

Santana National Little League Bylaws

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Article 1 – General League Policy

Section I - Fiscal Year

1. In accordance with the league's constitution (Article VII, Section 10), The fiscal year of this corporation begins on October 1st and ends on September 30th of the following year.

Section II - Season Structure

1. The playing season shall consist of a Spring Season (Regular Season) beginning between February 15th and March 15th and ending before June 1; and a Fall Instructional Season (Fall Ball) beginning in September and ending by November 30th.

Section III - Chartered Divisions and League Age Grouping

1. The league shall pursue the chartering of the following divisions each fiscal year:
 - a. T-Ball (league ages 4-6)
 - b. Rookies (league ages 6-8)
 - c. Caps/Minors B (league ages 7-9)
 - d. Minors/Minors A (league ages 9-11)
 - e. Majors (league ages 10-12)
 - f. Intermediate 50/70 (league ages 11-13)
 - g. Juniors (league ages 12-14)
 - h. Seniors (league ages 13-16)

Section IV - Player Registration

1. All players registered to participate in the league must be confirmed (through an established verification process) as eligible to play in the league. Eligibility is determined in accordance with the Little League® Baseball and Softball residency requirements; or school enrollment form, along with proof of age (birth certificate, or other accepted government-issued form).

Section V - Registration Process

1. The league shall offer "Early Bird" Registration opportunities with reduced fees for the Majors division and below beginning no earlier than November 1st and ending no later than January 1st of season.
2. Beginning January 1st, there will be a minimum of one (1) "Regular Priced" registration opportunities.
3. Beginning with the first day of tryouts, registration fees will be considered "Late" and a predetermined fee will be added to the "Regular" registration cost.
4. Following the start of the first draft, there will be no refunds unless there is a special circumstance approved by the Board of Directors.

Section VI – Combining Leagues Within Divisions (Majors and Above)

1. When there are too few players of the top 2 age groups within a division (Seniors 15-16, Juniors 13-14, Intermediate 12-13, Majors 11-12), the league will combine that division with another league in the same situation to create a larger player pool and more internal teams.
2. Prior to January 1st, the President will contact other leagues to determine who would be interested in combining to form a division and coordinate tryouts for the same days for both leagues.
3. For the majors division: if within 1 week prior to the start of scheduled tryouts the league fails to register 45 league-age 11 and 12 year olds, the league will combine with another previously selected league to form a division with 4 or more teams.

Section VII - Playing Equipment and Uniforms

1. SNLL will provide each team with the following equipment:

- a. 2-Dozen practice baseballs.
- b. A Catcher's set including a helmet with throat guard, chest protector, leg guards and a catcher's mitt.
- c. A batting tee (T-ball only)
2. Managers may request the following items:
 - a. Batting helmets
 - b. Equipment bag (if available)
 - c. A batting tee (if available)
3. All equipment issued by the league must be returned following the team's final game.
4. Personal equipment may be used provided it complies with and meets Little League safety standards and policies.
5. SNLL will provide players with a numbered jersey and a baseball cap.
6. Protective gear must be used during practice and games.
7. Batting helmets must be worn by all players while bating, running the bases, or while as base coach.
8. A catcher's mask with throat guard must be worn when warming up the pitcher and when catching during drills, during practices, and on game days.

Section VIII - Fields and Facilities Maintenance, Permits and Insurance

1. The Majors, Minors, Caps, and T-ball/Rookies fields as well as the city teen division field (Town Center West Field #1 – TCW-F1) shall be maintained and insured by SNLL when in use.
2. Managers of each division are responsible for the upkeep of their fields. T-ball and Rookies managers will share responsibility of the T-ball/Rookie field. Teen division managers will share responsibility of TCW-F1. This includes the following:
 - a. Watering and dragging the infield dirt prior to each game and as necessary throughout the season.
 - b. Picking up and disposing of trash on the field, in the dugouts and around the outside of the fences.
 - c. Filling holes and maintenance of the pitching mound.
 - d. Notifying the Board of any required maintenance (Broken sprinkler/watering equipment, broken fencing, etc.).
3. Permits shall be obtained for at least one (1) alternate practice facility such as Cajon Park Elementary lower fields.
4. Alternate practice sites are to be cleared of any trash or debris by teams following their practices.
5. Managers shall coordinate practice schedules with the Director of Managers to avoid overbooking of available fields/sites.
6. Background checks shall be required of any volunteer with repetitive access to the players including, but not limited to managers, coaches, and umpires.

Section IX - Disciplinary Committee

1. The Disciplinary Committee shall consist of the President, Vice President, Player Agent, Director of Managers, and the Director of Umpires.

Section X - Member/Guest Code of Conduct

1. Members and their guests shall adhere to Little League's Policies and Principles to promote sportsmanship, teamwork, respect and safety.
2. All parents/guardians are required to agree to and sign the SNLL Code of Conduct.
3. Members shall be responsible for their guests
4. The following actions by members/guests are not allowed and will be cause for disciplinary action:
 - a. Engage in an unsportsmanlike behavior with any official, coach, player, or other member/guest.
 - b. Abuse of league property.
 - c. Profane language and/or gestures.
 - d. Use of alcohol in any form, vaping devices, or any type of tobacco product on or around the playing field including the parking lot.
 - e. Actions disregarding safety policies.

- f. Disregard of the rules or regulations including bringing unauthorized pets onto school property.
5. Violation of the code of conduct will be handled on a case by case basis with a punishment of a warning up to expulsion from the league at the discretion of the Board of Directors.
6. If failure to leave the premises when asked by an umpire, manager or league official, local law enforcement will be called.
7. Violence will not be tolerated. The Board of Directors will discipline fighting in any division on a per-incident basis. A first offense is punishable by game ejection, expulsion from the league, or any other manner deemed fit by the Board of Directors, consistent with league policies and the SNLL constitution. Any second offense will result in immediate expulsion from the league.

Article 2 - Players

Section I - Player Verification Process

1. The Player Agent is responsible for conducting the tryouts, the player draft and all other player transaction or selection meetings as well as maintaining the list of eligible players.
2. All players who are league age 7-12 are encouraged to attend at least one tryout date.
3. Any coach option, sibling option, or player request must be declared to the Player Agent at least 48 hours prior to the first draft.

Section II - Draft Process

1. All divisions excluding T-Ball and Rookies will hold annual drafts.
2. T-ball and Rookies are non-competitive divisions. The player agent will place all registered players on teams. Manager and player requests will be considered.
3. No property player system will be in effect.
4. SNLL will use the Little League draft method for "Leagues in their First Year of Operation - Plan A" since all teams are reset after the close of each season and no teams are "returning".
5. The draft will be conducted for majors, minors and caps in the following way:
 - a. Draft order will be a random draw by the managers.
 - b. Draft will be conducted in a serpentine order (1, 2, 3, 4, 4, 3, 2, 1 and so forth)
 - c. The Manager's child will be drafted in Round 3 regardless of age.
 - d. The Coach's Option will be drafted in Round 4 regardless of age.
6. If a drafted player has declared a sibling option, the manager shall automatically draft the sibling in the next round.
7. If a manager has multiple children and wishes to draft them, the oldest child shall be drafted first in accordance with the above draft round guideline, followed by the sibling in the following round and so on.
8. Coach's Option - A manager must declare their coach in writing to the Player Agent no later than 48 hours prior to the draft. A coach chosen as a coach's option is required to be on the field at a minimum of 75 percent of games verified by the scorekeeper at each game.
9. Board members shall not attend the draft of divisions higher than they are managing and/or coaching.
10. Only the manager or their approved coach shall participate in the draft.
11. If there are not enough managers, a board member will draft a ghost team with a manager to be assigned by the board of directors.
12. Players who do not attend tryouts will be placed in a hat to be picked by the managers prior to the draft and added to their rosters starting with the last round of picks in reverse order.
13. Following the draft, managers may trade players with the approval of the Player Agent and President. Once the managers leave the room, all trades are complete.
14. The draft will begin with the Majors division. All league age 12 year olds must be selected.
15. The Minor divisions will be drafted next. All remaining players from the Majors draft will be eligible. All league age 10 year olds must be selected.
16. The Caps division is drafted last. All remaining players from the Minors draft will be eligible. All league age 9 year olds must be selected.
17. The teen divisions will be drafted if needed using the procedure laid out in sub-paragraphs 3-13. Otherwise, the Player Agent will allocate players to appropriate teams/divisions.
18. Managers must contact their teams within 24 hours of the conclusion of the draft.

Section III - Participation Expectations

1. Players are expected to attend at least 50% of regular season games unless injured and awaiting clearance through a doctor's order.
2. Players who participate in less than 60% of regular season games are not eligible for All-Stars (refer to Little League Green Book).
3. If a player is absent for 3 consecutive games (or 2 within a week) without notifying the manager, the manager must notify the Player Agent.

Section IV - Pitch Count

1. If a player participates in Travel-Ball or in another division during the season, the player is responsible for notifying the manager if they have recently pitched and what the pitch count was so the manager can avoid violating the mandatory days of rest.
2. Any pitch thrown in a regulation or non-regulation game counts towards the players pitch count.

Section V - Player Code of Conduct

1. Players shall adhere to Little League's Policies and Principles to promote sportsmanship, teamwork, respect and safety.
2. The following actions by players are not allowed and will be cause for disciplinary action:
 - a. Throw equipment in an unsportsmanlike or intentional unsafe behavior.
 - b. Intentionally throwing at a batter to hit them.
 - c. Profane language and/or gestures.
 - d. Mocking or harassing of umpires, teammates, or opponents.
 - e. Intentional delay of game.
 - f. Use of illegal equipment.
 - g. Showing disrespect during the pledge.
 - h. Actions disregarding safety policies.
 - i. Disregard of the rules or regulations.
3. Violation of the code of conduct will be handled on a case by case basis with a punishment of a warning up to expulsion from the league at the discretion of the Board of Directors.
4. Violence will not be tolerated. The Board of Directors will discipline fighting in any division on a per-incident basis. A first offense is punishable by game ejection, expulsion from the league, or any other manner deemed fit by the Board of Directors, consistent with league policies and the SNLL constitution. Any second offense will result in immediate expulsion from the league.

Article 3 - Managers and Coaches

Section I - Manager Selection

1. Individuals wishing to manage a team shall notify the Board of Directors at least 48 hours prior to the first tryout date.
2. Only applicants that have cleared the Little League background check and who are in good standing will be considered.
3. The President will conduct interviews with potential managers and present his/her nominations to the Board of Directors for approval.
4. In the case of a team needing a manager after the draft (for a ghost team or the current manager of team leaves or is dismissed), the President and the Director of Managers shall appoint and submit to the Board for approval a new manager from a pool of eligible volunteers.
5. In the event a division is combined with another league, each league's Board of Directors will select an equal amount of board members to form a manager selection committee. Each President will present their nominations to the committee for approval.

Section II - Coach Selection

1. Team Coaches will be submitted by the Manager to the President for approval.
2. Only applicants that have cleared the Little League background check and who are in good standing will be considered.
3. The Board of Directors shall vote to ratify approved coaches.

Section III - Responsibilities of Managers and Coaches

1. All managers and coaches are to familiarize themselves and their team with all the rules contained in the Little League Green Book, updated rules approved by Little League, as well as the local rules contained in this bylaws document.
2. All managers are required to comply with minimum play rules per Green Book or as otherwise outlined in this bylaws document. Failure to comply will result in suspension for their next regular scheduled game and will be required to appear before the Board of Directors.
3. All managers will be responsible to fulfill umpire duties scheduled by the league UIC.
4. Each manager can select their coaches for his/her team subject to the approval of the President and ratification by the Board of Directors.
5. Each manager must ensure all volunteers who are assisting in practices and/or games or, who have regular participation with the players, have passed a background check through the league.
6. Each manager and coach shall be responsible for his/her conduct as outlined in the rules and regulations of Little League Baseball, Inc. and the SNLL Code of Conduct.
7. Each manager and coach shall maintain the complete supervision for the team that is under his/her jurisdiction.
8. Each manager and coach shall have the responsibility of maintaining, or causing to be maintained and kept, proper conduct and behavior under his/her jurisdiction as outlined by the rules and regulations of Little League Inc.
9. Managers must insure all playing equipment is in proper condition and are responsible for immediately informing the Director of Procurement if league-issued equipment is defective or damaged.
10. On game days, the Manager of the home team will be responsible for field setup and the Manager of the visiting team will be responsible for the field breakdown as prescribed by the Board of Directors.
11. All Managers will submit to the Board an evaluation for each player on their team at the end of the regular season.
12. Managers can manage up to two (2) teams in separate divisions with Board approval.
13. Managers and coaches shall perform other duties as the President or the Board of Directors may prescribe.

Section IV - Manager and Coach Code of Conduct

1. Managers and coaches shall adhere to Little League's Policies and Principles to promote sportsmanship, teamwork, respect and safety.
2. As being representatives of SNLL and having authority of a team, managers and coaches will be held to a higher expectation of proper behavior and decorum on and off the field.
3. The following actions by managers and coaches are not allowed and will be cause for disciplinary action:
 - a. Throw equipment in an unsportsmanlike or intentional unsafe behavior.
 - b. Profane language and/or gestures.
 - c. Mocking or harassing of umpires, team members, opponents, or fans.
 - d. Use of physical violence.
 - e. Intentional delay of game.
 - f. Allowing the use of illegal equipment.
 - g. Showing disrespect during the pledge.
 - h. Actions disregarding safety policies.
 - i. Disregard of the rules or regulations.
4. The following actions will be cause for review by the disciplinary committee:
 - a. Failing to fulfill a scheduled umpire duty.
 - b. Letters of complaint.
 - c. Negative reports from umpires or league officials including during interleague play.
5. Violation of the code of conduct will be handled on a case by case basis with a punishment of a warning up to expulsion from the league at the discretion of the Board of Directors.

6. Violence will not be tolerated. The Board of Directors will discipline fighting in any division on a per-incident basis. A first offense is punishable by game ejection, expulsion from the league, or any other manner deemed fit by the Board of Directors, consistent with league policies and the SNLL constitution. Any second offense will result in immediate expulsion from the league.

Article 4 - Umpires

Section I - Eligible Umpires

1. Volunteers who have cleared a background check are eligible to umpire.
2. Junior umpires will be defined as any volunteer umpire under the age of 18.
3. Junior umpires who are between 12 and 14 years old and have received training, may serve as base umpires for Caps and Minors games only.
4. Junior umpires who are at least 15 years old and have received training may work behind the plate for Caps and Minors and may serve as base umpires for Majors games with approval by the league Umpire-In-Chief.
5. An Adult advocate must be present for any game where a Junior umpire is serving. Advocate may not be the Junior umpire's parent or legal guardian.
6. Only volunteer umpires are qualified for tournament games.

Article 5 – Games Operations

Section I - Schedule

1. The regular season schedule for each division shall be drawn up by the Vice President and approved by the Board of Directors.
2. Each team shall be scheduled to play a minimum of one (1) game per week and a maximum of three (3) games in a week.
3. The regular season shall consist of a minimum of 12 scheduled games for each team.
4. Note - the Intermediate (50/70), Juniors, and Seniors divisions may be scheduled by District 41.

Section II - Makeup and Continuation of Games

1. Any game halted due to sunset, weather, or time limit will count as a complete game in the standings regardless of number of innings completed (Caps and Minors Divisions Only). The final score will revert back to the last completed inning unless home team is ahead in that half of the inning.
2. Games cancelled due to weather or other unforeseen events will be made up at the discretion of the Board of Directors-
3. Continuation of non-regulation (incomplete) or tied major games shall be completed prior to the next scheduled meeting of the teams involved.
4. It is the responsibility of the managers to coordinate with each other and with the Board of Directors to find an acceptable date/time to makeup/resume a majors game.
5. If a non-regulation majors game is not resumed/completed prior to the next scheduled meeting of the teams involved, the game and all runs scored/allowed shall not count in the standings.
6. If a tied regulation majors game is not resumed/completed prior to the next scheduled meeting of the teams involved, the game will be considered "tied" and all runs scored/allowed shall count in the standings.
7. Resuming of tied majors games shall be conducted in accordance with rule 4.11 (e) and 4.12 of the Little League Green Book.

Section III - Game Day Responsibilities and Procedures

1. Prior to the start of the first game, the home team shall prepare the field. This includes doing the following:
 - a. Place trash cans out where they are easily accessible to fans and players.

- b. Clear both dugouts and the playing field of any trash.
 - c. Open the score booth (if applicable).
 - d. Turn on the scoreboard (if applicable).
 - e. Drag the infield dirt using a mesh drag (and nail drag if needed).
 - f. Make sure the pitching mound is in proper condition.
 - g. Water the infield dirt.
 - h. Chalk the field marking the foul lines and the batter's box. For T-ball and Rookies, chalk the 10' pitching circle.
 - i. Remove the base plugs and place the bases in their proper spots.
 - j. Have ready for the umpire a minimum of 3 to 4 game balls.
 - k. Set up the pitching machine and calibrate the speed (Rookies only).
 - l. Set up the batting tee (T-ball only).
2. Following each game, the home team and the visiting team shall clear their respective dugouts of all trash and debris.
 3. If there is a game immediately following, the next home team shall provide new game balls, re-chalk the field and make any repairs to insure the safety of the players as necessary.
 4. Following the conclusion of the last game, the visiting team shall breakdown the field. This includes doing the following:
 - a. Return any unused game balls to their proper storage.
 - b. Return the bases and any equipment such as the pitching machine or batting tee to storage and replace the base plugs.
 - c. Make any repairs to the pitching mound.
 - d. Turn off the field lights (if applicable).
 - e. Close the score booth (if applicable).
 - f. Lock the storage shed.
 - g. Turn off the scoreboard (if applicable).
 - h. Empty the trash cans and return them to their proper place.
 5. The home team is to provide an official scorekeeper and pitch logger.
 6. If using a scoreboard, the home team shall provide a scoreboard operator.
 7. Prior to each game, the official scorekeeper shall retrieve an iPad (for GameChanger) or a scorebook from the snack bar and the official pitch log for the division.
 8. Following each game, the scorekeeper must verify the pitch log with GameChanger (or the scorebook) and each manager is to sign each team's pitch log verifying that they agree with the pitch counts.
 9. The scorekeeper will update the official pitch log for the division.
 10. The scorekeeper will then return the iPad (or scorebook if used) and the official pitch log to the snack bar and place the iPad on a charger.
 11. If hosting an interleague game, all duties will be the responsibility of the home (SNLL) team.

Article 6 - Regular Season Rules

Section I - General Rules (All Divisions - Unless Noted)

1. All weekday ball games and the last game on Saturday shall end no later than the local published time of sunset (or earlier at the umpire's discretion). NOTE - This does not apply to games played under artificial lighting.
2. The umpire shall announce ground rules at the plate meeting; And he/she shall have final judgement on any situation not discussed at the plate meeting. NOTE - This does not apply for T-Ball or Rookies.
3. The home team shall occupy the first-base dugout and the visiting team shall occupy the third-base dugout.
4. The home team is required to provide the official scorekeeper for each game unless the league provides a scorekeeper for that game.
5. Pitch count is to be calculated by the official scorekeeper which is maintained as the official signed document. At the end of each game, scorekeepers and both managers are required to verify and sign the pitch count sheet. Once signed, any disputes will be argued from the official scorebook and pitch count sheets. NOTE - This does not apply for T-Ball or Rookies.

6. Each team is allowed only one (1) approved manager and two (2) approved coaches on game days.
NOTE - This does not apply for T-Ball or Rookies.
7. All managers and coaches must have their approved volunteer badges visible at all times while on the field.
8. Prior the start of the game, the following shall take place:
 - a. 30 minutes prior to game start, the visiting team shall take infield practice for 10 minutes.
 - b. 20 minutes prior to game start, the home team shall take infield practice for 10 minutes.
 - c. 10 minutes prior to game start, the teams shall assemble on the foul lines for the Pledge of Allegiance and the Little League Pledge.
 - d. Following the Pledge(s), the managers shall meet at home plate with the Umpire.
9. Home team manager is encouraged to finish field prep prior to start of warm-ups.
10. Batting or pitching practice is not allowed on the infield prior to any game. (Hitting whiffle balls is permitted in the outfield with helmets only).
11. Pitching practice may be conducted in the bullpen up to one hour prior to the scheduled start of and during a game. NOTE - This does not apply for T-Ball or Rookies.
12. Managers and coaches shall not warm up pitchers per the Little League Green Book.
13. The "10 Run Rule" will be used per Green Book Rule 4.10 (e). NOTE - This does not apply for T-Ball or Rookies.
14. For divisions using continuous batting order, a courtesy runner is allowed in a reasonable situation at the umpire's discretion. The courtesy runner shall be the last player to be put out. If there are no outs in the game, the runner shall be the player occupying the last spot in the lineup.

Section II - Regular Season Rules (Teen Divisions: Intermediate, Juniors, and Seniors, and Majors Division)

1. Divisions shall use the 9-man lineup with substitutions.
2. Divisions will enforce Green Book Rule 6.02 (c): "After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat." See Green Book for exceptions and penalty.
3. The "15 Run Rule" after 3 innings will be enforced. If after three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede victory to the opponent.
4. The infield-fly rule will be enforced.

Section III - Regular Season Rules (Minors/Minors A Division)

1. The minors division shall use the continuous batting order.
2. The minors division shall not use Green Book Rule 6.02 (c).
3. No new inning shall start after two (2) hours and fifteen (15) minutes of play.
4. Defense is allowed nine (9) players on field with a limit of three (3) outfielders.
5. In accordance to Green Book Rule 5.07, the side is retired when three offensive players are legally put out, called out by an umpire, or when all players on the roster have batted one time in the half-inning, or when the offensive team has scored five (5) runs.
6. If a player hits an over-the-fence homerun or ground rule double, all runs forced in from the hit shall count even if they exceed the five (5) run limit.
7. There is no limit on the number of runs scored in the sixth (6th) and subsequent innings.
8. If the umpire feels the game will not reach the 6th inning due to the time limits or the sunset rule, and the game has completed 3 or more innings, he/she may declare the next inning as the final inning and remove the run limits. This must be declared to both managers prior to the start of the final inning and no innings may be played beyond the declared final inning.
9. The infield-fly rule will be enforced.

Section IV - Regular Season Rules (Caps/Minors B Division)

1. The Caps division shall use the continuous batting order.
2. The Caps division shall not use Green Book Rule 6.02 (c).
3. No new inning shall start after two (2) hours of play and have a drop-dead time of two (2) hours and thirty (30) minutes of play.

4. A tenth (10th) player on the field will be allowed, but must be played in the outfield (left-field, left-center, right-center, or right-field) only. The player may not be in the infield or rover position.
5. Players are required to play a minimum of three (3) consecutive defensive outs in an infield position (1B, 2B, 3B, SS, Pitcher, or Catcher).
6. Managers and/or Coaches are not allowed on the playing field to assist with defense.
7. In accordance to Green Book Rule 5.07, the side is retired when three (3) offensive players are legally put out, called out by an umpire, or when all players on the roster have batted one time in the half-inning, or when the offensive team has scored five (5) runs.
8. If a player hits an over-the-fence homerun or ground rule double, all runs forced in from the hit shall count even if they exceed the five (5) run limit.
9. There is no limit on the number of runs scored in the sixth (6th) and subsequent innings.
10. If the umpire feels the game will not reach the 6th inning due to the time limits or the sunset rule, and the game has completed 3 or more innings, he/she may declare the next inning as the final inning and remove the run limits. This must be declared to both managers prior to the start of the final inning and no innings may be played beyond the declared final inning.
11. Runners may advance on a ball in play and may continue up to one (1) base following an overthrow (from the outfield or infield). An overthrow is defined as a thrown ball that travels past it's obvious intended player-target.
12. The play is dead when the ball is returned to the pitcher and they are on the mound. However, the ball cannot be directly thrown to the pitcher with the purpose of ending the play.
13. The umpire in charge shall make the final determination on currently advancing runners.
14. Base stealing will be allowed in the following manner:
 - a. One (1) stolen base per pitch on a ball not put in play. For example, following a pitch, if a player is stealing from first to second and the throw to second is overthrown, the player cannot advance to third base. They must wait to advance until the next legal pitch.
15. Beginning at the start of the season and up until the first Monday in April, the following rule is applied: Stealing of home plate is not allowed. Runners from third may only advance to home plate via a batted ball or forced in by a walk or hit batter. The runner at third base is not protected and may be put out at their own peril.
16. The pitcher will pitch to the batter until the batter strikes out, hits safely, hits into an out, receives four balls, or hits a batter.
17. Coach Pitch – From the start of the season until the first Monday in April, the following rules will be used for coach pitch:
 - a. With bases loaded AND ball four (4) from defensive pitcher OR batter is hit by pitch teams will default to “coach pitch”
 - b. At the point when a batter receives four balls, a coach from either the first base or third base coaches box (from the offensive team) will enter the field and commence pitching. A maximum of 3 pitches will be allowed by the coach pitcher. The number of coach pitches allowed is not determined by any strike count existing up to that point, and neither strikes nor balls shall be tallied against the batter during coach pitch. Should the batter hit his/her last pitch foul, he/she will be allowed an additional pitch. This shall continue until he/she hits fair ball, strikes out or fails to swing at the ball in which case he/she will be called out.
 - c. Batters hit by coach pitch are not entitled to first base. The pitch will be counted as 1 of the 3.
 - d. The youth pitcher will be positioned adjacent to coach pitcher either to the 3rd base or 1st base side.
 - e. Should a batted ball hit the coach pitcher the ball will continue to be “in play.”
 - f. The coach pitcher must pitch overhand, standing or kneeling from the pitcher’s mound in contact of the pitching plate.
 - g. Coach pitcher will remain off the field of play (at base coach position) until four balls have been thrown by the youth pitcher to the batter.
 - h. Batters are not allowed to bunt during coach pitch.
 - i. Batters are not allowed a “walk” on a coach-pitched ball.
 - j. Base runners are not allowed to steal during coach pitch.
18. Beginning on the first Monday in April, player pitch will be used until the end of the season.

Section V - Regular Season Rules (Rookies Division)

1. The Rookies division is an instructional and non-competitive division with an emphasis on fun and learning. Managers and coaches should emphasize basic baseball fundamentals and sportsmanship at all times. Scoring will not be recorded and statistics will not be maintained. Rookie games cannot be protested.
2. Managers and Coaches may stand near their batter or defensive players to give advice but must not interfere with play. The Manager or Coach must call "time" before attempting to demonstrate a technique or explain a play to the players during the progress of the game. Placing of said managers and coaches is as follows:
 - a. During defensive play, any number of coaches may stand on the field with their players.
 - b. During offensive play, coaches shall be placed at First Base, Third Base, and Home Plate (or in the pitching circle, for Coach Pitch). It is acceptable to have offensive coaches both in the pitching circle and at Home Plate (behind the catcher), during Coach Pitch.
 - c. Base coaches must remain in foul territory. Base coaches will also act at base umpires.
3. The Rookies division shall use the continuous batting order.
4. The game shall not exceed five (5) innings of play and will be terminated after the completion of one-hour (1hr) and thirty (30) minutes of play.
5. There will be no official scorekeeping in this division. Only a batting order and defensive record will be kept to ensure proper playing time.
6. A ten (10) foot diameter "pitching circle" will encompass the pitching machine.
7. For the safety of the players, the defense must remain outside of the ten (10) foot diameter circle surrounding the pitching machine at all times.
8. The ball is dead and all runners may advance to the base they were running to safely when:
 - a. Any batted or thrown ball comes to rest inside of the pitching circle or hits the pitching machine.
 - b. A defensive player enters the pitching circle to retrieve a ball in play.
9. A tenth (10th) player on the field will be allowed, but must be played in the outfield (left-field, left-center, right-center, or right-field) only. The player may not be in the infield or rover position.
10. Players are required to play a minimum of two (2) innings in an infield position (1B, 2B, 3B, SS, Pitcher, or Catcher).
11. Players can play the same defensive position for a maximum of two (2) innings per game.
12. The catcher must be in full protective gear.
13. All pitching will be coach-assisted using a league-approved pitching machine operated only by the offensive team's manager or coach.
14. In the event of a pitching machine failure, the offensive team's coach or manager shall perform all pitching duties for their team. No players will be allowed to pitch.
15. The pitching machine shall be operated at thirty-five (35) MPH.
16. An offensive coach is allowed near home plate to coach the batter in how to swing properly.
17. There will be no tallying of balls or strikes, no walks and no strikeouts.
18. Each batter will have the opportunity to hit five (5) pitched balls. If a ball has not been put in play after the fifth (5th) pitch, the batter shall be declared out. If a batter fouls off the final pitch, an additional pitch will be delivered until the batter is declared out or puts the ball in play.
19. During the first three (3) games of the regular season, a batter may take one (1) swing at a ball on a batting tee if that player has completely missed all five (5) pitches.
20. Stealing is not permitted. Runners must stay in contact with the base until the ball is hit.
21. Runners may advance on a ball in play and may continue up to one (1) base following an overthrow (from the outfield or infield).
22. The offensive side is retired when the fifth (5th) run crosses the plate, three (3) outs are made, or when all players on the roster have batted one time in the half-inning.

Section VI - Regular Season Rules (T-Ball Division)

1. The T-ball division is an instructional and non-competitive division with an emphasis on fun and learning. Managers and coaches should emphasize basic baseball fundamentals and sportsmanship at all times. Scoring will not be recorded and statistics will not be maintained. T-ball games cannot be protested.
2. Managers and Coaches may stand near their batter or defensive players to give advice but must not interfere with play. The Manager or Coach must call "time" before attempting to demonstrate a technique

or explain a play to the players during the progress of the game. Placing of said managers and coaches is as follows:

- a. During defensive play, any number of coaches may stand on the field with their players.
 - b. During offensive play, coaches shall be placed at First Base, Third Base, and Home Plate (or in the pitching circle, for Coach Pitch). It is acceptable to have offensive coaches both in the pitching circle and at Home Plate (behind the catcher), during Coach Pitch.
 - c. Base coaches must remain in foul territory. Base coaches will also act as base umpires.
3. The T-ball division shall use the continuous batting order.
 4. The game shall not exceed four (4) innings of play and will be terminated after the completion of one-hour (1hr) of play.
 5. There will be no official scorekeeping in this division. Only a batting order and defensive record will be kept to ensure proper playing time.
 6. All batters shall hit off the tee. There is no coach-pitch in T-ball for the first ten (10) games. After that, a coach may pitch to the batter only at the manager's discretion. The batter shall not be allowed to bunt and may not take a half-swing or swinging bunt.
 7. Each team shall bat their entire roster each inning.
 8. The bases will be cleared for every third (3rd) out made by the defense during a half-inning.
 9. The offensive side is retired when all players on the roster have batted one time in the half-inning.
 10. The final player at bat of each inning must be declared to the defense as the last batter and will be allowed to run all the bases to home plate along with any runners still on base.
 11. T-ball teams shall field all players on defense.
 12. There will be no tallying of balls or strikes, no walks and no strikeouts.
 13. Stealing is not permitted. Runners must stay in contact with the base until the ball is hit.
 14. Runners may advance on a ball in play and may continue up to one (1) base following an overthrow (from the outfield or infield).

Section VII - Interleague Play

1. The league may elect to schedule interleague play with one or more leagues within District 41.
2. District 41 may provide ground rules for interleague games and shall supersede those included in this bylaws document unless agreed to by the managers and umpires.
3. Interleague game results shall not count in the standings.

Article 7 – End of Season Tournament of Champions (TOC)

Section I - Tournament of Champions (TOC)

1. The Majors and Minors division champions will each be determined by a double elimination tournament including all teams in the division following the end of the regular season; with the champions advancing to the District TOC.
2. The Caps division champion will be determined by a single elimination tournament including all teams in the division following the end of the regular season; with the champion and runner-up advancing to the Santee City TOC.
3. The Tournament Director will be responsible for organizing the tournaments.

Section II - Tournament Seeding, Home and Visiting Team Outline

1. Seeding will be determined by winning percentage (total number of wins divided by the total number of games played) with the highest percentage being the 1-seed and so on.
2. A tie game will count as one-half of a win for both teams in the standings.
3. If there are multiple teams with the same winning percentage, the following in order will be the tie breaking procedure:
 - a. Head-to-head competition of previously played games between the teams involved.
 - b. Run differential in games played between the tied teams. Run differential will be determined by subtracting runs given up from the total runs scored.
 - c. Run differential from all games played in the season for the tied teams.

- d. If still tied, the President will flip a coin with both team managers.
- 4. The Tournament Director may elect to seed the tournament by a random draw.

Section III - Tournament Bracketing

1. Tournament bracketing is based on certain rules. Those rules are listed as:
2. Brackets are based on powers of 2. Two, Four, Eight or Sixteen game brackets.
3. Higher rated teams will receive higher seeding than lower rated teams.
4. A higher-seeded team should never be penalized by being given a schedule more difficult than that of any lower seed.
5. Two teams rated among the top half shall never meet until the field has been reduced to half or fewer teams.
6. If there are not enough teams to completely fill a bracket, the top seeded teams will receive a BYE.
7. The formats for the winner's bracket in the first two (2) rounds would be as listed below:
 - a. In a format of seven teams, the first two (2) rounds would be:

<p>Round One</p> <p>Game 1: Team 1 vs BYE</p> <p>Game 2: Team 2 vs Team 7</p> <p>Game 3: Team 3 vs Team 6</p> <p>Game 4: Team 4 vs Team 5</p>	<p>Round Two</p> <p>Game 5: Winner Game 1 vs Winner Game 4</p> <p>Game 6: Winner Game 2 vs Winner Game 3</p>
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- b. In a format of six teams, the first two (2) rounds would be:

<p>Round One</p> <p>Game 1: Team 1 vs BYE</p> <p>Game 2: Team 2 vs BYE</p> <p>Game 3: Team 3 vs Team 6</p> <p>Game 4: Team 4 vs Team 5</p>	<p>Round Two</p> <p>Game 5: Winner Game 1 vs Winner Game 4</p> <p>Game 6: Winner Game 2 vs Winner Game 3</p>
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- c. In a format of five teams, the first two (2) rounds would be:

<p>Round One</p> <p>Game 1: Team 1 vs BYE</p> <p>Game 2: Team 2 vs BYE</p> <p>Game 3: Team 3 vs BYE</p> <p>Game 4: Team 4 vs Team 5</p>	<p>Round Two</p> <p>Game 5: Winner Game 1 vs Winner Game 4</p> <p>Game 6: Winner Game 2 vs Winner Game 3</p>
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- d. In a format of four teams, the first two (2) rounds would be:

<p>Round One</p> <p>Game 1: Team 1 vs Team 4</p> <p>Game 2: Team 2 vs Team 3</p>	<p>Round Two</p> <p>Game 3: Winner Game 1 vs Winner Game 2</p>
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- e. In a format of three teams, the first two (2) rounds would be:

<p>Round One</p> <p>Game 1: Team 1 vs BYE</p> <p>Game 2: Team 2 vs Team 3</p>	<p>Round Two</p> <p>Game 3: Winner Game 1 vs Winner Game 2</p>
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8. If the tournament is only between two (2) teams, the teams will play a best of five series where the first team to win 3 games is declared the champion.

Section III - Home and Visiting Team Outline

1. For games in the winner's bracket, the higher seed will be the home team and the lower seed will be the visiting team.

2. For games in the loser's bracket, the team coming from the winner's bracket will be the home team and the team from the loser's bracket will be the visiting team. If both teams are coming from the winner's bracket, the originally higher-seeded team will be the home team.
3. When there is an "if game" (championship game where each team has one loss), the Tournament Director or his/her delegate will flip a coin to decide the home/visiting team. The manager of the most recent winning team will call the toss.

Article 8 – All-Star Tournament

Section I - All-Star Committee

1. There will be one All-Star committee overseeing the selection of all the All-Star teams and the Little-Stars team. The President and Vice President are the Chair and Co-Chair respectively with the remaining committee members consisting of the Player Agent and three (3) other Board Members voted in by the Board of Directors. The Secretary shall be present at all All-Star committee meetings to take minutes.
2. A member on the committee should not be involved for a count in which their child is eligible with the exception of the Chair, Co-Chair, and Player Agent.

Section II - All-Star Expectations

1. The goal of SNLL is to assemble the most competitive All-Star teams while balancing an All-Star opportunity for each playing group.
2. All-Star teams will carry a minimum of 13 players unless approved by the All-Star committee.
3. All players, managers, and coaches wishing to be selected to the All-Star team must sign an agreement drafted by the All-Star committee to participate in-full during the entire All-Star tournament or until their team is eliminated.
4. All-Star fees shall be determined by the All-Star committee and paid by each participating player.
5. All-Star players will be provided with a game jersey, practice jersey, pants and cap.
6. All-Star managers and coaches will be provided with a league shirt and cap to be worn at all games.

Section III - All-Star Player Selection

1. All eligible players wishing to be selected to an All-Star team must submit an All-Star application by the deadline date.
2. The Seniors team is formed first from the top age-appropriate players followed by the Juniors team, the Intermediate team, the 10-11-12 team, the 9-10-11 team and lastly, the 8-9-10 team.
3. The Seniors team should consist of only eligible Seniors division players.
4. The Juniors team should consist of only eligible Juniors division players.
5. The Intermediate team should consist of only eligible Intermediate division players.
6. The Seniors, Juniors, and Intermediate teams will be selected in the following way:
 - a. On date in May to be announced by the All-Star committee, each division of players will receive a ballot with all eligible players listed for that division.
 - b. Each player will vote in secret by marking an "X" by the names of 13 players whom he/she believes has the traits necessary to be an All-Star. The Player Agent or his/her delegate will collect the team's ballots. No late or absentee votes will be accepted. No ballots with more than 13 player votes will be accepted. The ballots will be tallied by the All-Star committee and the nine (9) players with the most votes will be selected to the All-Star team. If there are two (2) or more players who are tied with the ninth (9th) most points, all players shall be selected to the team.
 - c. The appointed manager of each team shall select the remaining players to complete the roster.
7. The 10-11-12 team should consist of only eligible major division or intermediate players and will be selected in the following way:
 - a. On date in May to be announced by the All-Star committee, all major division players, majors managers and one coach from each majors team will receive a ballot with all eligible players listed.
 - b. Each majors player will vote in secret by marking an "X" by the names of 13 players whom he/she believes has the traits necessary to be an All-Star. The Player Agent or his/her delegate will

- collect the ballots. No late or absentee votes will be accepted. No ballots with more than 13 player votes will be accepted. The ballots will be tallied by the All-Star committee and the eight (8) players with the most votes will be selected to the All-Star team. If there are two (2) or more players who are tied with the eighth (8th) most points, all players shall be selected to the team.
- c. The appointed manager of the 10-11-12 team shall select the remaining players to complete the roster.
8. The 9-10-11 team should consist of eligible major division players not selected to the 10-11-12 team and filled with eligible minor division players if needed. The team will be selected in the following way:
 - a. The major division managers and one coach from each team will meet with members of the All-Star committee and vote for nine (9) players by secret ballot. These ballots will be tallied and the nine (9) players with the most votes will be selected to the team. If there are two (2) or more players who are tied with the 9th most points, all players shall be selected to the team.
 - b. The appointed manager of the 9-10-11 team shall select the remaining players to complete the roster.
 9. The 8-9-10 team should consist of all eligible major division 10-year olds and age-appropriate minor division players. However, it is not automatic that a 10-year old from majors is place on the team. The team will be selected in the following way:
 - a. The minor division managers and one coach from each team will meet with members of the All-Star committee and vote for nine (9) players by secret ballot. These ballots will be tallied and the nine (9) players with the most votes will be selected to the team. If there are two (2) or more players who are tied with the 9th most points, all players shall be selected to the team.
 - b. The appointed manager of the 8-9-10 team shall select the remaining players to complete the roster.

Section IV - All-Star Managers and Coaches

1. Managers and coaches wishing to be selected to an All-Star team must be in good standing and must submit an All-Star application by the deadline date.
2. The 10-11-12 team manager and coaches shall be regular season team managers and/or coaches from the majors or Intermediate division.
3. The manager of the 10-11-12 team shall be selected by the majors division players using a secret ballot of all eligible team managers. The manager is subject to approval by the All-Star committee.
4. The 8-9-10 and the 9-10-11 team managers and coaches shall be regular season team managers and/or coaches from the majors or minors division.
5. The All-Star committee will interview and vote on manager candidates for the Seniors team, the Juniors team, the Intermediate team, the 8-9-10 team, and the 9-10-11 team.
6. The manager for each All-Star team may choose up to two (2) official coaches from eligible candidates. All coaches must be good standing and are subject to approval by the All-Star committee.
7. In the event a manager or coach withdraws from the team, the All-Star committee shall appoint a replacement provided it is allowed through Little League Tournament Rules.

Article 9 - Little-Stars

Section I - Little-Stars Tournament

1. District 41 may organize a Little-Stars tournament for league age 7 and 8-year old players and will not be affiliated with Little League's All-Star tournament.
2. All rules and regulations will be provided by District 41.
3. All players, managers, and coaches wishing to be eligible for the Little-Star team must sign an agreement drafted by the All-Star committee to agree to participate in-full during the entire Little-Star tournament or until their team is eliminated.
4. The Little-Star player and manager/coach selection will be overseen by the All-Star committee.
5. The Little-Star team will carry a minimum of twelve (12) players.
6. The Little-Star team will be restricted to one (1) manager and two (2) official coaches.
7. Little-Star fees shall be determined by the All-Star committee and paid by each participating player.
8. Little-Star players will be provided with a game jersey and cap.

9. Little-Star managers and coaches will be provided with a league shirt and cap to be worn at all games.

Section II - Little-Star Player Selection

1. The Little-Stars should consist of all eligible 7 and 8 year olds within the Caps and Minors division. However, it is not automatic that an 8-year old from minors is placed on the team. The team will be selected in the following way:
 - a. The Caps division managers and one coach from each team will vote by secret ballot for the number of players as set by the All-Star Committee. These ballots will be tallied and the players with the most votes up to the number of players determined by the All-Star Committee shall be selected to the team.
 - b. The appointed manager of the Little-Star team shall select the remaining players to complete the roster.

Section III - Little-Star Manager and Coaches

1. Managers and coaches wishing to be selected to a Little-Star team must be in good standing and must submit a Little-Star application by the deadline date.
2. The Little-Star manager and coaches shall be regular season team managers and/or coaches from the Caps and/or Minors division.
3. The All-Star committee will interview managerial candidates and vote on a manager for Little-Stars.
4. The manager for the Little-Star team may choose up to two (2) official coaches from eligible candidates. All coaches must be good standing and are subject to approval by the All-Star committee.
5. In the event a manager or coach withdraws from the team; the All-Star committee shall appoint a replacement provided it is allowed through District 41 Tournament Rules.

Article 10 - Auxiliary / Snack Bar

Section I - Snack Bar Operations

1. Minimum age to work in the Snack Bar is 16 years old.
2. A responsible adult (18 years old or older) must be present at all times in the Snack Bar including during opening and closing procedures.
3. Only adults may operate the grill / barbeque.
4. All persons working in Snack Bar must be free of illness.
5. Each shift must have a minimum of two (2) eligible volunteers with a maximum of five (5) per shift.
6. Management of the till (opening or closing) may only be done by a responsible adult approved by the Board of Directors.

Section II - Snack Bar Volunteers

1. For each player registered, the parent or legal guardian must volunteer or provide an eligible volunteer for the number of shifts required by the Board of Directors for the season, unless they have elected to buy-out of this requirement at registration. Buy-out amount to be determined by the Board of Directors prior to registration.
2. The Board of Directors may elect to require a deposit check in an amount to be determined prior to registration for parents/legal guardians who did not opt to Buy Out of the season's Snack Bar requirement. The deposit will be returned once the parent/legal guardian or their eligible volunteer fulfills the season's Snack Bar volunteer requirement. Failure to complete volunteer requirement will result in the cashing of the deposit at the end of the regular season.
3. The league may elect to compensate eligible teen volunteers per shift worked at an amount to be determined by the Director of Auxiliary. To qualify for compensation, teens must work a minimum number of shifts on a volunteer basis and be approved by the Director of Auxiliary or the Board of Directors as a teen lead prior to receiving compensation. Note: Teen is an individual age 16-17 years old.