

**NORTH VALLEY LITTLE LEAGUE  
BY-LAWS**

Revised: Mar 16, 2009 rev a

**SECTION 1 - BOUNDARIES**

- 1) All players must comply with Little League residency rule. If a league is not available in the area in which the player resides, the player can be eligible to play outside their league area. Check with local League officials when applying this rule.
- 2) The boundary description of North Valley are as follows:
  - a) From corner of Lundy Pl and N. Capitol Ave go NW on Capitol Ave to Mabury Rd.
  - b) Turn right on Mabury Rd and go to Jackson Ave.
  - c) Turn left on Jackson Ave till you reach Miguelita Creek at Independence High School.
  - d) At Miguelita Creek go right till creek intersects Educational Parkway.
  - e) Turn right on Educational Parkway and go to Las Plumas Av.
  - f) Turn left at Plumas Av till intersects with Highway 101.
  - g) Turn left on Highway 101 and go to Santa Clara St.
  - h) Turn right at Santa Clara St. and go to Guadalupe Parkway.
  - i) Turn right at Guadalupe Parkway and go to Airport Parkway.
  - j) Turn right at Airport Parkway and go to First St.
  - k) Turn left at First St. and go to Trimble Rd.
  - l) Turn right at Trimble Rd. and go to Montague Expressway.
  - m) Turn right at Montague Expressway and go to Trade Zone.
  - n) Turn right at Trade Zone and go to Lundy Pl.
  - o) Turn left at Lundy Pl. and go to N. Capitol Ave.

**SECTION II – REGISTRATION DONATION STRUCTURE**

- 1) Fees collected are donations towards the operation of NVLL. No player will be turned away due to any financial hardship. Scholarship or financial assistance is available.
- 2) Registration fees are base as follows:

a. Ages 5, 6 & 7 year olds	\$125
b. Ages 8 to 12 year olds	\$130
c. Ages 13-18	\$135
- 3) Early Registration discount: \$10
- 4) Late Registration fee: \$10
- 5) Sibling Discount

a. 2 <sup>nd</sup> child	\$10
b. 3 <sup>rd</sup> child	\$50
c. 4 <sup>th</sup> child	Free
d. 5 <sup>th</sup> child	Free
- 6) Fundraiser Program:
  - a. No fundraiser sale at registration. Registration fee will cover the fundraiser fee
- 7) Membership Fee \$10:
  - a. Any person interested in active participation to further the objectives of this Local League may apply to become a member. Membership is not required for your child to play. All volunteers must be an active member.
  - b. All managers, coaches, umpires and board members must become members.
- 8) Refund Policy:
  - a. The registration fee is a donation towards the operation of NVLL. All other donations collected from fundraisers, sponsorships, etc...are not refundable. In order to receive a refund of the registration fee, the parent/guardian of a player must submit a letter to the Board requesting a refund and stating the reason why the player is resigning. No refunds will be processed without this letter. Amount of refund will be based on the following situations. A player, who resigns, quits, dropped or is injured...
    - i. Prior to the beginning of the regular playing season but before uniform is issued, a \$25 administrative fee will be charged and the remaining balance will be refunded.
    - ii. After the uniform have been issued and prior to the beginning of the regular playing season, 50% of the registration fee will be refunded.
    - iii. No refund of the registration fee will be refunded after the regular playing season has begun.
- 9) Return Check Fee

- a. Checks returned for insufficient funds will be charged \$25.00

**SECTION III - DIVISIONS AND TEAM STRUCTURE**

# North Valley Little League Structure

<p><b>LOWER DIVISION</b></p> <p><b>T-Ball League Farm League Minor League Major League</b></p>	<p><b>UPPER DIVISION</b></p> <p><b>Junior League Senior League Big League</b></p>	<p><b>SOFTBALL DIVISION</b></p> <p><b>Farm League Minor League Major League Junior League Senior League</b></p>
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1) **Lower Division Baseball...** will encompass the following baseball Leagues: T-Ball, Farm, Minor and Major Leagues. The division age structure for North Valley Little League is created to establish a guideline to place players in their respective leagues by age. The try-outs and draft will determine which league the player will play in based on the Age Structure of NVLL. It may be necessary in the Lower Divisions for inexperience or undeveloped player with lack of skills to be placed in a lower league age structure or an exceptional player to play in a higher league. The Safety Officer will recommend with approval by the Player Agent for the player to be placed in a league that best meet the player's ability. The Player Agent will discuss this with the parent(s) or guardian of the player. Safety is the main concern here and must be stress to **both** the parent(s) or guardian and the player. Note: A division can be dissolved (i.e. due to lack of players) and will be absorbed into a lower or upper division

a) **T-Ball League:**

(1) 4 Year olds can play with Regional approval. Letter must be sent prior to registration and be approved before signing up.

(a) Sample letter:

(Date)

To: Little League Western Regional  
6707 Little League Drive  
San Bernardino, CA 92407

North Valley Little League, ID 405-59-16 requests a wavier to allow four (4) year olds to play in our T-Ball division for our ( year ) season.

Thank You for your consideration.

(Name of president)  
President

(Name of DA)  
District Administrator

- (2) Shall comprise of players whose league ages are 4, 5 & 6.
- (3) This league is a combination T-Ball and coach pitch.
- (4) The Player Agent will select teams
- (5) Teams will have a minimum of 8 players and no more than 10.

b) **Farm League:**

- (1) Shall comprise of players whose league ages are 6, 7 & 8.
- (2) The Player Agent will select teams.
- (3) Teams will have a minimum of 10 players and no more than 12.

c) **Minor League:**

- (1) Shall comprise of players whose league ages are 8, 9, 10, 11 and 12
  - (a) Twelve year olds in Minors must have District Administrator wavier approval.
- (2) Teams roster will be determine by the player agent at time of the draft. It is recommended each team shall have a minimum of 12 players and no more than 15.
- (3) No twelve years old will pitch in the minors.

d) **Major League:**

- (1) Shall comprise of players whose league ages are 10, 11 and 12.

- (2) Teams will maintain a roster of 12 through out the regular season.
- 2) **Upper Division Baseball** will encompass the following leagues: Junior, Senior and Big. The Local League will adopt League "C" age structure option for the regular season as describe in the Age Alignment section of the Junior, Senior and Big League Baseball regulation book.
    - a) Teams will maintain a minimum roster of 12 players and no more than 15. Big League can have up to 18 players.
  - 3) **Softball Division** will encompass all Softball leagues. The Local League will adopt the most appropriate age structure option for the regular season as describe in the Age Alignment section of the Junior, Senior and Big League Softball regulation book.
    - a) Softball division will begin at the Farm league and up.
    - b) Farm and Minor teams roster will be determine by the player agent at time of the draft. It is recommended each team shall have a minimum of 12 players and no more than 15.
    - c) Major, Junior and Senior teams will maintain a minimum roster of 12 players and no more than 15.

#### SECTION IV - GENERAL RULES

- 1) **Managers and Coaches:** All managers and coaches must be 18 years or older. They must be registered and approved by the Board of Directors. Authorized managers and coaches must supervise ALL practices and games. All managers and coaches must dress appropriately (no tank tops, cutoff shorts, and sandals or what the board may deem not acceptable attire).
- 2) If an I.D. Badge system is in place all approved volunteers must wear them when participating in any Little League functions involving players. Adult volunteers will be asked to remove themselves if the badge is not worn. There will be a \$5 fee to replace a lost badge.
- 3) Managers will be responsible to ensure only approve coaches are allowed on the field. A manager allowing unapproved adult volunteers to help as coaches will be suspended one game. If second incident manager will be brought to the board for further action or termination.
- 4) **Ejection of a coach or manager** must leave the field immediately and take no further part in that game. The umpire(s) have the discretion to stop the game until the Manager or Coach has left the field. Any ejection is an automatic suspension on the team's next played game. If the umpire files a report to the board, the Board will review the cause of the ejection and may be grounds for a more severe penalty, up to and including suspension for the remainder of the season.
- 5) **Un-sportsman-like conduct:** Any physical contact or verbal abuse by a manager, coach, or player toward an umpire, teammate or to the other team will be automatically ejected from the game. Manager, coaches or players throwing or abusing equipment will not be tolerated and will be subject to ejection from the game at the umpire's discretion.
- 6) **Number of Players to Start Game:** T-Ball and Farm may start the game with less than 9 players. Minors, Majors Juniors Seniors and Big must start and play a game with 9 players.
- 7) **Borrowed Players:** Minor teams and below may borrow players from the opposing team or a player from the same division if the team does not have enough players at the start of a game. T-Ball and Farm teams may borrow players from the opposing team in order to even out the team
- 8) **Game Time:** Schedule games will start at game time. If after 15 minutes the game has not been started, at the discretion of the umpire, a league official or both managers when no umpire or league official is available, the game will be called and will go into scorebook as either postponed or forfeited depending on the division rules.
- 9) **Postponed games.** A postponed game is a game not played at the scheduled time. It will be put into the official scorebook as for the reason game was postponed i.e. rainout, field unsafe or situations where managers or league officials have no control over. Turn-in scorecard with explanation written on back.
- 10) **Rescheduling of Postponed Games:**
  - a) Major or Minor League teams will be played on the first available day and field with at least 48 hours notice. Rescheduled game days will include Friday and Sunday excluding holidays.
  - b) Scheduled practice games that are postponed will not be rescheduled.
  - c) Postponed games in T-Ball or Farm will not be rescheduled unless total games played in a season become less than minimum games required by Little League rules.
  - d) Major division teams or below shall not have games re-scheduled that would cause a double-header (two games in one day) unless absolutely necessary.
  - e) Game times for Sunday rescheduled games will be 1pm and 4pm. On all other game times will be the same as regular season game times.
  - f) The respective District Representatives will reschedule inter-league games.
- 11) **In-complete game:**
  - a) A game that is called before it has become a regulation game but after one or more innings have been played, shall resume exactly where it left off.
  - b) It will be reschedule IAW the rescheduling of postponed games.
  - c) A game played with less than one inning is a postponed game (game not played) and will be reschedule IAW the rescheduling of postponed game rule.

- 12) **Time Limit:**
- See division sections of the by-laws for time limits.
  - Umpires have the discretion to stop a game due to darkness or weather. Board officials may advise the plate umpire or inform team managers if no umpires are being used to stop a game due to darkness or weather.
- 13) **Minimum Play:** With the exception of T-Ball, every player on the team roster will participate in each game for a minimum of nine (9) defensive outs and a minimum of one (1) at bat per game.
- All substitutes must be in the game by the top of the 4<sup>th</sup> inning.
  - Minors and Farm division will substitute bench players every inning.
  - If using continuous batting order substitutes may enter and re-enter the game at any time as long as they will have played 9 defensive outs by the end of the game. A game completed in the top of the 6<sup>th</sup> inning (home team ahead) will have the minimum play time waived if it would have given the player minimum playing time if the bottom of the 6<sup>th</sup> inning was completed.
  - Failure of **Manager or Coach in charge** to comply will result in:
    - First Offense:** The manager will receive a written warning. The player involved shall **START** the next game and play no less than the mandatory playing time for **BOTH** games.
    - Second Offense:** The manager will be suspended from the next scheduled game. The player involved shall **START** the next game and play no less than the mandatory playing time for **BOTH** games.
    - Third Offense:** The manager will be suspended for the remainder of the season. This includes post-season play. The player involved, shall **START** the next game and play no less than the mandatory playing time for **BOTH** games.
  - If the game is completed in less than six innings and a player did not get their minimum playing time they will start in the next game and play until he or she has met the minimum playing time for both games.
  - If a game is played and completed in 4 innings but less than 6 innings and if all substitute players played an equal amount of time (50%) with the player they sub for then minimum play time is waived. If a player plays less than half played by his or her sub then the player must start the next game in order to make up those inning(s) and play the minimum time for this game before being substituted.
- 14) **Umpire Scheduling:**
- League Chief Umpire will be responsible in scheduling teams to officiate games.
  - When a team is assigned to officiate a game the team manager will be responsible to have two umpires. It is the responsibility of the managers to assign either itself, members of the team or ask any approved league volunteers.
  - Approved umpires may schedule themselves to umpire a game. These umpires may call the manager responsible for the game that they will umpire the game. The umpire may bring a second or may request from the manager a second umpire.
  - Upper division players will be asked to be a junior umpire and assist an adult umpire in a lower division game Major or Minor division games. Players will be asked to do 5 games a season. The Chief Umpire will contact and schedule junior umpires and will notify the managers of their assignments. Junior umpires will not officiate a game without at least one adult umpire officiating the game.
  - Managers that do not provide umpires when scheduled will. The manager will be asked to report to the board for possible board action to correct the problem.
  - If a Minor game has no umpire(s), the Manager from each team will umpire the game. No games will be postponed because of umpires not showing up for the game. The managers may delegate this duty to an approved adult coach or an approved adult volunteer as long as both managers agree.
  - If an umpire does not show up for a Major game ...managers may agree to umpire the game themselves or an approved umpire may step in to umpire a game. It is strongly recommended that a volunteer umpire be found rather than rescheduling of the game. Both managers must agree to have either themselves, a coach or an approved volunteer to umpire the game. If one manager does not agree to umpire a game then the game will be postponed and rescheduled IAW the rescheduling rule.
- 15) **Unexcused Absence and Benching for Big, Senior Junior, Major or Minor player:** Unexcused absence means manager or coach was not informed prior to practice or game even if player may have had a valid reason. It is the responsibility of the player or parent to inform the manager. Excused absence means the manager or coach was informed prior to practice or game.
- The manager must use discretion in applying this disciplinary action and to document all incidents. Unexcused Absent Form is available online or at snack shack.
  - Manager must inform the parent or guardian verbally each time the player misses a practice or game of the possibility of the player being benched.
  - Manager must turn-in the Unexcused Absent Form to the Player Agent or president and be approved prior to a player being benched. The form must be completely filled out. An incomplete form may not be approved.
  - A player maybe benched for:
    - Two unexcused consecutive missed practices and or games.
    - Three total unexcused missed practices and or games.

- e) If a player after being benched has one more unexcused absent for practice or game...the manager will detail the incident in writing to the player agent. Player Agent will talk to the parents or guardian about the missed practice or game and the possibility of the player being drop from team if one more missed unexcused absence.
  - f) The manager may remove a player from the game for un-sports-man-like conduct. Manager must inform the player agent in writing of any such action.
  - g) A player benched for a game shall be charged with three (3) innings played. Manger must inform the umpire of an approved benched player and must be noted in the scorebook.
  - h) A benched player must be at the game in the dugout to carry out his or her discipline. A no-show will be considered an unexcused missed game and will be reported to the player agent in writing.
- 16) **Excused Absence for Big, Senior Junior, Major or Minor player:**
- a) Document all excused absences...date and reason why.
  - b) There is no benching of a player for excused absences.
  - c) A player that has missed a total 4 practices and or games, excused or unexcused will be reported to the player agent.
    - (1) Player Agent will call the parent or guardian to learn why player has missed practices and games. Player Agent will determine if player can continue with the team or to be drop from team and season.
- 17) **Missed Practice or Game in Farm and T-Ball Division**
- a) There is no benching of a player in Farm or T-Ball division
  - b) Manager need to contact parent or guardian to learn why a player has missed a practice or game and document the reasons why.
  - c) A player who has quit from the team must be reported to the player agent.
  - d) A player who has been absent for 4 practices and or games must be reported to the player agent.
  - e) Player Agent will talk to the parent or guardian to learn as to why the player is not showing up and to inform parent or guardian that another missed practice or game that the player maybe dropped from the team and season.
- 18) **Field Preparations:**
- a) Home Team
    - (1) Drag infield
    - (2) Place bases out
    - (3) Chalk the infield
    - (4) Water infield to keep the dust down
  - b) Visiting Team (If visiting team is not from NV the home team will be responsible for post game cleanup.)
    - (1) Place bases back to storage
    - (2) Fill in holes in the infield, especially pitching mound and home base area.
    - (3) Drag the infield
    - (4) Water the infield
    - (5) Put away all equipment into storage and lock the storage box.
- 19) **Injuries:** The Manager must report all injuries to the Safety Officer within twenty-four hours after they happen. Any player with an uncovered open wound, blood soiled uniform, or who is bleeding, cannot play. The game will be halted until the player has left the game and removed from the dugout.
- 20) **Infield Warm-up Prior to Scheduled Game Time:** Thirty minutes prior to start of game both teams are entitled to ten minutes of infield practice time. If the field is not prepared and is less than 20 minutes before game time, neither team will be allowed to have infield practice. There is no infield practice for T-Ball.
- 21) **Equipment:** Each team manager is responsible for their team equipment, bats, balls, etc, and shall be turned into the Equipment Manager at the end of the season.
- 22) **Uniforms:** Each team manager (if issued uniform are to be turned back in) is responsible for their team uniforms and shall be turned into the Uniform Manager within one week after season play ends. Uniforms must be clean when turned in for storage.
- 23) **Clean-up Area:** Both Managers and Coaches are responsible for field cleanliness, i.e., the policing of paper and garbage after his or her game. Each team is responsible for the cleaning of their dugout.
- 24) **No Consumption...**of food, or gum chewing by any player or adult volunteer will be allowed while on or about the playing field or in the dugouts. Only consumable liquids or fruit slices are allowed in the dugouts. Sunflower seeds are only allowed in the dugout.
- 25) **Field Maintenance:** All managers and coaches will be asked to assist in field maintenance and/or field preparation of the playing fields at all field locations including practice fields.

## SECTION V – PLAYER ELIGIBILITY, TRYOUTS, DRAFT AND REPLACEMENTS

- 1) **Eligible Player Candidates** for the draft are those who qualify under Little League definition of residence, are of Little League age and have attended at least 50% of the tryouts.
- 2) **Draft System:** North Valley Little League will use the following draft options:
  - a) **Major Division and above:**

- (1) The draft method shall be “For Existing Leagues - Plan B” as described in the Operating Manual for Little League under the Draft System.
- (2) If one new team is added the Operation manual option \_\_\_\_\_ will be used for the draft
- (3) If two or more new teams are added the Operation manual option \_\_\_\_\_ will be used for the draft.
- b) **Minor Division:** The draft method will be “First Year of Operation - Plan A” as described in the Operating Manual for Little League under the Draft System.
- c) Player Agent will ensure that no player will be placed in a lower division to that of what they played the previous year.
- d) If it will deplete the list of players on the draft and/or waiting list, the Managers will select as many as possible not to exceed the maximum player requirement. Player Agent will determine from the list of registered players how many players the Managers will pick per team staying within the team roster requirements of North Valley Little League’s structure.
- e) It is recommended that an ineligible 10-year-old player not be put into the Farm League and be placed on the waiting list for a Minor team until an opening is available in the Minor League.
- f) If it looks possible for the Player Agent to create an additional team, then the teams will only draft the minimum - leaving the rest of the players on the waiting list.
  - (1) If another team cannot be formed, the Manager with the next pick in the draft will select the next eligible player in the draft.
  - (2) Ineligible players will not be drafted but will be randomly picked by the Player Agent and be placed on a team until all teams have reached the maximum amount of players per team.
  - (3) Remaining players not selected will remain on the waiting list until an opening becomes available.
- 3) **Mandatory Try-Outs:** All player candidates not on a Major, Junior or Senior baseball/softball team with the exception of players for Farm and T-Ball, must tryout to be eligible for the draft.
- 4) **RETURNING PROPERTY PLAYERS (Majors and above divisions)...**
  - a) Must signup by the last tryout date, if not they will be released from their team and may not be permitted to participate in North Valley Little League until next year. By registering before the deadline, a property player will be assured of returning to his or her team.
  - b) A player may submit a “Letter of Release” from his or her team to the board before the deadline. If the release is approved by the board the player must attend 50% of the tryouts in order to be eligible for the draft. Player not attending the draft after being release may not be permitted to participate in North Valley Little League until next year.
- 5) **Ineligible Player Candidates:** A player not attending the tryouts becomes an *ineligible player* and is not eligible for the draft. An ineligible player will be put on a waiting list and be place on a team by the Player Agent.
  - a) An ineligible player may present to the board a letter as to why the player did not attend tryouts. By a majority vote of Board members may allow the player to become an eligible player.
  - b) An ineligible 10, 11 or 12 year old player will not be allowed to play in the Major League throughout the season
  - c) An ineligible player will not be eligible for post-season play.
  - d) Any wavier for eligibility request must be submitted to the player agent by May 15<sup>th</sup>. The board must approve all waivers by majority vote.
- 6) Players requesting to stay in the minor division will become an ineligible player candidate.
- 7) **Waiting List:** Player Candidates who did not attend the try-outs or those who signed up after the last tryout will be put on a waiting list. The Player Agent will have the option to create another team, to add individuals to an existing team, or to keep the candidates on the waiting list until an opening becomes available.
- 8) **Player who refuses to be assigned a team:** A player who declines to be drafted into the Majors or refuses to be picked up during the regular season into the Majors loses eligibility to play at that next level of play for the remainder of that season. Player Agents must take caution to prevent the Red-shirting of players.
  - a) The following restrictions will be imposed for players declining to be drafted or picked up:
    - (1) Will become ineligible for post-season All-star play.
    - (2) Will only be allowed to play a maximum of 9 defensive out and 1 at bat in any regular season game.
    - (3) Will be ineligible to pitch in any games.
  - b) Penalty if player breaks the rules: Team forfeits game. Player serves a 1 game suspension.
  - c) A manager’s 10 year old son or daughter may have the option to move up or stay down without restrictions imposed. A manager’s 11 or 12 year old child will have the restriction apply if they declined to be drafted or picked up. If the Safety Officer feels that this player may be a safety risk for the younger players then if the player still refuses to be drafted or move up the matter will be presented to the board for possible termination.
- 9) **Replacement Players:** The Manager must notify the Player Agent when a player is lost, not returning, or injury causing the player to miss over three games for the season. A replacement player selected by the Manager and approved by the Player Agent must take place within 14 days after the loss of a player. Failure by the Manager to notify the Local League

Board of a player not showing up for practice or games may result in the suspension of the Manager. If a player waiting list exists, they shall be selected before bringing up a player from a lower league.

**10) Player Pick Up:**

- a) Only eligible players in the Minor League can be picked up into the Major League.
- b) During the regular season if a player is to be picked up from the Minor league to a Major team the following will be used to select the Minor player:
  - (1) A loss of a Major 12 year old – must pick a Minor 12 year old.
  - (2) A loss of a Major 11 year old - must pick a Minor 11 or 12 year old.
  - (3) A loss of a Major 10 year old - must pick a Minor 10, 11 or 12 year old.
- c) During the last two weeks of the regular season only a 12-year-old can be picked up from the Minor League to replace a Major League player.
- d) If during the regular season a player needs to be added to a Senior team he/she will be pulled from the senior waiting list. If no one is left on the waiting list, a fourteen-year-old player may be brought up from the Junior League.
- e) If during the regular season a player needs to be added to a Junior team he or she will be pulled from the waiting list.

**11) Player Resigns or Quits:** A player who quits or resigns from a team becomes ineligible to return to play in the current season. The player may sign up the following year as a new player.

## **SECTION VI – SOFTBALL MAJOR AND MINOR LEAGUES**

- 1) All games are scheduled by their respective division district representatives.
- 2) Two Standing will be maintained:
  - a) Overall standings among the inter-league teams.
  - b) Local standings against teams within District 59.
- 3) North Valley Little League Champions:
  - a) If there are two or more teams within a league then the team with the best win-loss standings will be the League Champions. NVLL upper divisions baseball 1<sup>st</sup> place team is determined by their placing in their respected inter-league division. The all-star teams are determined by their placing in the inter-league division.
  - b) If two teams are tied for 1<sup>st</sup> place a three game playoff will determine the League Champions and 2<sup>nd</sup> place.
  - c) If three teams are tied for 1<sup>st</sup> place then :
    - i) A two game playoff will be played where the 2<sup>nd</sup> and 3<sup>rd</sup> seeded team plays the first game. The winner plays the 1<sup>st</sup> seeded team to determine the League Champion and 2<sup>nd</sup> place.
  - d) If 4 teams are tied for 1<sup>st</sup> place a three game playoff will determine the League Champions and other team places.
    - i) First game: 1<sup>st</sup> seeded team will play the 4<sup>th</sup> seeded team
    - ii) Second game: 2<sup>nd</sup> seeded team will play the 3<sup>rd</sup> seeded team.
    - iii) Championship Game: Winner of the first two games will play a one game playoff for the Champion.
  - e) Seeded teams will be determined by the following precedence:
    - i) Best overall win-loss record in the district standing.
    - ii) If there is a tie, those teams will draw straws to determine the seeded positions with the shortest straw getting the next seeded position and so on.

## **SECTION VII – MAJOR DIVISION BASEBALL**

- 1) If the Major league inter-leagues with other leagues, NV league standing will be base on all games played.
- 2) Single season...teams play for 1<sup>st</sup>, 2<sup>nd</sup> 3<sup>rd</sup> place and so on for the regular season.
- 3) Regular season placing will determine the order of draft pick for the following season. Last place team will have the first draft pick, the second to last place the next draft pick and so on.
- 4) If there is a tie between any teams for placing, the following order of precedence will prevail to break the tie:
  - a) Head to head win-loss record among the teams tied.
  - b) Total scored from all games played head to head against each opponent.
  - c) Draw of straw to determine seeding among the teams tied.
- 5) **Nine Players To Start Game:** Must have 9 players to start a game and cannot borrow from the opposing team or utilize a pool player from the opposing team that is a pool player.
- 6) **Pool Players:**
  - a) A major team may use players from a pool list if they have less than 9 players at game time.
  - b) Major players wanting to play extra games can put their name on a Player Pool List that will be maintained by the Player Agent.
  - c) Pool players will not be players from the opposing team being played. Pool Players can only play within the same division they play during regular season.
  - d) The Player Agent or board representative will call the next available player on the pool list. Managers are not allowed to call or ask players to play as a pool player on their team.

- e) Once a pool player starts a game he or she must play the minimum playing time.
- f) Pool players will not be allowed to pitch in games in which they are substituting in.
- g) Inter-league game must have the approval from both leagues to use pool players.
- 7) **Forfeit:** A team that does not have enough players at game time will be cancel and subject to a forfeit:
  - a) The official scorebook will reflect the team's lineup as it was presented to the Umpire in Chief and signed by the Umpire in Chief. Players who did not show needs to be listed as absent in the official scorebook.
  - b) The game's umpire(s) or either manager should notify the board, either verbally or written, of the game being cancelled within 24 hours. A non-notification within 24 hours is not a justification for the Forfeit Committee not to review cancelled game.
  - c) The Forfeit Committee comprised of the Vice President, Chief Umpire and Player Agent will conduct a review within 48 hours after the notification.
  - d) Game cannot be rescheduled until the Forfeit Committee has reviewed the circumstances of the cancelled game.
    - i) Unexcused no-show, late at game is some example of reasons for forfeit.
    - ii) Managers need to have letter(s) from parents at the forfeit meeting stating why the player was late or did not show up for schedule game.
    - iii) A cancelled game under review for forfeit that has been determined to have been a justifiable excuse will be change to a postponed game waiting for rescheduling.
  - e) The Manager of the team that had less than 9 players will be notified of the board review time. The board review will not be conducted till the Manager has been notified of this meeting.
  - f) In order for the cancelled game to be rescheduled the Manager must provide a valid and justifiable reasons for each player absent at the board review.
  - g) A cancelled game that is going to be rescheduled will follow the rule IAW the Reschedule of a Postponed Game.
- 8) Games postponed due to field conditions or factors not in control of the league will be rescheduled IAW the Reschedule of a Postponed Games.
- 9) **Protest:** Any protest will be handle IAW Little League Rule Book.
- 10) **No Time Limit.**
- 11) **Tie Game Halted for Majors:**
  - a) It is to be completed preceding the next scheduled game between the same two teams on a Saturday.
    - (1) The board will coordinate the rescheduling so that this game will be the third and last game of the day.
  - b) If there is no more regular scheduled games for these two teams to meet on Saturday before the end of half or regular season then it will be continued IAW the Rescheduling of Make-up games rule.
- 12) **NV MAJOR CHAMPIONS – TOC LEAGUE CHAMPIONS**
  - a) A round robin double elimination NV Major Tournament will be held during the last two weeks of the regular season.
  - b) The winner of the NV Major Tournament will be the NV Champions and will represent NV in District 59 TOC's.
  - c) If the number of teams are even then the 1<sup>st</sup> place seeded team will play last seeded team, 2<sup>nd</sup> seeded team will play the 2<sup>nd</sup> to the last seeded team and so on if more than 4 teams.
  - d) If the number of teams in the Major division is an odd number then the 1<sup>st</sup> seeded team will bye in the first round with the rest of the team following the seeded placement as if a even number of teams.
  - e) If there is a tie between any teams for seeding, the following order of precedence will prevail to break the tie:
    - i) Head to head win-loss record among the teams tied.
    - ii) Total scored from all games played head to head against each opponent.
    - iii) Draw of straw to determine seeding among the teams tied.
  - f) Depending upon the number of teams in the division, the board will determine the appropriate round robin double elimination bracket.

## SECTION VIII - MINOR DIVISION BASEBALL

- 1) No Standings will be kept...only points for seeding. The first half of the season will be games not counted toward points. The board will determine when the 2<sup>nd</sup> half will start in which the games will count toward seeding for the end of season NV Minor Tournament.
- 2) Points for seeding will be based on the following: Win-3pts, Tie-2pts, Loss-1pt and forfeit 0pts.
- 3) Any protest will be a clarification of a game rule and must be settle before the next pitch.
- 4) **Maximum Innings Played:** Minor games will only play 6 innings max during regular season games. If the game is tied at the end of 6 innings the game will be scored as tied in the scorebook.
- 5) **Nine Players to Start Game:** Must have 9 players to start and play during the game. Minor teams may borrow players from the opposing team or a player from the same division if the team does not have enough players at the start of a game. Borrowed player cannot pitch in the game.
- 6) Teams will play with 10 defensive players. The 10<sup>th</sup> player must play an outfield position. There will be no buck short position.

- 7) **Four Run Rule:** During regular season play the Four-Run-Rule is in affect. After four runs have scored then all play will stop ending the inning and the side retired.
- 8) **Continuous Batting Order:** A continuous batting order will be played. The entire roster will be entered in the scorebook as the official batting order.
- 9) **Substituting:** Rule 4.04 is in effect...players will be sub defensively every inning. No player will sit on the bench for 2 consecutive defensive innings.
- 10) **Postponed Game:**
  - a) Postponed game that count toward standings or points will be rescheduled based on the reschedule rule.
  - b) Tournament games postponed at the end of season will be rescheduled.
- 11) **Time Slot for Weekday games:**
  - a) Games will start at 5:30pm and end at 7:30pm no matter what time the game started. Game will end right at 7:30pm no matter what time the game started. If a batter is up when the time slot ends the batter may finish his or her time at bat. At the end of the time slot...
    - i) if at the bottom of the inning and home team is ahead...home team wins.
    - ii) if at the bottom of the inning and teams are tied game ends in tie.
    - iii) if at the bottom of the inning, home teams is behind, score will revert to last completed inning ending the game.
    - iv) if at top of the inning the score will revert to the last completed inning ending the game.
- 12) **Time Slot for Weekend games**
  - a) **Two Game Slot Schedule - 10am to 12:30pm and 2 to 4:30pm** Game stops either at tend of 6 innings or at the end of the time slot, no matter what time the game started. If a batter is up when the time slot ends the batter may finish his or her time at bat. At the end of the time slot...
    - i) if in the bottom of the inning and home team is ahead...home team wins.
    - ii) if in the bottom of the inning and teams are tied game ends in tie.
    - iii) if in the bottom of the inning, home team is behind, score will revert to last completed inning ending the game.
    - iv) if in top of the inning the score will revert to the last completed inning ending the game.
  - b) **Three Game Slot Schedule - Two hour game slot - 9:30 to 11:30am, 12 to 2pm & 2:30 to 4:30pm.** Game stops either at the end of 6 innings or at the end of the time slots, no matter what time the game started. If a batter is up when the time slot ends the batter may finish his or her time at bat. At the end of the time slot...
    - i) if in the bottom of the inning and home team is ahead...home team wins.
    - ii) if in the bottom of the inning and teams are tied game ends in tie.
    - iii) if in the bottom of the inning, home teams is behind, score will revert to last completed inning ending the game.
    - iv) if in top of the inning the score will revert to the last completed inning ending the game.
- 13) **Forfeit**
  - a) **Condition 1:** A team at game time that does not have enough players to start a game and unable to borrow a player. The game will be scored 6-0 win for the team that has at least 9 players. The umpire will sign the scorebook to make it official. If no umpire is available both managers need to sign the scorebook with the remarks as to why the game is a forfeit.
  - b) **Condition 2:** If both teams at game time do not have enough players both teams forfeit the game. The score goes into the official scorebook as a 0-0 forfeit. The umpire will sign the scorebook to make it official. If no umpire is available both managers need to sign the scorebook with the remarks as to why the game is a forfeit.
- 14) **NV Minor Champions**
  - a) A double elimination tournament will be held during the last two weeks of the regular season.
  - b) If division inter-leagues only NV teams will be in NV tournament.
  - c) The winner of the tournament will be **North Valley Minor Champions**
  - d) Teams will be place into a double elimination tournament bracket base on game points earned during the regular season.
  - e) The board will determine the appropriate bracket depending upon the number of teams in the division.
  - f) If there is a tie between any teams for seeding, the following order of precedence will prevail to break the tie:
    - i) Head to head win-loss record among the teams tied.
    - ii) Total scored from all games played head to head against each opponent.
    - iii) Draw of straw to determine seeding among the teams tied.
  - g) Any tournament protest must be resolved before the next pitch/play if protesting a call or before the umpire leaves the field if protesting a general rule. If the plate umpire is unable to resolve the protest either the Board President, Vice-President, Chief Umpire or Player Agent may resolve the protest.
  - h) Rules that change from Regular Season to Round Robin. All other regular season rule applies.
    - i) Maximum 6 innings will not be enforced during Round Robin Tournament.
    - ii) Four-run-rule is out in the 6<sup>th</sup> inning or more played.
    - iii) Ten-Run-Rule is in affect in the 4<sup>th</sup> inning

## SECTION IX - FARM DIVISION BASEBALL

- 1) During the first half the coach will pitch to the players and the second half a player will pitch.
- 2) **COACH PITCH RULES**
  - a. Team coaches will umpire own game
  - b. Adult Coaches: Up to four (4) adult coaches can be use during games.
    - i. Team at Bat
      1. Dugout coach (mandatory)
      2. 1<sup>st</sup> base coach & umpire
      3. 3<sup>rd</sup> base coach & umpire
      4. Adult Pitcher & umpire
    - ii. Team on defense
      1. Dugout coach (mandatory)
      2. Left Field coach
      3. Right Field Coach
      4. Infield Coach
  - c. Only managers or coaches are eligible to pitch during games.
  - d. The team at bat will pitch to there own players.
  - e. The batter gets six pitches to attempt to hit the pitched ball.
  - f. Batter is out with 3 swings at a pitch.
  - g. The batter will be declared out after six thrown pitches
  - h. Fouling on the last pitch allows for another pitch.
  - i. A pitch by an adult coach that hits the batter is a dead ball and called a no pitch. The batter continues his time at bat until the batter hits the ball or has 6 pitches.
  - j. Coaches will pitch at a distant where the batter is comfortable with. Coaches may pitch either overhand or underhand and may also be on one knee.
  - k. **Ten-Foot Arc:** The batted ball off the T must travel at least ten (10) feet to be in play, if it doesn't, it is a foul ball.
- 3) **PLAYER PITCH RULES:**
  - a. Umpires from another team that is not playing will be assigned to umpire game.
  - b. Umpire will ump behind the catcher
  - c. Adult Coaches: Up to three (3) adult coaches can be use during games.
    - i. Team at Bat
      1. Dugout coach (mandatory)
      2. 1<sup>st</sup> base coach
      3. 3<sup>rd</sup> base coach
    - ii. Team on defense
      1. All adult coaches (3 max) in dugout
  - d. Pitchers shall not pitch more than two innings in one game nor will they pitch more than 4 innings in one week.
  - e. Pitcher may pitch in consecutive games.
  - f. A pitcher that throws one pitch to a batter constitutes as pitching one inning.
  - g. Pitcher once removed from mound can not come back to pitch.
  - h. Player will pitch at the 38ft mark.
  - i. Teams will play using Little League rules
- 4) **Time Limit:** Games will be played in a 2 hour time slot from the time of schedule start of game, NOT when the game started (example: 5:30 to 7:30pm). At the 2 hour mark if there is a batter up at bat allow for the batter to finish his or her time at bat,
- 5) **No Bunting.** There is no bunting. A batter attempting to hit the ball but only travels a short distant in fair territory is a live and playable ball.
- 6) **No Stealing:** No stealing on a passed pitch ball or a catcher throwing the ball back to the pitcher.
- 7) **The play is dead when** the pitcher has **control of the ball** within 10 feet of the pitcher's mound. Exception to this rule is there must be one defensive play before the batter-runner has reached first base. At the time the pitcher has control of the ball and within 10 feet of the pitcher's mound; any runner that has advanced more than half the distance to 2nd, 3rd or home base shall be awarded that base.
- 8) Any ball in flight that comes in contact with any manager or coach accidentally on the field is alive and in playable.
- 9) **Less than 9 players may start a game:** It is allowable in Farm to borrow players from the opposing team or a player from the same league in order to have a balance number of players playing each side. If less than nine players can't be field, coaches may play the outfield for the game to be played. No adult coaches will bat.
- 10) **Ten Defensive Player:** There will be ten players on the defense. The tenth player will be an outfielder and should not play up close to the infield. Out field positions are left field, left center, right center and right field.

- 11) **Substituting:** Rule 4.04 is in effect...players will be sub defensively every inning. No player will sit on the bench consecutive defensive innings.
- 12) **Continuous Batting Order.** Every player will be in the batting order and take their turn at bat. The entire roster will be entered in the scorebook as the official batting order. The side may be retired if three outs occur, or when the Four-Run-Rule has been completed.
- 13) **Four-Run-Rule:** After four runs have scored then all play will stop ending the inning and the side retired.
- 14) **Time Limit:** Games will be played in a 2 hour time slot from the time of the schedule start of game, NOT when the game started (example: 5:30 to 7:30pm). At the 2 hour mark if there is a batter up at bat allow for the batter to finish his or her time at bat,
- 15) **Maximum innings** played in Farm is six innings. If score is tied at the end of 6 innings it will be scored as a tied game.
- 16) Managers or board officials may stop a game due to darkness or weather.
- 17) **Scorebook** will be maintained to record player line-ups, defensive substitutions, required playing time, pitch count and runs scored.
- 18) **Postponed games** in Farm will not be rescheduled unless total games played in a season become less than minimum games required by Little League rules.
- 19) Any ball in flight that comes in contact with any manager or coach accidentally on the field is alive and in playable.
- 20) **Protest:** Any protest must be resolved before the next pitch. Protest is for clarification of a ruling.

## SECTION X - TBALL DIVISION

**Philosophy:** T-Ball is an entry-level instructional game between two teams of children, league age 5 and 6 using a batting tee instead of a pitched ball. Emphasis should be placed on fundamental techniques of catching, throwing, hitting, and understanding of the basic rules, building the self-esteem and confidence of the child is of utmost importance, and above all else, it should be a fun game for children. Many rules can be flexible to adjust to the child's learning experience. Managers and coaches must take this in consideration for the children to have fun while learning the rules of baseball.

- 1) **Length of Game:** T-Ball games shall consist of four innings or ninety minutes, whichever occurs first and will be played within their time allotted spot. There will be no-infield practice prior to start of game.
- 2) TBALL may play with less than 9 players to start the game.
- 3) **Batting Line-Up:** Every player will bat each inning played. The offensive side is retired when all players on the roster have batted and the last batter is put out, forced out, tagged, or a defensive player, while in possession of the ball, tags home plate. There is no three-out rule. Allow the last batter to run all bases to home before the defensive players come into the dugout.
- 4) There shall be no base stealing in T-Ball.
- 5) **Runners (First half):** During first half runners may stay on base on any defensive play, safe or out. Runner(s) will be permitted one base on an overthrow play. (Rule 7.05 I).
- 6) **Defensive Coaching:** One adult coach may stand in the infield and additional coaches may be in the outfield near defensive player to offer advice, but may not interfere with the play. Time may be called after the conclusion of a play to demonstrate a technique or explain a field situation.
- 7) **Offensive Coaching:** Adult coaches may be in the coaching boxes as long as there is one adult coach in the dugout with the players.
- 8) **Protest:** There are no protests in T-Ball.
- 9) **T-Ball Set:** The offensive manager or coach shall place the ball on the tee for the next batter. The manager or coach shall also remove the tee after a player has hit the ball.
- 10) During the 2<sup>nd</sup> half of the season, coaches may elect to pitch to their own player or the player may hit off the T.
- 11) **Umpire Calls:** The manager of the team on the field is to make all umpire calls.
- 12) **Players on the Field:** Every player will take a field position when it is the team's turn for defense each inning. All defensive players must take a position near the normal fielding position they are assigned before the ball is hit. Only the pitcher shall be in the infield area of the pitching mound before the ball is hit.
- 13) **Ten-Foot Arc:** The batted ball must travel at least ten (10) feet to be in play, if it doesn't, it is a foul ball.
- 14) No standings or scores will be kept.
- 15) Scorebook is not required to be maintained.
- 16) Postponed games in T-Ball will not be rescheduled unless total games played in a season become less than minimum games required by Little League rules.
- 17) **COACH PITCH:** For the second half of the season the board will decide when to start coach pitching.
  - a) Pitcher mound will be at 36ft
  - b) Pitcher will pitch 4 pitches and batter will have 4 attempts to hit the ball.
  - c) If batter fouls off the 4<sup>th</sup> pitch, pitcher may pitch again until batter misses the pitch or allows a pitch go by.
  - d) After 4 pitch balls the Tee will then be used.
  - e) Batter will get 3 attempts to hit the ball off the tee.

- (1) Batter is out if the batter does not hit a fair ball in 3 attempts.
- 18) **Runners (Second half):** During the second half runners may be called out on a defensive play. Runner(s) will be permitted one base on the first over throw play.

## SECTION XI - TOURNMENT OF CHAMPION TEAM SELECTION (DISTRICT 59 TOC's)

- 1) **MAJOR BASEBALL-SOFTBALL AND UPPER DIVISION LEAGUES:**
- a) The League Champion's within their respective divisions will be the first seeded team into the TOC District Playoffs. See division section to determine the League Champions.
  - b) If a second team is to represent our league, the 2<sup>nd</sup> seeded will be the 2<sup>nd</sup> team into the TOC District Playoffs.

## SECTION XII - ALLSTAR SELECTION PROCESS

- 1) **Player Post-Season Eligibility**
- a) See Official Regulations and Playing Rules of Little League for player eligibility.
  - b) All player, managers and coaches must be in good standing with the league.
    - (1) Any financial obligations must be cleared up with the league.
    - (2) Player is ineligible for post season play if ejected from 2 regular season games. A letter by the player's parent to the board requesting eligibility may be submitted to waive the penalty. Letter must have what corrective action the parents have taken and how the player has improved his or her attitude that would not disrupt the team.
  - c) A player who during the regular season was ask to move up a division but declined is ineligible for post season All-star play.
- 2) **All-Star Voting - Major, Junior and Senior Leagues:** Voting will take place two weeks prior to closing day ceremony. Every player on the team roster is entitled to vote. The Player Agent will create a ballot list for each league of all eligible players. All ballots will be issued, received and counted by the All-Star Committee. The All-Star committee will control all balloting, add up the votes and present the results to the President for safekeeping. The Player Agent will call for a Manager's meeting to finalize the All-Star selection. The list of the All-Star team selections will not be made public until Closing Day Ceremony.
- 3) **All-Star Team Roster:** The All-Star teams will have a minimum of twelve but no more than fourteen players on the team roster. Big league will maintain a roster of 15 players on the All-star team.
- 4) **All-Star Rules**
- a) Managers, players and parents will be given an All-star meeting by the President and Player Agent on the importance of the All-star postseason play.
  - b) An all-star fee of \$25 will be assessed to all players selected for the post all-star season.
    - a. Fee to cover equipment and uniform cost
    - b. Snack shack buyout
  - c) Any players selected to an All-star team who declines to play in the division he or she was selected will not be eligible to play on any other All-star team. The All-star manager may select from the list of eligible players to replace the player refusing to play.
  - d) A player, who refuses to move up prior to the first game of All-star tournament, becomes ineligible to play in postseason All-star play and will be replaced.
  - e) The team manager may remove a player for one unexcused missed practice or game. Player Agent will be informed and notify the parents or guardian.
  - f) The manager has the discretion to drop or not a player for one excused missed practice or game.
  - g) Player will be dropped from team with two missed practices or games, excused or unexcused.
  - h) A player that becomes in anyway disruptive to the team may be dropped from the team. Managers must used discretion and try to remedy the situation. Manager will inform the parents or guardian of the situation and notify the Player Agent that the parents or guardian were informed of the situation. If the behavior continues the manager will notify the Player Agent to remove the player and inform the parents or guardian.
  - i) Any dropped player maybe replaced from the list of eligible regular season players. A player maybe picked up from a lower division all-star team if the player has not yet played in an all-star game.
- 5) **All-Star Player Selection**
- a) **Junior and Senior All-stars:** All Players within their respective league will vote for up to twelve players from the All-star ballot. Six players from each league receiving the most votes will be placed on their respective All-star team. If there are two players tied for sixth place in the voting, then both will be selected to their All-star team. If three or more are tied for sixth place in the voting, then only the top five players with the most votes will be selected to their All-star team. All managers from their respective leagues will select the remaining players to balance the roster to twelve. The All-Star manager will have the option to select and add a thirteenth and fourteenth player.
  - b) **Major All-stars:** All Major players will vote for up to twelve players from the Major All-star ballot. Six players receiving the most votes will be placed on the All-star team. Any eleven year on the list selected by the players must

be approved by the Major Managers. If there are two players tied for sixth place in the voting, then both will be selected to the All-star team. If three or more are tied for sixth place in the voting, then only the top five players with the most votes will be selected to the All-star team. All Major managers will select the remaining players to balance the roster to twelve. The All-star manager will have the option to select and add a thirteenth and fourteenth player.

- c) **Eleven-Year-Old All-Stars:** From the list of all eleven-year-old players, all Major managers will select twelve players to represent the Eleven-Year-Old All-Star team. Eleven-year-old Major players will be selected before any Minor eleven-year-old players are selected to the All-Star team. The All-Star Manager will have the option to select and add a thirteenth and fourteenth player.
- d) **Ten-Nine Year Old All-Stars:** From the list of all ten and nine year old players, all Major Managers will select twelve players to represent the Ten-Nine Year Old All-Star team. Ten and nine year old Major players will be selected before any Minor ten or nine year-old players are selected to the All-Star team. The All-Star Manager will have the option to select and add a thirteenth and fourteenth player.
- e) **Nine-Year-Old All-Stars:** From the list of all nine-year-old players, All Minor managers will select twelve players to represent the Nine-Year-Old All-Star team. The All-Star Manager will have the option to select and add a thirteenth and fourteenth player.
- f) Big League: All players are selected at the district level.
- 6) **All-Star Manager Selection**
  - a) No manager or coach will be placed on more than one All-Star team roster.
  - b) Only one manager and a maximum of two coaches on an All-Star team.
  - c) **Major League Baseball, Softball and all Upper Division Teams:**
    - i) The All-Star Manager will be the team manager of the league champions of their respective division.
    - ii) If a manager declines the position, the rule of precedence will be used to ask succeeding managers who will manage an All-Star team.
    - iii) Minor Championship Tournament will determine the precedence of order for Minor managers.
  - d) **Eleven and Ten Year Old All-Star:**
    - i) From the remaining managers in the Major and Minor Leagues, starting in the Major League then into the Minor Leagues Managers, the Manager with the best tournament record will manage the Eleven-Year-Old All-Star team.
    - ii) If the manager declines the position then the next Manager in-line with the best tournament record will be the Manager and so on down the line until a Manager accepts the position.
    - iii) After a Manager accepts the Eleven-Year Old Manager position, the Manager next in-line will manage the Ten-Year-Old All-Star Team. If the Manager declines then so on down the line until a Manager accepts the position.
  - e) **Nine-Year-Old All-Star Manager and Player Selection:**
    - i) The Manager will be a Manager in the Minor League. The Manager with the best tournament record will manage the Nine-Year-Old All-Star Team. If the Manager declines then so on down the line in the order of the season standing until a Manager accepts the position.

Date Board Approved \_\_\_\_\_

(print name)

President North Valley Little League

Revision Notes: