

ANDERSON LITTLE LEAGUE BYLAWS 2018

2018 ANDERSON LITTLE LEAGUE BYLAWS

League ID Number 04050101

THIS BOX FOR DISTRICT USE ONLY

Date submitted:

Approved: _____

Not approved: _____

ARTICLE I – NAME, LOCATION, AND MEETINGS

The name of the corporation is Anderson Little League, Inc., not for profit hereinafter referred to as the “Local League” or A.L.L.. The principal office shall be located at Volonte Park, 2500 Emily Drive, Anderson, CA. The principal mailing address shall be: P.O. Box 1393, Anderson, CA 96007. The principal email shall be found at the website www.andersonlittleleague.com. The meetings of members and directors may be held at such places within the boundaries of A.L.L. or the state of California as may be designated by the Board of Directors from time to time.

Anderson Little League Boundaries will follow those set by District 1. Map copy is available to review.

SECTION 1- Absence at Board Meetings

The League Secretary shall maintain a log of all Board Members present for each meeting. Any Board Member who is absent from two (2) regularly scheduled board meetings with unexcused absence (no advance notice by phone or email), will be subject to removal from the Board of Directors following the rules set forth in the Anderson Little League Constitution.

SECTION 2- Grounds for Dismissal of Board of Directors

The following shall be considered as grounds for dismissal of Board Members:

- Lack of attendance at regularly scheduled monthly meetings
- Lack of participation in scheduled special events (unexcused absence [no advance notice by phone or email])
- Failure to follow the Codes of Conduct(s)
- Failure to follow the Anderson Little League Constitution/Bylaws

SECTION 3- Board Member Voting Procedures

There will be no voting by telephone permitted. Voting outside of board meetings will be permitted via email or text per *Robert’s Rules of Order* for special circumstances, which are to be determined by the local league President. All other voting procedures will be adhered to as set forth in the Anderson Little League Constitution.

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SECTION 4- Board Assignments

At the first Board of Directors meeting following the General Membership meeting in which elections are held, the board shall meet to determine board assignments for the following year. All board members present will vote on the assignments (blind vote with the tally for each being counted and recorded by the sitting Secretary), and any Board member may be nominated (or nominate them self) for any position. The candidate with the most votes for each position will be elected.

The following positions must be voted on in order before filling out the rest of the posts:

1. President
2. Vice President
3. Secretary
4. Treasurer
5. Player Agent
6. Coaching Coordinator
7. Safety Officer
8. Sponsorship/Fundraising
9. Concession Manager
10. Field Maintenance
11. Information Officer

SECTION 5 - Board member annual commitment

- Board members will be active in their role from October 1st through September 30th of the following year. This will include participating in all post season tournaments, meetings and work days.
- Board members will follow the code of conducts, Anderson Little League Constitution and Anderson Little League Bylaws.
- Board members will attend all regularly scheduled board meetings.
- Board members will participate in all scheduled special events.
- In the event a Board member will be absent from any meeting, special event, or tournament they shall notify the board at any regularly scheduled board meeting or in writing.
- Board members will be scheduled as Board member of the night a minimum of 5 times during the current season. All issues should be referred to the Board member of the night. If the issue cannot be resolved at that level the Board member of the night will refer the issue to the President.
- When at Volonte Park all Board members are responsible for the safety of all players. Any persisting issue should be referred to the Board member of the night. If the issue cannot be resolved at that level the Board member of the night will refer the issue to the President.

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- All money collected via board members will be submitted to the treasurer or president within five (5) days of collection and all monies collected will be deposited into the Anderson Little League account weekly. AT NO TIME will any board member withhold funds for more than 5 days. All monies submitted will be accompanied by a double signature receipt stating what the money was associated with (ex. Sponsorship, candy bars, registration, snack bar etc.). Money collected from the snack bar will also have a sales receipt attached.
- All Board members will ensure that the facility at Volonte Park is winterized no later than two (2) weeks after the final game or tournament.
- The Board members will ensure the concession stand is inventoried no later than one (1) week after the final game or tournament. All product will be returned, sold or distributed no later than two (2) weeks after the final game or tournament. (A board vote will determine what will be sold or distributed).

ARTICLE II- ADMINISTRATIVE RULES AND REGULATIONS

SECTION 1- Insurance

The Local League Board of Directors shall be required to carry a policy of officers and directors liability insurance, insuring the officers and directors against any claims made against them whatsoever, except claims of willful negligence and misfeasance of office. **Note:** Players are covered under insurance with Little League International.

SECTION 2-Invoices

The related committee Chairman must receive a written approval from the Board, unless purchase item has been itemized in the budget, prior to purchasing a product or service with a purchase order signed by the President. The President will not sign a blank purchase order. All invoices, with the exception of reoccurring monthly expenses, must contain the name of the individual who ordered the product or service, the date of approval, and the purchase order number. At each Board of Directors meeting, the Board of Directors will review all invoices, whether paid or pending approval, that are received between meetings.

SECTION 3- Amendments to the Bylaws

These bylaws may be amended, repealed or altered, only for safety concerns or situations that conflict with the Little League rule book(s) in whole or part by a majority vote at any duly organized meeting of the Board of Directors, provided notice of the proposed change is included in the notice of such meeting.

SECTION 4- Player registration

Players who are registering with A.L.L must complete the registration process in person at the pre-determined registration location or on the Internet website. For internet registration all necessary paperwork must be dropped off in person to the Player Agent or mailed to Anderson

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Little League, Attn: Player Agent, P.O. Box 1393, Anderson, CA 96022 prior to the first try-out date (this may be done at ANY of the in person registration date locations, see website for dates)

SECTION 5- Payment of Registration Fees

Registration fees are due at the time of registration, and all documents must be completed and turned in together. Player uniform will not be ordered unless player is properly registered.

SECTION 6-Volunteers

It is mandatory that anyone that is a coach, manager, board member, umpire, team parent, etc. or anyone that will be on the field or in the dugout in contact with players on a regular basis fill out a volunteer application and pass a background check. A rostered volunteer manager or coach must be in the dugout at all times.

SECTION 7- Disciplinary Actions

The Board of Directors will review all infractions of the Code of Conduct(s). Depending on the seriousness or the frequency, the Board may assess disciplinary action up to and including expulsion from the league.

SECTION 8- Purchases by the League President without Previous Board Approval

The League President may purchase equipment or items required by the league without prior board approval if the entire purchase price of the item is less than \$250. The President should immediately make the Treasurer aware of the purchase and inform the remaining members of the board at the next scheduled meeting of the Board of Directors.

ARTICLE III- FACILITY RULES AND USAGE

All field usage must be approved and scheduled by the league.

Field preparation and usage by A.L.L. will follow Little League International and the City of Anderson's guidelines. Manager and Coaches will follow procedures set forth by Anderson Little League.

SECTION 1- Game Rules and Schedules

No games shall be canceled or rescheduled by managers, coaches or parents without approval from the board. Games that need to be rescheduled will be done so through the League Scheduler. The League President must be notified, in advance, should there be a need to cancel a game for any reason. In the event of field availability issues, the League President will make any necessary adjustment to game start times and the length of games.

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ARTICLE IV- LOCAL LEAGUE STRUCTURE

SECTION 1-Manager, Coaches and Umpires

Managers and Coaches who disregard these bylaws will face possible suspension:

- Managers, Coaches, and Umpires will be required to attend meetings and appropriate training as required by league officials and/or the Board of Directors. Managers and Coaches of the Minor division and above are required to attend one (1) umpire clinic to maintain good standing as a manager or coach.
- A list of interested Managers and Coaches shall be collected by the League President. The League President, Vice President, Player Agent and Coaching Coordinator shall submit a final list of Managers and Coaches to the Board of Directors for approval. Final approval by the Board of Directors shall be made prior to the start of the season.
- Managers and Coaches shall **NOT** be considered as having seniority. All Managers and Coaches must remain in good standing. Any Manager or Coach not in good standing with the League shall be subject to removal from their position by the Board of Directors.
- A list of interested Umpires shall be reviewed by the appropriate committee and/or Umpire in Chief and forwarded to the League President. The League President, Vice President, Player Agent, and Coaching Coordinator shall submit a final list of League Umpires to the Board of Directors for approval. Final approval by the Board of Directors shall be made prior to the start of the season.
- While holding such office, the Player Agent shall not manage, coach or umpire in their respective divisions.
- The Local League's Umpire in Chief will be responsible for scheduling the umpires in priority as follows:
 - Senior, Junior, Major Divisions and Minor Divisions
 - All District Tournaments (in-season and post season)
 - All District Inter-League Games (in-season and post season)
 - All A.L.L. Post-Season Games
 - All A.L.L. Regular Season Games

*See Appendix A for Local League playing rules

SECTION 2- Division Structure

A player's league age determines their division eligibility. The following dates are used to determine a player's league age: **Baseball** – actual age on August 30th of current year. **Softball** – actual age on December 31st of previous year.

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- A. T-Ball Division** – League age four and five year olds. **Objective:** To instruct players in the fundamentals of the game in a fun, low-key atmosphere. At no time should winning or losing take priority in this program.
- B. Farm Division (Coach Pitch)** – League age five (with experience) and six. A player of League age five may play in this division if they have completed one regular spring season in the T-Ball division. **Objective:** To further instruct the player coming out of T-Ball or the first year player, the fundamentals of the game in a fun, low-key atmosphere. Emphasis in this program should be on the proper technique of throwing, catching, running, hitting and field positions. At no time should winning or losing a game take priority in this program.
- C. Junior Minor Division** – League age seven and eight. **Objective:** To instruct the players on the fundamentals of the game in a low-key, fun atmosphere. Emphasis in this program should be on the proper technique of throwing, catching, running, hitting, pitching and field positions. Managers and Coaches will establish the values and concepts of teamwork, sportsmanship and fair play. At no time should winning or losing a game take priority in this program.
- D. Minor Division** – League age nine, ten and eleven. **Objective:** To instruct the players on the fundamentals of the game in a low-key, fun atmosphere. Emphasis in this program should be on the proper technique of throwing, catching, running, hitting and field positions. Managers and Coaches will establish the values and concepts of teamwork, sportsmanship and fair play.
- E. Major Division**- League age ten, eleven and twelve. A player of League age nine may play in this division if they have completed one regular spring season in the Minor division and have attended the required number of try-outs. **Objective:** To challenge the players to improve their physical skills and introduce competitive tactics and strategy.
- F. Junior Division** – Softball Specific: League age thirteen and fourteen. (Fourteen year olds not drafted to the Senior division). Thirteen year olds may play Senior Fast-Pitch Softball. A player of League age twelve can play in this division if they completed one regular spring season in the Major division and have attended the required number of try-outs. **Objective:** To establish the values and concepts of teamwork, sportsmanship and fair play. To challenge the players towards the perfection of physical skills and bring into play the excitement of tactics and strategy, and to adapt and learn the rules of playing in the upper divisions of Little League.
- G. Senior Division** – League age thirteen, fourteen, fifteen and sixteen. A player of League Age twelve can play in this division if they have completed one regular

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spring season in the Major division and have attended the required number of try-outs. **Objective:** To establish the values and concepts of teamwork, sportsmanship and fair play. To challenge the players towards the perfection of physical skills and bring into play the excitement of tactics and strategy, and to adapt and learn the rules of playing in the upper divisions of Little League.

SECTION 3- Division of Play

Minor Division

PLAYER DRAFT:

- The Managers shall draw numbers before the draft begins to determine the order of the player selection process.
- The selection of players shall be in compliance with the Little League Draft Selection System, Alternate Method for Plan B, as detailed within the Little League Operating Manual.
- Player draft options must be in writing to the Player Agent 48 hours prior to the draft. See Operating Manual for specifics, as well as options for siblings in the same division.
- Once the player draft is completed the managers will have a maximum of 14 days to complete any trades. All trades will be made through the Player Agent.

PLAYER LOSS RULE:

- When a player is absent for 1 week, the manager must immediately bring the absence to the attention of the player agent. The player agent must then contact the player's parent. The manager and the Player Agent must also make note of all communication involving the absent player in the official scorebook.
- In the event of a player shortage, the Board of Directors will determine the necessity of pulling in a replacement player. The manager may then have an option to bring up an eligible Farm or other player to replace an injured or sick player who, after being seen by a licensed physician, is determined to be likely to miss more than six unexcused games and/or practices. The manager then retains that player for the remainder of the season. The injured player may return to the team upon recovery.
- When a Major Division team loses a player from the active player roster, the Major team manager shall promptly advise the Player Agent of the loss. After approval of the player loss by the Board or Executive Board, the President will send a letter of release to the parents. This action creates an opening for a replacement. The Major manager will review the list of eligible (league age ten or eleven) Minor players with the player agent. ***At no time during this process, is anyone but the Player Agent permitted to contact a player or his family.*** The player that is selected then becomes a permanent member of that Major team. Once determined to be a "Player Loss", the player must be replaced *prior to the third scheduled game following that determination.* If any form of impropriety is found among the Minor managers which influence the decision of the

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parents and/or the child, the manager may be disqualified as a potential All-Star coach, and is also subject to possible removal as manager.

- The Major Manager must select the replacement player from the provided list within five (5) days. If the manager fails to select a replacement within five (5) days the Player agent and the President will select the replacement player.
- Should a Minor division player refuse to be moved up to a Major team as a permanent replacement, that player will become ineligible to be moved up to a major team for the remainder of the season.

Major Division

PLAYER DRAFT:

- The Managers shall draw numbers before the draft begins to determine the order of the player selection process.
- The selection of players shall be in compliance with the Little League Draft Selection System, Alternate method for Plan B, as detailed within the Little League Operating Manual.
- Player draft options must be in writing to the Player Agent 48 hours prior to the draft. See Operating Manual for specifics, as well as options for siblings in the same division.
- All player candidates who are League Age 12 must be drafted to a Major team unless a special waiver is granted in accordance with Little League rules (Regulation V).
- To comply with Regulation V and Alternate Method for Plan B (rule book), if a number of eligible twelve (12) year old players and/or returning Major league players has not been drafted by the time the same number of draft picks remain, those eligible twelve (12) year old players and/or returning Major League players must be the only players eligible from that point forward in the draft.
- Once the player draft is completed the managers will have a maximum of 14 days to complete any trades. All trades will be made through the Player Agent.
- In the event of expansion or contraction, Draft option B as detailed in the Little League Operating Manual will be implemented.

MAJOR PLAYER LOSS:

- When a player is absent for 1 week, the manager must immediately bring the absence to the attention of the player agent. The player agent must then contact the player's parent. The manager and the player agent must also make note of all communication involving the absent player in the official scorebook.
- When a Major league team loses a player from the active player roster, the Major team manager shall promptly advise the Player Agent of the loss. After approval of the player loss by the Board, the President will send a letter of release to the parents. This action

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creates an opening for a replacement. The Major manager will review the list of eligible (league age ten or eleven) Minor players with the player agent. ***At no time during this process, is anyone but the Player Agent permitted to contact a player or his family.*** The player that is selected then becomes a permanent member of that Major team. Once determined to be a player loss, the player must be replaced *prior to the third scheduled game following that determination.*

SENIOR BASEBALL AND ALL SOFTBALL DIVISIONS

These divisions will follow and adhere to all little league rules, as well as inter-league rules and regulations, as set forth by District 1. Managers, Coaches, Players, Parents, and Guests must follow the codes of conduct and facility usage rules within the Local League Ground Rules and Bylaws. All penalties or punishment assessed by District 1 staff members will be enforced and supported by the Anderson Little League Board of Directors.

PLAYER DRAFT:

- The managers shall draw numbers before the draft begins to determine the order of the player selection process.
- The selection of players shall be in compliance with the Little League Draft Selection System, Plan B, as detailed within the Little League Operating Manual. All Junior and Senior baseball and Softball teams will be re-drafted each year. The drafted player becomes a rostered member of the drafting team for the scheduled season only.
- Player draft options must be in writing to the Player Agent 48 hours prior to the draft. See Operating Manual for specifics, as well as options for siblings in the same division.
- Once the player draft is completed the managers will have a maximum of 30 minutes to complete any trades. No trades will take place once the managers leave the draft room.

TEAM NAMES WILL BE SELECTED VIA BLIND DRAW.

ANY QUESTIONS, SUGGESTIONS OR CONCERNS SHOULD BE DIRECTED TO THE VP OR PLAYER AGENT

ARTICLE V – ALL-STAR SELECTION PROCESS

Half way through the regular season, the President shall select and preside over an All-star Selection Committee of at least two (2) members, which may include Board Members and/or volunteer Umpires who do not have a vested interest in the process. One alternate member will be appointed in the event that a committee member is not available. The committee will schedule a date for the selection of all tournament teams and all voting by managers and coaches shall be done in person; only those present at the meeting shall be able to vote. All player votes will be collected by the President and/or Player Agent and then turned over to the committee for tabulation. If all members of the committee are not immediately available, the votes will be stored in a secure location until such a time as they can be tabulated with all members of the committee present.

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SECTION1 – Selection of Managers and Coaches

9/10:

- The regular season top Minor team Manager will be appointed by the President and approved by the board to manage the 9/10 All-star team. If the top Manager declines the President will appoint the next manager in succession of season winning record with board approval until the position is filled.
- In the event of two 9/10 All-Star teams, the top regular season Minor Team Manager, once appointed, will choose which team he/she would like to manage. The President will then appoint the next manager in succession of season winning record to manage the remaining team with board approval until both positions are filled.
- If all managers in good standing decline to manage the All-Star team the President will appoint a manager that will best represent the league in the All-Star tournament and the board shall vote to approve.
- The assistant coaches will be chosen by the All-star Manager(s) and Selection Committee and voted on for approval by the board. Managers and Coaches must be in good standing to be considered.

10/11:

- A manager from the Minor division or the Major division will be appointed by the President and approved by the board to coach the 10/11 All-star team.
- The regular season top Manager from the Minor division or Major division will have the option to coach the 10/11 All-star team. If they decline, the President will appoint the next manager in succession of season winning record with board approval until the position is filled

11/12:

- The regular season top Major team Manager will be appointed by the President and approved by the board to manage the Major All-star team. If the top Manager declines the President will appoint the next manager in succession of season winning record with board approval until the position is filled.
- If all managers in good standing decline to manage the All-Star team the President will appoint a manager that will best represent the league in the All-Star tournament and the board shall vote to approve.
- The assistant coaches will be chosen by the All-star Manager and All-star Selection Committee and voted on for approval by the board. Manager and Coaches must be in good standing to be considered.

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13/14 and 15/16:

- The regular season top Senior team Manager will have the option of coaching the 13/14 All-star team or the 15/16 All-Star team and will be appointed by the President and approved by the board to manage the selected All-star team.
- The regular season second place team manager will be appointed by the President and approved by the board to manage the remaining 13/14 or 15/16 All-star team.
- **Softball Specific:** The regular season top Junior team manager will be appointed by the President and approved by the board to manage the 13/14 All-star team. The regular season top Senior team manager will be appointed by the President and approved by the board to manage the 15/16 All-star team.
- If the top Manager declines the President will appoint the next manager in succession of season winning record with board approval until the position is filled.
- If all managers in good standing decline to manage the All-Star team the President will appoint a manager that will best represent the league in the All-Star tournament and the board shall vote to approve.
- The assistant coaches will be chosen by the All-star Manager and All-star Selection Committee and voted on for approval by the board. Manager and Coaches must be in good standing to be considered.

All managers must be in good standing (i.e. no valid complaints, suspensions, warnings, ejections, etc. [to be verified by the Board]) with Anderson Little League and Little League International.

TOP TEAM DETERMINATION FOR ALL DIVISIONS:

If two teams are tied, head to head regular season record will be used to determine top-team.

SECTION 2- Selection of Players

Players will be selected by managers, coaches and players using the following system and in the following order (all teams will carry a minimum of 12 players unless special circumstances dictate otherwise [all special circumstances must be approved by district]):

9/10, 10/11, 11/12, 13/14 and 15/16 PLAYERS:

- A. All eligible league players who played the current spring season in a division higher than their regular season age group (division) will be considered before players who played the current spring season in their age group (division). (For example; 10 year olds that played the regular season in the Major division should be considered before players from the Minor division. Or a 12 year old that played the regular

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season in the Senior division should be considered before players from the Major division).

- B. The All-Star selection committee will determine the need for a second 9/10 all-Star team if six (6) or more players are brought down from the Major division.
- C. Only current rostered players, managers, and assistant coaches of the respective division are eligible to vote for the players.
- D. All voters will select up to 15 players from within their respective division of play. If more than 15 are selected, the ballot will not count.
- E. Maximum of two coaches per team may vote.
- F. The President will oversee the All-Star Committee as they tabulate the ballots. The players shall be listed in order of votes received. Player eligibility will be verified. Of those eligible, the top six (6) players are automatically selected to the team.
- G. The player's selections will be tabulated to determine their choice for the top three (3) players and will then be presented to the All-Star manager for consideration.
- H. The Manager will meet with the other managers from the same division to openly discuss and suggest the players for the team from the pool of eligible players.
- I. Only the Manager of the All-Star team will be present with the All-Star committee to make the final All-Star team selections. At this time, the top six (6) player information will be presented to the manager, and the rest of the team will be selected from the pool of eligible players. Once all of the players have been decided upon for the All-Star team, the complete list of names will be presented to the President for coordinating the All-Star uniforms.
- J. All selected players must remain in good standing as a rostered player in all divisions to maintain eligibility for the All-Star team.
- K. If a player misses a game or practice without approval from the manager and/or All-Star committee, the manager may request a replacement for that player from the remaining eligible list.

THE RELEASE OF NAMES OF PLAYERS SELECTED FOR THE ALL-STAR TEAMS SHALL NOT BE MADE BEFORE THE DATE SET FOURTH IN THE LITTLE LEAGUE RULE BOOK.

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APPENDIX A – A.L.L. Ground Rules

These Anderson Little League Ground Rules apply to all regular season games (played at Volonte Park) and Anderson Little League tournaments (played at Volonte Park). When entering CA District 1 T.O.C., Anderson Little League ground rules will revert to CA District 1 T.O.C. rules. When entering All Star tournaments Anderson Little League will revert to and be in compliance with Little League International Tournament rules.

Facility Usage

SMOKING OR USE OF ANY TOBACCO PRODUCTS AT ANY LITTLE LEAGUE FACILITY OR EVENT IS PROHIBITED. INTOXICATION AND/OR ALCOHOLIC BEVERAGES IN ANY FORM ARE STRICTLY PROHIBITED AT ANY LITTLE LEAGUE FACILITY OR EVENT.

- Each team will be responsible for making sure that the dugout and stands have been cleaned after each game and practice. Managers and coaches are being urged to be pro-active regarding the assurance of presentable and enjoyable facilities during games and practices.
- Every team will be required to have a team parent(s). The parents of each team will be responsible for working in the snack bar. Snack Bar managers will provide a schedule of Snack bar assignments for ALL parents. The team parent(s) of each team will be responsible for ensuring that all parents meet their snack bar obligations. **Failure of a team to cover assigned snack bar duty may result in the snack bar closure.**
- No games or practices will be held when weather or field conditions do not permit field activities. Managers/coaches may not take it upon themselves to determine if a field is in playable condition. Field playability is the sole responsibility of the Anderson Little League Board of Directors. All cancellations will be posted on the website and/or phone line by 5pm. If not posted by that time, field availability decisions will take place at the fields. Managers and coaches who do not comply with field closures shall face possible suspension.
- Players must wear pants for practice. Baseball pants are preferred but not required.

PROGRAM REGULATION AND MANAGEMENT

1. Each team will be responsible for selecting a team parent. The team parent is an important link in the communication chain between the team and the league. The team parent can ease the administrative burden on the manager and coaches, such as distribution of league notices and making sure team snack bar obligations are met.

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2. Should any manager or coach of record not be present at any game, his replacement will notify the plate umpire, opposing manager/coach and scorekeeper when applicable.
3. When applicable, a starting line-up and a list of available substitution must be given to the umpire, opposing team and official scorekeeper prior to the beginning of the game. Any player benched for disciplinary reasons, must be listed in the official scorebook and marked with a "D". This scorebook entry must include a brief explanation for the disciplinary action. A disciplined player must sit out a minimum of three (3) innings.
4. Any discipline issue or other issue, such as sportsmanship or safety, should be reported to the Player Agent. If the Player agent is unavailable, contact the President or other Board Member. It is mandatory that a written report of any disciplinary action be furnished to the Player Agent.
5. There are **NO** protests allowed in T-ball, Farm or junior minor divisions.
6. Managers, coaches and helpers are required to wear shirts and shoes at all times while they are within the dugout, playing field or practice facilities. (Sandals, open toe shoes or shoes with metal cleats are not permitted).
7. Umpires are to go strictly by Little League rules and these ground rules. Managers/coaches/parents are not allowed to influence umpires.
8. In the event of a rain-out, canceled game or suspended game, the field scheduler will coordinate a make-up game with the team managers at the earliest convenience.

DIVISIONS OF PLAY

COMPLIANCE RULE:

It is the responsibility of all managers and coaches to comply with the Minimum Play Policy set forth for each division as contained within these ground rules. Non-compliance will result in a penalty as follows:

First Offence: Receive a written warning.

Second Offence: A suspension for the next game and a 2nd warning letter.

Third Offence: A suspension for the remainder of the season.

ANY QUESTIONS, SUGGESTIONS OR CONCERNS SHOULD BE DIRECTED TO THE PRESIDENT OR PLAYER AGENT.

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T-ball Division

MINIMUM-PLAYING RULE:

- Every player will take the field on defense. Defensive alignment will be (1) pitcher, (1) catcher, (1) first baseman, (1) second baseman, (1) third baseman, and (1) shortstop. All remaining players will play in the outfield.
- All players on the team roster present at the game will bat before you start the top of the order again. There will be no changes in the batting order except for a player that is injured or leaves early. Tardy players will be placed at the end of the batting order.
- All players must play every position throughout the season, except in situations where safety is a concern. Issues with player safety must be brought to the attention of and cleared with the player agent.

GAME PLAY:

1. Games will begin at the scheduled start time.
2. Tee ball games will be sixty (60) minutes in length.
3. Team managers/coaches will prep the field and clean the field according to the field maintenance guidelines. Any potentially dangerous situations should be reported to the league.
4. The offensive team may position two (2) adults, (managers or coaches only), in the field for instructional purpose only. At no time may a manager or coach intentionally touch a ball that is in play nor may they physically assist a runner. One (1) adult manager or coach must remain in the dugout with the players at all times. (If a manager or coach is not available another screened adult volunteer can sit in the dugout.)
5. The defensive team may position three (3) adults, (managers or coaches only), on the field for instructional purposes only. At no time may a manager or coach intentionally touch a ball that is in play.
6. All players as batters or base runners are to wear helmets at all times on the field.
7. The on-deck position is not permitted. Only the first batter of each half-inning will be permitted outside the dugout between innings.
8. The batter must hit the ball with a full swing and the ball must travel at least ten feet (bunting is not permitted). Any batted ball that does not travel at least ten feet will be considered a foul ball. If the tee is hit without making contact with the ball, the ball is considered dead and the batter hits again.
9. Runners on base may leave only when the ball is hit. Players may not advance on overthrown balls. Runners on third base may advance on a batted ball only.
10. If an "out" is made on a runner, or batter-runner, the player who is out will return to the dugout.

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11. The side is retired and teams switch offense/defense after each child in the lineup has batted.
12. All defensive players will play their regular positions until the ball is hit. Infielders may play no more than two steps on the infield grass and outfielders must play on the edge of the outfield grass.
13. There will be no strikeouts.
14. Only league issued uniforms and hats may be worn during games.

Farm (Coach Pitch) Division

MINIMUM-PLAYING RULE:

- Every player will take the field on defense. Defensive alignment will be (1) pitcher, (1) catcher, (1) first baseman, (1) second baseman, (1) third baseman, and (1) shortstop. All remaining players will play in the outfield.
- All players on the team roster present at the game will bat before you start the top of the order again. There will be no changes in the batting order except for a player that is injured or leaves early. Tardy players will be placed at the end of the batting order.
- All players must play every position throughout the season, except in situations where safety is a concern. Issues with player safety must be brought to the attention of and cleared with the player agent.

This description is meant to be a minimum play format and is to insure the personal playtime and well-being of all children involved.

GAME PLAY:

1. Games will begin at the scheduled start time. No new inning shall start after 90 minutes. Hard stop time is at 1 hour and 45 minutes or sunset (last light), whichever comes first.
NOTE: If a player is in the act of batting at the hard stop time, he/she will be allowed to complete their time at bat.
2. A side is retired after each child in the lineup has batted (continuous batting order).
3. If an out is recorded against a runner that runner shall return to the dugout. Three (3) outs will clear the bases. At no time in the Farm (Coach Pitch) Division, will three (3) outs retire a side.
4. A batting order (i.e., line-up card) will be given to the opposing manager prior to the beginning of the game.
5. The home team will supply one new game ball (located in the snack bar).
6. The manager and coaches shall take the following positions during the game:
 - a. The manager or coach of the offensive team shall take his/her position on the pitcher's mound and serve as both PITCHER and CHIEF UMPIRE. He/she may not interfere with play at any time.
 - b. The offensive team may station base coaches in the first & third base coaching boxes provided one, (1) coach or screened adult remains in the dugout.
 - c. The defensive team may station 1-2 coaches on the field of play. One defensive coach should be positioned near home plate for defensive instruction only and to

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- retrieve passed balls, (to speed up play).He/she should also move the batting tee, (if used), once the ball has been put into play.
7. All players are to remain in the dugout or playing area at all times, unless they have received permission from the manager or coach. In that case, only one player at a time is allowed to leave.
 8. The on-deck position is not permitted in the Farm (Coach Pitch) Division. Only the first batter of each half- inning will be permitted outside the dugout between half-innings in the A (Coach Pitch) Division.
 9. All players on the team roster present at the game will bat before you start the top of the order again. There will be no changes in the batting order except for a player that is injured or leaves early. Tardy players will be placed at the end of the batting order.
 10. All players as batters and base runners are to wear helmets at all times on the field.
 11. The manager or coach, while either on one knee or sitting on a bucket, shall throw six (6) pitches to the batter. A batter will not end on a foul ball.
 12. After six (6) ineffective pitches (strikes or balls), the batter must use a tee to put the ball in play. If the final pitch from the manager or coach is a foul ball then the batter will receive another pitch. A batter will not end on a foul ball.
 13. Base runners ARE NOT permitted to slide at any time.
 14. The stealing of bases is NOT permitted. Base runners are not permitted to lead off while on base. Base runners are prohibited from advancing on passed balls and/or wild pitches. Players may advance one (1) base on overthrown balls during infield plays only.
 15. There will be NO Intentional walks in the Farm (Coach Pitch) Division.
 16. There are NO strikeouts in the Farm (Coach Pitch) Division.
 17. There will be NO Infield-Fly-Rule called in the Farm (Coach Pitch) Division.
 18. Batters MAY NOT bunt in the Farm (Coach Pitch) Division.
 19. Only league issued uniforms and hats may be worn during games.

Junior Minor Division

MINIMUM-PLAYING RULE

The minimum-playing rule is as follows:

- Every player will participate in each game for a minimum of four (4) innings (they do not have to be consecutive). Defensive alignment will be (1) pitcher, (1) catcher, (1) first baseman, (1) second baseman, (1) third baseman, (1) shortstop, (1) left field, (1) left center, (1) right center and (1) right field (positions may be switched during an inning). Two defensive innings must be played at an infield position.
- Each player present will be in the batting lineup, and a continuous batting order will be used. (All players on the team roster present at the game will bat before you start the top of the order again). There will be no changes in the batting order except for a player that is injured or leaves early. Tardy players will be placed at the end of the batting order.
- All players should play every position throughout the season, except in situations where safety is a concern. Issues with player safety must be brought to the attention of and cleared with the player agent.

This description is meant to be a minimum play format and is to insure the personal playtime and well- being

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of all children involved.

GAME PLAY:

1. Play time is 5 innings. Games will begin at the scheduled start time. No new inning shall start after 90 minutes. Hard stop time is at 1 hour and 45 minutes or sunset (last light), whichever comes first. **NOTE:** If a player is in the act of batting at the hard stop time, he/she will be allowed to complete their time at bat. The managers for that game shall enforce this rule.
2. Team managers/coaches will prep the field and clean the field according to the field maintenance guidelines. Any potentially dangerous situations should be reported to the league.
3. The home team will supply one new game ball (located in the snack bar).
4. Each team must keep a scorebook and pitch count. A parent volunteer can keep these books.
5. A batting order (i.e., line-up card) will be given to the opposing manager prior to the beginning of the game.
6. The manager and coaches shall take the following positions during the game:
 - a. The offensive manager will act as umpire and call balls and strikes from behind the pitcher's mound.
 - b. The offensive team may station base coaches in the first & third base coaching boxes provided one, (1) coach or screened adult remains in the dugout.
 - c. The defensive team may station 1-2 coaches on the field of play. One defensive coach should be positioned near home plate for defensive instruction only and to retrieve passed balls, (to speed up play).
7. All players are to remain in the dugout or playing area at all times, unless they have received permission from the manager or coach. In that case, only one player at a time is allowed to leave.
8. The on-deck position is not permitted in the Junior Minor Division (*per Rule Book 1.08 Notes*). There will be no bat in any players hand unless they are up to bat. Only the first batter of each half- inning will be permitted outside the dugout between innings in the Junior Minor Division.
9. No donuts will be used.
10. All players as batters, base runners and base coaches are required to wear helmets.
11. Runners ARE permitted to slide "head first" when **returning** to the previous base.
12. Stealing of bases and bunting is NOT permitted.
13. Base runners are NOT permitted to lead off while on base.
14. Runners must return to the prior base if less than halfway to the next base, or continue no further than the next base if more than halfway to the next base, as soon as the defensive team has returned the ball to the infield.
15. If a hit ball strikes a coach in fair territory, the ball is live .
16. The infield fly rule does not apply to the Junior Minor division.
17. Teams will switch from defense to offense after 3 runners are put out or 5 runs are scored.

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- a. The five run rule does not apply to the last inning. When the umpires (managers) declare an inning as the last inning due to time constraints this inning will be the unlimited inning for both teams.
 - b. 10 run rule: If, after four (4) innings (3 ½ if home team leads) game may be called.
18. Pitching Rules: Refer to Little League Pitching Regulations regarding limits and mandatory days of rest. Home team will keep pitch count.
19. Pitchers Mound: The pitcher will pitch at a safe distance of 35-46ft. Consider pitcher and batter match-up.
20. **For the first ¾ of the season** (will be determined by the ALL Board based on number of games): Coach will pitch to their own team for the first three innings. Coaches will pitch up to five pitches. No walks or hit by pitch. Kids pitch last two innings to the opposing team. Standard balls and strikes including walks, hit-by-pitch and strikeouts. After five (5) ineffective pitches (balls or strikes) the offensive manager will step in and finish out the count. The batter will either hit or strike out. (the batter retains his count). A batter will not end on a foul ball. **For the remaining ¼ of the season:** Kids pitch last two innings to the opposing team. Standard balls and strikes including walks, hit-by-pitch and strikeouts. After five (5) ineffective pitches (balls or strikes) the offensive manager will step in and finish out the count. The batter will either hit or strike out. (the batter retains his count). A batter will not end on a foul ball.
- a. ****SOFT TOSS:** If a batter strikes out the first or second time up you can give the batter 5 soft toss pitches. The third time up standard strike out applies.
21. There will be NO Intentional walks in Junior Minor baseball.
22. A pitcher once removed may not pitch again in the same game.
23. **Managers, coaches or parents may NOT warm up pitchers at any time** (*per Rule Book 3.09*).
24. When making player substitutions, the manager must notify the umpire/opposing manager. This must take place prior to the incoming player assuming the new position.
25. A starting player that has been replaced defensively by a substitute, may re-enter the game for any player and in any position on defense providing that the player who was the substitute for the re-entering player has met his/her minimum play as outlined in the official rules and regulations of Little League.
26. There will be NO Balks called in Junior Minor baseball.
27. Only league issued uniforms and hats may be worn during games.

Minor Division

MINIMUM-PLAYING RULE

The minimum-playing rule is as follows:

- A. Every player will participate in each game for a minimum of six (6) consecutive defensive outs and bat at least one time.
- B. Each player present will be in the batting lineup, and a continuous batting order will be used.

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This description is meant to be a minimum play format and is to insure the personal playtime and well-being of all children involved. Absence is counted within the rule and does not alter the rotation. Discipline sit-outs will be included in the minimum play rule as time played.

GAME PLAY:

1. Games will begin at the scheduled start time. No new inning shall start after 1 hour 45 minutes, except on Saturdays. If no game is scheduled to follow the Minor game on Saturday, the game will be played without a time limit. There will be no hard stops. The umpire in chief for that game shall enforce this rule.
2. Team managers/coaches will prep the field and clean the field according to the field maintenance guidelines. Any potentially dangerous situations should be reported to the league.
3. If a team is up by more than 5 runs and the trailing team cannot mathematically catch up, the game will continue until time limit is reached or 6 innings have been played. If the home team is trailing, they will get their last at-bat. With the exception of balls-strikes-outs, the scoreboard should be set to "0-0".
4. Only a manager and two coaches will be allowed in the dugout or on the field. All managers and/or coaches must remain inside the dugout area during play, unless they are in the first or third base coaching box, or have received permission from the umpire for a time out. You may elect to have two adult base coaches or one adult and one player. If two adult base coaches are used there must be a third adult, (manager or coach only), in the dugout.
5. All players are to remain in the dugout or playing area at all times, unless they have received permission from the manager or coach. In that case, only one player at a time is allowed to leave.
6. The on-deck position is not permitted in the Minor Division (per *Rule Book 1.08 Notes*). There will be no bat in any players hand unless they are up to bat. Only the first batter of each half- inning will be permitted outside the dugout between innings in the Minor Division.
7. No donuts will be used.
8. All players as batters, base runners and base coaches are required to wear helmets.
9. Runners ARE permitted to slide "head first" when **returning** to the previous base.
10. Stealing of bases is permitted at the runner's risk after the ball has crossed home plate.
11. Base runners are not permitted to lead off while on base.
12. Pitching Rules: Refer to Little League Pitching Regulations regarding limits and mandatory days of rest.
13. No player of league age 12 is permitted to pitch in the Minor Division.
14. A manager or coach may visit a pitcher only twice during any one inning. The third trip to visit the same pitcher in the same inning will be cause for the pitcher's automatic removal. The manager or coach is prohibited from making a third visit to the mound while the same batter is at bat. A manager or coach may come out three times in one game to visit with the same pitcher. The fourth time out the player must be removed as a pitcher.
15. A pitcher once removed may not pitch again in the same game.

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16. **Managers, coaches or parents may NOT warm up pitchers at any time** (*per Rule Book 3.09*).
17. When making player substitutions, the manager must notify the umpire, official scorekeeper and opposing manager. This must take place prior to the incoming player assuming the new position.
18. A starting player that has been replaced defensively by a substitute, may re-enter the game for any player and in any spot on defense providing that the player who was the substitute for the re-entering player has met his/her minimum play as outlined in the official rules and regulations of Little League.
19. At the end of a game, the official scorebook is to be signed by the umpire, scorekeeper and both managers. The official scorebook is to be returned to the rack in the concession stand. The scorebook is not to be removed from the complex for any reason. The team's official pitching log and minimum play log must travel with the manager at all times. Pitching logs may be reviewed by opposing managers/coaches until ten minutes before the scheduled start time of the game.
20. There will be NO Intentional walks in Minor baseball.
21. There will be NO Balks called in Minor baseball.

PROGRAM REGULATION AND MANAGEMENT

- Protests are discouraged, but in the event of protest, the protest will be handled by the Executive Board and in accordance with published protest rules as outlined within the Little League Operations Manual and the Official Regulations and Playing Rules.

EJECTION OF A MANAGER, COACH OR PLAYER

If a manager, coach or player is ejected, he/she will receive a letter from the Board of Directors or Executive Board. The manager, coach or player will not be allowed in the complex during the suspension. For a manager or coach, a second ejection will result in the loss of the managerial or coaching position. Ejection from a game will result in an automatic suspension from the next scheduled game (*as per Rule Book 4.07*).

CHAMPIONSHIP PLAYOFFS

- TOC team will be determined via tournament play. Teams will be seeded into tournament based on season record. If two (2) or more teams are tied for the lead, head to head record shall be used to determine the top team. If more than two (2) teams are tied, head to head record shall be the first consideration used to determine the top team, followed by a round-robin set of games. If teams are still tied, defensive runs per inning average will determine the top team.

Major Division

MINIMUM PLAY RULE

The minimum-playing rule is as follows:

- A. Every player will participate in each game for a minimum of six (6) defensive outs and bat at least one time.

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This description is meant to be a minimum play format and is to insure the personal playtime and well-being of all children involved. Absence is counted within the rule and does not alter the rotation. Discipline sit-outs will be included in the minimum play rule as time played.

GAME PLAY

1. Games will begin at the scheduled start time. Saturday games, (if applicable), shall be at a place and time as scheduled by the league. No new inning shall start after 10:00 p.m. (**Note:** there are NO hard stops for the Major division.)
2. Team managers/coaches will prep the field and clean the field according to the field maintenance guidelines. Any potentially dangerous situations should be reported to the league.
3. **TEN RUN RULE :** If after four (4) innings, (three and one-half (3½) innings if the home team is ahead), one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opposing team.
4. The home team must supply two new game balls and keep the official scorebook accurately (listing all changes each inning and ALL PITCHER INNING COUNTS.) When scoring use last name, first initial and player's uniform number. The home team must supply the scoreboard operator, (if applicable.)
5. Adults (other than umpires, scorekeepers and scoreboard operators) are not permitted behind home plate screen/backstop fence during games. Official scorekeepers may not sit in the bleachers or dugouts at any time.
6. Only a manager and two coaches will be allowed in the dugout or on the field. All managers and/or coaches must remain inside the dugout area during play, unless they are in the first or third base coaching box, or have received permission from the umpire for a time out. You may elect to have two adult base coaches or one adult and one player. If two adult base coaches are used there must be a third adult, (manager or coach only), in the dugout.
7. All players are to remain in the dugout or playing area at all times, unless they have received permission from the manager or coach. In that case, only one player at a time is allowed to leave the dugout.
8. The on-deck position is not permitted in the Major Division. No Player shall have a bat in hand unless they are up to bat. Only the first batter of each half inning will be permitted outside the dugout between innings in the Major Division.
9. Runners ARE permitted to slide "head first" when returning to the previous base.
10. Stealing of bases is permitted at the runner's risk after the ball has crossed home plate.
11. *Pitching Rules:* Refer to Little League Pitching Regulations.
12. There will be no more than three (3) intentional walks per team, per game, with only one intentional walk allowed to any one player. Pitchers MUST pitch to the player that the defense is wishing to walk.
13. A manager or coach may visit a pitcher only twice during any one inning. The third trip to visit the same pitcher in the same inning will be cause for the pitcher's automatic

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removal. The manager or coach is prohibited from making a third visit to the mound while the same batter is at bat. A manager or coach may come out three times in one game to visit with the same pitcher. The fourth time out the player must be removed as a pitcher.

14. A pitcher once removed may not pitch again in the same game.
15. Managers, coaches or parents may NOT warm up pitchers at any time.
16. When making player substitutions, the manager must notify the umpire, official scorekeeper and opposing manager. This must take place prior to the incoming player assuming the new position.
17. A starting player, that has been replaced in the line-up by a substitute, may re-enter the line-up for any player and in any spot in the batting order providing:
 1. that the player who was the substitute for the re-entering player has played at least six defensive outs and batted at least one time AND
 2. the player that he/she will be re-entering the game in place of, has fulfilled his/her play time requirement under ALL's minimum play rule.
18. At the end of a game, the official scorebook is to be signed by the umpire, scorekeeper and both managers. The official scorebook is to be returned to the rack in the concession stand. The scorebook is not to be removed from the complex for any reason. The team's official pitching log and minimum play log must travel with the manager at all times. Pitching logs may be reviewed by opposing managers/coaches until 5 minutes before the scheduled start time of the game.
19. There will be NO Balks called in the Major division.

PROGRAM REGULATION AND MANAGEMENT:

- Protests are discouraged, but in the event of a protest, the protest will be handled by the Protest Committee in accordance with published protest rules as outlined within the Little League Operations Manual and the Official Regulations and Playing Rules.

EJECTION OF A MANAGER, COACH OR PLAYER:

If a manager, coach or player is ejected, he/she will receive a letter from the Board of Directors or Executive Board. The manager, coach or player will not be allowed in the complex during the suspension. For a manager or coach, a second ejection will result in the loss of the managerial or coaching position. Ejection from a game will result in an automatic suspension from the next scheduled game (*as per Rule Book 4.07*).

CHAMPIONSHIP PLAYOFFS:

- If 2 or more teams are tied for the first half or second half lead, head to head record shall be used to determine the first-half and second-half winners. The next method used will be a one-game playoff. If more than 2 teams are tied, head to head record shall be the first consideration used to determine the top team, followed by a round-robin set of games. If teams are still tied, defensive runs per inning average will determine the top team.
- If separate teams are determined to be the first-half and second-half winners, a best of 3-game series will be used to determine Top Team and the league championship. If time

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does not allow, the league championship to determine Top Team will be a one game playoff to be scheduled by the board. The Anderson Little League board of directors can and will limit the playoff to one game if it is in the best interest of the league. If the same team wins both the first and second half, then no championship game will be held.

ANY QUESTIONS, SUGGESTIONS OR CONCERNS SHOULD BE DIRECTED TO THE VP OR PLAYER AGENT.

Junior / Senior

These divisions will follow and adhere to all Little League rules, as well as inter-league rules and regulations, as set forth by District 1. Managers, Coaches, Players, Parents, and Guests must follow the codes of conduct and facility usage rules in these bylaws.

MINIMUM PLAY RULE

- The minimum-playing rules will be set according to the District 1 inter-league rules.
- This description is meant to be a minimum play format and is to insure the personal playtime and well-being of all children involved. Absence is counted within the rule and does not alter the rotation. Discipline sit-outs will be included in the minimum play rule as time played.

Any rules that are not addressed within the Local League Ground Rules and Bylaws will be followed in accordance with the Little League Rule Book (green book), and the SOP/Ground rules for each division.

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These Bylaws have been posted on the League's website and approved by the ANDERSON LITTLE LEAGUE Board of Directors.

Signature

Date

Anderson Little League President

Little League ID Number

Federal ID Number

Make one copy for the District Administrator and copies for the Local League.

Send original to District 1. This Local League's Constitution is on file at the Regional Headquarters (most recently-approved copy) and is the official Constitution of this Local League.

Little League Baseball does not limit participation in its activities based on disability, race, creed, color, national origin, gender or religious preference.