

## **ARTICLE XIII – Local Rules/Ground Rules/By-laws**

### **SECTION 1 – Board Attendance and Voting Via Text**

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- 1) Board members who miss more than two (2) meetings in a row without contacting the President at least 24 hours in advance (barring an emergency) with the reason of not attending, and such meetings having been called and members notified in accordance with the League's Constitution, shall be contacted by the President and asked of their interest in continuing to serve on the Board. Upon a proper motion and vote by the Board, the said member may be removed from the Board.
- 2) In the interest of League operations, the President may ask for approval via text messaging the Board member group. A majority vote rule will decide the vote. Likewise, during a regularly scheduled meeting, should a quorum not be present at the meeting, the President may elect to contact all absent members via telephone/text messaging to constitute a quorum. Those that did not contact the President in advance with the reason of not attending, shall not be contacted in this situation.

### **SECTION 2 – SafeSport Regulations**

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- 1) Little League International and the Hampshire County Little League must adhere to the following requirements from the SafeSport Act:
  - a. Reporting of Child Abuse, including sexual abuse involving a minor, to the proper authorities.
    - i. All volunteers of HCLL are mandated reporters and could face criminal charges if the league chooses to ignore, or not report to the proper authorities, any reason to suspect an act of child abuse, including sexual abuse, within 24 hours.
    - ii. Known or suspected child abuse must be reported to the Department of Health and Human Resources (DHHR) by calling 1-800-352-6513.
    - iii. Any reports of sexual abuse, or abuse resulting in serious injury, must be reported to the West Virginia State Police or local law enforcement agency. If it is an emergency, call 911 and make the report.
  - b. Regardless of outcome, HCLL will support the complainant(s) and his/her right to express concerns in good faith. HCLL will not encourage, allow, or tolerate attempts from any individual to retaliate, punish, allow or in any way harm any individual(s) who reports a concern in good faith. Such actions against a complainant will be considered grounds for disciplinary action. Under WV Code §49-6A-6 persons making a report in good faith are immune from civil or criminal liability.
  - c. One-On-One Interactions:
    - i. One-on-one interactions between a minor athlete and an adult volunteer (who is not the minor's legal guardian) at a facility partially or fully under our jurisdiction are permitted if they occur at an observable and interruptible distance by another adult.

- ii. Adult volunteers who are not also acting as a legal guardian, shall not ride in a vehicle alone with an unrelated minor athlete, absent emergency circumstances, and must have at least two minor athletes or another adult at all times, unless otherwise agreed to in writing by the minor athlete's parent/legal guardian in advance of each local travel.

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### **SECTION 3 – Districts within the County**

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- 1) Due to the Hampshire County Little League covering such a large geographical area, the general team assignments shall be based on the district in which the player will attend Middle School, or would attend Middle School in the event of home-schooled children. Currently, there are three districts within the Hampshire County Little League: Romney, Capon Bridge, and Paw Paw.
  - a. During signups, parents may choose, however, to have their child play on a team within another district. The parent shall understand that if their child is assigned a team in a different district, all of the practices and most of the games will be in that geographic district.
    - i. Note: All players currently on a Major League team shall return to their respective Major League team, unless an exception is approved by the Board, as described in Section 2, Number 3, described below.
  - b. Any player from outside of the league's boundaries that submits a valid/approved waiver, shall be assigned a team in the district closest to his/her residence, unless the parents choose to have their child in another district.

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### **SECTION 4 – Players/Team Assignments**

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- 1) All players age four (4) through nine (9) will be assigned a team by the Player Agent, which consists of the T-Ball through Minor League Divisions.
- 2) All players age ten (10) through (12) are required to attend at least one of two scheduled player evaluations (50% attendance), pursuant to Little League International, Operating Policies, and will be eligible for selection in the Major League draft. Players age nine (9) are strongly encouraged to attend the player evaluations, however, are not required to attend. Without attending an evaluation, the nine (9) year old player will not be considered for the Major League draft.
  - a. The conventional draft method will be used, meaning the last place team gets the first pick in the draft, the next to the last place team gets the second pick, and so forth.
  - b. Pursuant to Little League International, Operating Policies, if a manager has a child eligible in the draft, they must be drafted in/before the third round if a 12-year-old, the fourth round if a 11-year-old, and the fifth round if a 9/10-year-old.
  - c. Once selected to a Major League team, that player will remain assigned to that team throughout his/her time in the Major League, unless a request is made as indicated below.

- 3) Understanding that conflicts/issues occur, if a parent/player believes a team change is needed, the parent needs to submit a letter to the board stating the reasoning why a team change is being requested. The board will request a letter, or in person meeting, from the manager/coach of that team, and the board will vote on whether to allow the team change to happen.
  - a. If the player is in the T-Ball through Minor League Divisions, and the board approves of the team change, the Player Agent will assign the child to another team.
  - b. If the player is in the Major League Division, and the board approves of the team change, the player will have to sit out until the next scheduled Major League draft, at which time, he/she will be eligible to be drafted to a different team.

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### **SECTION 5 – All-Star Selection**

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- 1) Each Major League team manager, or his/her designee, shall submit a list of twelve (12) players, from the entire league, that they feel should be included on the All-Star teams.
  - a. Minor League (Player Pitch Division) managers may submit a list of 8/9/10 year olds from their division that they feel should be included in the selection process for the 8/9/10-year-old All-Star team.
- 2) Each member of the Board of Directors shall also submit a list of twelve (12) players, as indicated above. The Board of Directors' votes shall be averaged as one (1) additional vote, to be added to the Major League team manager votes.
- 3) The total number of votes will be tallied and the twelve (12) kids having the most votes shall be selected to the All-Star team.
  - a. With the approval of the Board of Directors, the All-Star teams may consist of more/less than twelve (12) players.
  - b. If a player cannot play on the All-Star team, or chooses not to play, the next player with the highest number of votes will be selected to the All-Star team.
- 4) The League President shall appoint team managers for each of the All-Star teams, with the approval of the Board of Directors. Each team manager shall select a coach and scorekeeper.

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### **SECTION 6 – Major League Division**

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- 1) Tie Breaker: In the event of a tie at the end of regular season play, the first tiebreaker is the head-to-head play results. The second tiebreaker is the least runs allowed against the other team (best defensive showing). The third tiebreaker is the most runs scored against the other team (best offensive showing).
- 2) Catcher Replacement: In an effort to speed up game play, with two (2) outs, if the next inning's catcher is on base, coaches are allowed to insert a special pinch runner for the catcher, in order to allow the catcher to put on the equipment, thus speeding up the pace of the game. This special pinch runner shall be the

last player to have made an out that inning. There is no limit to the number of times this can happen in the game, as it is designed to speed up the pace of the game. It also does not count against the Little League rules allowing only one (1) pinch runner per inning.

- 3) Fake Bunt-Swinging (Slash Bunting): For the safety of all players, fake bunting then swinging is not permitted, *i.e.*: A player may not indicate the intention to bunt, then pull the bat back and swing at the ball. If this is attempted, the ball is immediately dead regardless of whether contact is made. The batter is out and all runners will return to the bases from which they started.

### **SECTION 7 – Minor League Player Pitch Division**

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- 1) A continuous batting order will be used (meaning that every player is in the lineup).
- 2) There will be a five (5) run limit per team per inning.
- 3) Runners may advance on past balls to the catcher.
- 4) Runners may NOT advance, however, on wild throws back to the pitcher.
- 5) There is NO dropped 3<sup>rd</sup> strike in this level of play.
- 6) Maximum pitch counts per day for 7-8 year olds: 50, with days of rest as follows
  - a. Pitch Count 1-20: 1 day rest
  - b. 21-35: 2 days rest
  - c. 36-50: 3 days rest
  - d. >50\*: 4 days rest

\*Can only exceed 50 pitches to complete the opposing player's at bat appearance.
- 7) The pitcher/catcher rule outlined in Regulation VI of the Little League rule book shall be enforced (page 65).
- 8) Maximum pitch count and days of rest for players age 9 and above will strictly follow the official rules/regulations established by Little League.
- 9) The ten (10) run rule after four (4) innings is in effect.
- 10) Time Limit: Each game shall be limited to 2 hours, unless there is no game following. Teams are allowed to finish out the inning, however, shall not start a new inning once the time limit has elapsed.

### **SECTION 8 – Minor League Coach Pitch Division**

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- 1) Each team may field up to ten (10) defensive positions, with the extra person being in the outfield.

- a. The outfield players must be in the actual grass of the outfield.
- 2) A full line-up is not needed to play a scheduled game.
- 3) Each coach shall pitch to his/her own team, and shall pitch from at least 36 feet from the back of home plate. The pitch shall also be delivered overhand.
- 4) A continuous batting order will be used (meaning that every player is in the lineup).
- 5) There will be a six (6) pitch maximum, or three (3) strikes, whichever comes first. Additional pitches are permitted ONLY if the batter continues to foul off the ball. There are no walks or hit batsman.
- 6) No bunting or stealing is allowed.
- 7) No infield fly rule will be in effect.
- 8) There will be a five (5) run limit per team per inning.
- 9) When the ball is in the outfield, runners may advance. Once the ball returns to the infield, whether secured or not, the runners must stop. If not past halfway, they must return to the previous base. It is the objective that both managers will work together when discretion is needed. The intent of this league is to teach proper base running techniques for advanced play.
- 10) It is permissible for two (2) coaches to assist in the outfield, but must be positioned behind the players and not interfere with live play.
- 11) Time Limit: Each game shall be limited to 1 ½ hours, unless there is no game following. Teams are allowed to finish out the inning, however, shall not start a new inning once the time limit has elapsed.

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### **SECTION 9 – T-Ball Division**

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- 1) This is an instructional level of play. Managers/Coaches should place their players in every defensive position during the season. Please keep the safety of the players as your utmost priority when preparing your line-up.
- 2) Each team may field up to ten (10) defensive positions, with the extra person being in the outfield.
- 3) A full line-up is not needed to play a scheduled game.
- 4) The outfield players must be in the actual grass of the outfield.
- 5) Managers/coaches may elect to throw a maximum of three (3) pitches (no more than) to each batter. If the batter does not hit a fair ball within the three (3) pitches, the ball must be placed on the tee to hit.
- 6) No bunting or stealing is allowed.
- 7) No infield fly rule will be in effect.

- 8) A continuous batting order will be used (meaning that every player is in the lineup).
- 9) Each team will hit completely through the batting order each inning.
- 10) Once three (3) outs are made, the bases shall be cleared and any runners removed from the base pads.
- 11) All batter/runners may advance one base, unless the ball is hit into the outfield, then the batter/runner may advance only to second base, with any other runners on base only advancing one (1) extra base. (i.e.: Runner on first and ball is hit into the outfield, runner on first may advance only to third base).
- 12) It is permissible for two (2) coaches to assist in the outfield, but must be positioned behind the players and not interfere with live play.
- 13) The offensive team's manager/coach shall place the ball on the tee for his/her team.
- 14) Time Limit: Each game shall be limited to 1 hour, unless there is no game following. Teams are allowed to finish out the inning, however, shall not start a new inning once the time limit has elapsed.

**These Hampshire County Little League By-Laws/Local Rules were approved by the Board of Directors on March 1, 2020, for the 2020 Season, League ID Number 03480615.**

Robby Hott

March 1, 2020

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**President's Name**

**President's Signature**

**Date**