

Operating Bylaws of Estancia Valley Little League

ARTICLE I. General League Policy

Estancia Valley Little League (EVLL hereafter) abides by and conforms to all rules as governed by Little League Incorporated. The following Policy, as it relates to EVLL, was approved by EVLL's Board of Directors for the sole purpose of further defining how EVLL functions and operates. This document may be changed from year to year as deemed necessary and approved by the Board of Directors. This document shall be made available to all recognized members of EVLL.

EVLL's fiscal year and operational year, begins on September 1st and ends on August 31st of each calendar year.

ARTICLE II. Board of Directors

Section 1 – Election of Board of Directors

The Annual Meeting of the Members of the Local League shall be held the third Friday of September at 7 p.m. each year for the purpose of electing new Members, electing the Board of Directors, receiving reports, reviewing the Constitution, appointing committees, and for the transaction of such business as may properly come before the meeting. The election process for the Board of Directors is covered by Article IV, Section 6, of the Estancia Valley Little League Constitution.

Section 2 – Roles of Directors

The roles of the officers of the Board of Directors are covered by the Estancia Valley Little League Constitution, Article VII.

Section 3 – Meetings

Regular meetings of the Board of Directors shall be held following the Annual election. These meetings shall be held on the first Friday of each month. All meetings will be open to the general public. However, non-board members may not participate in the meeting at any time unless they are placed on the agenda prior to the meeting by the President.

At the start of the meeting non-board members must retreat to an area designated for them so as not to disrupt the meeting. Anyone in attendance not abiding by these requests may be asked to leave. Any Board member may at any time prior to and during any meeting of the board, make a request to the President to close the meeting to all non-board members to discuss matters regarding the conduct of any league member or matters deemed to be of a confidential nature to the League. All matters concerning the policy of the local league shall be decided by vote of the Board of

Directors and no motion shall be carried without a favorable vote from the majority of those present at a duly constituted meeting.

Section 4 – Special Meetings

Special meetings of the Board of Directors may be called by the Secretary or President at their discretion. Upon the written request of three Directors, as defined in the league constitution, the Secretary shall issue a call for a special meeting to consider a specific subject. No business other than that specified in the notice of the meeting shall be transacted at any special meeting of the Board. Robert's Rules of Order shall govern the proceedings of all meetings, except where same conflicts with the Constitution of the Local League. Detailed and accurate minutes will be taken at all meetings. These minutes will be distributed and voted on by all Directors present at the next scheduled meeting. Approved minutes will be available to members in good standing from the secretary.

ARTICLE III. Registration and Team Selections

Section 1 – Registration

All boys and girls interested in playing for EVLL must register to play in the upcoming season. The registration process is mandatory for all players and must be done each year prior to the end of tryouts. Any player, who registers after players have been selected or placed on a team, will be put on a waiting list. With the exception of Tee Ball players, all players must try out to be eligible to play. No exceptions to this rule will be made.

After completing the registration form online or in person; the following steps must be completed:

1. Providing the league with proofs that you are a resident within EVLL's boundaries. This is accomplished by providing an approved document as listed in the Little League Baseball or Softball Official Regulations and Playing Rules Book, under "Residence Eligibility Requirements". The League requires one forms of address verification for regular season play. To participate in Post Season All-Star play Little League requires 3 forms of address verification. Driver's licenses will not be accepted as proof of residency.
2. Providing the league with proof of age documents for the player being registered at least 48 hours before the player selection plan is put into operation (the player draft). A certified copy (raised embossment with original ink certification) of the birth certificate is the only document that is acceptable. However, other documents may be acceptable for players not born in the United States. These documents are defined in the Little League Baseball or Softball Official Regulations and Playing Rules, under "Proof-of-Age Requirements". The documents provided need only be shown to the League for verification but will not be retained by the League. However, the league may require the documents to be represented if needed.

3. Paying the necessary fee for playing in EVLL. These fees may change from year to year. If Financial Aid is offered, an interview is required with the President or his designee before financial aid is rewarded. During sign-ups the league will provide information regarding the League, tryouts and fund raising, and also take the opportunity to answer questions from parents and players. It is the Treasurer's responsibility to track all income received during sign-ups.

Section 2 – Tryouts

ALL PLAYERS MUST TRYOUT (Exceptions – Tee Ball players). All players league age 7 and above in baseball and softball must attend tryouts.

Player Responsibility:

All players must attend at least 50% of the tryouts and he/she must actively participate in all phases of the tryout process. A player not meeting these requirements shall not be eligible for the draft unless he/she presents a reason that is acceptable to the Board of Directors. All players not meeting these requirements may be put on a waiting list. As roster spots become available after the draft has taken place, players on the waiting list can be called to fill the vacant roster spots. The waiting list shall be established on a first-come, first-serve basis. Once a player has been drafted or a position has been found to take the player off of the waiting list, fees are no longer refundable.

Manager Responsibility:

It shall be the responsibility of the manager or coach to attend all of the tryout sessions for all age groups. The manager and/or coach shall evaluate the skill level of player candidates for each phase of the tryout process.

No manager or coach shall instruct a player candidate to perform below his/her ability during the tryout process. Any manager or coach caught doing so will be brought before the Board of Directors for disciplinary action.

Managers and/or coaches, or any volunteer parents helping during the tryout process, are not allowed to speak with parents of player candidates trying out at any time.

Managers and/or coaches may ask a player trying out to perform tasks such as running, throwing, catching or pitching the ball, in order to better evaluate their ability

Section 3 – Baseball and Softball Divisions

Baseball

A baseball or Tee Ball player's league age is their age on August 31st of the current year.

Tee Ball Division: Players of league Age 4 - 6 will be placed on a Tee Ball team.

Rookie League Coach-Pitch Division: Players of league ages 6 - 8 are eligible to be drafted onto a baseball minor league team. The primary league age for this division is 7 - 8.

Minor League Player-Pitch Division: Players of league age 8 -11 are eligible to be drafted onto a baseball minor league team. The primary league age for this division is 9 - 10.

Major League Division: Players of league age 10 -12 are eligible to be drafted onto a baseball major league team. The primary league age for this division is 11 - 12.

Junior Division: Players of league age 12 - 14 are eligible to be drafted onto a baseball junior division team. The primary league age for this division is 13 - 14.

Senior Division: Players of league age 14 – 16 are eligible to be drafted onto a baseball senior division team. The primary league age for this division is 15 – 16.

Softball

A softball player's league age is their age on January 1st of the current year.

Minor League Player-Pitch Division: Players of league age 8-11 are eligible to be drafted onto a softball minor league team. The primary league age for this division is 9 - 10. (Players 7 or under will play baseball all Tee Ball.

Junior Softball Division: Players of league age 12 – 14 are eligible to be drafted onto a softball junior division team. The primary league age for this division is 12 - 14.

Senior Softball Division: Players of league age 14 – 16 are eligible to be drafted onto a softball senior division team. The primary league age for this division is 15 – 16.

Section 4 – The Draft and Placement of Players to Teams

- a. The purpose of the player draft is for managers to pick players they deem appropriate to play in the division in which they are managing. The selection of players will take place at a date and time approved by the board of directors and take place after the conclusion of tryouts. Other than the Player Agent and members of the Board of Directors, those persons allowed to attend the player draft in all divisions shall be limited to the manager and one helper for each drafting team. The Player Agent controls the draft unless otherwise directed by the President or Board of Directors. All questions, concerns or requests must be directed to the Player Agent or designated person conducting the draft.
- b. Players must make a request, to the player Player Agent, to be drafted in a division outside of the primary league ages for that division. Otherwise, they will be placed in the draft matching the player's league age to a primary league ages for a division. In order to prepare for the draft, requests must be made no later than one day before the draft.

- c. In preparation for the draft, a listing of players eligible for each division's draft will be made. Due to the spread out nature of our boundaries, the listing will have the child's name and town of residence. It is important for managers to keep the residence in mind when drafting.
- d. The draft will be conducted by division in descending order of league age:
 - 1. Baseball Senior League
 - 2. Softball Senior League
 - 3. Baseball Junior League
 - 4. Softball Junior League
 - 5. Baseball Major League
 - 6. Softball Minor League
 - 7. Baseball Minor League
 - 8. Baseball Rookie League
- e. Managers will draft for their teams in an order to be randomly drawn immediately prior to the draft.
- f. Managers will take turns naming a player from the pool of eligible players, a listing of whom will be provided to the managers, until each manager has named one player. This constitutes one round of the draft. The draft will continue in this manner until each manager has selected twelve players. At this point all teams are full, and the draft for that division is complete.
- g. Sibling Option- the parents or legal guardian of siblings, league age eligible to play in the same division, may request that the siblings be drafted by the same team. The request must be made in writing and delivered to the Player Agent at least one day prior to the start of the draft. Siblings for whom this option has been elected may not be reserved by the manager unless they are the children of the manager. Siblings for whom this option has been elected will be listed together on the pool listing provided to managers. When a manager selects one sibling, the other sibling automatically becomes the manager's last available selection. A manager may not select one of a set of siblings unless he has the availability to take all of the set of siblings.
- h. Manager's Option- a manager may elect to reserve four players from their previous season's roster through the first four rounds of the draft. Managers may include in their reserved players a league age qualified son or daughter playing in that division, regardless of the prior team for whom they played. The names of the reserved players must be given to the Player Agent, in writing, prior to the start of the draft. These players may not be drafted by another manager until after the completion of the third round.
- i. If a player withdraws from a team during the draft, that team will be immediately given a replacement selection. That player will not be eligible to play at any level with EVLL for the remainder of the season.

- j. Players left undrafted at the end of a division draft are still eligible for the draft of the next division down in league age, provided that their league age is still within that division's league ages. Their names will be added to the pool of players for that draft. Those players must be drafted first in the next draft before any other players may be drafted. Any players left undrafted after all the drafts for which they were eligible have been completed will be added to a waiting list.

Section 5 – Tee Ball League Draw

There will be no T-Ball League draft. Players will be assigned to a team in a draft conducted by the Player Agent or an agent appointed by the Board of Directors. The Tee Ball teams shall be balanced with 4, 5, and 6 year-olds. In our non-competitive divisions, players may elect to buddy up or play for a particular coach.

Players within this division are may elect to buddy up or play for a particular coach. Notice needs to be given to the league at player registration to which team, coach, friend or family they would like to partner with.

Section 6 – Trading of Players

Trades involving a player for a draft choice will not be permitted. At the conclusion of the draft, for 10 minutes, managers may accept trade offers and if they desire, trade players. All trades shall be made through and with the approval of the Player Agent. All trades must be player for player only. The Player Agent must monitor any attempts by managers and parents to manipulate the system and thus create an imbalance in the league. All Trades must be for justifiable reasons and be approved by the Board of Directors.

At no time during the trade window should a manager or his helper contact the parents of any player about a trade. If it comes to the Player Agent's attention that this rule has been broken, the trade will not be considered and disciplinary action against the Manager may result.

Section 7 – Player Disposition

A player is considered lost to a team during the regular season for any of the following reasons:

- A. He/she moves to another city or state too distant to commute for practice or games.
- B. He/she is injured and will not be able to return to play in a reasonable period of time. (Local League Board decision).
- C. He/she has, for personal reasons, decided to terminate his/her association with the team. If a player withdraws from a team, he/she will not be eligible to play at any level with EVLL for the remainder of the season.
- D. Any other justifiable reason as reviewed and approved by the Board of Directors.

When a team loses a player, the Player Agent will select a player from the waiting list for that division based upon the earliest date of registration. The selected player must either accept the position offered or be moved to the back of the waiting list. If there are no player's available for the division of the team losing a payer, the Player agent will select a league eligible player from then next lower division's waiting list. A player from a lower division may decline to play in the higher division with no penalty.

ARTICLE IV. Managers, Coaches and Umpires Responsibilities

Section 1 - Manager/Coach Selection and Approval Process

As the chief administrator, the President selects and appoints managers, coaches, umpires and committees. All appointments are subject to the approval of the League's Board of Directors. Appointees are responsible to the President for the conduct of league affairs, both on and off the field. Importantly, the President is the Officer with whom Little League headquarters maintains contact and who represents the league in the District Organization.

All managers and coaches will be selected after a mandatory review process, at which time; the managers review committee will recommend candidates to the President for approval.

Managers can manage only one (1) team per season, but are encouraged to volunteer. Any exceptions have to be approved by the President and Board of Directors.

Section 2 - Manager's or Designated Coach's Responsibilities

All Managers/Coaches, upon completing and signing the Volunteer Application and Manager Agreement, agree to follow a set of rules which include, but may not be limited to, the following:

1. Attend all mandatory Managers meetings. (If you cannot attend the meeting a coach or representative may be sent in your place if you are unable to attend.)
2. Conduct regularly scheduled practice sessions as set forth by the League, based on the assigned practice schedule prior to the game season and at least once a week after the season starts, weather permitting.
3. Attend all games.
4. Managers are responsible for arranging for adequate staffing for all of their team's umpiring assignments per league requirements.
5. Attend all coaching, safety and umpiring clinics provided by EVLL.
6. Oversee all fundraising activities so that maximum participation by team players is achieved.
7. Ensure that team participates in field maintenance at fields.
8. Read thoroughly and abide by the Little League Playing Rules, Estancia Valley Little League Constitution, and Estancia Valley Little League Operating Rules and Code of Conduct.

9. Provide the League with team rules, which shall be approved by the Player Agent before being issued to team members.
10. Managers are responsible for checking the League website each afternoon for updates on field closures, rain or shine. When wet fields are designated as closed, managers shall keep their teams off of them, as indicated. Failure to check the website is not a valid excuse for playing on a closed wet field.
11. Managers are responsible for ensuring proper coverage for scheduled concession stand duty shifts.
12. Home team will setup, chalk, set bases, etc. with setup being completed no later than fifteen (15) minutes prior to the game. After the last game of the day, the visiting team bring in the bases, rake the field, and , the score boxes are brought in and the scorer's booth is locked. Each team is responsible for picking up trash.

Failure to abide by the above rules will cause the Manager to face disciplinary action by the League. Compliance with these rules can be used in future decisions when selecting managers.

Section 3 – Umpires

No chief umpire will umpire any games with which he/she has a direct affiliation. All home plate umpires must be currently League certified. The minimum age to umpire in EVLL is sixteen (16) years old unless approved by the board.

The visiting team will be responsible for providing the field umpire for division of Minor League and above. The League will endeavor to provide the plate umpire; however, the home team should be prepared to provide the plate umpire if necessary. There is only one umpire in Rookie League games. The umpire and be provided by the visiting team. There are no umpires in tee ball.

Article V. Disciplinary Actions

Unless specified differently the president will execute all disciplinary action as set forth in the following sections. The president reserves the right to not take action if there are sufficient mitigating circumstances. The manager and/or coach have the right to appeal to the board; however that will not delay the disciplinary action.

Managers and coaches who are suspended shall not be allowed in attendance at practice and games or game sites for the duration of the suspension.

Section 1 - Player Violations

Any Little League player is subject to reasonable disciplinary action by a manager or coach, as set forth by team rules, with the prior approval of the player agent, for unexcused or unexplained

absences, excessive tardiness, leaving early from practice or games, and for unsportsmanlike conduct. (The Board of Directors reserves the right to intervene in any disciplinary action.)

Section 2 - Umpiring Violations (missed assignment)

First Violation – The manager and/or coach receives a written warning from President or Vice-President and disciplinary actions if duties are missed and/or violated.

Second Violation – The manager and/or coach will be suspended for their next schedule game.

Third Violation – The manager and/or coach will be brought before the Board of Directors for disciplinary action, which can include suspension for up to two (2) weeks or more.

Section 3 - Pitching Rule Violations

First Violation – The manager and/or coach receives a written warning from President or Vice-President and disciplinary actions if duties are missed and/or violated..

Second Violation – The manager and/or coach will be suspended for their next schedule game.

Third Violation – The manager and/or coach will be brought before the Board of Directors for disciplinary action, which can include suspension for up to two (2) weeks or more.

Section 4 - Playing Time Violations

First Violation - The manager and/or coach received a written warning from President or Vice-President and the player or players involved shall start the next game, and play the next six (6) consecutive innings.

Second Violation - The manager and/or coach will be suspended for one (1) week and the player or players involved will play the next six (6) consecutive innings.

Third Violation - The manager and/or coach will be brought before the Board of Directors and suspended indefinitely.

Section 5 - Expulsion from the game by an umpire

First Violation – The manager, and/or coach, or player receives a written warning from President or Vice-President and disciplinary if warranted may be brought by the Board of Directors.

Second Violation – The manager, and/or coach, or player will be suspended for their next schedule game and lose their All-Star and TOC Privileges

Third Violation – The manager, and/or coach, or player will be brought before the Board of Directors for disciplinary action, which can include suspension for up to two (2) weeks or more.

Section 6 - Mandatory Manager Meetings, Clinics, Concession Stand Duties and Field Maintenance

First Violation – The manager and/or coach receives a written warning from President or Vice-President. Additional disciplinary actions may be brought by the Board of Directors, which may include a one game suspension.

Second Violation – The manager and/or coach will be suspended for their next scheduled game.

Third Violation – The manager and/or coach will be brought before the Board of Directors for disciplinary action, which can include suspension for up to two (2) weeks or more..

Section 7 – Field Closure Violation

First Violation – The manager and/or coach will receive a verbal warning from the President or Vice-President as necessary.

Second Violation – The manager and/or coach will be suspended for their next scheduled game.

Third Violation – The manager and/or coach will be brought before the Board of Directors for disciplinary action, which can include suspension for up to two (2) weeks or more.

ARTICLE VI. Postseason

Section 1 – Determination of Baseball & Softball Division Champions

Division Champions will be determined by your overall season record and the team with the best winning percentage (defined as total games won divided by the sum of games won plus games lost.) is Division Champion. If there is a tie in the standing:

1. First tiebreaker is head-to-head games played.
2. Second tie breaker will be total runs allowed over the entire season.
3. Third tiebreaker is total runs allowed against each other.

Section 2 - All-Star Selection Process

Each division above Tee Ball may compete in All-star competition each year. All-star tournaments are held in June and July every summer and hosting leagues are appointed by the district.

All-star players are nominated by their regular season coaches and the coaches from other teams. If you are interested in All-stars or feel like your child deserves to be an all-star team please contact the league president. Managers of the baseball/softball all-star teams will be the managers of the league champion teams and additional manager positions will be offered to other managers based on their team's final standings.

All-star coaches are chosen by the Board of Directors by a vote each season. If the all-star manager

The managers in the all-star team's division will vote for twelve players for the all-star team. Players receiving the most votes will be on the roster. In the case of ties for the last positions on the roster, the all-star team's manager will make the decision. This process may be changed at the discretion of the Board of Directors.

ARTICLE VII. Background Checks and Badges

All volunteers must receive a background check before they can work with or around children on the fields or in the dugouts. After being cleared, volunteers will be issued an identification badge. Volunteers may only be on the field or in the dugout, with children present, while wearing their badge visible to observers. This rule will be strictly enforced by umpires, field monitors, and the Board of Directors. If any volunteer is not wearing their badge, they will be asked to leave the field or dugout until their badge is produced.

NOTE: There is no same day badge issuance.

ARTICLE VIII. Games Operations

Section 1 – Schedule

Each division's schedule will be approved by the Board of Directors and will be posted to the league website at least one week prior to the commencement of the regular season.

For the purpose of applying the sunset rule, all schedules will contain an official sunset time for each game day.

Schedules are subject to change with five days of notice given to team managers and posted on the home page of the website.

Due to the difficulties in rescheduling games, weather cancellations will be made once it is clear that games should not be played. This may result in short notice of cancellations. Cancellation decisions will be made by the President. Cancellations will be posted promptly on the home page of the website. Managers and umpires for affected games will be directly notified as soon as the decision is made.

Section 2 – Team Responsibilities

The home team is responsible for marking or refreshing the marking of the field before their game. The home team is also responsible for providing a qualified scorekeeper to maintain the official scorebook.

The visiting or local team is required to provide one person age 14 or older to work in concessions from 15 minutes before game time to 15 minutes after the end of the game. The time may be split between workers, but may not be less than 30 minutes per shift. Game play will discontinue if workers are not present. There are no buy outs.

The visiting team is to provide the field umpire. The home team should be prepared to provide a plate umpire if one is not available from the League.

Line-up sheets are due to the scorekeeper fifteen (15) minutes before game time. Each player on your official team should appear on your lineup sheet either as a starter, substitute, sick, discipline or no show. A copy of the line-up should be given to the other team.

Coaches are responsible for the conduct of their players and fans. Games can be forfeited if manager cannot control their fans and they disrupt the game. It is the responsibility of the managers and assistant coaches to familiarize their teams with league and game rules. Managers and coaches are required to stress good sportsmanship and fair play at all times.

After the game, each team is responsible for cleaning their dugout. If the game is the last game scheduled on the field for the day, the visiting or local team is required to bring in the bases, and, if present, bring in the pitching screen, pitching machine, portable pitching mounds, scorebooks, scoreboxes, or any other equipment to their appropriate places.

Smoking, use of E-Cigs, or the use of tobacco products is prohibited in the sports complex.

The consumption of alcoholic beverages by any team manager or assistant coach immediately prior to, during or after practice, games, and in the presence of players will not be permitted. Violation can result in suspension or termination. Alcohol is not permitted in in the sports complex by players, fans, coaches, manager, parents, umpires or league officials.

Foul or abusive language or the use obscene gestures by managers, coaches, spectators, or players will result in ejection from the game and/or ballpark.

No air horns, cowbells, or other disruptive noisemakers will be allowed.

Section 3 – Protests

Only the manager, or in his absence or rostered assistant coach, shall have the right to protest a game. \$50.00 cash is immediately required to file protest.

All teams are entitled to protest a game if they believe there has been a violation of official league rules, player eligibility rules or a misrepresentation of team rules. No protest will be allowed on umpire judgment calls. All protests will be made immediately following the alleged infraction. Game play will stop until the protest is decided by the commission or board member in charge. The protesting team must provide valid and sufficient proof that a player is ineligible. No time will be added to the game time limit for the protests.

Section 4 – Postponed Games and Forfeits

A. A postponed must be completed on the next available makeup date, as determined by the league scheduler, regardless of the preferences of the teams involved.

B. Forfeit of the game only happens when a team does not show up to their reschedule game.

ARTICLE IX. Division Playing Rules

All rules described in the current season's Little League Baseball Official Regulations and Playing Rules apply unless noted otherwise herein.

Section 1 – Universal Rules

ALL DIVISIONS must comply with the following rules:

1. Roster Batting: Each player at a game shall bat one time before any player bats two times, two times before three etc., regardless of whether that player is in the game defensively or on the bench. Batting order will not change.
2. Free Substitutions: Team can freely substitute players in defensive positions; and into and out of the game except for the position of pitcher (see pitching rules)
3. Minimum Defensive Play: Each Player must play two (2) out of three (3) defensive innings [Note: a player can play every inning if other players meet this minimum]. For all divisions above Rookie and down, all players shall play 1 infield inning per game unless permitted by parent and subject to game play. "Subject to game play" explained as: if a game runs out of time before the end of the second inning the coach will not be held responsible for the players whom where left on the bench. However, it is recommended that those players be started in the next possible game play situation.
4. Two adult base coaches are permitted.

5. Unless acting as a base coach (or as a defensive coach in Tee Ball or Rookie League), all coaches shall remain off the field.
6. Sunset Rule: At fifteen minutes prior to the official sunset time, the score keeper will inform the umpire that it is fifteen minutes until sunset. If that inning is completed before the official sunset time, it becomes the last inning of record and the game is over. If the game is still going when the official sunset time has been reached, the score keeper will inform the umpire that it is sunset time. If a batter has taken the first pitch of their at bat, play may continue until that at bat has been completed, and the game will be stopped. If the minimum numbers of innings for a completed game have NOT been finished, the game will be resumed on the next available makeup date, as determined by the League Scheduler, regardless of the preferences of the teams involved. If the team at bat is leading at the time the game is stopped and the minimum numbers of innings for a completed game have been finished, they will be declared the winner with score at the time of stoppage becoming the final score. Otherwise, if the minimum numbers of innings for a completed game have been finished, the previous inning completed becomes the last inning of record and the score at the end of that inning will be the final score. Note: It is important that umpires maintain the same pace of play and do not let teams try to manipulate the results by stalling in attempt to revert to the previous score.
7. Cheering and chants are encouraged from the bench as long as they are not condescending or demeaning to the opposing team or umpires. Cheers should be stopped when the pitcher presents the ball before going into her windup in softball. In baseball cheers should be stopped when the pitcher is on the mound ready to deliver the pitch. The umpire has sole discretion to silence all cheers anytime.
8. Every game will have an official pitch count monitor. The official pitch monitor will advise the plate umpire as to the number of pitches pitched by each pitcher between innings. The official pitch count monitor will be the Home team's scorekeeper unless otherwise agreed upon by both managers and the umpire(s).
9. Each team will be required to complete the pitching affidavit in the official scorebook at the conclusion of each game. It is recommended that they keep a copy for their own records to help monitor the availability of their pitchers.
10. The official start time for each game will be the time at which the umpire calls for the first batter. If a game has not started by ten minutes after its scheduled time, the official start time will be ten minutes after the scheduled start time regardless of whether or not play has begun.
11. All games will end at their maximum time limit regardless of whether or not a game is scheduled on the same field. The end time of the game will be calculated by the scorekeeper based on the official start time. The sunset rule will be applied to games with the score keeper informing the umpire when the time is fifteen minutes until the time limit and when the time limit has been reached.
12. Games that for weather, darkness, or time limit reasons are stopped before becoming a completed game will be resumed

Section 2 – Tee Ball League Rules

1. All players must hit off the tee. Coaches are able to help their player get into proper stance but cannot assist in swinging the bat and hitting the ball.
2. Up to five (5) defensive coaches may be on the field, but must avoid contact with players or the ball.
3. Batters are allowed five (5) attempts to hit the ball and then must head to first base. Managers and assistant coaches must bat the ENTIRE line-up and switch from offense to defense and that will constitute a ½ inning.
4. A complete game is four innings.
5. A one (1) hour time limit is allotted for all games. The game is over once time limit is reached. Umpire may allow the team at bat to finish their batting line-up before calling the game.
6. Official start time will be no later than 10 minutes from the scheduled time regardless of when the game starts.
7. There are NO outs and NO score in this division. If a player is called out while running to their base, then they are allowed to stay on that base and play will resume with the next batter. Players cannot steal bases.

Section 3 – Rookie League Rules

1. All pitching in this division is to be done by a badged coach or badged volunteer. Coach/volunteer must be 30ft from batter, behind L-screen. Coach must either sit on bucket or kneel. Coach must throw soft-toss overhand pitches to own team player. Opposing team Pitcher will stand in position beside screen allowing them to make play on the ball.
2. Five PITCH Rule: A batter that does not swing the bat on the 5th pitch ball. This will be a called strike 3 and the batter is out. This does not mean that the batter always gets 5 pitches if the batter swings at 3 pitches and gets 3 strikes then the batter is out. (Note: this rule is to help promote swinging at the ball and to keep the game moving)
3. Five Run Rule: A half-inning will end and the teams will exchange the field after three outs or upon the fifth run being scored during innings one through five. The "five run" rule shall end after the fifth inning. There are no walks.
4. One base on overthrow: The runner may attempt the next base on an overthrow at their own risk. Only one overthrow will be allowed per play. End of play will be determined by Umpire.
5. Through the first Two (2) weeks of games, one defensive coach is permitted on the field to direct the defensive team with positioning. The coach shall not "coach" while the ball is in play.
6. Stealing Bases is NOT permitted. Runners can leave their bases as soon as the pitched ball is in play.

7. A rookie league game is five innings. If the game is ended early due to weather, darkness, or time limits, it will be considered complete if three complete innings have been played, and the score will revert to the last completed inning.
8. The maximum game length for a rookie league game is one hour and forty-five minutes (1.75 hours).

Section 4 – Minor League Rules

1. Six Run Rule: A half-inning will end and the teams will exchange the field after three outs or upon the sixth run being scored during innings one through five. The "six run" rule shall end after the fifth inning.
2. A minor league game is six innings. If the game is ended early due to weather, darkness, or time limits, it will be considered complete if four complete innings have been played, and the score will revert to the last completed inning.
3. The maximum game length for a minor league game is two hours (2.0 hours).

Section 5 – Major League Rules

1. Six Run Rule: A half-inning will end and the teams will exchange the field after three outs or upon the sixth run being scored during innings one through five. The "six run" rule shall end after the fifth inning.
2. A major league game is six innings. If the game is ended early due to weather, darkness, or time limits, it will be considered complete if four complete innings have been played, and the score will revert to the last completed inning.
3. The maximum game length for a major league game is two hours (2.0 hours).

Section 6 – Junior League Rules

1. Six Run Rule: A half-inning will end and the teams will exchange the field after three outs or upon the sixth run being scored during innings one through five. The "six run" rule shall end after the fifth inning.
2. A junior league game is six innings. If the game is ended early due to weather, darkness, or time limits, it will be considered complete if four complete innings have been played, and the score will revert to the last completed inning.
3. The maximum game length for a junior league game is two hours (2.5 hours).

Section 7 – Senior League Rules

1. Six Run Rule: A half-inning will end and the teams will exchange the field after three outs or upon the sixth run being scored during innings one through five. The "six run" rule shall end after the fifth inning.
2. A senior league game is six innings. If the game is ended early due to weather, darkness, or time limits, it will be considered complete if four complete innings have been played, and the score the score will revert to the last completed inning
3. The maximum game length for a senior league game is two hours (2.5 hours).