

# Laguna Little League By-Laws

**Updated 03/15/19**

In most cases, any questions you have about the rules of the game will be addressed in the Little League Rule book. These by-laws address all areas left up to the local board and any grey areas within the rules.

Please read these by-laws.

## **I. General**

**A. No outside food, drinks, cups, ice chests or coolers.**

**B. No Pets/Animals inside the Laguna Little League ballpark and parking area**

*Service animals will be allowed. Any aggressive behavior by the service animal will result in animal being removed from the premises permanently. Owner of Service Animal shall clean up after the service animal or owner subject to suspension of animal privilege.*

C. Laguna Little League is a tobacco free, smoke free facility, this includes all forms of electronic cigarettes. Smoking is not permitted within 100 feet of ball park boundaries or ball park fence lines. Repeat offenders will face ejection from ballpark in accordance to Little League suspension guidelines.

D. Motorcycles, two, three and four wheeled vehicles, skateboards, bicycles, Heelies and rollerblades are not permitted inside the ballpark.

E. Team Responsibilities for both the Home and Visiting team:

Both team coaches will walk the field before the game looking for glass, gopher holes or any object that could be unsafe and address any issues. Drag the infield before the game, set up bases and line the field. Each team will clean the dugout after their game. Coaches of the last game will put away the bases, rake and water the field as well as empty the dugout trash and water coolers.

F. Record Keeping for both the Home and Visiting Team:

Home team shall provide the official scorekeeper. Visiting team shall provide the official pitch counter and operate the scoreboard. Both the Scorekeeper and the Pitch Counter must reside in the score booth. No scorekeepers in the dugout or on the playing field.

G. Uniforms: No additions, alterations or changes of any kind can be made to the uniforms provide by the league. Names cannot be placed on the backs of the uniform shirts. Player names and numbers can be added to the back of each team hats at the team's expense.

H. Two hours of volunteer work is required for each player every session. A buyout option is available.

## **II. Discipline:**

A. No manager or coach may take actions against a player without written consent of the Laguna Little League Board of Directors (BOD).

B. If a player is suspended and no parent or adult guardian is present at the game, the board member on duty shall take charge of that player until an adult is contacted to come and take the player home.

## **III. Game-General:**

The official League Age is determined for baseball and softball by Little League International's rules and age chart. See the Little League rule book or go to <http://www.littleleague.org> for full details. Ages below are referring to league age. Any diversion from the league age bracket listed below must be made through the appropriate player agent. Only children playing in their age bracket are eligible for All Star Tournament play.

### **A. League Ages:**

1. T-Ball baseball ages 4 – 6. Baseball & Softball
2. Minors Coach Pitch Division, Ages 6-8. Baseball & Softball
3. Minors Kid Pitch Division - Ages 8-10. Baseball & Softball
4. Major – ages 10-12. Baseball & Softball
5. 50/70 Intermediate Baseball, ages 11-13
6. Juniors – ages 12-14
7. Seniors – ages 13 - 16, Baseball & Softball

### **B. The number of innings played & time limits:**

1. Instructional T-Ball: 5 innings or 45 minutes

Competitive T-Ball: 5 innings or 1 hour 15 minutes- all games are considered complete regardless of duration or number of innings played.

2. Coach Pitch: 6 innings or 1 hour 45 minutes- all games are considered complete regardless of duration or number of innings played.

3. Minors: 6 innings or 1 hour 45 minutes

i. 4 innings required to complete game, time limits apply to week night games when a game is scheduled after.

4. Majors: 6 innings or 1 hour 45 minutes

i. 4 innings required to complete game, time limits apply to week night games when a game is scheduled after.

5. 50/70 Intermediate – 7 innings or 1hr 50 minutes

i. 5 innings required for a complete game

6. Juniors: 7 innings or 2 hours

i. 5 innings required for a complete game

7. Seniors: 7 innings or 2 hours

i. 5 innings required for a complete game

**C. Practice of teams will not exceed 10 hours per week. This includes game times. No team may practice in uniforms after the season starts.**

D. No later than 10 minutes before the scheduled game start time, the manager of each team will give two copies of the batting order to the umpire and the umpire will hand them to the official scorekeeper and opposing manager. The batting order is to be complete, to include all players with first and last names, position, and shirt numbers. The manager must list the reason (e.g. injured, out of town, etc.) for a player who is not on the official line up.

E. All teams, T-ball through Seniors, will bat through the lineup. In all divisions except Instructional T-ball, defensive players will alternate every other inning (Players cannot be on the bench for two consecutive innings). In Instructional T-Ball all players will play defense.

**-- MAJORS – SENIORS PLAY “BAT 9 PLAY 9” AT MID SEASON**

F. The official scorekeeper will keep and update a team pitching record on file at the field. The official scorekeeper, umpire, and a manager from each team will initial the pitching record after the game has ended. The official scorekeeper will check the pitching record before the pitcher pitches to insure the pitcher is eligible, but it is ultimately the manager’s responsibility to use an eligible pitcher. If the pitcher is ineligible, the official scorekeeper will notify the manager and umpire. The ineligible pitcher is then replaced with an eligible pitcher. The minimum age for scorekeeper is 16 years of age.

## **IV. T-Ball**

### **INSTRUCTIONAL T-Ball (League Age 4-5)**

Instructional T-Ball is a non-competitive division. All t-ball coaches are required to attend the pre-season T-Ball coaches' meeting

1. There is no official score during all T-ball games and they are not officiated by an umpire. A team lineup is still required to be given to the opposing coach/manager.
2. Only 6 players may be in the infield. (5, if the team elects to not use a catcher). All others must stay on the outfield and must play the outfield positions.
3. On an overthrow to any base, one base will be awarded to each base runner, play stops and time is called.
4. Two coaches of the defensive team may be on the playing field, but must remain in the outfield. The coach/manager must rotate player positions each inning; this is to include First Base and Pitcher. No player shall play the same position 2 consecutive innings.
5. The team will bat 7 batters or 3 outs, whichever comes first through the entire batting roster.
6. On the 7th batter, when players have advanced as far as possible, time is called and that half inning is over.
7. When batting the ball, the ball must clear the foul line arch.
8. There are no strikeouts. The batter bats until the ball is hit.
9. The pitcher must throw the ball to attempt the out. Chasing the batter runner down is not allowed.
10. Both coaches/managers are required to set up the field and take down the field for games, as well as walk the field prior to each game to inspect for possible hazards.

### **COMPETITIVE T-Ball (League Age 5-6).**

All competitive t-ball coaches are required to attend the pre-season coaches' meeting.

This is a competitive division of the Little League T-ball division. Score is kept and 9 players are allowed on the field with an outfield rover. Teams are required to suit out a catcher. (Total of 10 defensive players

in the field).

1. Games that are cancelled shall be played on a make-up day that the player agent or BOD has designated. A 24-hour notice is required to reschedule any game.
2. In inter-league games, the rules of the host league apply.
3. A time limit of 1:15 will be imposed on any weeknight game in which another game is scheduled immediately after. Game will be halted at 1:15 regardless of innings completed or completion of that current inning. If the inning is NOT complete, the game will revert back the previous completed inning, regardless of the total completed innings.
- 4 The 5 run rule will be in effect. The visiting and home teams can only score 5 runs each inning through the third inning. Open scoring begins at the top of the 4<sup>th</sup> inning.
5. The umpire will not call balls but will call swinging strikes. If a batter gets 3 strikes the umpire will call the batter out. Mid-season the coach will deliver 3 pitches. If the batter has less than 3 swinging strikes, the ball shall be returned to a tee to finish the at bat with count at hand.
6. No runner may steal a base on a throw from the catcher to the pitcher.
7. If a defensive player throws the ball to any base and it results in an overthrow, the runner can advance one base only. If the defense attempts to throw the runner out at second base and an overthrow occurs, the one base limitation does NOT apply, and runners can advance at their own peril.
8. If the game is tied after the allotted innings have been completed, the game will count as half win and half loss for each team.

## **V. Minors Coach Pitch Division:**

- A. This is a non-competitive division of the Little League Minors division. Score is kept and 9 players are allowed on the field with an outfield rover. (Total of 10 defensive players in the field).
- B. The entire season will be coach pitch. The coach will pitch the ball using an overhand throwing motion (for softball, the pitcher will pitch using an underhand pitching motion), and stand in the pitcher's circle while delivering the pitch. The coach pitcher shall do his best to exit the playing field in the opposite direction of the live ball in play.
- C. Games that are cancelled shall be played on a make-up day that the player agent or BOD has designated. A 24 hours' notice is required to reschedule any game.

D. In inter-league games, the rules of the host league apply.

E. A time limit of 1:45 will be imposed on any weeknight game in which another Coach Pitch game is scheduled immediately after. Game will be halted at 1:45 regardless of innings completed or completion at current inning. If the inning is NOT complete, the game will revert back the previous completed inning, regardless of the total completed innings.

F. The 5run rule will be in effect. The visiting and home teams can only score 5 runs each inning through the third inning. Open scoring begins at the top of the 4<sup>th</sup> inning.

G. The umpire will not call balls but will call swinging strikes. If a batter gets 3 strikes the umpire will call the batter out. Upon the 5th pitch, if the batter hits a foul ball not resulting in a put out of the batter and additional pitch will be allowed. Batter is required to swing at all subsequent pitches until the ball is put in play or the batter strikes out.

H. If the pitching coach catches or is struck by a batted ball, the ball is dead. All runners will return to the base they occupied and the batter returns to bat. (Same count).

I. If a ball thrown by a fielder trying to throw out the batter at first base hits the pitching coach, the ball is dead. All runners go back one base and the batter is out.

J. Two adults may be base coaches. The pitching coach cannot coach base runners or the batter. The pitching coach must be quiet and not use hand gestures.

K. The defensive pitcher (Defensive player standing at the pitcher position), must remain inside the circle (10ft circle) and behind the rubber until the ball is delivered to the batter.

L. No runner may steal a base on a wild pitch, passed ball, or on a throw from the catcher to the pitcher.

M. If a defensive player throws the ball to first base and it results in an overthrow, the runner can advance one base only. If the defense attempts to throw the runner out at second base and an overthrow occurs, the one base limitation does NOT apply and runners can advance at their own peril.

N. If the game is tied after the allotted innings have been completed, the game will count as half win and half loss for each team.

## **VI. Minor Kid Pitch Division:**

A. Games that are cancelled or incomplete shall be played on a make-up day that the player agent or BOD has designated. A 24 hours' notice is required to reschedule any game.

B. The 5 run rule will be in effect. The visiting and home teams can only score 5 runs each inning through the third inning. Open scoring begins at the top of the 4th inning.

C. A time limit of 1:45 will be imposed on any weeknight game in which another Minor/Major game is scheduled immediately after. Game will be halted at 1:45 regardless of innings completed or completion at current inning. If the inning is NOT complete, the game will revert back the previous completed inning, regardless of the total completed innings.

i. Once the game reaches 1:30, the umpire will notify both managers/head coaches that 15 minutes of playing time remain.

ii. If game is halted with less than 4 innings, Little League rules will apply.

D. All players at the game will be in the batting lineup.

E. No player may be on the bench for two consecutive defensive innings.

F. In inter-league games, the rules of the host league apply.

G. If the game is tied after the allotted innings have been completed, the game will count as half win and half loss for each team.

## **VII. Major Division:**

A. Games that are cancelled or incomplete shall be played on a make-up day that the player agent or BOD has designated. A 24 hours' notice is required to reschedule any game.

B. First half of the regular season, ALL players at the game will be in the batting Lineup. After the mid-point in the season, lineups will change to "play 9/Bat 9". Little League player substitution rules apply.

C. A time limit of 1:45 will be imposed on any weeknight game in which another Minor/Major game is scheduled immediately after. Game will be halted at 1:45 regardless of innings completed or completion at current inning. If the inning is NOT complete, the game will revert back the previous completed inning, regardless of the total completed innings.

D. During the first half of the regular season, NO players may be on the bench for two consecutive defensive innings. After mid-season, Little League player substitution rules will apply. Minimum play requirements are 2 consecutive innings and 6 defensive outs. Subs brought in a game will start in the next game.

E. In inter-league games, the rules of the host league apply.

F. If the game is tied after the allotted innings have been completed, the game will count as half win and half loss for each team.

## **VIII. 50/70 Intermediate Division, Juniors and Seniors Divisions:**

A. Games that are cancelled or incomplete shall be played on a make-up day that the player agent or BOD has designated. A 24 hours' notice is required to reschedule any game.

B. During the first half of the regular season, ALL players at the game will be in the Batting Lineup. After the mid-point in the season, Lineups will change to "Play 9/Bat 9". Little League player substitution rules apply.

B. During the first half of the regular season, NO players may be on the bench for two consecutive defensive innings. After mid-season, Little League player substitution rules will apply. Minimum play requirements are 2 consecutive innings and 6 defensive outs. Subs brought in a game will start in the next game.

C. In inter-league games, the rules of the host league apply.

D. A time limit of 1:45 will be imposed on any weeknight game in which another Minor/Major game is scheduled immediately after. Game will be halted at 1:45 regardless of innings completed or completion at current inning. If the inning is NOT complete, the game will revert back the previous completed inning, regardless of the total completed innings.

E. If the game is tied after the allotted innings have been completed, the game will count as half win and half loss for each team.

## **IX. Complaints or Protests:**

A. All judgments (e.g., foul, fair, strikeout, and safe) calls by the umpire are final. The Laguna Little League board does not accept protests of judgment calls.

B. Irregularities that are contrary to Little League baseball / softball handbook or Laguna Little League By-Laws and constitution can be protested. Only a team's manager may protest. Little League Official Regulation and Playing rules rule 4.19 and 10.10 (b) (3) apply to all complaints and protests with the following additions and addendum:

i. If protesting a rule violation, the protest must be filed within 24 hours along with a \$25.00 fee. If the protest goes in favor of the one filing, the fee will be returned. If the protest goes against the one filing the protest, the fee will remain with the league.

ii. The complaint or protest may be given to the officer of the day in lieu of the president. However, the complaint or protest must be in writing and the fee of \$25.00 attached.

iii. The President, upon receiving the complaint or protest, presents it to the BOD for resolution.

iv. If the Laguna Little league board decides they need to hear statements from both parties involved, the president will call a special meeting. The Laguna Little League board secretary notifies the complainant and the defendant of the special meeting within 3 days of the meeting.

v. Should the complainant fail to appear at the special meeting, the complaint or protest is automatically dismissed. Should the defendant fail to appear, the board may make a decision on the basis of the evidence and statements before them.

vi. If neither party can appear at the special meeting they should contact the secretary and ask to have it rescheduled.

vii. The board accepts statements only from people having firsthand knowledge.

viii. The BOD decisions are final.

## **X. Division Championship Rules:**

A. The season played, as a whole, is not divided into seasons. The division champion is determined by the win loss record of the season. (Note: T-ball does not have a championship play off. Each player receives recognition for participating).

B. If teams have identical overall record, the team with the best head to head record is the winner. If teams have identical head to head records, the teams will play a game to decide the championship. The player agent will schedule the game with the concurrence of both managers as to the date and time. The player agent will flip a coin to decide the home team. If at the end of regulation play, the game is tied, extra innings will be played until the tie is broken. The winner of this game is the championship team.

C. Inter-League games do not count on regular season standings.

## **XI. All Star Teams:**

A. The All-Star Manager/Head Coach will be determine by all the coaches in their respective division with supervision by the Player Agent. The BOD will have final approval pending review. The criteria required for approval:

1. Field work, concession, volunteer participation
2. Overall attitude
3. Fundraiser support
4. Parent complaints/support
5. Must be in good standing with the League

B. The manager of the all-star team may select 2 additional coaches to assist with board approval. Assistant coaches must have completed background check, be in good standing with the league and listed

on the regular season roster of any team from their respective division.

C. All-Star teams will be selected in all divisions except T-Ball division.

D. All personnel involved in the selection process shall not name or divulge the identity of any players selected for the All-Star teams until authorized by the BOD or per rules set forth in the Little League Rule Book.

E. The Player agent shall make a list of all eligible players and provide that list to the selection committee.

F. The selection committee will be each division manager and one (1) assistant that are in good standing with the league.

G. The selection committee will select the team through open discussion. No secret ballots or selections will be allowed. No predetermined teams or lists will be allowed.

H. An All-Star fee will be assessed once the All-Star teams are selected. As part of this fee, an All-Star uniform and award will be provided to each player.

## **XII. Managers**

A. Managers/Head Coaches must attend scheduled clinics, field workdays and umpire training as stated by the BOD.

B. Managers/Head Coaches must have car insurance.

C. No Manager/Head Coach, once approved by the board, shall call players to register. This could be construed as recruiting.

D. All Managers/Head Coaches are encouraged to obtain a team sponsor.

F. Managers/Head Coaches will be expected to help maintain the fields from the time they are approved a manager.

H. Each team will be required to have two trained scorekeepers who will keep score at all home games.

I. Managers/Head Coaches will be responsible for fundraising money for their team.

J. No Manager/Head Coach shall leave the field until all players have been picked up by a parent or legal guardian. This includes all practices, team parties and game days.

### **XIII. Tournament Travel**

Laguna Little League will commit up to \$200 per player and up to three (3) coaches based on Board of Directors estimated team expenses for a League tournament team traveling  $\geq 150$  miles round trip from Laguna Little League. The funds will be used specifically and exclusively to defray the travel, food, and lodging expenses of the team and coaches. The tournament team will be required to fundraise for their tournament expenses. All monies raised by the team must be deposited to the League for proper accounting. The money will then be distributed on a case by case reimbursement basis as deemed appropriate by the BOD to help cover the expenses of the team and coaches. Any remaining funds at the end of the tournament will be credited towards the next tournament if the team is advancing. Funds remaining after the team has advanced as far as possible will be used to reimburse verified parent expenses at the discretion of the Board of Directors.