



**REDFORD LIVONIA LITTLE LEAGUE
2019 BYLAWS**

REDFORD LIVONIA LITTLE LEAGUE BYLAWS

I. General Rules of Operation Official Little League Rules

The Official Regulations and Playing Rules for the current season, as published by Little League Baseball Inc., Williamsport, PA, shall be binding on this league.

1. Local League Rules

- a. The local rules of the Redford Livonia Little League (RL3) shall be adopted by the Board of Directors at a meeting to be held not less than one month previous to the first scheduled game of the season and shall in no way conflict with the rules and regulations of Little League Baseball, Inc.

II. Roster Rules

1. Mandatory Play Requirement

- a. Every player on a team roster will participate defensively in each game for a minimum of six (6) consecutive outs. This rule may be waived for any of the following offenses by a player, if documented to the league President or Player Agent prior to the game.
 - i. Irregular attendance for practice and/or games
 - ii. Unsportsmanlike conduct
 - iii. Any action deemed by the team manager to be detrimental to the team or the Redford Livonia Little League
 - iv. Parental request
- b. If a player is withheld for any reason, the umpire and opposing manager must be verbally notified regarding the player involved, and the reason, prior to the start of the game. The player will not subsequently be allowed to play in the game in question for any of the above reasons.

2. Replacement Players

- a. When a player is lost to a team during the playing season, the manager losing the player shall promptly notify the Player Agent. The Player Agent may send a release letter to the player and the player's parents.
- b. The manager and the player agent shall review the available player list and shall together select a replacement. If a player is asked to move up a division and declines, that player is ineligible to move up to any other team for that season.
- c. Temporary allocation of a player to a team to meet roster requirements may be allowed upon agreement between Player Agent, Manager, Player and Player's family. The player pick to fill the spot must be able to be safe and maybe called to participate no more than twice before permanent allocation must be determined.

III. Game Rules

1. Continuous Batting Order

- a. RL3 adopts the policy of a continuous batting order for all playing levels. This will include all players on the team roster who are present for the game, as detailed in Rule 4.04. Each player must still play at least six consecutive defensive outs in the field.

2. Bat Throwing

- a. Any batter who throws a bat will incur a player warning upon 1st offense.
- b. Any subsequent offense will result in a dead ball and the player being call out w/ no base advancement

- c. T-ball/Rookie division subsequent offense shall result in the player sitting their next at-bat with no penalty to the team..
3. Time Limits
 - a. T-Ball - No inning shall begin past 4 innings of play or 1:15 time limit
 - b. Rookies - No inning shall begin 1:30 hours after the start of the game. Any inning started prior to the 1:30 time limit will be completed.
 - c. Minor - No inning shall begin 2 hours after the start of the game. Any inning started prior to the two (2) hour time limit will be completed.
 - d. Little Leagues – There is no time limit per game
 - e. RL3 will follow darkness rules noted in the Little League Rule book. Umpire must call a definitive last inning and call prior to the beginning of the inning. Umpires determination of last inning is non-negotiable.
 4. Playoff and Championship Games
 - a. Playoff and championship games will adhere to the same set of playing rules used during regular season scheduled games for their division with the exception of the time limit.
 - i. There will be no time limit for a playoff games. Darkness rules remain in effect as outlined above.
 - b. The higher seeded team, based on regular season finish, will be the home team for any playoff game.
 5. Special Note for the Runner
 - a. There is no universal requirement to “slide at home.” Umpires shall enforce the rules in Section 7.00 – The Runner, including 7.08(a)(3) – Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. Umpires will consider the Obstruction Rule.

IV. Scheduling Rules

1. Scheduling (all levels) and Game Starts
 - a. All games will be played on their regularly scheduled dates at their regularly scheduled times, unless prevented by inclement weather or special circumstances (see IV.2.c)
 - b. A minimum of 9 players per team is required to start a game per Little League Rule
 - i. 4.16. Exceptions: 9th player may be added in by 3rd inning.
 - c. No player minimum required for Tball/Rookie division.
2. Rainouts/Postponements
 - a. Make up dates for all postponed games will be decided by the league.
 - b. Postponements for reasons other than weather will not be honored unless:
 - i) Opposing manager’s approval is obtained
 - ii) Approvals of Umpire-in-Chief & Scheduler are obtained.
 - c. In the event of inclement weather, managers and team members must be prepared to play your scheduled game unless notified in advanced.

V. League Level Specific Rules

1. Little League
 - a. Games start time will be 6:15, unless otherwise directed by a league official.
 - b. Little league Rules are governed and set forth by little league baseball. These rules was also govern RL3’s Little League division of play.
 - c. Specific roles defined for inter-league play
 - i. 4 Run limit per inning
 - ii. On the 3rd HBP, a pitcher must be removed from the pitcher’s mound
 - iii. Stealing home is allowed

iv. No mercy rule/time limit

2. Minor Level

- a. Games start time will be 6:15, unless otherwise directed by a league official.
- b. In no inning shall a team score more than five (5) runs. If a team scores five (5) runs, the half inning will end and the other team will take its turn at bat. This rule is waived for the last inning of the game as determined by game length, umpire call of "Last inning" or winning run is scored. This rule is waived for playoff games.
- c. The count of the player up to bat will begin with 1 ball and 1 strike for the first 3 weeks of the season. Beginning May 27th batters will get a full count.
- d. Defensive rotations are HIGHLY encouraged.
- e. All other rules as defined will be adapted per rulebooks as provided by Little League Baseball.

3. Rookie Level

- a. Games start time will be 6:15, unless otherwise directed by a league official.
- b. Emphasis of this level should be place on fun and instructional development
 - i. Pitching development for 7 year olds should begin one-half (½) way through the season
- c. It is the HOME team's responsibility to bring the pitch machine to the game and set it up. Proper set up will be confirmed by the umpire and both managers. The umpire will operate the pitching machine for the remainder of the game.
 - i. Once the pitching machine is set up for the game, neither manager/coach may make any sort of adjustment to the machine at any point.
 - ii. The umpire may make adjustment to the thumb screw at the ball PRIOR to the beginning of the inning.
 - iii. If the machine is dislodged from positioning, the Umpire is allowed to readjust for fairness of the game.
- d. In no inning shall a team score more than five (5) runs. If a team scores five (5) runs, the half inning will end and the other team will take its turn at bat. This rule is waived for last inning of playoff games.
- e. Each batter will receive no more than five (5) pitches or (3) swinging strikes. If after five (5) pitches, the batter has not safely reached base or defensively put out, the batter will be considered out.
 - i. The batter will be notified of their 5th and last pitch
 - ii. Foul balls are to be considered as a swinging strike. Additional foul balls after 2, will not be considered an out until the ball is put into play, defensively put out or is missed for a third swinging strike.
- f. Managers/coaches may be stationed
 - i. On the infield and outfield to assist with defensive positioning for the first 3 weeks of the season.
 - ii. Beginning May 27th, A manager/coach may be positioned in the outfield ONLY to assist with defensive positioning. This holds true for playoffs.
- g. Each team may play up to a maximum of:
 - i. no more than ten fielders consisting of four (4) infielders. four (4) outfielders, a catcher and a pitcher.
 - ii. nine (9) players may be used by eliminating the 4th outfielder and spreading the remaining 3 players out evenly
 - iii. The outfielders must be positioned in the grass, equally apart from foul line to foul line.
 - iv. Players must be rotated and no player may play the infield/pitcher/catcher more than 2 innings in a row.

- v. Baseball play must be adhered to. Throwing to the base and tag outs as appropriate are emphasized. Simply "running a batter down" will not be tolerated.

h. Additional rules

- i. The pitching machine will be positioned with the back of the machine at 46 feet.
- ii. The infield fly rule shall be waived.
- iii. Stealing is not permitted.
- iv. Runners
 - 1. A ball is considered a dead ball when progression of the runner stops or a ball that is hit into the outfield reaches the infield.
 - 2. No runner may obtain an extra base on an overthrow by an infielder.
 - 3. A two base limit will be in effect for the regular season. This rule will be waived for playoffs.
- v. Coaches/managers in the base coaching area who touch the base runner(s) during the play will result in the batter being call out.
- vi. A ball that hits or is obstructed by the machine will result in a dead ball and runners will advance one base.
- vii. Pitchers are highly encouraged to wear a protective masks while on the pitcher's mound.

4. T-Ball Level

- a. Games start time will be 6:15, unless otherwise directed by a league official.
- b. T-Ball will play off the tee for half the season.
 - i. 3 swinging attempts to put the ball into play past radius arc (as mentioned below)
- c. The second half of the season the coach will pitch to each batter
 - i. The batter will be allotted 3 pitches ONLY. If the ball is not put into play within those pitches, play will resume at the tee and the player will get two attempts to put the ball into play.
 - ii. The Coach will pitch from a knee between home plate and the pitching mound and do their best to not obstruct play.
 - iii. All pitches will be overhand throws
- d. The Field/Fielders
 - i. The layout of a T-Ball playing field shall be of the dimensions as diagrammed in the Little League Official Regulations and Playing Rules, with two exceptions:
 - 1. Managers must agree upon an approximate 15-foot radius arc with the center of the arc at the back of home plate, and each end of the arc extending six feet beyond the foul lines. This area shall constitute a strike zone for T-Ball. Any batted ball that lands and remains in or on this arc either in fair or foul territory shall be counted as a strike.
 - 2. In accordance with Rule 7.15, a Double First Base shall be used for all games, when provided.
 - 3. The batting tee must be placed on top of home plate.
 - 4. no more than ten fielders consisting of four (4) infielders. four (4) outfielders, a catcher and a pitcher.
 - 5. nine (9) players may be used by eliminating the 4th outfielder and spreading the remaining 3 players out evenly
 - 6. The outfielders must be positioned in the grass, equally apart from foul line to foul line.
 - 7. Players must be rotated and no player may play the infield/pitcher/catcher more than 2 innings in a row.

8. Baseball play must be adhered to. Throwing to the base and tag outs as appropriate are emphasized. Simply "running a batter down" will not be tolerated.
- e. The Runner
 - i. A runner must be on a base until the batter strikes the ball. Play will be called back if a runner is off the base when the ball is struck. No out shall be called.
 1. The play is dead when any infielder has control of the ball on the infield and the batter has attained first base.
 2. The infield fly rule shall be waived.
 3. No runner may obtain an extra base on an overthrow by an infielder
 4. A one base limit is in effect for all Tee Ball games
 - f. The Batter
 - i. The batter must stand in the normal batter's position. Play will be called back if the batter strikes the ball while standing outside the batter's box. A strike will be called and shall apply as a third strike.
 - ii. A strike is executed and counted any time the batter swings at and misses the ball on the tee. A strike is executed and counted any time a batter hits the tee with the bat and causes the ball to fall from the tee.
 - iii. A strikeout shall occur when:
 1. With two strikes the batter swings and misses the ball;
 2. With two strikes, the batter hits the tee with the bat and causes the ball to fall from the tee
 - g. Catcher
 - i. The catcher must play behind the tee and fielders should be instructed on normal positioning.
 - ii. A catcher must wear helmet and chest protector. Leg guards are at the coaches discretion
 1. The player may use their own glove to play the catcher's position
 - iii. Miscellaneous
 - i) Two managers/coaches may be stationed in the field to assist with defensive positioning.
 - ii) All infielders may move up no more than 10 feet in front of the normal baseline
 - iii) Inning – In no inning shall a team score more than five (5) runs. If a team scores five (5) runs, the half inning will end for that team and the other team will take its turn at bat.

VI. Manager/Coach Rules of Conduct

1. All managers, both returning and new, may be required to submit a statement of qualifications which will be reviewed by a committee of the Board of Directors.
2. The rules listed below are intended as guidelines for managers and coaches, but shall not be considered the only standards that must be met. Managers shall always remember that their conduct will influence that of their coaches, players, and parents. Their coaching and teaching can not only teach baseball, but also help make each child's season either an enjoyable growth experience or a disappointment.
 - a. Manager and coaches shall refrain from engaging in displays of unsportsmanlike conduct.
 - b. Managers, coaches and players shall refrain from the use of profane language during games and practices. (See Appendix A)

- c. Managers shall register any complaints they might have regarding the opposing team with the umpire, not the opposing manager, coach, or players.
- d. Managers shall always conduct themselves in a professional manner when questioning the umpire's decision.
- e. Managers shall refrain from arguing and haggling with umpires
 - i. 1st offense is a Manager/Coach warning
 - ii. Subsequent offenses will result in suspension or removal at team manager/coach
 - iii. All Star coaching appointment comes at the recommendation and approval of league president. Selection of coaches for all star team will be as fair as possible.
 - 1. Manager and coaches to be considered for all-star selection
 - a. must be in good behavior compliance
 - b. must have adherence to league policy and procedures.
 - c. be eligible via rules and regulations set forth by the little league rule book
 - d. If multiple managers/coaches express interest in all-star coaching, preference may be given to the coach or manager whom won their division in descending order
- f. Every effort shall be made to prevent the following:
 - i. Bench harassment of opposing players and umpires;
 - ii. Improper conduct by players on the bench;
 - iii. Parents or other spectators entering onto the field and interfering with the game or game officials;
 - iv. Intoxicated spectators (See Appendix B);
- g. Alcoholic beverages and recreation drugs shall not be consumed at Little League practices or games.
- h. Managers shall maintain their score book within the dugout at all times during the game, the removal of the scorebook from the ballfield during game play may result in a forfeit of the game pending Board of Directors review.

VII. Age Level Divisions

- 1. Preferred age level alignment
 - a. A player's league age shall be determined by Little League Age Chart
 - b. Player's will be evaluated and placed in a division based on age, skill level and safety of that player
 - i. Tee Ball: 4-6 years of age
 - ii. Rookie: 6-8 years of age
 - iii. Minor: 8-10 years of age
 - iv. Little League: 10-12 years of age
- 2. Age level child safety exception
 - a. If, after holding evals, practice or games, a manager determines that a player, due to his/her skill level, is likely to cause a safety issue or risk of injury, the manager shall inform the league President and Player Agent. The manager's observation will be verified and if it is so determined, the player shall be placed at the appropriate division for his/her skill with the full knowledge and consent of the parent.

VIII. Team Selection and Draft Procedures

1. Overview

- a. The following rules and regulations are intended to supplement and clarify the rules stated in the Little League Operating Manual. In the event the processes and rules stated below cannot address a given situation the rules of the Little League Operating Manual shall apply.
- b. Release of players
 - i. Proper release of Little League league players due to injury, illness, relocation or resignation is essential.
 - ii. Any trade or release shall be approved by the Player Agent or President.
 - iii. Once a player has participated on a Little League league team, he or she may not play at a Minor level again (“once a Little League, always a Little League”) unless it can be a safety issue.
- c. Evaluations
 - i. All RL3 registered players including manager and coaches kids must attend one of two evaluation event to be considered for placement on a team.
 - ii. Based on age restrictions, some players may evaluate if they wish to play up a division. Evaluating does not guarantee a roster spot in the upper division. After evaluations, the Board of Directors will determine if the player is eligible to move up into that division.
 - iii. If a player misses the evaluation events, the player’s name will be placed into an age specific blind draw (the 12-year old hat, the 11-year old hat, etc.)
 - iv. After player’s have been drafted for their appropriate league, the hat picks will be drawn to fill out the remaining spots on the roster.
 - v. There is no draft for Rookie and Tee Ball divisions
 - vi. All-star evaluations will be held on a separate day to determine selection to an all -star team
 1. Participation at all-star evaluations does not guarantee player selection to a team
- d. League Mergers
 - i. In the event of a league merger, due to another league folding, a special Board meeting will be held to determine the proper course of action with respect to team selection and draft procedures.
- e. Optioning Players
 - i. An option is an agreement between a manager and the Player Agent covering a special condition. All options must be in writing and submitted to the Player Agent prior to the draft.
 - ii. A manager must exercise an option on his/her child.
 - iii. A manager may exercise only one “coach’s child” option per year.
 - iv. Players on whom “manager’s child” or “coach’s child” options have been exercised will be drafted in the 5th and 6th rounds.
- f. Draft Procedures
 - i. At a reasonable date and time following the evaluation, the managers will assemble to draft players for the Little League and Minor teams.
 - ii. Draft order for each division will be randomly drawn prior to the beginning of the draft.
 1. 4th option coach will receive 1st option on team name and so on.

- iii. Each Manager/Coach will pick in order each round (1,2,3, etc.) in a snake draft until all evaluated players have been drafted.
 1. Players will be drafted by coaches preference
 2. Those registered players who did not attend an evaluation will be considered “hat picks” and will be chosen immediately following evaluated players.
 3. Special Note pertaining to 10 year olds and 8 year olds:
 - a. Any 10 year old not drafted by a Little League team will be placed in the Minor Division.
 - b. Any 8 year old not drafted by a Minor team will be placed in the Rookie division.
 4. A manager shall not select more than eight players of the same league age, subject to approval by the president and/or player agent for that division.
 5. When there are two or more siblings in the draft at a respective league level, and a manager drafts the first sibling, that manager must draft the other sibling in the next round.
 - iv. Players shall not be told the position in which they were drafted.
2. Trades
- a. After all players have been drafted, managers will be allowed to trade players between teams within 24 hours of the draft. The Player Agent must be informed and approve the trade.
 - b. All trades must involve an equal number of players from the teams involved e.g., two players from Team A could not be traded for one player from Team B c. A player may not be exchanged for draft choices.
3. Miscellaneous Rules
- a. When a vacancy occurs during the playing season and a player selected to fill the vacancy becomes a permanent member of that team, governed by the same regulations as all members of the team selected in the draft.
 - b. Parents of Little league players who become managers or coaches after their children have been selected to a Little League team may not automatically claim their sons or daughters, but a special exception may be made by the Board to allow for a trade.
 - c. No player shall be grandfathered into a team, there will be no ‘freezing in’ of teams or players.

APPENDIX (A)

1. TO ALL MANAGERS AND UMPIRES:

- a. The Board of Directors has designated the following action as suitable redress for the use of profane/vulgar language by players, managers, coaches, and umpires in the Redford Livonia Little League.
 - i. Any individual directing profane language at any manager, coach, umpire, player, or spectators in attendance at a league sanctioned function shall, upon first offense, be suspended from play for the remainder of that game and the following two (2) games. Should this individual, upon return, commit the same offense, the individual will be suspended for the remaining regular and postseason games.
- b. In the event that a Manager/coach is ejected from a game.
 - i. The manager/coach is required to be suspended from their next scheduled game per Little League Rules.
 - ii. The umpire will contact the Umpire in Chief to report the ejection.
 - iii. Suspension will be posted on the Website.
 - iv. The manager/coach will not be allowed to be present at any practices until their suspension has been served.

- c. The manager/coach will not be present at the next scheduled game. They cannot be physically present anywhere in the park (Claude Allison – Whole Park) which their game is being played. They cannot be present in a vehicle on the streets or in a parking lot surrounding the park that their game is being played. They may not call or text the remaining coaches at their game.
- d. In the case of a 2nd offense, the manager/coach will come before the Disciplinary Board.
- e. The Board of Directors encourages all managers to review with their players the type of language suitable for use on the ball field or at any sanctioned league function.

APPENDIX (B)

1. TO ALL MANAGERS AND UMPIRES:

- a. The following procedure is recommended for all spectators at a league-sanctioned event where the spectators are unruly or suspected of being intoxicated:
 - i. The manager of either team may call time out and confer with the umpire (who has responsibility for control of the field and game), and the other manager.
 - ii. The umpire will, with the assistance of the two managers, confer with the disruptive spectator(s) and review the appropriate league rules and request the disruptive behavior be discontinued.
 - iii. Should the disruptive behavior continue the manager of the team with the disruptive spectator(s) would again call time out and confer with the umpire and the opposing manager. The umpire, along with the two managers, shall ask the disruptive spectator(s) to leave. If the disruptive spectator(s) refuses to leave the area, they shall be informed that RL3 possesses permits for field use and will request police assistance in removing said spectator(s) from the area controlled by the permit.
 - iv. Should the disruptive spectator(s) not leave, the police are to be called. The incident shall be reported, by the umpire, to the League President immediately following the game.
 - v. The President, after conferring with the Board of Directors, will initiate such action as deemed necessary to prevent and/or eliminate recurrences of the aforementioned behavior by the involved spectator(s).

APPENDIX (C)

ASAP AND EMPHASIS ON CHILD ABUSE PROTECTION AND PREVENTION

- In alignment with Federal and State laws, RL3 will place emphasis on the prevention and protection against child abuse. We will take a multiple step approach to aid in the protection and preventions of these acts and to make people aware of the potential and warning signs.
 - All identified acts of abuse, sexual in nature or otherwise, will be reported to a league official and the proper authorities within 24 hours of being notified by the potential victim or other notifying party. No potential acts will be ignored.
 - Acts not reported within 24 hours will be subject to punishment as established by federal and state laws and removal from participation with RL3 activities.
 - A copy of the RL3 bylaws, ASAP and Little League Child Protection Plan and Policy will be made available to the league members via our website @ redfordlivonialittleleague.com.
 - One on one contact between players with coaches, board members and other volunteers will be limited except in situations where a harmful safety issues takes precedence or with written consent from the player's legal guardian.
 - No recourse or retaliation will be taken on anyone who in "good faith" reports a potential incident or act and the best effort will be taken to keep the individuals name on a need to know basis.

- Parents, Coaches, volunteers and board members will be highly encouraged to complete the Safesport and USA baseball abuse awareness training. This information can be found at littleleague.org/childabuse.
- Additional information will be given and discussed at the mandatory Coaches and Parent meeting held at the beginning of the season.
- RL3 adopts a zero-tolerance policy when concerning acts of child abuse.

APPENDIX (D)
STATE OF MICHIGAN SERVICE ORGANIZATION INFORMATION:

If, for any reason, the Redford Livonia Little League shall dissolve, all assets and property will revert to Redford Township Leisure Services department.

Document Reviewed and Approved on March 29th, 2019 by

Charles-Robert Moultry, President

Dan Snyder, Vice President

Emily Moultry, Secretary

Jennifer Christy, Treasurer

Jennifer Robinson, Player Agent