



2019 ByLaws

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ARTICLE I – LITTLE LAKE LITTLE LEAGUE OBJECTIVE

Section 1. The objective of Little Lake Little League, hereafter referred to as "LLLL", is to implant firmly in the youth of the community the ideals of good sportsmanship, honesty, loyalty, courage, and respect for authority; so that they may be well-adjusted, stronger, and happier children who will grow to become good, decent, healthy, and trustworthy citizens.

Section 2. To achieve this objective, these By Laws are established to supplement LLLL's Constitution.

Section 3. All duly adopted By Laws of LLLL shall be binding on all members of said league, but in no way shall these By Laws be in conflict with the rules and regulations of Little League Baseball, Inc.

Section 4. The official playing rules and regulations as published by Little League Baseball, Inc. shall be binding on LLLL.

ARTICLE II – BOARD OF DIRECTORS

Section 1. The Board of Directors, hereinafter referred to as "Board", shall be composed of any part or all of the Board of Directors.

Section 3. President, Vice President of Operations, Vice President of Baseball, Vice President of Softball, Secretary, Treasurer, Chief Umpire, Player Agent(s) of Baseball, Player Agent(s) of Softball are automatically included as a part of the Board.

Name	Position	Email
Chris Ricardo	President	littlelakepresident@gmail.com
Jill Davies	Vice President	littlelakevicepresident@gmail.com
Monique Davis	Secretary	littlelakesecretary@gmail.com
Mark Bauman	Treasurer	littlelaketreasurer@gmail.com
Lucy Davies	Player Agent	littlelakeplayeragent@gmail.com
Doug Echeverria	Coach Coordinator	littlelakecoachcoord@gmail.com
Gary Graham	Safety Officer	littlelakesafetyofficer@gmail.com
Gene Gutierrez	Equipment Manager	littlelakeequip@gmail.com
Eligio Diaz	Field Maintenance	littlelakefieldmain@gmail.com
Yaresly Santana	Marketing / PR Manager	littlelakesocialmedia@gmail.com
Alma Echeverria	Member-at-Large	
Lupe Silva	Member-at-Large	
Giovanni Ruiz	Member-at-Large	

ARTICLE III - CHANGES TO THE BY LAWS

Section 1. Little Lake Little League Bylaws are a living document and provides a general framework for league operations.

Section 2. The President shall delegate a Bylaw Review Committee who will solicit any proposed changed annually and present to the entire board to vote on immediately following the annual elections.

Section 3. All proposed changes to the By Laws shall be brought before the Board of Directors and general membership during a regularly scheduled meeting prior to January 1st of the upcoming season. The presence and input of the general membership during the review process is welcome. However, in no way is this provision intended to imply that all or any part of the general membership must be present in order for the board to execute this action.

Section 4. Majority vote of the entire board of directors shall be required to make changes to the Bylaws.

Section 5. While changes to the Bylaws may be made at any time, changes after January 1st of the upcoming season are not recommended but may need clarification.

ARTICLE IV - RULES AND REGULATIONS

Section 1. All player matters shall be brought to the attention of the Player Agent who may consult with the Board on an as needed basis to bring such matters, as applicable, before the Board.

Section 2. **Ground Rules:** The Fields & Grounds Coordinator, Director of Umpires, and Vice Presidents will be responsible for setting any ground rules needed on the fields being used before the season starts. These rules will be incorporated into the Bylaws and provided to the managers concerned before the season starts. Additionally, the ground rules shall be discussed prior to each game at the pre-game meeting by the home plate umpire.

Section 3. **Time Limit:** For Minor C, Minor B and Minor A Baseball, no new inning shall start after 1 hour and 45 minutes of the scheduled game time. By definition, a new inning officially begins when the last out is completed in the bottom half of the previous inning. There is no time limit for Major Baseball.

Section 4. **Tie games:** For Minor B and above Baseball, all official games resulting in a tie will remain a tie and be posted as such. NOTE: For Minor B and Minor A divisions, if there is still time remaining per section 3, tie games after 6 innings shall continue until the time limit is reached, the game is called for darkness or there is a winner. For Major divisions, if there is still daylight remaining (on a weeknight game only), tie games after 6 innings shall continue until the time limit is reached or there is a winner.

Section 5. **Field and Weather Conditions:** Once a game begins, the Home Plate Umpire (Umpire-in-Chief) for each game has sole responsibility to determine if field and weather conditions are acceptable with regards to darkness and/or rain. She/He is the only person that can suspend a game for such conditions.

Section 6. **Rescheduling of Games:** Any games suspended prior to becoming official need to be forwarded to the Vice President and/or the League Scheduler to be rescheduled. The Vice President has the final say as to when games are rescheduled. This is not negotiable. Any competitive division games needing to be rescheduled shall be handled in the following manner: The umpire shall call a "no game" and refer the reschedule to the Board for review. Due to the limitations on the calendar and available fields, games will only be rescheduled due to weather as outlined in this section.

Section 7. **Forfeits (competitive divisions only):** A minimum of 9 players must be present for each team to begin any competitive division game. Any competitive division team who does not have at least 9 players present at the scheduled game time shall forfeit the game to the opposing team. If both teams do not have at least 9 players at the scheduled game time, the game will be referred to the Vice President and/or the League Scheduler to be rescheduled

Section 8. All teams including players, managers, coaches, and spectators are responsible for cleaning up and properly disposing of all garbage on and around their field after each game.

Section 9. LLLL opts to **invoke** the 10-run rule as so allowed in Rule 4.10(e) of the Little League Official Rules and Regulations.

Section 10. Inter-leaguings Divisions will follow District Inter-league rules or Little League rules outlined in appropriate rulebook.

Section 11. Alcohol and tobacco are prohibited at any Little Lake Little League event.

Section 12. Managers are responsible for having a copy of a completed and signed Medical Release form for each player on their team prior to the start of any team practices. The Medical Release forms must be present for all team practices and games. Any players who have not turned in a completed form may not participate in their team's practices or games. Additionally, a completed Doctor's Physical form must be turned into the Player Agent prior to Opening Day. Any players who have not turned in a completed Doctor's Physical form may not participate in their team's games.

Section 13. For safety reasons, no open toed sandals or shoes of any kind are allowed on the playing field or in the dugout during any LLLL game or practice.

Section 14. **League Volunteers:** Per Little League rules, any adult volunteers who are in "regular" contact with players must complete the Little League Volunteer Application. The Board of Directors shall appoint a single board member to run all background checks for any applicants every year. Any applicants who have a criminal background shall not be approved as a league volunteer to include team practices and games. LLLL will destroy all documents with volunteer applicant's personal information once background checks are complete.

Section 15. **Minimum Play Time:** Per the Little League rule book, "Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one time." The only exception to this rule is when an official game is shortened for any reason (darkness, 10 run rule, weather). For LLLL teams - If a player does not play the minimum play time due to a shortened game as described above, that player must start the next game played and stay in the game until minimum play time for that game is met.

ARTICLE V – TECHNOLOGY AND SOCIAL MEDIA

LLLL Logo

The LLLL logo, in any form, is the property of LLLL. There are currently three approved versions of the LLLL logo, which can be used for various purposes and in variant colors. However, all uses of the logo will be for official LLLL use (League communications, uniforms, related apparel, etc.) only. Any other use of the LLLL logo must receive prior Board approval. The LLLL approved logo may not be otherwise altered without Board consent. As approved, the following three versions of the LLLL logo, in variant colors as necessary and appropriate, are as included below.

LLLL Website

The Board will maintain a website for the purpose of communicating with its general membership information relative to LLLL. The Director(s) of Information will maintain primary responsibility and control over the website. Any control assigned is subject to withdrawal.

Content Content will be related to LLLL operations, will be age appropriate for all general members, and will not contain any inappropriate language, pictures or other improper content.

Personal Player Personal player information, including a combination of name, age, address, phone number and/or parents' names, constitutes personal player information and is not to be available to the public on the website.

Host If used, a Host website will be chosen by the Board and all postings will be subject to the requirements of the Host in addition to those of LLLL and LLI.

Team Pages As allowed, the Director of Information may administer a Team Pages section, allowing teams in each division to include team information which may include personal player information, practice and/or game schedules, notifications, pictures, etc. To the extent that any such pages are created for teams to administer, assigned administrators and/or their designees will abide by the same content requirements for the general website. In addition, administrators of team pages will prop.

Web Site Information and Posting Expectations

Little League International requires all chartered leagues to use eTeamz, a web management community, to facilitate a common directory of local leagues that consumers can easily find and use. However, local leagues can choose to use another web management community, or create their own, provided that it can be found through the eTeamz page.

LLLL has chosen Bonzi, a separate web management community, as its host using the domain littlelakelittleleague.com. Through Bonzi, LLLL is able to provide valuable information about our league, provide updates to parents and share information about teams. The Bonzi site is also situated to allow LLLL players to register online. The LLLL Director of Information, or webmaster, manages and maintains our league website. Each team is also provided an opportunity to create a webpage. Individual teams are responsible to maintain their sites. The expectations for team website page managers are:

- Only players' first names can be used on the website in areas available to the general public. Pages requiring log in information that is provided only to the general membership or a specific group thereof (e.g., managers/coaches) may include player first and last names.
- Only positive comments and encouraging words are allowed. No derogatory or sarcastic comments about players on your team, opposing teams, or coaches (even in jest) are allowed. If comments are made about any competitions, they must be positive and encouraging.
- Unless LLLL receives a written request otherwise, parents and guardians registering their player for the season consent to the use of the player's likeness or image on the LLLL website.* All pictures and images posted must be in good taste. Violation of these expectations will result in removal of any inappropriate content, a warning issued by the Information Officer, Vice President and/or the President, and ultimately may result in removal of the team website page manager and/or the team website page itself.

* Little League Baseball prohibits the posting of images or likenesses of players on a Chartered local little league's website without receiving written permission from the player's parent or guardian. LLLL uses a negative response acknowledgement during its registration process, which requires that the parent or guardian agree that unless they submit their request otherwise in writing to LLLL, they consent to the use of their player's likeness, image and/or name on the LLLL website.

Press Releases

The Director(s) of Information, the Vice President or the President will approve press releases. All members agree that photographs may be taken during the course of league sponsored events, practices and games, are the property of the photographer, and are subject to distribution or reproduction.

LLLL Team Photos

The Board shall select a photography company to produce team and individual photos of all teams and players, and shall coordinate the photographing of all teams. Parents/Guardians and/or their players are not required to purchase team or individual player photographs; however, the identified company will photograph all teams. Candid Photos Players, Player Parents/Guardians, other Volunteers, Coaches/Mangers, Umpires, Fans and third-party photographers may photograph any LLLL general member at any time during a LLLL event (practice, game, special event or otherwise). Any such photography is the property of the photographer. Little League International also prohibits the posting of Little League player images on websites that are not managed by chartered Little Leagues without the direct consent of the parent or guardian and in some cases, without the consent of Little League International. For more information about posting images of LLLL players as limited by Little League International, please refer to www.littleleague.org. Social networking and other internet sites such as Facebook, Instagram and Twitter, and all other internet sites representing either the league or individual teams must be approved by the board and management access granted to the Director of Information (Webmaster). The allowed and appropriate usage of these sites is subject to the requirements outlined under the LLLL website section (above) and the Board may approve other documents as is.

ARTICLE VI – ANTI-BULLYING POLICY

The Little Lake Little League (“LLLL”) has adopted an anti-bullying policy due to the negative effects that bullying has on our youth. This policy overview is intended to guide all **Managers, Coaches, Players, Umpires, Volunteers, Parents, Guardians, and Spectators** in their behavior at LLLL games, practices, events, and fields. Bullying not only leads to anxiety and low self-esteem in youth who are targeted, but it also causes other youth to feel unsafe. Youth of all ages deserve the right to feel safe and supported by all LLLL Board Members, managers, coaches, players, umpires, volunteers, and parents.

By raising awareness throughout our league, LLLL participants can work together to ensure that our organization is a place that youth and parents feel welcomed and included.

Bullying: Bullying involves behavior by one person or a group of people with the intent to ridicule, harass, humiliate, or intimidate another person during league games, practices and events.

- **Verbal bullying** involves repetitious behavior and includes the use of words and gestures.
- **Emotional bullying** involves rejection, terrorizing, extorting, humiliating, rating/ranking personal characteristics such as race, disability, ethnicity, or perceived sexual orientation.
- **Physical bullying** can include a single incident of pushing, hitting, or kicking a person or interfering with their property.
- Bullying which occurs outside of the LLLL setting may be addressed by little league officials only if such conduct markedly interrupts or severely impedes the purposes of the LLLL.
- No amount of bullying is acceptable.

Report Bullying: If you are being bullied, or know of someone being bullied, you must tell a team manager, coach, player agent, commissioner, or the President of LLLL as soon as possible.

All LLLL Managers are expected to discuss bullying and LLLL’s anti-bullying policy with their players at the first team meeting.

Consequences of Bullying:

1. If a person involved in the league (including players, volunteers, parents, and spectators) has taken part in bullying behavior, a warning will be given to that individual. If a player is involved in the bullying, his/her team manager is expected to issue this warning to the player individually (presence of the player’s parents is at the discretion of the manager).
2. If the bullying continues or there is a second incident, that player may be disciplined by the manager at the manager’s discretion given the circumstances. Such discipline may include, but is not limited to suspension for a number of innings or an entire game, or exclusion from the fields. Managers must report this occurrence to the LLLL Commissioner immediately.

3. Any further incidents will be referred to the LLLL Board of Directors for further action based on the process outlined in the LLLL Constitution, specifically Article III, Section 3(b). Such disciplinary action may include additional warnings, discussions with parents and guardians, further suspensions or exclusions, ineligibility for playoff, tournament and/or All-Star involvement, up to permanent removal from the league and reporting to law enforcement.

ARTICLE VII – UNIFORMS

Uniforms are the property of LLLL for the duration of the season and are given to the player to keep at the end of the season.

Section 1. Every player is required to wear a complete league supplied uniform at every game. A complete league supplied uniform, unless otherwise noted, consists of the following:

1. Adjustable fit uniform hat.
2. Uniform shirt/jersey with team logo and number with team name and number.
3. Baseball pants.
4. Uniform socks and belts if applicable.
5. Under-sleeves and sliding pants are strictly optional and are not supplied by LLLL. If under-clothes are worn, they must be of uniform color throughout the team. Each player will determine whether they wish to purchase and wear such items.

Section 2. Names on Uniforms:

1. Names on shirts/jerseys (where applicable) shall be across the back of the shoulders, above the jersey number, and shall be uniform for the whole team. Tee Ball and Minor C Division will not have names placed on their uniforms and will not be allowed to be placed onto uniforms for safety reasons.
2. The size and font style of the lettering shall be determined by the Uniform Coordinator and the vendor, and may not be altered except with respect to size when necessary to fit a long name on the shirt.
3. Only last names may be used. First names are not allowed. If there are siblings on the same team, or unrelated children with the same last name, then it is acceptable to precede the last name with a first initial. If first initials are also the same, then middle initials may be used.
4. Names/numbers on hats is permissible with the following restrictions:
 - a. T-ball and Minor C and A divisions may do numbers only for safety reasons.
 - b. Adhering to uniformity, this is an all or nothing agreement, either all players have names/numbers or none have them.
 - c. Names will be last or first names only.

Section 3. Parents are responsible for the cleaning and repair of the uniform.

Section 4. LLLL Board of Directors reserves the right to not put names on Jerseys if they so choose by a board vote. Vote must approve with a simple majority.

Section 5. Any players selected to play All Stars will be asked to pay for their uniform prior to receiving

ARTICLE VIII – EQUIPMENT

Equipment and balls are the property of LLLL for the duration of the season and are given to the manager to keep until the end of the season.

Section 1. Only the Managers of each team can check out equipment for their team for the current season.

Section 2. Managers will be required to place a deposit per below based on competitive or non-competitive division

1. Competitive Manager deposit \$300 (includes bow nets) Deposit can change annually.
2. Non-Competitive Manager deposit \$200 (includes batting tees) Deposit can change annually.

Section 3. Equipment Distribution

1. LLLL will have at least 4 equipment pick up days within 2 weeks before or after the draft date. Dates will be emailed to managers and posted on social media.
2. Managers will be required to sign an equipment check out form and bring their deposit before equipment is given.

Section 4. Equipment

1. Non-Competitive Equipment includes, but is not limited to: complete set of catcher's gear, practice balls, batting helmets, batting tee's, game balls.
2. Competitive Equipment includes, but is not limited to: complete set of catcher's gear, practice balls, batting helmets, bow net.

Section 5. Balls

1. Managers will receive a limited amount of practice balls for the season.
2. Game balls.
 - a. Competitive Games – Balls will be provided to the umpires before each competitive game.
 - b. Non-Competitive Games – use the balls provided as practice balls for games.
3. LLLL requests that all balls be returned for use in the following season.

Section 6. Equipment Return

- a. LLLL will have at least 4 equipment return dates within 2 weeks of closing day. Dates will be emailed to managers and posted on social media.

- b. Managers will be given their deposit checks back upon return of all the checked-out equipment.
- c. Equipment Manager will endeavor to make every attempt to contact Manager to return gear before deposit is cashed. Deposit will be cashed if no contact is made.
- d. Equipment Manager will give separate return dates for TOC and All-Star Managers. Only the manager will be allowed to keep equipment for All-Stars. If there are multiple Managers coaching one All-Star team the Equipment Manager has the right to request the equipment be returned from anyone other than the All-Star Manager.

ARTICLE IX – SAFETY

Safety is the number one priority of Little Lake Little League.

Section 1. Safety Manager will implement Safety Plan by the Little League due date.

Section 2. Managers and Coaches will be required to report any injuries to the Safety Manager within 24 hours of incident.

Section 3. Safety Manager will be responsible for completing report and submitting to Little League as required by insurance.



Divisions

ARTICLE X - TEE BALL DIVISION
NON-COMPETITIVE

Section 1. Limited to players of league age 4 & 5. This is a co-ed division. League age of all players (boys and girls) in this division is determined by the baseball league age cutoff date (August 31st of the calendar year).

Section 2. There are no wins, losses or forfeits in Tee Ball.

Section 3. Score will not be kept.

Section 4. A batting tee shall be used during the 1st half of the season. During the 2nd half of the season, the manager or a coach may pitch the ball. If pitched, and the batter has not hit the ball after 5 tries, the tee will be used until the batter puts the ball in play.

Section 5. Outs will be called on the bases by the defensive coaches with players not allowed to remain on base if called out. However, outs will not count toward retirement of the offensive team; which shall be retired only once the entire order has batted in that inning.

Section 6. It is the responsibility of the offensive coach/pitcher to place the ball and tee in position for play, and to remove the tee immediately after the ball is hit so that it will neither present a hazard to the players nor interfere with any subsequent play.

Section 7. The defensive coach shall play his/her entire roster on the field. However, infield positions shall conform to those of regulation baseball.

Section 8. In consideration of the non-competitive nature and beginning skill level of this division, a batted ball shall be considered dead and runners may no longer advance beyond the base to which they are already at or headed once the ball has been fielded and returned to within the confines of the infield.

Section 9. No sliding or bunting is allowed.

Section 10. Tee Ball uses the regulation Tee Ball (FlexiBalls).

Section 11. The Lower Division Coordinator assigns players to teams. There are no tryouts or draft.

Section 12. Parents may request assignment preferences in Tee Ball division. Preference may be a request to be assigned to a particular team or manager or with a sibling or a particular child. LLLL cannot guarantee assignment requests.

Section 13. 1 coach must remain in the dugout at all times when players are present in dugout, and remaining coaches present may be on the field at any one time per team.

Section 14. **Time Limit:** No new inning shall begin after 1 hour and 45 minutes of the scheduled game time. This is not a drop-dead time limit. Once an inning begins, it must be completed unless weather conditions require the game to be halted.

ARTICLE XI – MINOR C BASEBALL DIVISION
NON-COMPETITIVE

Section 1. Limited to league ages 5 & 6. This is a coed division. League age of all players (boys and girls) in this division is determined by the baseball league age cutoff date (August 31st of the calendar year).

Section 2. Offensive manager or coach is home plate umpire and pitcher. Defensive manager and both coaches from both sides may be used to umpire the bases. Base umpires will position themselves in the vicinity of first and third bases. The offensive manager umpires the plate from the vicinity of the pitcher's mound. Only players and persons acting as umpires, coaches and managers are allowed in the field of play.

Section 3. The defensive team shall not field more than 10 players, 4 being outfielders. Outfielders shall be positioned in the outfield and start with both feet beyond the cut of the outfield grass.

Section 4. The offensive team is retired when either the defensive team completes three outs or offensive team bats through the order.

Section 5. No stealing or bunting is allowed, and infield fly rule will not be in effect.

Section 6. Every player on the team will participate in each game. The entire roster forms the batting order. Managers are strongly encouraged to make sure that all players hit in different spots in the order throughout the season. No player will sit out more than one inning in a row which means that benched players must rotate every inning. Every player should have a chance to play every position and be rotated frequently, preferably every inning. In the interest of safety, managers should consider the risk of injury when positioning players.

Section 7. Minor C division uses the level 5 ball.

Section 8. The Lower Division Coordinator assigns players to teams. There are no tryouts or draft.

Section 9. Parents may request assignment preferences in Minor C division. Preference may be a request to be assigned to a particular team or manager or with a sibling or a particular child. LLLL cannot guarantee assignment requests.

Section 10. In an effort to reinforce the instructional spirit of this division, score is not kept and there are no winners or losers.

Section 11. A game is complete when 4 innings of play are completed. However, no new inning may start after 1 hour 45 minutes from the scheduled game time.

Section 12. The first half of the season is completed when 50% of the regular schedule has been completed.

Section 13. During the first half of the season, each batter will get 5 hittable pitches from the offensive coach using coach pitching and up to 3 swings off the batting tee if needed. The batter will be called out if he/she still fails to hit the ball from the tee. There are no called strikes or balls and there will be no walks.

Section 14. During the second half of the season, there will be no tee. The batter will be called out if he/she fails to hit the ball after 5 hittable pitches. There are no called strikes or balls and no walks. The batter will not be called out if the 5th pitch is a foul ball.

Section 15. Batters and runners may advance no more than 1 base for any ball hit into the infield that remains in the infield. Batters and runners may advance no more than 2 bases for any ball hit past the outfielders.

Section 16. 4 coaches are allowed on the field/dugout at any time. 1 coach must remain in dugout at all times when players are present in dugout, and up to 3 coaches on the field at any one time per team.

ARTICLE XII – MINOR B DIVISION
COMPETITIVE

Section 1. Limited to league ages 7, 8 & 9. Teams are selected by draft and are normally but not necessarily limited to a roster of 12 players. Player candidates must have attended a tryout to be drafted.

Section 2. Continuous Batting Order shall be used in this division. Defensively, only 9 players may be on the field and minimum playtime rules are in effect.

Section 3. The offensive team is retired when either the defensive team completes three outs or the offensive team has scored 5 runs in the inning; except in the 6th inning or beyond there is no run limit.

Section 4. Refer to "Pitch Count" restrictions put forth by Little League.

Section 5. There will be no stealing of home plate except on passed balls where the pitched ball gets by the catcher.

Section 6. During the 1st half of the season, base runners may only advance one base per steal attempt. This rule is to help encourage catchers to attempt to throw out base runners without further consequence of a bad throw.

Section 7. Minor B Division Champions will be determined by a playoff system which will be played at the conclusion of the regular season. See Article XXVIII for details about the playoffs.

ARTICLE XIII – MINOR A DIVISION
COMPETITIVE

Section 1. Limited to league ages 9, 10 & 11. Teams are selected by draft and rosters are normally but not necessarily limited to 12 players. Player candidates must attend and complete one of the scheduled tryouts to be drafted.

Section 2. The offensive team is retired when either the defensive team completes 3 outs or the offensive team has scored 5 runs; except in the 6th inning or beyond there is no run limit.

Section 3. Continuous Batting Order shall be used in this division. Defensively, only 9 players may take the field but minimum play rules are in effect.

Section 4. Refer to "Pitch Count" restrictions put forth by Little League.

Section 5. Minor A Division Champions will be determined by a playoff system which will be played at the conclusion of the regular season. See Article XXVIII for details about the playoffs.

ARTICLE XIV - MAJOR BASEBALL DIVISION
COMPETITIVE

Section 1. Limited to league ages 10, 11 & 12. Teams are selected by draft. Player candidates must attend and complete one of the scheduled tryouts to be drafted. Team rosters will consist of at least 12 players. All teams in this division must contain an equal number of players during the entire season.

Section 2. Players in this division are property of the division and not of any specific team. Each player must tryout each year as all teams will be redrafted every year.

Section 3. Refer to "Pitch Count" restrictions put forth by Little League.

Section 4. All 12-year olds must play in Majors.

Section 5. Major Baseball Division Champions will be determined by a playoff system which will be played at the conclusion of the regular season. See Article XXVIII for details about the playoffs.

Section 6. No time limits.

ARTICLE XV- INTERMEDIATE (50-70) DIVISION
COMPETITIVE

Section 1. Limited to league age 12 & 13. All teams will have at least 11 but not more than 15 players. Players in this division are Property of the division and not of any specific team. Each player must tryout each year as all teams will be redrafted every year.

Section 2. Play will be on Intermediate (50-70) diamond with 70-foot base paths and 50-foot pitcher's mound.

Section 3. Balks will be called from the start of the season.

Section 4. Refer to "Pitch Count" restrictions put forth by Little League.

Section 5. Intermediate Baseball Division Champions will be determined by a playoff system which will be played at the conclusion of the regular season. See Article XXVIII for details about the playoffs.

ARTICLE XVI - JUNIOR BASEBALL DIVISION
COMPETITIVE

Section 1. Limited to league age 13 & 14. All teams will have at least 10 but not more than 15 players. Players in this division are property of the division and not of any specific team. Each player must tryout each year as all teams will be redrafted every year.

Section 2. Play will be on regulation diamond with 90-foot base paths.

Section 3. Balks will be called from the start of the season.

Section 4. Refer to "Pitch Count" restrictions put forth by Little League.

Section 5. Junior Baseball Division Champions will be determined by a playoff system which will be played at the conclusion of the regular season. See Article XXVIII for details about the playoffs.

ARTICLE XVII - SENIOR LEAGUE BASEBALL DIVISION
COMPETITIVE

Section 1. Limited to league age 15 & 16 and any league age 14-year olds that play high school ball. Teams are chosen by draft and rosters shall have a minimum of 11 players. Players in this division are Property of the division and not of any specific team. Each player must tryout each year as all teams will be redrafted every year.

Section 2. Refer to "Pitch Count" restrictions put forth by Little League.

Section 3. Senior Baseball Division Champions will be determined by a playoff system which will be played at the conclusion of the regular season. See Article XXVIII for details about the playoffs.

ARTICLE XVIII – PLAYER DRAFT

Section 1. The drafting of teams will be conducted within the guidelines set forth in the Little League Baseball, Inc. Operating Manual.

Section 2. **Manager's Option** – When the manager has a child eligible to be drafted, that player is protected from being drafted by the other managers until after the specified round based on the players league age. League age 12 – 3rd round, league age 11 – 4th round, league age 7-10 – 5th round. If a manager fails to pick his/her child by the specified round as stated, then that child may be drafted by any of the other managers.

Section 3. **Coach's Option** – A manager may now have the option of declaring an assistant coach before the draft. This must be done in writing to the Player Agent at least 48 hours prior to the draft by emailing the Baseball Player Agent at littlelakeplayeragent@littlelakelittleleague.org. The assistant coach must be registered online and be approved by the Board of Directors prior to the draft. The coach's child must also be league age eligible for the division in which the coach will be volunteering. If all of the above conditions are met, then the coach's child is protected from being drafted by the other managers until after the 1st round. If the manager fails to pick his/her coach's child in the 1st round as stated, then that child may be drafted by any of the other managers.

Section 4. **Brother/Sister Option** – The brother/sister option is available when there are two or more siblings eligible to be drafted in the same division. After the first sibling is drafted, the manager of that team automatically has the option to draft the brother or sister of that player on the team's next turn in the draft. If the manager does not exercise the brother/sister option on the next turn, the sibling becomes available to be drafted by any other team.

Section 5. Evaluation for draft, also called tryouts, will be held by age groups. There will be at least 2 scheduled tryouts for each age group. All players 7 and up registered for baseball or softball must attend 1 tryout. If any player age 7 and up for baseball or softball fails to attend a minimum of 1 tryout, said player will not be allowed to be chosen by a manager during the draft. That player, instead, will be placed randomly on a team in the lowest division eligible based on his/her league age.

Section 6. Parents may request assignment preferences for Minor C and Tee Ball divisions only, as these teams are assigned and not drafted. LLLL cannot guarantee assignment requests. Any requests for player or manager assignments for Single A division and above will not be allowed as these divisions are drafted by managers.

Section 7. The drafts shall be conducted in order of Majors, Minor A, Minor B, and Minor C. At each level, the Player Agent will ensure that no eligible player candidate is allowed to fall below the highest level at which they played the previous season. For example, a Minor A player from the preceding season must be drafted at least to Minor A. They cannot be allowed to be undrafted by the end of the Minor A draft and fall to Minor B.

Section 8. The specific order in which teams within each division shall draft shall be determined by blind draw prior to the start of the draft. Selection of team names shall be in reverse draft order.

Section 9. Trades will ONLY be allowed in the draft room immediately following the draft. The President, Vice President or next Board member available at the draft will review and approve or deny each trade that is proposed. There will be no trades once you leave the draft room.

ARTICLE XIX – PLAYER VACANCIES

Section 1. The following procedure will be followed when a Manager becomes aware of a player vacancy:

1. The Manager must notify the Player Agent of any player loss within 24 hours. Failure to report the loss of a player could be considered misconduct and subject the manager to disciplinary action.
2. If a vacancy occurs, the Player Agent must first fill from the waiting list. 12-year olds can only go to the Major division from the waiting list. Players of eligible league age on the waiting list will be assigned to fill the vacancy according to the order they signed up (first-come first-served basis).
3. If the vacancy is in the Major division and there are no players of eligible league age on the waiting list, a draft up will take place from the Minor A division. Once the Major Manager has reviewed the list of eligible players with the Player Agent, the Manager has 7 days to make a selection. If he/she does not make a selection within 7 days, the Player Agent will choose the replacement player for that team.

Section 2. There will be no draft up during the last 3 weeks of the regular season.

Section 3. AAA players have the right to refuse a draft up, but doing so will forfeit any further chance to be drafted up for the remainder of the season.

ARTICLE XX – GAME VIOLATION PENALTIES

Section 1. Penalty phase for violation of mandatory playtime rules will be taken in the following progressive steps:

1. First Violation –A teams first violation will constitute a written warning to the manager and player(s) previously excluded will play the next six consecutive innings and Manager is still eligible for selection as All Star Manager.
2. Second Violation –A teams second violation will constitute suspension of the team manager for up to two weeks and player(s) previously excluded will play the next six consecutive innings, unless player involved in second infraction was also player involved in first infraction, if this is the case said player will play next twelve consecutive innings. Second violation suspension constitutes probation. Manager may not attend scheduled games or practices during the probation period. Second violation will result in forfeiture of All Star Manager/Coach privileges.
3. Third Violation –A team's third violation will constitute expulsion from LLLL for the team manager.
4. The Board reserves the right to alter these penalties at any time.

Section 2. Penalty phase for violation of pitching rules will be taken in the following progressive steps:

1. First Violation –A team's first violation will constitute a written warning and or suspension of team manager for up to two weeks. (First violation suspension constitutes probation. Therefore, team manager may not attend scheduled games or practices during probationary period, exact length of suspension will be determined by the Board). Team's first violation could result in forfeiture of All Star Managerial/Coaching privileges.
2. Second Violation –A team's second violation will constitute possible expulsion of team manager from LLLL. If manager is not expelled from LLLL, the second violation will forfeit said managers privileges of managing or coaching during All Stars
3. The Board reserves the right to alter these penalties at any time.

Section 3. When a Manager, coach, player, or parent is ejected for a flagrant offense, the umpire shall notify the on-duty board member immediately following the end of the game. The on-duty board member shall immediately notify the President who shall convene the Board to consider whether said person will receive the following progressive action:

1. First Violation - Suspension from next playable game regardless of whether that is regular season or playoff game. May not attend or participate. A manager, coach or player's first ejection may result in forfeiture of All Star privileges.
2. Second Violation - Suspension from next playable game regardless of whether that is regular season, playoffs, or TOC plus forfeiture of eligibility for All Stars. If a parent,

suspension for the next two games. Second violation constitutes probation of membership standing. A manager, coach or player's second ejection will result in forfeiture of All Star privileges.

3. Third Violation - Expulsion from LLLL with approval of the Board of Directors.
4. If the ejected participant is an LLLL Board Member, then ejected Board Member will immediately appear in front of the Board of Directors for possible removal as a Board of Director.
5. The Board reserves the right to review and/or alter violations and or penalties.

Section 4. Every player is subject to reasonable disciplinary action by a Manager or coach for repeated unexcused or unexplained absences from practices or games or for unsportsmanlike conduct. If a player misses 2 or more practices in a row, and they are unexcused, team manager must immediately notify Player Agent so Player Agent can investigate the situation. If the situation is unimproved after reasonable actions by the manager, coach and/or Player Agent, the team manager may submit a request to the Player Agent for suspension of said player for one game. The Player Agent will forward the request to the Board for their decision. If the Board approves the suspension, the Player Agent will so notify the player and the manager.

Section 5. Regardless of the reason for, or duration of, a suspension, any manager, coach, player, parent or fan who have been suspended are required to honor both the spirit and the letter of their suspension. For this purpose, suspension is defined as being completely out of contact or communication of any kind while the game is in progress. Violation of either the letter or spirit of the suspension will subject the violator to possible further, progressive disciplinary action by the Board of Directors. The Board reserves the right to review and/or alter violations and or penalties.

Section 6: If any misconduct towards a youth umpire occurs by any manager, coach or parent, the said offender will be brought before the Board to explain the reasons for their actions. The Board shall collect written witness statements with a description of events from the umpire(s) involved and any adults present during the event.

1. Upon receiving written documentation, the offender in question shall be notified by the President or Vice President that a meeting will be conducted for the offender to explain their actions. Until such meeting takes place, the offender is to be considered suspended and may not attend or participate at the teams next played game. The Board will make every attempt to arrange the meeting and make their decision on and disciplinary action before the effected team's next scheduled game.
2. Any disciplinary action towards the offender shall be based upon the severity of the incident and will solely be the judgment of the Board. Offenses toward youth umpires will not be taken lightly.
3. The Board reserves the right to review and/or alter violations and or penalties.

ARTILE XXI - COMPLAINT PROCEDURES

Section 1. Any complaint involving a player issue, for example, play time, issues between players on a particular team etc. that have been discussed with the team manager and have not been resolved to the parents' satisfaction need to then be taken to the appropriate Player Agent or the Board of Directors in writing via email or handwritten letter with your name and contact information. Facebook and any other social media complaints will be directed to LLLL email.

Section 2. Any other complaint shall be given to President or any member of the Board in writing, whether by hand written or email, with your name and contact information. Within 48 hours the person lodging the complaint will receive a phone call or return email from a Board Member to discuss complaint and what actions the Board of Directors may or may not take. Facebook and any other social media complaints will be directed to LLLL email.

ARTICLE XXII - ALL STAR SELECTION

Section 1. All matters pertaining to All Star balloting and player selection shall be kept in strict confidence until the league has made official All Star roster announcements. Violation of this shall result in disciplinary action by the Board of Directors and possible suspension from future league activities.

Section 2. **Manager Selection:** All Star Managers shall be appointed by the President and then voted on by the Board. A simple majority vote by the Board is required to approve such managers. All Star managers are representatives of Little Lake Little League and therefore must be in good standing with the league. Managers that have a history of disciplinary action by the league and/or who will not represent the league in a positive fashion will not be considered. Typically, the following is to be used as a guideline by the President and Board when appointing All Star Managers, but is not a guarantee. Managers will not be allowed to manage more than one All Star team. If the below manager(s) is unwilling or deemed unsuitable, the President and Board reserve the right to appoint any manager he/she deems best suited and most deserving to manage an All Star team.

1. Senior BB Team – Senior BB playoff champion
2. Junior BB Team – Junior BB playoff champion
3. Intermediate (50/70) BB Team - Intermediate (50/70) BB playoff champion
4. 10-12 BB Team – Major BB playoff champion
5. 9-11 BB Team – Major BB playoff runner up
6. 9-11 Futures BB Team – To be determined by Board
7. 8-10 BB Team – Minor BB playoff champion
8. 8-10 Futures BB Team – Minor A BB playoff runner up

Section 3. **Coaches Selection:** The manager shall submit the names of their 2 coaches subject to approval of the Board of Directors. They may only choose from among the other current managers and coaches within the divisions from which the players were selected.

Section 4. **Player Selection:** Each All Star team will consist of 13 players to be initially selected as detailed herein. In the event that any player selected is unable or unwilling to fulfill his/her All Star obligations for any reason, then a replacement player(s) may be chosen to fill the vacant roster spot(s). The decision as to whether or not a replacement player is needed and the selection of said replacement player shall be by mutual agreement between the team manager and the applicable Player Agent.

Initial selection of players shall be as follows:

1. **Senior Baseball team:** Players shall be chosen from among all Senior players of eligible age, who are in good standing, and have been active members of their Senior team for at least 60% of the regular season, with the exception of the High School Baseball season. Managers from the Senior Division will select the entire team. If we only have one Senior Baseball team, every player on that team will be on the All Star Team. If more than one team, the managers along with the Player Agent and President will determine how many players will make up the team. Each manager will be allowed to provide stats and information regarding players from his team he wants to make the All Star team to the other managers. Once this is done each manager will be allowed to vote for up to 13 players from the division, excluding the players from his team. The Player Agent or delegate running the draft will tally the votes, and the players with the highest votes will make the All Star team. In the event of ties after the first round of voting we will do another round of voting with only those players tied being eligible to receive votes.
2. **Junior Baseball team:** Shall be selected by the same procedure as above except that only Junior players are eligible and only Junior managers may vote.
3. **Intermediate (50/70) Baseball Team:** Shall be selected by the same procedure as above except that only Intermediate players are eligible and only intermediate managers may vote.
4. **10-12 year old Baseball team:** Shall be selected by the same procedure as above except that only 10-12 year old Major players are eligible and only Major managers may vote.
5. **9-11 year old Baseball team:** Shall be selected by the same procedure as above except that only 9-11 year olds from Majors and Minor A are eligible and only Major managers may vote.
6. **9-11 year old Futures Baseball team:** Shall be selected by the same procedure as above except that only 9-11-year olds from Majors and Minor A are eligible and only Major managers may vote.
7. **8-10 year old Baseball team:** Shall be selected by same procedure as above except that only 8-10-year olds are eligible and only managers from the Minor A and Major Divisions may vote.
8. **8-10 year old Futures Baseball team:** Shall be selected by same procedure as above except that only 8-10-year olds are eligible and only managers from the Minor A and Major Divisions may vote.
9. **8-10 year old Softball team:** Shall be selected by same procedure as Senior and Junior Softball teams except that only 9 & 10 year old players are eligible and only managers from the Minor A and Major Divisions may vote.

Section 5. Only the President, Player Agents, Vice Presidents and appropriate managers shall be present during any balloting of All Star teams. Managers may send an assistant coach in their place if they are unable to be present. Only one manager or coach from each regular season team may be present at the draft.

Section 6. Disciplinary action taken toward any manager, coach or player at any time during the season may result in forfeiture of All Star privileges.

Section 7. Names of All Star selectee's will be kept confidential until the posted District 4 release date. Managers who release a selectee's name prior to the release date will be suspended from further league activity.

Section 8. All managers must submit a list of players they want to nominate for All Stars to the Player Agent no later than the last regular season game of the current year. There are no exceptions to this deadline, so the Player Agent can verify the eligibility of each player nominated. Managers may nominate as many players of any age as he/she so chooses from their respective team.

Section 9. Each Manager will be eligible to nominate 1 player from another team in their division that they feel is All-Star worthy if that player's Manager did not nominate them for All-Star consideration. Managers will not use this process to nominate a player that should not be an All-Star player and if such a player is chosen and every other Manager in the division objects to the choice, the player is then not eligible to be voted on.

Section 10 – All Star coaches will be appointed and approved by President and/or Board.

ARTICLE XXIII – DIVISION WINNERS / TOC SELECTION

Section 1. Baseball Division Champions will be determined by a seeded single elimination playoff that will occur after the completion of the regular season. Double elimination playoffs may be used when time permits at the discretion of the Board. All teams within each competitive division will be guaranteed at least one playoff game. The playoffs will be conducted by the following guidelines:

1. Playoff brackets will be determined, posted and communicated by the middle of the regular season. Brackets will vary in each division depending on the number of teams.
2. The highest seed will always be the home team and assume the 3rd base dugout in all playoff games.
3. For double elimination bracket championship games, the team from the winner's bracket will be the home team regardless of seed. If a 2nd "if needed" championship game is forced where both teams have 1 loss, then home team will be determined by a coin flip.
4. Any team that fails to show up for a playoff game or cannot field a team will automatically forfeit that game to the opposing team.
5. In any division where interleague play is used during the regular season, all games will be treated equally for the purpose of standings and tie-breakers.
6. The league's tie-breaker policy to determine divisional playoff seeding will be in the following order:
 - a. Winning Percentage.
 - b. Head to Head Record (2-way ties only, if 3 or more teams are tied default to runs allowed).
 - c. Average Runs Allowed.
 - d. Coin Flip.