

# LEHIGH ACRES LITTLE LEAGUE

## LOCAL LEAGUE BYLAWS 2017

1. T-BALL BOYS AND GIRLS AGE 4-6 BY BASEBALL AGE CUTOFF, ( IF A 5 YEAR OLD WITH 1 YEAR IN T-BALL WANTS TO MOVE TO ROOKIE BALL, THE PLAYER MUST BE EVALUATED BY 3 BOARD MEMBERS AND VOTED ON).
2. ROOKIE BALL BOYS AND GIRLS AGE 6-8 BY LITTLE LEAGUE AGE CUTOFF, (6 YEAR OLDS MAY MOVE UP ONLY IF PLAYED 1 YEAR OF T-BALL, 8 YEAR OLDS MANDATORY TO MOVE TO MINORS IF THEY HAVE PLAYED 2 YEARS OF ROOKIE BALL)
3. BB MINORS WILL BE AGES 8-11, (7-8 YEAR OLDS WITH 1 YEAR EXPERIENCE IN ROOKIE BALL CAN TRY OUT FOR MINORS, 11 YEAR OLDS WITH 2 YEARS IN MINORS MUST MOVE UP TO MAJORS).
4. BB MAJORS WILL BE AGES 9-12
5. BB JUNIORS WILL BE AGES 12-14 BY BASEBALL CUTOFF.
6. BB SENIORS WILL BE AGES 13-16 BY BASEBALL CUTOFF, (PLAYERS LEAGUE AGE 14 THIS YEAR THAT PLAYED SENIORS LAST YEAR **MAY** STILL BE DRAFTED TO JUNIORS).
7. SB MINORS WILL BE AGES 7- 11, (GIRLS LEAGUE AGE 11 WITH 2 YEARS IN MINORS MUST MOVE UP TO MAJORS).
8. SB MAJORS WILL BE AGES 9 – 12.
9. SB SENIORS WILL BE AGES 13 – 16.
10. **THERE WILL BE NO DUAL PLAY!!!**
11. **DRAFT:** ALL TEAMS MAJORS AND ABOVE WILL BE DRAFTED (TEAMS STAYING IN THEIR SAME DIVISION AS THE PREVIOUS YEAR MAY STAY TOGETHER FOR THIS YEAR. THE MANAGER MAY HAVE TO DRAFT A FEW PLAYERS TO REPLACE PLAYERS THAT HAVE MOVED UP).
  - MANAGERS MOVING UP TO NEW DIVISION MAY TAKE OVER AN EXISTING TEAM WHOSE MANAGER IS MOVING UP BUT MUST DRAFT TO FILL THE TEAM.
  - ALL PLAYERS NOT STAYING WITH THEIR TEAM IN THE SAME DIVISION THAT PLAYED LAST YEAR MUST TRY-OUT. PLAYERS THAT DO NOT TRY-OUT WILL NOT BE DRAFTED AND WILL BE RANDOMLY PLACED ON A TEAM.
  - PLAYERS WILL BE DRAFTED FROM UPPERMOST DIVISION FIRST AND THE ORDER WILL MOVE DOWN UNTIL THE PLAYER AGENT IS LEFT WITH THE CHILDREN THAT WILL BE PLACED ON TEAMS. ROOKIE BALL AND T-BALL WILL BE PLACED BY THE PLAYER AGENT.
  - MANAGERS CHILDREN MUST BE CHOSEN IN CONSECUTIVE ORDER BY THE 5<sup>TH</sup> ROUND. ASSISTANTS CHILDREN WILL NOT BE SAFE FOR ANY ROUND.
  - SIBLINGS (OTHER THAN MANAGERS CHILDREN) MUST BE CHOSEN CONSECUTIVELY BEGINNING IN ANY ROUND. EXAMPLE: IF YOU CHOOSE JOHNNY JONES IN THE 4<sup>TH</sup> ROUND, YOU MUST PICK JIMMY JONES (HIS BROTHER) IN THE 5<sup>TH</sup> ROUND OR HE WILL BE ABLE TO BE DRAFTED TO ANOTHER TEAM.
  - THE DRAFT WILL FOLLOW PLAN A, THE ORDER OF THE DRAFT WILL BE 1234, 1234,1234, ETC.
  - OTHER THAN ALREADY DESCRIBED ABOVE ANY LEVEL PLAYER CAN BE CHOSEN DURING ANY ROUND OF THE DRAFT.
  - THERE WILL BE 24 HOURS FOR MANAGERS TO MAKE ANY IMMEDIATE TRADES.
  - IF PLAYERS MUST BE TRADED TO DIFFERENT DIVISION DUE TO SKILL LEVEL, THE MANAGERS HAVE UNTIL 2 WEEKS AFTER THE FIRST GAME TO MAKE THESE TRADES.

- THE CAPS OF PLAYERS TO BE PUT ON A TEAM IN EACH DIVISION ARE:
    1. T-BALL—12
    2. ROOKIE BALL—14
    3. MINOR BB AND SB—13
    4. MAJOR BB AND SB—13
    5. JUNIOR BB—13
    6. SENIOR BB AND SB--14
12. GAME TIMES: ALL GAMES WILL BE SCHEDULED TO START AT 6:30 PM, UNLESS A DOUBLE HEADER IS SCHEDULED, PER APPROVAL OF THE CHARTER COMMITTEE APPROVAL.
- UMPIRE IS NOT REQUIRED TO CALL LAST INNING, THE LAST INNING WILL ASSUMED 15 MINUTES BEFORE TIME ELAPSES.
  - ROOKIE BALL—1 ½ HOURS (NO MINIMUM INNINGS)
  - MINOR BB AND SB—4 INNINGS ON WEEKDAYS – 1 ½ HOURS, AND 6 INNINGS ON FRIDAYS AND SATURDAYS (UNLESS THERE IS A GAME BEHIND YOU)
  - MAJOR BB AND SB— 4 INNINGS ON WEEKDAYS AND 6 INNINGS ON FRIDAYS AND SATURDAYS (UNLESS THERE IS A GAME BEHIND YOU)
  - JUNIOR BB, SENIOR BB AND SB—5 INNINGS ON WEEKDAYS – 2 HOURS, AND 7 INNINGS ON WEEKENDS.
  - ALL TIME LIMITS ARE PER CHARTER COMMITTEE APPROVAL
  - MINOR BB, SB AND MAJOR BB AND SB, SUBS MUST BE PUT IN BY THE 3<sup>RD</sup> INNING.
  - IF PLAYERS HAVE NOT MET MINIMUM PLAY, THEY MUST START THE NEXT GAME.
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13. UMPIRING: EACH TEAM WILL BE REQUIRED TO UMPIRE EACH WEEK. IF THE TEAM DOES NOT HAVE A REPRESENTATIVE FROM THEIR TEAM TO UMPIRE, THAT TEAM’S NEXT GAME WILL BE A FORFEIT. TEAM WILL STILL BE ABLE TO PLAY AS A SCRIMMAGE AND THEY WILL KEEP THEIR PITCH COUNT AS USUAL. SCRIMMAGE WILL BE PLAYED WITH NO UMPIRE, YOU MUST UMPIRE YOUR OWN GAME.
- IT IS THE MANAGERS DUTY TO MAKE SURE THEIR SCHEDULED UMPIRE DUTY IS COVERED.  
**NOT THE BOARDS!!**
  - MINORS WILL UMP MAJORS AND MAJORS WILL UMP MINORS
  - JUNIORS WILL UMP SENIORS AND SENIORS WILL UMP JUNIORS.
  - WE DO HAVE JUNIOR UMPIRE BUT THEY ARE RESERVED FOR ROOKIE BALL AND AN OCCASIONAL MINOR GAME.
  - NO JUNIOR UMPIRE WILL UMP A JUNIOR OR A SENIOR GAME BEHIND THE PLATE.
  - UMPIRE CLINICS ARE MANDATORY FOR ALL DIVISIONS.
14. SAFETY EQUIPMENT
- ALL PLAYERS MINORS AND BELOW, MUST WEAR FACE MASKS ON BATTING HELMETS.
  - ALL BOYS, IN ALL DIVISIONS, MUST WEAR ATHLETIC SUPPORTER WITH HARD PROTECTIVE CUP.
15. TEAM RESPONSIBILITIES
- HOME TEAM IS RESPONSIBLE TO CHALK LINE THE FIELD, KEEP OFFICIAL SCORE BOOK, MAINTAIN SCORE BOARD, AND GET FIRST AID DURING A GAME.
  - VISITING TEAM IS RESPONSIBLE FOR SENDING VOLUNTEERS TO WORK CONCESSION STAND.
  - BOTH TEAMS ARE RESPONSIBLE FOR CLEANING UP THEIR OWN DUGOUT AND BLEACHERS AFTER GAME.

16. T-BALL RULES:

- **NO DEFENSIVE PLAYS WILL BE MADE AT HOME PLATE.**

17. ROOKIE BALL RULES:

- **ONLY 7 YEAR OLD'S AND ABOVE CAN PITCH**
- 6 YEAR OLD'S WILL BE PITCHED TO BY OFFENSIVE COACH
- 6 YEAR OLD'S GET 5 PITCHES FROM COACH, IF BALL HAS NOT BEEN PUT IN PLAY THE BATTER IS OUT.
- IN THIS DIVISION, ONCE A PITCHER IS USED IN THE INNING, SAID PITCHER (S) MAY NOT RE-ENTER THE GAME AS PITCHER.
- WHEN OFFENSIVE COACH COMES TO THE MOUND TO PITCH, PITCHER IS TO STEP OFF THE MOUND TOWARDS FIRST OR THIRD BASE AND MAKE DEFENSIVE PLAYS FROM THERE
- TIME LIMIT IS 90 MINUTES AFTER 1 HOUR AND 15 MINUTES NO NEW INNING MAY START. FINISH THE INNING AND GAME IS OVER.
- CONTINUOUS BATTING IS IN EFFECT. IF YOU HAVE 13 PLAYERS ON YOUR TEAM, 13 PLAYERS WILL BAT CONSECUTIVELY, FROM INNING TO INNING, IN THE GAME.
- EVERY CHILD MUST PLAY AT LEAST 6 DEFENSIVE OUTS AS LONG AS TIME PERMITS. IF TIME EXPIRES THEN THE PLAYER THAT DID NOT PLAY ALL OF HIS/HER TIME MUST START THE NEXT GAME. (IF THIS RULE IS NOT FOLLOWED, THE MANAGER WILL BE SUSPENDED. NO EXCEPTIONS)
- THERE WILL BE A MAXIMUM OF 10 DEFENSIVE PLAYERS ON THE FIELD AT ONE TIME. (USING 4 OUTFIELDERS)
- THERE MUST BE A CATCHER
- NO ADVANCING TO FIRST BASE ON DROPPED 3<sup>RD</sup> STRIKE.
- MUST ROTATE DEFENSIVE PLAYERS EVERY 2 INNINGS
- PITCH COUNT IS IN EFFECT AND MUST BE KEPT. (EXAMPLE; IF A 7 YEAR OLD PITCHES OVER 20 PITCHES, HE MUST HAVE 1 DAYS REST BEFORE PITCHING AGAIN. REFER TO RULE BOOK FOR ALL PITCHING THRESHOLDS)
- 3 OUTS OR 5 RUNS COUNT AS A HALF INNING
- ONCE YOU REACH 5 RUNS, THAT HALF INNING IS OVER. BUT ON THE LAST RUN YOU MAY HAVE A CONTINUOUS SCORE UNTIL PLAY IS DEAD. (EXAMPLE: RUNNERS ON 1<sup>ST</sup>, 2<sup>ND</sup>, AND 3<sup>RD</sup>. YOU HAVE 3 RUNS SCORED ALREADY. JOHNNY HITS THE BALL TO THE OUTFIELD AND 2 RUNS COME HOME. IF THERE IS ANOTHER POTENTIAL RUN, THAT RUNNER MAY COME HOME AND YOU HAVE SCORED 6 RUNS FOR THAT INNING. TO KILL THE PLAY SO NO OTHER RUNS CAN ADVANCE, GIVE THE BALL TO THE PITCHER AND THE PITCHER MUST RETURN TO THE MOUND.
- NO UNLIMITED RUNS ON LAST INNING. 5 RUNS ON EVERY INNING.
- MANAGER MAY CALL TIME 2 TIMES PER USE OF PITCHER TO HELP INSTRUCT PITCHER. IF MANAGER CALLS TIME A 3<sup>RD</sup> TIME AND INSTRUCTS THE PITCHER IN ANY MANNER, PITCHER MUST BE REMOVED.
- THE LEAGUE WILL PROVIDE A JUNIOR UMPIRE FOR EVERY GAME.
- UMPIRES DECISION IS FINAL!!!!!!
- ON AN OVER THROW, RUNNER MAY ADVANCE ONE BASE **PER** OVER THROW.
- RUNNERS MAY NOT ADVANCE ON A PASSED BALL IN "ROOKIE BALL"
- WHEN BALL REACHES THE CATCHER, RUNNERS MAY LEAD OFF OR ATTEMPT TO STEAL
- A BALL THAT FALLS IN FRONT OF THE CATCHER IS NOT CONSIDERED A PASS BALL

- ALL BATTERS MUST WEAR FACE MASKS “CAGE” ON HELMETS AND IN GOOD WORKING CONDITION PER LEAGUE STANDARDS
- ALL MALE PLAYERS MUST WEAR A HARD CUP (IF CATCHER DOES NOT HAVE A HARD CUP MANAGER WILL BE SUSPENDED)
- HOME TEAM STRIPES THE FIELD AND VISITING TEAM KEEPS PITCH COUNT AND RETURNS THE PITCH COUNT SHEET TO THE CONCESSIONS STAND TO BE LOGGED
- MUST BE A SIGNED VOLUNTEER IN THE DUGOUTS AT ALL TIMES
- NO ON DECK “BATTER’S BOX”

FOLLOW THE RULE BOOK UNDER MINOR RULES FOR ANY OTHER RULES NOT MENTIONED

## **PITCHERS MUST PITCH FROM THE 40 FOOT RUBBER**

18. ONLY 5 RUNS ALLOWED EACH HALF INNING FOR MINOR SB, MINOR BB, AND MAJOR SB UNLESS MORE RUNS ARE OBTAINED ON CONTINUOUS PLAY OF THE LAST BALL.
19. 10 RUN MERCY RULE:
  - SB SENIOR, BB JUNIORS AND BB SENIOR, 10 RUNS AFTER 5 INNINGS
  - MINOR BB AND ABOVE, 10 RUNS AFTER 4 INNINGS
20. MINORS AND BELOW HAVE CONTINUOUS BATTING ORDER.
21. POOL PLAY
  - TEAMS WITH LESS THAN 9 PLAYERS, HAVE 15 MINUTES TO GET 9<sup>TH</sup> PLAYER OR WILL FORFEIT.
  - TEAMS CAN REQUEST POOL PLAYERS FROM THE PLAYER AGENT TO GIVE THE TEAM A TOTAL OF NO MORE THAN 10 PLAYERS.
  - IF POOL PLAYERS ARE CALLED AND REGULAR PLAYERS ARRIVE BEFORE LINE-UP IS TURNED IN, THE POOL PLAYER MUST STILL PLAY THE MINIMUM POOL PLAY TIME.
  - POOL PLAYERS MAY ONLY PLAY THE OUTFIELD AND ARE REQUIRED TO PLAY MINIMUM POOL PLAY TIME, WHICH IS AT LEAST 9 CONSECUTIVE DEFENSIVE OUTS AND ONE AT BAT.
22. MANAGER MUST INFORM PLAYER AGENT OF ANY PLAYER THAT HAS 3 UN-EXCUSED CONSECUTIVE ABSENCES.
23. CODE OF CONDUCT TO BE SIGNED BY PARENTS AT REGISTRATION AND TO BE ENFORCED THROUGHOUT THE SEASON.
24. PAYMENT/PAYMENT ARRANGEMENTS MUST BE MADE FOR REGISTRATION BY JANUARY 31, 2017. IF NO PAYMENT/PAYMENT ARRANGEMENT PLAYER WILL RECEIVE HAT ONLY. ANYONE SIGNING UP AFTER JANUARY 31, 2017 MUST PAY IN FULL AT TIME OF SIGN UP, OR THEY WILL RECEIVE HAT ONLY.
25. NO REPLACEMENTS FROM MINOR DIVISION TO MAJOR DIVISION WILL BE ALLOWED AFTER LAST 2 WEEKS OR REGULAR SEASON.
26. LITTLE LEAGUE PLEDGE WILL BE SAID AT HOME PLATE BEFORE EACH GAME BY PLAYERS AND COACHES.
27. NATIONAL ANTHEM WILL BE PLAYED BEFORE THE FIRST GAME OF EACH DAY IF THE SOUND SYSTEM IS OPERATIONAL
28. ALL-STAR:

- EACH PLAYER WHO IS INTERESTED IN PLAYING WILL FILL OUT AN APPLICATION.
- ALL-STAR TEAMS WILL HAVE 12 TO 14 PLAYERS TO BE DETERMINED BY THE PLAYER AGENT.
- ONLY MANAGERS WHO HAVE FULFILLED ALL REGULAR SEASON DUTIES WILL BE ELIGIBLE TO BE AN ALL-STAR MANAGER. UMPIRING IS INCLUDED IN THE REGULAR SEASON DUTIES.
- DIVISIONS WILL BE DETERMINED BY THE APPLICATIONS RECEIVED.
- ALL STAR PLAYERS WILL HAVE TO PAY A PARTICIPATION FEE TBD BY BOD

29. TOC'S – IF LEAGUE PARTICIPATES IN DISTRICT TOC'S ALL MANAGER'S WILL BE REQUIRED TO PARTICIPATE WITH THEIR TEAMS IN TOC'S OR THE ENTIRE COACHING STAFF WILL BE INELIGIBLE FOR ALL STARS. (WITH EXCEPTION VOTED ON BY THE BOARD)
30. ONCE THE GAME STARTS THE UMPIRE'S ARE THE OFFICIALS OF THE FIELD AND WILL DETERMINE WHEN THE GAME IS FINISHED THROUGH THE OFFICIAL SCOREKEEPER AND TIMER. NO BOARD MEMBER HAS ANY AUTHORITY ON THE FIELD DURING PLAY UNLESS IT IS A SAFETY ISSUE.
31. ONLY THE MANAGER HAS THE AUTHORITY TO ADDRESS ANY UMPIRE OFFICIAL DURING A GAME. NO ONE FROM THE COACHING STAFF MAY WALK UP TO AN UMPIRE OR VOICE ANY PROTESTS TO AN UMPIRE IN ANY SHAPE OR FORM
32. IF JUNIOR UMPIRE IS BEHIND THE PLATE, PROTESTS MUST BE HANDLED BY THE ADULT UMPIRE ON THE FIELD.