams should turn in a starting lineup to the umpire with substitutes listed at least 10 minutes prior to game time. Copies shall be given to the official scorekeeper, if applicable, and the opposing team manager. The official game time is the published game time. Teams must be present at game time to play. Team managers are responsible for the team conduct on the field and in the dugout. The Home Team manager will convey the game score, the names of the pitchers, and the number of pitches thrown by each pitcher to the League Information Officer. The home plate umpire and official scorekeeper, and, if appropriate, to the opposing team scorekeeper, must be notified of players arriving to the game late. If batting in continuous order, they will be placed at the bottom of the lineup. Failure to properly announce the player is subject to illegal participation, batting out of order, and protest of the game.

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**Section 2.** Visiting team is responsible for running the scoreboard during play and for hand raking and preparing the field for play once the game is complete. The visiting team must return water coolers to the concession stand. Upon leaving the field, the visiting team must turn the field lights off. Team managers are responsible for the team conduct on the field and in the dugout.

**Section 3.** After completing the game, teams must leave the dugout area as soon as possible, making sure to clean up any trash left behind. When 2 or more games are scheduled, teams arriving for subsequent games shall not enter the dugout area until the previous team has vacated the dugout, removed equipment, and cleaned up the area.

**Section 4.** All teams are responsible for participating in scheduled field maintenance time, fulfilling concession stand duties, supplying an umpire if needed, and picking up trash after each game. Team managers have the ultimate responsibility to ensure the fields, dugouts, and stands are clean after their games. Managers should lead by example and encourage parents and fans to assist in the cleanup. Managers failing to fulfill these duties will be subject to the disciplinary procedures outlined in Article VIII below.

**Section 5.** All team managers or their representative should attend all field work days before equipment is issued.

**Section 6.** Following each game, practice, or field activity, teams will remove trash from the dugout areas and the bleachers. ALL equipment, including pitching machines, rakes, water coolers, and bases, will be returned to its proper storage location. All lights will be turned off and the gates locked. Failure to abide by these directives shall constitute an infraction against the team manager.

**ARTICLE IV- FIELDS**

**Section 1.** Any unattended child not acting responsibly may be asked to leave.

**Section 2.** All alcoholic beverages are prohibited on Little League grounds.

**Section 3.** All tobacco products are prohibited on Little League grounds.

**Section 4.** No pets will be allowed inside the fences of the complex.

**Section 5.** Service vehicles only are allowed inside the fences of the complex to help ensure safety.

**Section 6.** Batting cages and mounds are available for use according to the following guidelines.

- a. For days when no practices or games are scheduled in either the Major or Minor Leagues, the cages and mounds are available on a first come, first served basis.
- b. For days when practices are scheduled on the Major League and/or Minor League fields, the cages and mounds are reserved for those teams during the entire scheduled practice time. The cage and mound closest to the Major League field is reserved for the team scheduled to practice on the Major League field, and the ones closest to the Minor League field are reserved for the team practicing on that field. If only one of the fields is being used for practice, the batting cage and mound associated with the vacant field is available for use on a first come, first served basis.
- c. For days when games are scheduled on either field, the cages and mounds are reserved for those teams scheduled to play for an hour prior to game time, with the Visiting team having the first 30 minutes and the home team the second 30 minutes. The cage and mound closest to the Major League field are reserved for the Major League teams and those closest to the Minor League field are reserved for the



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Minor League teams. If only one game is scheduled, both cages and mounds are reserved for the teams playing in that game for an hour prior to game time.

- d. For other times, the use of the batting cages will be approved and scheduled by the Board of Directors.
- e. All minors in the batting cages, whether pitching or hitting, shall wear protective headgear at all times.

It is recommended that adults wear protective headgear also.

- f. When using a pitching machine, only adult coaches are allowed to feed the machine.
- g. Only one batter is permitted inside the cage at a time.
- h. Balls should be inspected for damage prior to use.
- i. When finished using the cages, the batting cage area shall be cleaned up and all equipment and trash removed.
- j. Failure to comply with these guidelines may result in the loss of batting cage privileges.

**Section 7.** The Board member on duty, if applicable, will be responsible for closing the entire facility.

**Section 8.** The Field Maintenance Manager and/or Assistant Manager shall supervise and direct all maintenance activities on the fields and shall recruit and schedule individuals to participate in the field operation. FIELD MAINTENANCE ACTIVITIES TAKE PRECEDENT OVER FIELD USE.

**Section 9.** During the regular season, no one will be allowed to practice on any of the fields unless one or more of the team coaches are present the entire practice. Persons providing a service which requires field access, such as pitching or hitting clinics, may be given such access by the Board of Directors. No one will be allowed on the fields during the season except for BCLL team members, Board members, and approved managers and coaches. The Field Maintenance Manager will authorize use of BCLL equipment. During the off-season, interested parties shall meet with the Field Maintenance Manager to schedule field use, especially for recurring events.

**ARTICLE V - CONCESSION**

**Section 1.** Concession shifts will be filled by parents or volunteers and the concession fee paid at the time of registration will be reimbursed to them.

**Section 2.** There will be no free food or drinks given to anyone at any time. Volunteer workers must pay for everything which they consume in the concession stand.

**Section 3.** Official league umpires may receive free drinks during the time they are umpiring a game only. They must pay for their food at all other times.

**Section 4.** If the concession stand does not operate on a given evening due to inclement weather and games are rescheduled, the concession stand should operate on the same evening that the rescheduled games occur.

**Section 5.** The concession stand shall close no later than 9:00 PM on Monday – Thursday and 10:00 PM on Friday. The grill shall be turned off 30 minutes prior to close.

**Section 6.** On a weekly basis, or sooner if necessary, the concession chairperson and either the Board president or treasurer will count the money received and make out a bank deposit slip. Both persons will sign the deposit slip. The president or treasurer will take possession of the money and ensure it is deposited in the bank.

**ARTICLE VI - RESCHEDULED GAMES**

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Games being rescheduled due to inclement weather, tie games, or unforeseen circumstances shall be rescheduled by the Board of Directors as follows:

- a. Wednesday and Saturday are designated makeup game days. A game needing to be rescheduled or continued on a later date should be played on the next available makeup game day which does not create a doubleheader or as otherwise determined by the Board of Directors.
- b. Games will not be rescheduled to play on a holiday weekend. In this case, the rescheduled game should be played on the following Wednesday. Should this present conflicts, particularly with church or school events, the League Vice-President or the BCLL President shall determine the date and time of the makeup game.
- c. Dates and start times for rescheduled games will be set by the League Vice-President or the BCLL President. These should be set as soon as possible after the original game was interrupted or cancelled.
- d. Any team with 3 or more players affected by an unforeseen school function may have their game rescheduled per board approval. Notice must be given to the League Vice-President or the BCLL President 72 hours in advance. This rule does not apply to Opening Day games.

**ARTICLE VII – PARENT RESPONSIBILITIES**

**Section 1 - PARENTS.** Parents are important to the Little League Program. The program depends on the parents support and encouragement of the children as well as the officers and other volunteers involved. The duties of the parents are:

- a. Become aware of the rules, regulation and philosophy of Little League Baseball.
- b. Present opinions and criticisms to officers of the league in a positive, constructive manner.
- c. Transport players to and from practices and games promptly and dependably.
- d. Participate in volunteer activities.
- e. Encourage child to participate in fund raisers and turn in money or tickets promptly.
- f. Perform concession duties at least once per season per child playing Little League unless prior arrangements have been made, such as exercising a buyout option if such option exists.
- g. Read and sign a code of conduct.

**ARTICLE VIII - MANAGER RESPONSIBILITIES**

All managers will comply with the following requirements, which are to be bound together and are to apply to all teams. All efforts should be made to alert the proper contacts if a manager cannot meet any of his obligations.

- a. Managers or a qualified representative must umpire league games if required (Major and Minor League only).
- b. Coach games, conducting himself/herself according to the rules of Little League Baseball, Inc.
- c. Communicate League rules and policies.
- d. Schedule and conduct team practices.
- e. Attend all meetings of the managers and coaches.
- f. Read and be familiar with the rules and regulations of the Local League and Little League Inc. and be able to teach them to the players and apply them in a game.
- g. Appoint a team mom, volunteer umpires, and an official scorekeeper (Major/Minor League).
- h. Appoint a team mom (Pitching Machine and T Ball Leagues).
- i. Motivate parents and players to clean-up trash and debris in stands, dugout and playing area after each game.
- j. Be responsible for having the field ready to play at game time.
- k. Attend a Little League Umpires certification training course if possible.
- l. Assist in field maintenance and be present on all work days.
- m. Notify the Player Agent and League Vice President within 24 hours of determining the loss of a player.
- n. Read and sign a code of conduct and submit a Volunteer Application.

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- o.** Ensure that all players use equipment approved by Little League International. All non-wood bats must be recognized by the current Little League bat standards. Also, no stickers or painting of helmets and other protective equipment shall be permitted without written approval from the manufacturer.

**ARTICLE IX – INTERLEAGUE ARRANGEMENTS**

The Board of Directors may approve interleague arrangements with neighboring leagues. The approval process should follow the process outlined below.

- a.** Interleague Determination – First and foremost, once the BCLL Board has received a request for interleague play, the Board must decide whether or not to accept the interleague proposal.
- b.** Locations – If the proposal is accepted, the Board then will decide game locations. If possible, the games should be played at all available fields, not only those operated by BCLL. Field preparations and supplies along with concessions will be the responsibility of the league operating the field. Team managers, coaches, and fans must treat all fields in accordance with the duties outlined previously.
- c.** Umpires – The Board should then determine the process for scheduling umpires. BCLL may decide to schedule umpires for all games and handle any costs associated with the umpires. Interleague fees would then be set by the cost of the umpires, with the amount set at one half of the total amount of umpire fees for games scheduled. As an example, if umpire fees and associated costs amount to \$50/game, each team would be responsible for the equivalent of \$25/game. For a 15 game schedule, the interleague fee would then be set at \$375 per team.
- d.** League Championship – The BCLL Board will decide whether or not teams from the neighboring league will be eligible for league championship considerations. Leagues desiring to interleague must adhere to the Little League International requirements for roster sizes and participation to be included in the championship. **ALL GAMES WILL BE INCLUDED IN DETERMINING LEAGUE STANDINGS.**
- e.** Once both leagues approve the arrangement, an Interleague Request Form will be submitted to the District Administrator for approval.
- f.** Field maintenance and preparation will be the responsibility of the league hosting the game. As an example, for games played in Bay City, Bay City LL would be responsible for field preparation before and after the game. For games played outside of Bay City, the owning league would be responsible.

**ARTICLE X - CONCERNS PROCEDURE**

The Board of Directors may release a manager at any time following the procedure below if the board deems the managers' actions extremely detrimental to a player, umpire, coach, spectator or Article VII violations.

- a.** All complaints, charges, accusations, and or wrong doings will be submitted to the Board of Directors using the Concerns Form (**see Attachment A**). The board member signing the Concerns Form will notify the accused person and give them the managers/coaches Concerns Reply Form (**see Attachment B**). For any Concerns Form brought up against someone, he or she or someone on their behalf will fill out and sign the managers/coaches Concerns Reply Form (**see Attachment B**). Anyone refusing to sign the Concerns Reply Form will be acted upon if deemed necessary by the Board of Directors.
- b.** Once this has been done, the Board may decide to call a “Special meeting” per League Constitution within 48 hours to address the Concerns Form and the Concerns Reply Form filed.
- c.** The person involved shall be notified of the meeting, informed of the nature of the Concerns Form and given the opportunity to appear at the meeting and to answer the Concerns Form brought against them. During the Concerns meeting, Concerns Documentation Form (**see Attachment C**) will be filled out.
- d.** No action shall be taken against the manager/coach by any board member until all of the above procedures have been carried out.
- e.** The decision of the board on these issues will be binding. Once a decision is reached all parties will be notified.

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<p><b><i>ATTACHMENT A</i></b> <b>CONCERNS FORM</b> <b>Bay City Little League</b></p>
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**Date of Event:** \_\_\_\_\_

**Approx. Time:** \_\_\_\_\_

**Place:** \_\_\_\_\_

**Observed Actions:**

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**Witnesses Observation (Signature if possible):**

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**Complaint Lodged by: (Name and Signature):**

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Received by Board Member: (Name and Signature):

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<p><b><i>ATTACHMENT B</i></b> <b>MANAGERS /COACHES CONCERNS REPLY FORM</b> <b>Bay City Little League</b></p>
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Date of Event:: \_\_\_\_\_

Approx. Time: \_\_\_\_\_

Place: \_\_\_\_\_

What happened from your perspective?

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Witnesses to your Account (Signature if possible):

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Manager/Coach Complaint Lodged by: (Name and Signature):

\_\_\_\_\_

**BAY CITY LITTLE LEAGUE**  
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**Received by Board Member: (Name and Signature):**

\_\_\_\_\_

<p><b><i>ATTACHMENT C</i></b> <b>CONCERNS MEETING DOCUMENTATION FORM</b> <b>Bay City Little League</b></p>
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**Date of Event::** \_\_\_\_\_

**Approx. Time:** \_\_\_\_\_

**Place:** \_\_\_\_\_

Complaint form reviewed and attempts to contact witnesses made \_\_\_\_Yes \_\_\_\_No

Complaint reply form reviewed and Manager/Coach contacted \_\_\_\_Yes \_\_\_\_No

Items of Discussion:

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**Agreed Upon Actions:**

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**Persons in Attendance:**

Name	Signature