

New Albany Little League By-Laws

I. Divisions/Leagues

There will be a baseball and softball division. Each division may have the following leagues:

- 1) Tball League will consist of 4-5 year olds, with option of 6 year olds that have never played before to be eligible if approved by Little League.
- 2) Coach Pitch/Instructional League will consist of 5-6 year olds.
- 3) Rookie League will consist of 6-8 year olds.
- 4) Minor League will consist of 8-10 year olds.
- 5) Major League will consist of 10-12 year olds.
- 6) Junior League will consist of 12-14 year olds
- 7) Senior League will consist of 13-16 year olds.
- 8) Big League will consist of 14-18 year olds.

II. Assessment Procedures

Assessments will be held for all Major, Minor and Rookie division players. Coaches will be asked to assess each player in the following categories: Run, Throw, Bat, Grounder, and Fly Ball. Each assess will be on a 1-10 scale with 10 being excellent. Each coach should then total the individual assessments for each player to determine a total score.

Example:

Player	Run	Throw	Bat	Grounder	Fly	TOTAL
Johnny Doe	7	8	10	8	8	41
Tim Smith	4	3	7	6	4	24

Each Manager/Coach pair will turn in only one completed assessment sheet. If there is more than one assessment date, then the Player Agent or League VP must collect the forms from each team (with their name on it) and redistribute at subsequent assessment sessions. When all assessments are completed, the Player Agent must be given all completed assessment forms. No copies will be provided to coaches.

Assessment Guidelines

1. Assessments will be divided up by age groups as much as possible. Each day, older players will assess early and younger players later with players playing up assessing at the very end of the final day. This is meant to help the coaches in comparing the players.
2. On assessment sheets miscellaneous info must be included, such as; if the child was an all-star last year – if the child is a coaches option – brother option - if the child is a sponsor option – if the child is new to the league – if dad wants to help coach.
3. The VPs will emphasize the importance of assessments and fairness.
4. If most of the coaches are familiar with an un-assessed player, the player MAY still be rated by the coaches if there is a general consensus. (if a hat pick is a very talented player it could create an unfair advantage – so we try to limit the number of hat picks) If there are a high number of hat picks the VP, at his discretion, may call an impromptu assessment sometime before the draft.
5. The player agent will work with the VP in collecting and tabulating assessment scores. If possible, all scores will be announced openly among all the coaches directly after each assessment day. All scores will be shared openly between the coaches in an effort to promote honest ranking.

Ranking Procedures

When all assessment forms are collected the average assessment score for each player will be determined by dropping the low and high assessment score and averaging the remaining values.

Example:

Player	Coach 1	Coach 2	Coach 3	Coach 4	Coach 5	Coach 6	Average
Johnny Doe	41	45	50	38	35	43	41.75
Tim Smith	24	23	27	16	34	21	23.75

Johnny - 50 & 35 are dropped => $(41+45+38+43) \div 4 = 41.75$

Tim - 16 & 34 are dropped => $(24+23+27+21) \div 4 = 23.75$

After all averages are determined, they are sorted based on this average from high to low. Each player is then assigned a “rank” from 1-down. Therefore, the player with the highest average will be ranked #1 and the player with the lowest average will be ranked last. All ties will be broken by assigning the lower rank to the older player.

Balancing Rules

Several balancing rules have been established to prevent Managers/Coaches from unfairly ranking certain players very high, typically other Manager/Coach kids. If a coach’s option is ranked too high then his score will be adjusted to the top of the highest eligible round by the player agent.

Definitions:

Round - A “round” is determined by looking at the number of teams in that division. If there are 8 teams, then players ranked 1-8 are considered Round 1, players ranked 9-16 are considered Round 2, etc.

League Age – this is determined by the age guidelines of Little League. The age of the player on April 30 of the current season is their “league age”. If a player plays up, and makes an all star team in the older division then he will be considered to be the age of that all star team for the purposes of this rule.

Example: If a player is 8, but plays on the 9 year old all star team then the following year when that player is 9, he will be considered 10 for the purposes of this rule since that player was judged to be among the top kids of that age group. (Coach options only)

Balancing Rules for coach options:

8-10-12 yr old all-star	Can be ranked anywhere
8-10-12 yr old non all-star	Cannot be ranked higher than #13
9-11 yr old all-star	Cannot be ranked higher than #13
9-11 yr old non all-star	Cannot be ranked higher than #25
7 yr and younger	Cannot be ranked higher than #13

These rules should be ignored during assessments, coaches should rate everyone based on their honest opinion of a player’s ability. These limits will only be plugged in when needed after the scores are tabulated. The player agent in conjunction with the league VP will implement these limits. If the VP is a manager, the Player Agent will be sole authority in this matter but will defer to another board member if his own child is involved.

The basic purpose of the balancing rule is to protect, to a certain degree, a coach’s son or daughter who is not an all-star from being ranked unfairly high. At the same time, a team should not gain an unfair advantage with this rule and it is impossible to make a rule that works in every situation. These rules were written with the assumption that the all-star players are the top 12 in their age group in the opinion of the coaches. There are exceptions to this as some players may not play all stars for reasons other than they were not selected by the coaches, and some players played with a different age group.

An exception to this rule should not give a team an unfair advantage. If a player didn't play all stars with their own age group but is considered one of the top players, or there is any other situation where a player is obviously in the wrong round, the VP, or any other manager can appeal to the Executive committee on the board (Pres., VP, Treas., Sec), and recommend that the player be placed in the draft in a location that more accurately reflects the players skill as compared to the other players.

III. “Send Downs” and “Playing Up”

“Send Downs”

This is a term used by the league to describe a player who is asked to play in a younger division because their skill level is such that they could be injured by playing with their age group. The criteria should be based on **safety** and not skill. Only a player who is at risk of injury should be sent down. The managers along with the league VP will, by consensus, determine if the player should be sent down. This should not be done without careful thought and consideration. The VP will inform the parents about their decision directly after the assessment if possible. That player will need to participate in the younger league's assessments if applicable. The VP will need to notify the player agent and the VP of the younger league as soon as possible.

Playing “up”

If a player's parents wishes to play a child in an older division than his birth date dictates, then the player must participate in that division's assessment process. The managers along with the league VP will, by consensus, determine if the player should participate in that division. The criteria for this is different then that of a “send down”. The criteria should be simply, does this player's ability indicate that he or she will have a successful season in the older division. A player should not play up if their skill level isn't at least in the top half of the older group. That being said, one could say the entire all-star team from a younger division meets these criteria, and could play up.

Playing up should be the exception not the rule as each division does have age standards.

Any player playing up by more than one year must have board approval.

IV. Draft Procedures

Every year, in order to evenly disperse the talent, players will be assessed and then drafted by the coaches. Draft rules will be given to all the coaches by the league V.P.

- 1) First round draft order via blind draw for position. This is also the team number.
- 2) Coaches Option. Managers and coaches must draft their own children in the round in which they appear. If a team has more than one option in the same round then they will select the highest one first and must select the lower ranked option with their next pick.
- 3) Each team must have sponsor. If a team drafts a 'sponsor option' it will be that team and will no longer be permitted to draft another 'sponsor option'. If a manager is sponsoring a team, he may select another 'sponsor option' and defer his own sponsorship to a team that does not have a sponsor at the end of the draft. If all but one team has drafted a player attached to a 'sponsor option', the remaining team must draft the last 'sponsor option' (if applicable) in the round in which he is slotted.
- 4) If a team selects a player with a 'brother option' tag, the 'brother' (second player) will be assigned to that team in the subsequent round in which he appears.
- 5) Each ranked player is given a 'point' value. Beginning with round 2 and continuing through the next to last round, each team will draft in the order

of their cumulative point total, with the highest cumulative total going first, second highest second, etc.

- 6) After there are no longer a sufficient number of 'assessed' players available for a complete round, the remaining assessed, un-assessed names will be considered hat picks.
- 7) After the completion of the last full round, all remaining players, along with the order that teams will be assigned a late registering player will be randomly picked by the managers. Only the Player Agent and VP will know the order in which late signups will be assigned to a team, to prevent a coach from trying to recruit a player if he knows his team is next to get a player. The suggested method of doing this is: (10 team example with 4 remaining players) Have letters A through J written on a piece of paper. The player agent and VP will randomly assign the remaining players and numbers 1 -6 to these letters but will not let anyone else see it. Then letters A –J are put in a hat and randomly picked by the managers. Each letter they pick will either be a player or a spot in the assignment order. (which will remain unknown to everyone except the player agent and VP) This method should be followed even if the player agent and/or VP are coaches.
- 8) Trades must be completed directly after the draft before everyone leaves. The League VP and Player Agent must both approve the trade. (other board members should be involved if present)
- 9) To keep everything rolling along there is a time limit of one minute between picks.

V. Local Playing Rules

See Attached Exhibits for each Division.

VI. Tournament Teams (District All-star)

Section 1

District teams - There will be an official Little League sanctioned all-star team that will participate in the area district tournaments in the following leagues: Minor, Major, Junior and Senior, if available. The amount of financial support will be decided by the Board of Directors based upon the needs of each team and the availability of league funds. Families and coaches may be asked to share some of the financial burden through donations and/or fundraising activities. All fundraising activities must be approved in advance by the President or Board of Directors.

Section 2

Selection of managers and coaches for the district teams –District all-star managers and coaches must have been active regular season managers or coaches as approved by the Board of Directors.

Selection of a Manager shall be supervised by the League VP and be conducted by a vote of the managers for each division and must have the majority vote of the total number of approved managers. Any regular season manager that desires to be the All-Star Manager shall notify the league VP two days prior to the date set for the manager vote. If the vote of the manager results in a tie or if no selection can be made from the manager vote, the results of the manager vote shall be forwarded to the Board of Directors with the recommendation of the League VP which is not binding on the Board. The Board will break the tie. Subject to board approval, the manager with the best regular season record will receive one coach position on the all-star coaching staff. If the manager with the best regular season record declines then it continues down the standings with the managers before starting back at the top with assistant coaches. The elected All-Star Manager

may select the third coaching position on the team from any approved league coach.

Final approval of district all-star managers and coaches rests with the Board of Directors and the Board of Directors may reject any vote of the managers or selection of the league VP if it deems appropriate.

Section 3

1. Each manager will make nominations from his/her regular season team for the district all-star teams. All nominees will be placed upon a ballot once they have submitted the player commitment form. There will only be allowed one (1) submission of nominations per team
2. Board of Directors may nominate additional players to add to ballot.
3. Manager of the all-star team and league VP shall determine how many players are placed on each all-star team in each division. The minor and major district teams may consist of between 12 and 15 players. The junior and senior district teams may consist of up to 15 players.
4. Each year, Board of Directors and Vice President of particular league will set up calendar for dates the nominations/votes for all-star players are due.
5. All regular season managers, league approved coaches for a specific division, and all rostered players may vote for the league's 10, 11, and 12-year-old district all-star teams. All eligible voters may vote for up to nine players. If more than nine players are selected then the entire ballot is invalid. The players receiving the top five vote totals will automatically be placed on the All-Star team. If there is a tie among the league vote, the tie for those five spots is to be broken by the Manager vote. The next players will be selected by a vote of the League Managers to determine the Roster minus two spots. (E.g. for a 13-player roster, Managers will select 6 players

for a total of 11 roster spots between player and manager vote). The final 2 roster spots will be selected by the All-Star Manager.

6. Final approval of all players, ballots, and teams rests with the Board of Directors.
7. The player vote should take place on the field or in the dugout.
8. All ballots cast in any vote must contain the name of the player or coach casting the ballot.
9. The players' names and ages shall be the only information released from the meeting that counted the votes. Only the President, Vice President of the particular league and the Player Agent shall have access to the ballots. The President shall appoint an alternate officer to replace the President, Vice-President of the particular league or the Player Agent if said officer has a child on the ballot.

Vice-President of the particular league or the Player Agent if said officer has a child on the ballot.

VII. Non-district All-Star Teams

Non-district teams – There will be a 7, 8, and 9-year-old non-district team or teams. The Local League vice-president in accordance with the local rules governing that specific league shall administer the selection of managers, coaches and players. Unless indicated otherwise, selection of managers shall be made in the same manner as District All-Star Teams. Selected managers and coaches are subject to approval by the Board of Directors.

VIII. Refunds

1. Full refund (less any transaction costs) during registration period.
2. After registration closes but before drafts, full refund less \$25 processing
3. After drafts but more than a week before first game, one half refund.
4. Within one week of opening day, no refund.
5. Exceptions for injury or illness subject to approval by executive committee.

IX. Game/Practice Cancellation Policy

Cancellation Notification:

Board and Coach group-text will be sent once decision is made. NALL Facebook/Twitter accounts will be updated with information of cancellations. A decision to cancel games/practices due to weather will often be made by 4:00 on weekdays. Cancellation will be determined by League VP, Umpire Chief and Board Member on Duty. Once a cancellation is made ALL home games & use of the fields for that date will be cancelled. Field conditions can change dramatically within a couple hours so late notice is typical. The games are scheduled to be played until cancelled.

If NALL does not cancel all games and practices, then it will still be the parent's decision to bring their child to the game or practice. If you don't think conditions are right to bring your child to play softball then notify your coach immediately so that the coach/manager can attempt to get enough players to avoid a forfeit or to notify the league so that we don't pay umpires for forfeited games.

Guidelines On The Decision To Cancel Games:

Lightning or thunder: If lightning is seen or in the vicinity as monitored by the Umpire in Chief or Board Member on Duty, players should be removed from the fields to appropriate shelter until the weather is clear for 30 minutes. Umpires, coaches, and board members all share the responsibility for enforcing this rule.

Precipitation: Games will not be played during heavy rain. Games may be played through light rain as determined by the Umpire in Chief and Board Member on Duty (prior to the game) or the field umpire (during the game). Rain can make the fields vulnerable to damage and/or unsafe. If the fields will be unsafe then play will be postponed. If rain has stopped but NALL has determined the fields are not suitable for play, games will be cancelled.

Cold: Temperatures below 40 degrees or wind chill factor below 35 will often be sufficient to cancel games, depending on other conditions. Actual temperatures at 35 or below will almost always result in game cancellations. Unless unusual circumstances exist all games will be concluded by October 31.

Heat: When the Heat Index is greater than 95 additional breaks may be given between innings for water, and umpires will be given additional time for suggested water breaks. Game time limits may be shortened by the Board Member on Duty. If the Heat Index is 99-104, game times may be shortened and mandatory water breaks will be instituted. Heat Index over 105, games will be postponed or rescheduled. We will follow the general guidelines of the NAFC School Corporation Heat Guidelines for Outdoor Practices.