



LOUDOUN SOUTH LITTLE LEAGUE



BYLAWS

I. DEFINITIONS

1. Timelines

- a. Pre-season
 - i. The period of time from the release of team rosters prior to the first Regular Season game in a given division.
- b. Regular season
 - i. The period of time from the first game in a given division to the last scheduled Regular Season game in a division.
- c. Post-season
 - i. The period of time from the last scheduled Regular Season game in a given division until the last game of that division's end-of-season tournament, if applicable.

2. Playing Seasons

- a. Spring
 - i. The period of time extending from open tryouts through the end of regular season or post-season play; typically runs Feb 1 through June 15.
- b. All Star
 - i. The period of time commencing with the announcement during the Spring season of Tournament Team (All Star) rosters and extending until all tournament teams are eliminated from tournament play; typically June 15 through potentially end of August.
- c. Fall
 - i. The period of time beginning with opening of fields by Loudoun County Parks, Recreation, and Community Services (PRCS) and extending through the end of regular season and any post-season play; typically runs September 1 through second weekend in November.

3. Registration

- a. Registration Period
 - i. The period of time from the opening of player Registration for a given season to the closing of On-Time Registration for that playing season. The Registration Period shall be established by the Board of Directors prior to the opening of the Registration Period for each playing season. **NOTE:** The Board of Directors, may at its discretion for any given playing season, establish different Registration Periods for League divisions based on League demographics, expected enrollment, or other criteria.
- b. Waitlist Period
 - i. The period of time from the closing of On-Time Registration for a given playing season to the release of team rosters for that playing season.



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- c. Extended Waitlist Period
 - i. The period of time from the release of team rosters for a given playing season until the first game for any team in that playing season.
- d. On-time Registration
 - i. A player Registration completed during the Registration Period for a given playing season. All players completing an On-Time Registration are guaranteed a team assignment for that playing season.
- e. Waitlist registration
 - i. A player registration completed during the Waitlist or Extended Waitlist period. A player on any waitlist will be placed on a team if space permits.
- 4. Player
 - a. A member of the League.
 - b. A minor with amateur status of appropriate league age who resides within the boundaries of the League and has successfully completed a paid Registration for a given playing season.
NOTE: includes individuals who have been waived to participate in the League under Regulation II(d) or IV(h).
- 5. Manager
 - a. A member of the League.
 - b. An adult volunteer who has completed an application to manage a team, has registered online as a volunteer, completed the required annual paper-based volunteer application (background check form), and has received a favorable background check.
NOTE: Manager candidates may be required to complete an interview with the Board of Directors or a designated committee.
 - c. The person appointed by the League President and confirmed by the Board of Directors, who appears on the roster of a team and is responsible to the League for the organization, operations, conduct, and administration of that team, including any equipment issued to it.
- 6. Coach
 - a. A member of the League.
 - b. An adult volunteer who has expressed a desire to coach a team, has registered online as a volunteer, completed the required annual paper-based volunteer application (background check form), and has received a favorable background check.
 - c. A person appearing on the roster of a team and assisting the Manager in the conduct of the affairs of that team.



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7. Tryout

- a. An evaluation conducted by the League to determine the skill level of each Player who wishes to be considered for a draft division.

NOTE: No players, under any circumstance, shall be involuntarily dropped or dismissed from the League as the result of any such tryout or evaluation.

- b. The evaluation shall consist of objective and subjective components, to be scored and recorded by League volunteers and outside observers whenever possible. While standards may be adjusted depending on available facilities and manpower, the following illustrates typical evaluation criteria:

- i. Batting

- A. Contact

- i. Objective evaluation - 10 pitches

1. One (1) point per solid hit
 2. One-half (0.5) point per weak hit
 3. Zero (0) points per miss

- B. Mechanics

- i. Subjective evaluation of fundamental mechanics of hitting

- ii. Scored from 0 – 10

- ii. Fielding, Grounders

- A. Success

- i. Objective evaluation of ability to field ground balls cleanly – five (5) attempts

1. Two (2) points per successful attempt
 2. One (1) point per minor error
 3. Zero (0) points for no success

- B. Mechanics

- i. Subjective evaluation of fundamental mechanics of fielding ground balls

- ii. Scored from 0 – 10

- iii. Fielding, Fly Balls

- A. Success

- i. Objective evaluation of ability to field fly balls cleanly – five (5) attempts

1. Two (2) points per successful attempt
 2. One (1) point per dropped error
 3. Zero (0) points for no success

- B. Mechanics

- i. Subjective evaluation of fundamental mechanics of fielding fly balls



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- ii. Scored from 0 – 10
 - iv. Throwing
 - A. Accuracy
 - i. Objective evaluation of ability to hit a child target (roughly 5' tall) from 60 feet – five (5) attempts
 - 1. Two (2) points per successful attempt
 - 2. One (1) point for near but not easily caught
 - 3. Zero (0) points for nowhere close
 - B. Mechanics
 - i. Subjective evaluation of fundamental mechanics of throwing, including transition from fielding ground balls to throwing.
 - ii. Scored from 0 – 10
 - C. Velocity
 - i. Objective measurement using a radar gun
 - ii. Recording maximum velocity only.
 - v. Pitching (optional)
 - A. Accuracy
 - i. Objective evaluation of ability to hit the strike zone from 46' (Junior League: 60' 6") – five (5) attempts, fastballs only
 - 1. Two (2) points per successful attempt
 - 2. One (1) point for near, but a ball
 - 3. Zero (0) points for nowhere close
 - B. Mechanics
 - i. Subjective evaluation of fundamental mechanics of pitching
 - ii. Scored from 0 – 10
 - C. Velocity
 - i. Objective measurement using a radar gun
 - ii. Recording maximum velocity only.
8. Division Groups
- a. Beginners
 - i. Introduces players to the game of baseball.
 - ii. Youngest players hit only from a tee using a softer baseball; older players learn to hit a Coach-Pitched regulation baseball.
 - iii. Player, coach, and parent involvement is high.
 - iv. No tryouts.



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- v. Placement based solely on age and experience at the discretion of the Player Agent. Personal requests (place with my friend, etc.) may be considered at the Player Agent's discretion.
- vi. Limited to players league ages 4-7.
- b. Minor League
 - i. Emphasis on player skill development and the introduction of additional game elements (pitching, steals, bunting, etc.) as players age.
 - ii. Subdivided into age- and skill-based divisions with varying names (e.g., Single-A, Advanced, etc.) per season or need.
 - iii. Competitive (tryouts, player draft, standings, playoffs).
 - iv. Limited to players league ages 7-12.
 - v. Some All Star tournament play.
- c. Little League
 - i. Highly competitive (tryouts, player draft, standings, playoffs).
 - ii. Strict subdivisions based on player age (Majors, Juniors, Seniors, etc.)
 - iii. Limited to players 10-18.
 - iv. All Star tournament play.

II. POLICIES

1. Payment

- a. On-time registrations must be paid within 24 hours of registration
- b. Waitlist and extended waitlist registrations must not be paid until those registrations are pulled off the waitlist. Once pulled off the waitlist, those registrations must be paid within 24 hours

2. Refunds

- a. Full refund of registration fee
 - i. On or before the end of on-time registration
- b. Registration fee minus \$25 processing fee
 - i. On or before the announcement of team rosters.
- c. Registration fee minus \$50 processing fee
 - i. On or before one (1) week prior to the first scheduled regular season game.
- d. No refund
 - i. One (1) week prior to the first scheduled regular season game or later.

3. Insurance Deductible Reimbursement

- a. The League will reimburse an individual up to the full amount of the \$50 Little League Accident Insurance deductible, upon presentation of sufficient documentation to the League Safety Officer and Treasurer.



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4. **Unscheduled Practices and Events**
 - a. Only those practices and other events officially sanctioned by the League, and scheduled by the League scheduler shall be covered by League and Little League insurance.
 - b. The League scheduler shall be responsible for the official coordination and scheduling of all events through the League website; if an event is not scheduled through the website, it does not exist for League and insurance purposes.
 - c. Managers, Coaches, and any other League Members shall not use the official League website to communicate with Members about unofficial events.
5. **Rescheduling Games, Practices, and Events**
 - a. In the event that inclement weather, player availability, field blackout, or other just causes force the cancellation of League event(s), the League scheduler shall work with the affected Managers to reschedule those events as expeditiously and as fairly as possible.
 - b. To ensure that Little League objectives relating to mandatory games scheduled for All Star qualification purposes are met, the priorities below shall be used to establish an order of precedence for rescheduling where availability of appropriate fields is an issue.

NOTE: Since Junior League events take place on the larger diamond, they do not currently conflict with any other division and are not listed here.

 - i. **Regular Season**
 - A. Majors games
 - B. AAA games
 - C. AA games
 - ii. **All Star Season**
 - A. Little League All Star scrimmages
 - B. Little League All Star practices
 - C. 10-11 All Star scrimmages
 - D. 9-10 All Star scrimmages
 - E. 10-11 All Star practices
 - F. 9-10 All Star practices
 - c. If a game or other event listed above would normally be cancelled, and a suitable field remains available with a lower-priority division event on it, the League scheduler will move the to-be-cancelled event to the other field.
 - d. This process may be repeated at League scheduler discretion to accommodate all teams displaced in this manner.
6. **Umpire Scholarship**
 - a. Youth



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- i. The League shall contribute to the scholarship of each youth the sum of \$30 per game umpired (**Junior League:** \$45 per game umpired).
 - ii. Scholarships shall be rendered payable at the conclusion of each season and upon return of any League-issued umpire equipment in good working order.
 - b. Adult
 - i. The League shall issue a scholarship credit equal to and applicable only to the registration fee for one (1) League player for an upcoming season for a series of games worked:
 - A. Spring season
 - i. One (1) scholarship for each seven (7) games worked.
 - B. Fall season
 - i. One (1) scholarship for each six (6) games worked.
 - ii. Scholarship credits shall be issued at the conclusion of each season upon return of any League-issued umpire equipment in good working order.
- 7. Attendance
 - a. Players
 - i. Practice
 - A. Any player that fails to attend 50% of practices may, at manager request and Board of Directors discretion, be removed from the League.
 - B. Such action may be taken no earlier than one (1) week prior to the first scheduled game.
 - ii. Games
 - A. A player with two (2) unexcused absences from games may, at manager request and Board of Directors discretion, be removed from the League.
 - B. The player and parent shall be afforded the opportunity to explain their actions during a Special Meeting of the Board of Directors.
 - b. Umpires
 - i. One (1) unexcused absence from an umpire assignment ("no show") shall be cause for removal from the Umpire List at the sole discretion of the Umpire-in-Chief.
 - ii. Repeated late arrival, or failure to be properly attired may also be cause for removal from the Umpire List at the sole discretion of the Umpire-in-Chief.
- 8. Field Maintenance
 - a. Responsibilities



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- i. It shall be the responsibility of all members of the League to ensure that all fields allocated to and used by the League are properly cared for.
 - ii. All members of the League must abide by field closure decisions made by PRCS, Loudoun County Public Schools, the League, or other responsible authority. Failure to comply shall result in disciplinary action by the League or other authorities.
 - iii. Issues with field conditions such as overgrown grass or weeds, standing water, insect infestations (bees, wasps, ants, ticks, etc.), needed repairs, or other unsafe playing conditions shall be reported in writing to the Facilities Director as soon as possible after their occurrence.
 - iv. Missing or damaged field equipment should be reported in writing to the Facilities Director as soon as possible.
- b. Duties
- i. The actual field maintenance activities required shall be coordinated through the League Facilities Director, and shall be communicated to all managers at the semi-annual Coaches Meeting prior to the start of a given season.
 - ii. The manager of each team shall be responsible to ensure that all players, coaches, and parents adhere to all required field maintenance and upkeep duties.
- c. Penalties
- NOTE:** As all fields used by the League are owned by organization other than the League, proper field maintenance and care is vital to continued access to these facilities. All League members, volunteers, and parents may be subject to the penalties for failure to comply with any written League, school, or county policy, which shall be:
- i. First offense - a written reminder shall be issued to **ALL** members of the League, reminding everyone of their responsibilities with respect to field upkeep.
 - ii. Second offense - a written warning shall be issued to the manager of the offending team and team members, stating the nature of the offense(s) and reiterating expectations of compliance and possible penalties.
 - iii. Third (and subsequent) offense - the offending team shall lose one (1) practice slot, irrespective of the violation, location, or circumstances.

EXCEPTION: If any violation is determined to be deliberate, the Board of Directors reserves the right to impose more severe penalties, including removal from the League.



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9. Mandatory Play

a. Responsibilities

- i. It shall be the responsibility of each manager to ensure that all players on his team meet mandatory play in each game played, including all mandatory play set forth in the Official Rules and Regulation as well as any local League rules established for that division.
- ii. It shall be the responsibility of each manager to report any known violations of mandatory play by the opponent in each game played.

b. Penalties

- i. First offense – Written reprimand.
- ii. Second offense – Suspension for the next physically-played game.
- iii. Third offense – Suspension for the remainder of the season.

NOTE: If the violation is determined to be deliberate, the Board of Directors reserves the right to impose more severe penalties, including removal from the League.

10. Concussion Awareness

a. Volunteers

- i. Each adult volunteer shall complete a brief concussion awareness training program and provide certification of completion to the League Safety Officer.

NOTE 1: The League requires this certification in order to comply with Code of Virginia § 22.1-271.5, Loudoun County Public Schools policy related to use of public facilities by sports organizations, and Loudoun County Parks, Recreation, and Community Services agreements for use of county facilities.

NOTE 2: Adult managers, coaches, and umpires will **NOT** be allowed onto a field without League evidence of certification.

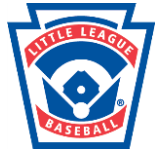
- ii. Certification expires at the conclusion of the fall season.
- iii. The League may present evidence of a volunteer's certification to other parties upon official request, including, but not limited to, officers of Little League and its designated representatives, as well as Virginia state and county officials.

b. Parents

- i. Parents shall review with their players a "Concussion Guidelines" acknowledgement form, which outlines the symptoms of and protocols for return from a concussion or suspected concussion.
- ii. Each player and parent shall sign this acknowledgement and return it to their team manager prior to or at the start of the first practice.



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NOTE: Acknowledgement forms expire at the conclusion of each season; newly-completed forms *may* be required for All Star participation.

- iii. Each manager shall keep all signed acknowledgements, along with other required medical forms, and have them available at all practices and games.

III. DIVISIONS AND PLACEMENT

1. Spring Season

NOTE: "League Age" refers to the player's age as of December 31 of the calendar year in which the season occurs (*e.g.*, age on 12/31/2015 for the Spring 2015 season).

a. Beginners Division Group

i. T-Ball

- A. One (1) Manager and three (3) Coaches.
- B. All players league age 5.
- C. All players league age 6 **WITHOUT** a prior season of T-Ball experience.

NOTE: Per Little League regulations, there are no exceptions to this policy.

ii. Instructional

- A. Hybrid T-Ball/Coach-pitch division.
- B. One (1) Manager and three (3) Coaches.
- C. Players league age 6 **WITH** a prior season of T-Ball experience.
NOTE: Per Little League regulations, there are no exceptions to this policy.
- D. Players league age 7 **WITHOUT** a prior season of T-Ball experience, at parent request and with League Player Agent approval.
- E. Players league age 7 with a sibling in this division, at parent option and with League Player Agent approval.

iii. Rookie

- A. Coach-Pitch division.
- B. One (1) Manager and three (3) Coaches.
- C. All players league age 7 who do not try out.
- D. All players league age 7 who try out for and are not drafted into the Single-A division.
- E. Players league age 8 with a sibling in this division, at parent option and with League Player Agent approval.

b. Minor League Division Group

i. A (Single-A)

- A. Hybrid Coach-Pitch/Player-Pitch division.



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- B. Competitive with end-of-season playoffs.
- C. Mandatory tryouts held.
- D. One (1) Manager and three (3) Coaches.
- E. Players league age 7 who try out **AND** achieve an acceptable evaluation score and are drafted.
- F. Players league age 8 who are not drafted into the AA division.
- ii. AA
 - A. Kid pitch division.
 - B. Competitive with end-of-season playoffs.
 - C. Mandatory tryouts held.
 - D. One (1) Manager and two (2) Coaches.
 - E. Players league age 7 by parent request **AND** with Player Agent approval **AND** who achieve an acceptable evaluation score and are drafted.
 - F. Players league age 8 who achieve an acceptable evaluation score and are drafted.
 - G. Players league age 9 who are not drafted into the AAA division.
- iii. AAA
 - A. Highly competitive – final preparation for Majors-level play.
 - B. End-of-season playoffs.
 - C. Mandatory tryouts held.
 - D. One (1) Manager and two (2) Coaches.
 - E. Players league age 9 who are drafted.
 - F. Players league ages 10-11 who request **NOT** to play Majors
 - G. Players league ages 10-11 who are not drafted into Majors division.
NOTE: Only players league ages 10-11 who were not drafted into the Majors division may be called up as replacement players to a Majors team.
 - H. Players league age 12 who waive their right to play Majors.
NOTE: A formal Regulation V(e) waiver must be filed with the League by the player's parents. Players so waived may not pitch in AAA, nor be recalled to Majors.
- c. Little League/Junior League/Senior League Division Group
 - i. Majors
 - A. Highly competitive – pinnacle of small diamond play.
 - B. End-of-season playoffs.
 - C. All Star tournament play.
 - D. Mandatory tryout/player evaluation.



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- E. One (1) Manager and two (2) Coaches.
- F. All players league ages 11-12 who have previously played in this division.
- G. Players league age 10 who achieve an acceptable evaluation score and are drafted.
- H. Players league age 11 who achieve an acceptable evaluation score and are drafted.
- I. All players league age 12 who have not requested to play in the AAA division.
- ii. Juniors
 - A. Highly competitive – introduction to big diamond play.
 - B. Interleague play with neighboring leagues.
 - C. All Star tournament play.
 - D. Mandatory tryout/player evaluation.
 - E. One (1) Manager and two (2) Coaches.
 - F. All players league ages 13-14.
- iii. Seniors
 - A. Highly competitive.
 - B. Interleague play with neighboring leagues.
 - C. All Star tournament play.
 - D. Mandatory tryout/player evaluation.
 - E. One (1) Manager and two (2) Coaches.
 - F. All players league ages 15-16.

2. Fall Season

NOTE 1: “League Age” refers to the player’s age as of December 31 of the calendar year in which the season occurs (*e.g.*, age on 12/31/2015 for the Fall 2015 season)

NOTE 2: No tryouts or player evaluations are held; placement is strictly based on age, experience, and prior season manager assessment(s), when available.

NOTE 3: Since Fall enrollment tends to be smaller, the League, at its discretion, may combine some divisions to provide a better practice and playing experience.

- a. Beginners Division Group
 - i. T-Ball
 - A. One (1) Manager and three (3) Coaches.
 - B. All players league age 5.
 - C. Players league age 6 *WITHOUT a prior season of Spring T-Ball experience.*
NOTE: Per Little League regulations, there are no exceptions to this policy.
 - ii. Instructional



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- A. Hybrid T-Ball/Coach-Pitch division.
- B. One (1) Manager and three (3) Coaches.
- C. Players league age 6 *WITH a prior season of Spring T-Ball experience.*
- iii. Rookie
 - A. Coach-Pitch division.
 - B. One (1) Manager and three (3) Coaches.
 - C. Players league age 7.
- b. Minor League Division Group
 - i. Intermediate
 - A. Hybrid Coach-Pitch/Kid-Pitch division
 - B. One (1) Manager and three (3) Coaches.
 - C. All players league age 8.
 - ii. Advanced Intermediate
 - A. Kid-Pitch division.
 - B. Competitive with end-of-season playoffs.
 - C. May involve interleague play depending on division size.
 - D. One (1) Manager and two (2) Coaches.
 - E. Players league age 9.
 - F. Players league age 10 not assigned to Advanced division.
 - iii. Advanced
 - A. Competitive with end-of-season playoff.
 - B. May involve interleague play depending on division size.
 - C. One (1) Manager and two (2) Coaches.
 - D. Players league age 10-12.
- c. Little League/Junior League /Senior League Division Group
 - i. Juniors
 - A. Competitive – introduction to big diamond play.
 - B. End-of-season playoffs.
 - C. May involve interleague play depending on division size.
 - D. One (1) Manager and two (2) Coaches.
 - E. Players league age 12 with Player Agent approval.
 - F. All players league age 13-14.
 - ii. Seniors
 - A. Competitive
 - B. End-of-season playoffs.
 - C. May involve interleague play depending on division size.
 - D. One (1) Manager and two (2) Coaches.
 - E. All players league age 15-16.

IV. ROSTER SIZE



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1. Unless specifically mandated by the *Little League Baseball Official Regulations and Playing Rules*, the League Player Agent has sole discretion in determining roster sizes to best accommodate players and teams.
2. Divisions will be organized whenever possible with an even numbers of teams to best facilitate use of available resources.
3. Within the constraints of division makeup, player age, skill, and available and qualified Players and Managers, rosters shall generally consist of:
 - a. Spring Season
 - i. T-Ball: 10-12 Players.
 - ii. Instructional: 12-14 Players.
 - iii. Rookie: 12-13 Players.
 - iv. A: 12-13 Players.
 - v. AA: 12-13 Players.
 - vi. AAA: 12 Players.
 - vii. Majors: 12 Players.
 - viii. Juniors: 12-14 Players.
 - ix. Seniors: 12-14 Players.
 - b. Fall Season
 - i. T-Ball: 10-12 Players.
 - ii. Instructional: 12-14 Players.
 - iii. Rookie: 12-13 Players.
 - iv. Intermediate: 12-13 Players.
 - v. Advanced Intermediate: 12-13 Players.
 - vi. Advanced: 12-13 Players.
 - vii. Juniors: 12-14 Players.
 - viii. Seniors: 12-14 Players.

V. PLAYER SELECTION

1. Spring Season
 - a. Beginners Division Group
 - i. The Player Agent shall have complete authority as to the makeup of the teams within each respective division in this group.
 - ii. The Player Agent shall allocate players to each division and in then in turn to each team within that division based on the criteria defined above.
 - iii. Unless otherwise requested by their parents, all siblings that are eligible for the same Beginners division (*e.g.*, all in T-Ball, or all in Instructional, etc.) will be placed on the same team.
 - iv. At the Player Agent's discretion, all reasonable requests for specific coaches, teammates, or teams may be honored.



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- b. Minor League/Little League/Junior League/Senior League Division Groups
 - i. Eligibility
 - A. Each division within the Minor League, Little League, Junior League, and Senior League division groups shall conduct a player selection draft to fill the roster of each team.
 - B. All players shall be implicitly released from any previous team prior to the draft, and shall be available for selection to any team within a division to which they have qualified via tryout and evaluation.
 - ii. Pre-selection of Coaches
 - A. A manager shall select coaches from the ranks of eligible parents of those players drafted or from other eligible adult members of the League.
 - B. A manager may select one (1) coach prior to the draft, to assist with player review and selection.
 - iii. Options and Slotting
 - A. A manager and his coach shall always have the option NOT to select their own qualified child(ren) for that team.
NOTE: This option must be declared in writing to the Player Agent no later than two (2) days before the draft for that division.
 - B. If a manager or coach chooses not to exercise this option, then those player(s) shall be slotted into round(s) of the draft based on evaluation scores and at the discretion of the Player Agent.
 - iv. Sibling Options
 - A. Minor League Division Group
 - i. Upon parent request, two or more siblings may play on different teams within the same division. In this case, siblings shall be drafted as with any other player.
 - ii. Otherwise, siblings will be drafted as follows:
 - 1. Each player will be slotted into a draft round based on their tryout evaluation scores by the Player Agent.
 - 2. After the first sibling is drafted, any of that player's eligible sibling(s) will automatically be assigned to the same team in the round slot(s) determined by the Player Agent.
NOTE: the first sibling **MUST** be taken no later than the round in which it is guaranteed that all sibling(s) can be taken by a single team.



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- B. Little League/Junior League Division Groups
 - i. When there are two or more siblings in the draft, and the first sibling is drafted, the manager shall automatically have the option to draft the other siblings as his next pick(s).
 - ii. If the manager does not immediately exercise this option, the other sibling(s) are immediately available to be drafted by any team within the division.
- v. Order
 - A. All Division Groups
 - i. The selection order of the first round shall be determined at random by the Player Agent.
 - ii. The selection order shall then proceed in a serpentine fashion through the remaining rounds of the draft.
EXAMPLE: the last team selecting in the 1st round shall be the first team selecting in the 2nd round.
 - vi. Age-Based Roster Caps
 - A. Minor League Division Group
 - i. AAA Division
 - 1. All players league age 11-12 on the draft sheet must be selected.
 - 2. The number of players league age 10 selected must at least equal the total number of players league age 10 on the draft sheet MINUS one player for each team in the AA division.
EXAMPLE: There are 19 players of league age 10 on the AAA draft sheet; there are six (6) AA teams. In this case thirteen (13) players league age 10 must be drafted; only six (6) 10 year olds may remain undrafted in the AAA draft.
 - 3. If at any time the number of remaining draft slots is equal to the number of players league age 11 PLUS the number of must-draft players league age 10 still on the draft sheet, then all teams must draft 10 and 11-year old players.
 - 4. If at any time the number of remaining draft slots is equal to the number of players league age 11 still on the draft sheet, then all teams must draft 11 year old players.



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ii. AA Division

1. All players league age 10 on the draft sheet must be selected.
2. The number of players league age 9 selected must at least equal the total number of players league age 9 on the draft sheet MINUS one player for each team in the Single-A division.
EXAMPLE: There are 14 players of league age 9 on the AA draft sheet; there are eight (8) Single-A teams. In this case at least six (6) players league age 9 must be drafted; only eight (8) 9 year olds may remain undrafted in the AA draft.
3. If at any time the number of remaining draft slots is equal to the number of players league age 10 PLUS the number of must-draft players league age 9 still on the draft sheet, then all teams must draft 9 and 10-year old players.
4. If at any time the number of remaining draft slots is equal to the number of players league age 10 still on the draft sheet, then all teams must draft 10 year old players.

iii. Single-A Division

1. All players league age 9 on the draft sheet must be selected.
2. The number of players league age 8 selected must at least equal the total number of players league age 8 on the draft sheet MINUS one player for each team in the Beginners Rookie division.
EXAMPLE: There are 22 players of league age 8 on the Single-A draft sheet; there are seven (7) Single-A teams. In this case fifteen (15) players league age 8 must be drafted; only seven (7) 8 year olds may remain undrafted in the Single-A draft.
3. If at any time the number of remaining draft slots is equal to the number of players league age 9 PLUS the number of must-draft players league age 8 still on the draft sheet, then all teams must draft 8 and 9-year old players.



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4. If at any time the number of remaining draft slots is equal to the number of players league age 9 still on the draft sheet, then all teams must draft 9 year old players.

B. Little League/Junior League Division Groups

i. Juniors/Seniors Divisions

1. No restrictions.

ii. Majors Division

1. No more than eight (8) players of any specific league age 10-12 may be on any team. All 12 year olds on the draft sheet must be drafted.
2. If at any time a team has eight (8) players of league age 12 on its roster, it may draft no additional 12 year olds.
3. If at any time the number of remaining players league age 12 on the draft sheet is equal to the number of remaining draft positions available to 12 year olds – *i.e.*, the number of Majors teams TIMES 8 MINUS the number of players league age 12 who have already been selected in the draft – then all teams are required to draft 12-year olds.

NOTE 1: The proceedings of each draft shall remain secret.

NOTE 2: The players selected and rosters established by the draft, including coach candidates, shall remain secret until released by the Player Agent.

2. Fall Season

a. All Division Groups

- i. The Player Agent shall have complete authority as to the makeup of the teams within each respective division in the League.

NOTE: Prospective manager input may be sought at the Player Agent's discretion.

- ii. The Player Agent shall allocate players to each division and in then in turn to each team within that division based on the criteria defined above.
- iii. At the Player Agent's discretion, all reasonable requests for specific coaches, teammates, or teams may be honored.

VI. ROSTER VACANCIES

1. Spring Season

a. Pre-season

- i. Juniors



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- A. If a team loses a player to withdrawal for any reason, the manager shall select a replacement player from the waitlist at the Player Agent's discretion.
- ii. Majors
 - A. If a team loses a player to withdrawal for any reason, the Player Agent will present the affected manager with a list of available players from the waitlist or the AAA division.
NOTE: Available players for Majors are restricted to those players league ages 10-11 who attended the Majors division player evaluation and have indicated a desire to play Majors.
 - B. The manager shall select a replacement player from the Player Agent's list.
 - C. The Player Agent shall contact the potential replacement player's parents for their consent to the player moving to the Majors division.
 - i. If **YES**, then the player is assigned to that Majors team.
 - ii. If **NO**, then the manager must select a new potential replacement from the list.
NOTE: Any AAA player denying call-up to the Majors division shall play the season in AAA and be removed from the Player Agent's list.
- iii. Minors
 - A. If a team loses a player to call-up or withdrawal for any reason, the manager shall select a replacement player from the waitlist at the Player Agent's discretion, if an eligible player is on the waitlist.
 - B. If no eligible players are on the waitlist, a call-up from the next lower division may be done, at the Player Agent's discretion.
- iv. Beginners
 - A. If a team loses a player to withdrawal for any reason, the Player Agent shall assign a replacement player from the waitlist, at the Player Agent's discretion.
- b. Regular Season
 - i. Juniors/Seniors
 - A. Replacement players are not available.
 - ii. Majors
 - A. If a team releases a player, a replacement shall be selected from the AAA division, using the procedure defined in (ii)(A-C) above.
 - iii. Minors



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- A. If a team loses a player for any reason (including call-up to a higher division), a replacement player may be selected from the next lowest division at the Player Agent's discretion.
- B. The Player Agent will present the affected manager with a list of available players.
- C. The manager shall select a replacement player from the Player Agent's list.
- D. The Player Agent shall contact the potential replacement player's parents for their consent to the player moving to this division.
 - i. If **YES**, then the player is assigned to that Team.
 - ii. If **NO**, then the manager must select a new potential replacement from the list. The Player declining promotion shall spend the remainder of the season on their current team.

iv. Beginners

- A. Replacement players may be assigned from the waitlist at the Player Agent's discretion.

c. Post-season

- i. No replacement player will be provided for a team dropping below its roster complement during the final two weeks of the Regular Season.
EXAMPLE: The Regular Season ends June 4. No team will receive a replacement Player after May 21.

2. Fall Season

- a. All roster vacancies shall be filled solely at the discretion of the Player Agent from the waitlist.

VII. REGULAR SEASON PLAY

1. Standings

- a. All competitive divisions (Seniors, Juniors, Majors, Minors) shall keep standings for each team.
- b. Each Manager or his designee is responsible for entering into the League website the score, pitch count, and catcher innings caught for each game within 24 hours of completion.
- c. Standings shall be calculated using the following criteria, in descending order of importance:
 - i. Overall Wins
NOTE: in divisions where ties are permitted, wins are computed as (Wins x 2) + Ties [*i.e.*, ties are worth ½ win to each team]
 - ii. Head-to-head record
 - iii. Runs allowed



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- d. If teams remain tied after all tie-breakers are factored in, a coin-flip shall be used to determine the higher standing.

2. Pool Players

- a. Beginners Division Group
 - i. Pool players will not be provided.
- b. Minor League/Little League/Junior League Division Groups
 - i. If a team has ten (10) or fewer players available for a game, the Manager may request pool player(s) from the Player Agent.
 - ii. The Player Agent will identify and attempt to assign to that team Player(s) from the pool, based solely on Player availability until the game-time roster size reaches ten (10) Players.
 - iii. Each Player so assigned:
 - A. Shall wear their existing team uniform and cap.
 - B. Shall meet all mandatory play requirements for pool players:
 - i. Play nine (9) consecutive defensive outs.
 - ii. Bat at least once.
 - iii. Meet any mandatory infield/outfield play (Minors only).
 - C. Shall not pitch.
 - D. Shall bat last in the lineup.
 - E. Shall catch for no more than two (2) innings (Minors only).
 - iv. Any pool Player requested who accepts and arrives at a game site must meet pool player mandatory play EVEN IF the rostered player(s) being replaced are also present.

VIII. POST-SEASON PLAY

1. Spring Season

- a. All competitive division groups (Minor League, Little League, Junior League, Senior League) shall have a tournament at the conclusion of the Regular season.

NOTE: The Juniors/Seniors divisions may conduct their tournament in accordance with any established interleague agreements. The League champion shall be the Regular Season champion as determined by the overall standings.
- b. Regular season standings shall be used to seed the teams.
- c. The bracket formats defined in **Attachment A** shall be used to define the actual format and opponent matchups, depending on division size.
- d. Throughout the playoffs, the higher seed shall always be the home team.
- e. The playoffs shall culminate with a championship ("World Series") pitting the final two teams in each division against one another.

2. Fall Season



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- a. All competitive division groups (Minor League, Little League) may, at the discretion of the Board of Directors, and schedule-permitting, have a single-elimination tournament at the conclusion of the Regular season.

NOTE: The Juniors/Seniors divisions may conduct their tournament in accordance with any established interleague agreements. The League champion shall be the Regular Season champion as determined by the standings.

- b. The tournament structure shall be a blind-draw format as fits each division.

IX. ALL STAR SELECTION

1. The League shall participate in the annual Little League International Tournament (“All Star Tournament”) in the 9-10 Year Old, 10-11 Year Old, Little League, and Junior League divisions. The League may also optionally field additional team(s) to participate in local Special Games tournaments. Each team shall consist of twelve (12) or more players, a Manager, and two (2) Coaches, up to the maximum roster size permissible per division.
2. Any Player, Manager, or Coach desiring to participate as an All Star must complete a League application prior to the deadline established each year by the Board of Directors.

- a. The application shall constitute the commitment of the applicant to remain available for all practices, games, and events, from the announcement of Tournament Teams on or about June 15 of each year, through the end of the tournament for that team, which may be as late as September 1.

NOTE: events, including practices and tournament games may be scheduled as early as 9:00 AM to accommodate schedules.

- b. Completion of an application does not guarantee selection to any team; however, failure to complete an application may result in being left off a team.
- c. Each applicant **MUST** list any and all planned absences (vacation, day/overnight camp, wedding, etc.) throughout the entire duration of the tournament, or any other constraint that may keep the individual from full participation during the tournament.

NOTE: applicants are required to divulge this information, but its inclusion on the application shall not represent automatic disqualification of the applicant from any tournament team. **However**, failure to divulge known absences may be grounds for exclusion from a tournament team or immediate dismissal from a tournament team once announced.

3. Each Tournament Team shall be formed from the following League Members, who must appear on the official League rosters as filed with Little League and be in good standing with the League:

- a. Manager

- i. The Junior League All Star team Manager shall be a Manager or Coach of a Regular Season Juniors team.



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- ii. The Little League All Star team Manager shall be a Manager or Coach of a Regular Season Majors team.
 - iii. The 8-9, 9-10, and 10-11 All Star team Managers shall be Managers or Coaches of Regular Season Majors or Minors teams.
 - b. Coaches
 - i. Junior League All Star team Coaches shall be Managers or Coaches of Regular Season Juniors teams.
 - ii. Little League All Star team Coaches shall be Managers or Coaches of Regular Season Majors teams.
 - iii. 8-9, 9-10 and 10-11 All Star team Coaches shall be Managers or Coaches of Regular Season Majors or Minors teams.
 - c. Players
 - i. All Players must be eligible for participation by virtue of having played in 60% of their Regular Season team's scheduled and completed games, or have been officially waived by District, Regional, or Charter Committee direction as necessary for participation.
 - ii. Players for each All Star team shall be drawn from the League as follows:
 - A. Junior League All Star team Players shall be Players on Regular Season Juniors teams.
 - B. Little League All Star team Players shall be Players on Regular Season Majors teams.
 - C. 9-10 and 10-11 All Star team Players shall be Players on Regular Season Majors or Minors teams.
 - D. 8-9 All Star team Players shall be Players on Regular Season Minors teams.
- 4. The process for the selection of Tournament Teams shall be:
 - a. Manager
 - i. The President of the League shall issue a "call for candidates" to be due by May 15 of each year.

NOTE: the call for candidates shall be addressed to all qualified individuals as indicated in (3)(a) above.
 - ii. The President shall collect and review each application, and forward the list of applicants to the Board of Directors.
 - iii. Each manager applicant may, at the discretion of the Board of Directors, be interviewed by the Board of Directors or a designated committee of Directors.
 - iv. The Board of Directors shall evaluate and select All Star team managers from the interviewed candidates.



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NOTE: there are no guarantees that a manager's player will be selected to the Manager's team or any All Star team.

b. Coaches

- i. The President of the League shall issue a "call for candidates" to be due by May 15 of each year.

NOTE: the call for candidates shall be addressed to all qualified individuals as indicated in (3)(b) above.

- ii. The President shall collect and review each application, and forward the list of applicants to the Board of Directors.
- iii. The Board of Directors shall review the candidates.
- iv. Each Manager shall select two (2) prospective Coaches from the list of eligible Coach applicants at the time of player selection.
- v. The Board of Directors shall approve all Coach selections.

c. Players

- i. The Player Agent shall distribute All Star commitment forms to all Players league ages 8-14 in the AA, AAA, Majors, and Juniors divisions, and collect them by the due date established by the Board of Directors, but no later than May 31.

NOTE: Those Players league age 12 who have waived down to the AAA division are not eligible for All Star play.

- ii. Each Juniors, Majors, AAA, and AA manager shall prepare and distribute a ballot to each Player on the team.

- A. Each player shall indicate their top six (6) player selections from their own team on the ballot. Players may vote for themselves.

NOTE: All players, irrespective of whether they wish to be considered for a tournament team, shall be on the team ballot.

- B. The manager shall tally the player votes and meet with his coaches to review the results.

- C. The manager and coaches shall assemble a list on the League-provided form of recommended All Stars from their team based on player ballots and coaching staff observations.

- i. Recommended players shall be ranked relative to one another (1, 2, 3, etc.).
- ii. Recommendations should be made without regard to which All Star team any specific player may play.
- iii. There is no specific limit to the number of Players that may be submitted, however a probable guide for recommendations per team would be:

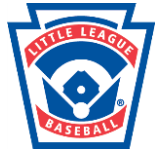


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1. Juniors: 7-8 Players
 2. Majors: 6-8 Players
 3. AAA: 3-6 Players
 4. AA: 1-2 Players
- iii. Each Manager shall submit his team's list of candidates to the President by the due date established by the Board of Directors but not later than May 31.
 - iv. The President will combine all team recommendations and Player applications and create a list of candidates for All Star teams.
 - v. The President and Player Agents will meet collectively with the selected All Star managers and present the list of candidates for consideration.
NOTE 1: The Little League (11/12) All Star team shall have priority in player selection.
NOTE 2: In the event that a player thought to be an All Star candidate has not submitted an application, has indicated that he will not be available, or has indicated that he does not wish to participate, the President shall confirm the player's intentions with the parents and Player.
NOTE 3: It shall be the desire of the League that players with continuing participation in the League shall have preference for selection to a team over those with participation gaps, unless such gaps are for medical or residence reasons.
 - vi. The President will present the selected All Star teams to the Board of Directors for final approval.
 - A. If the Board of Directors does not approve a team, the Board of Directors shall provide the manager of that team with its rationale, and the manager shall re-submit.
 - vii. The President shall publicly announce each All Star team on the date on which, by Little League regulation, each respective division can be announced.



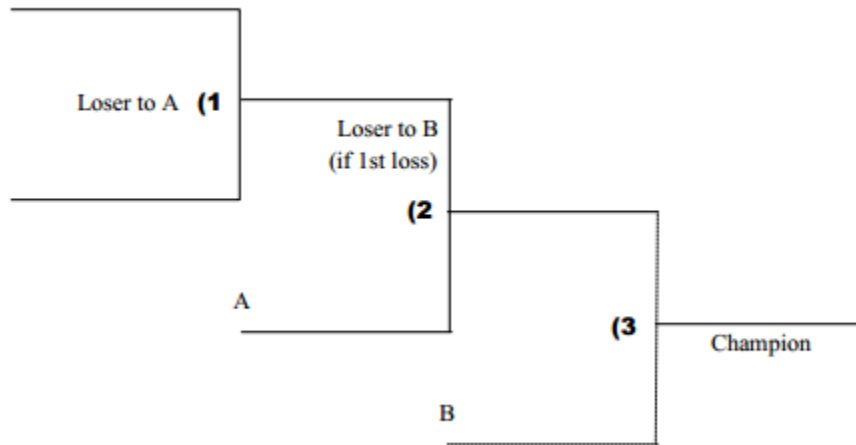
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ATTACHMENT A – Post-Season Tournament Bracket Formats

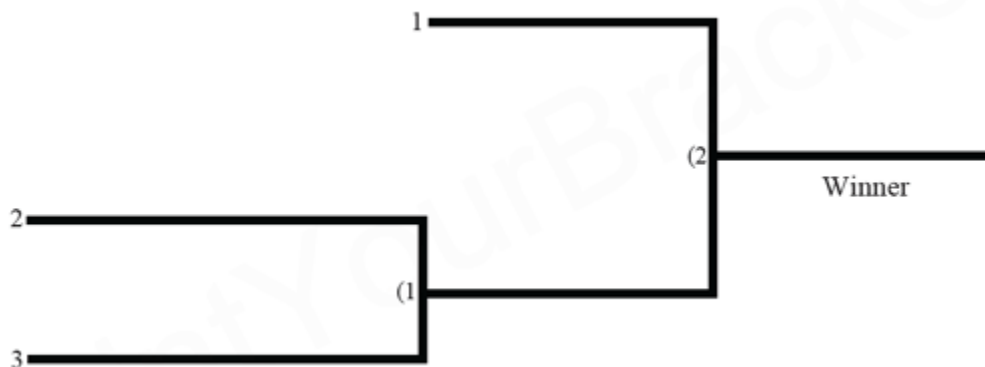
I. Two-Team Division

NOTE 1: Double-elimination format

NOTE 2: The Board of Directors may choose to adopt a single-elimination format based on participation, schedules, etc.



II. Three-Team Division



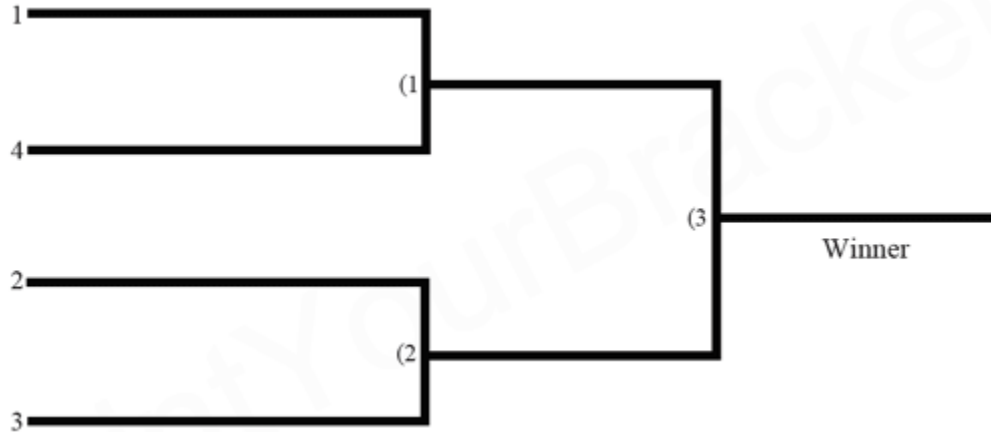


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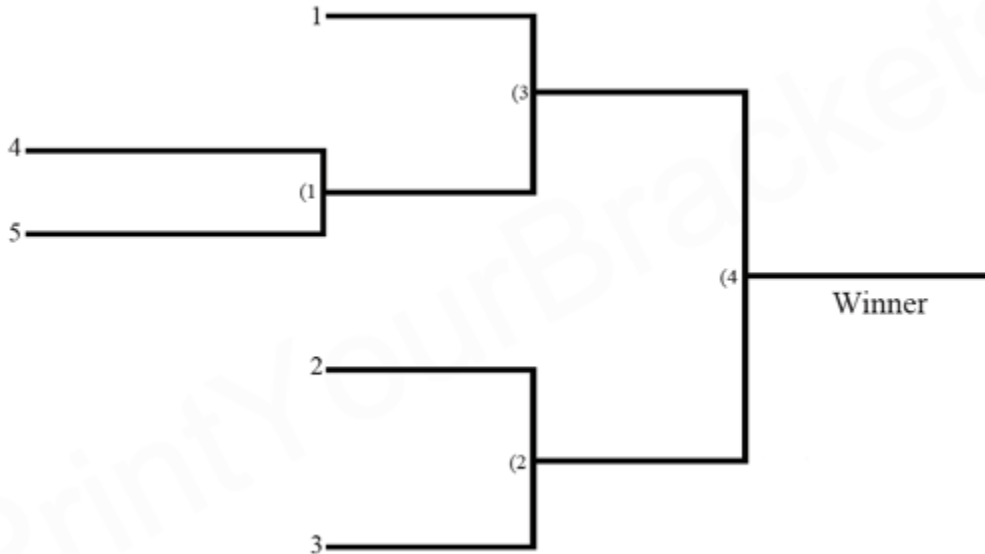


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III. Four-Team Division



IV. Five-Team Division





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V. Six-Team Division



VI. Seven-Team Division





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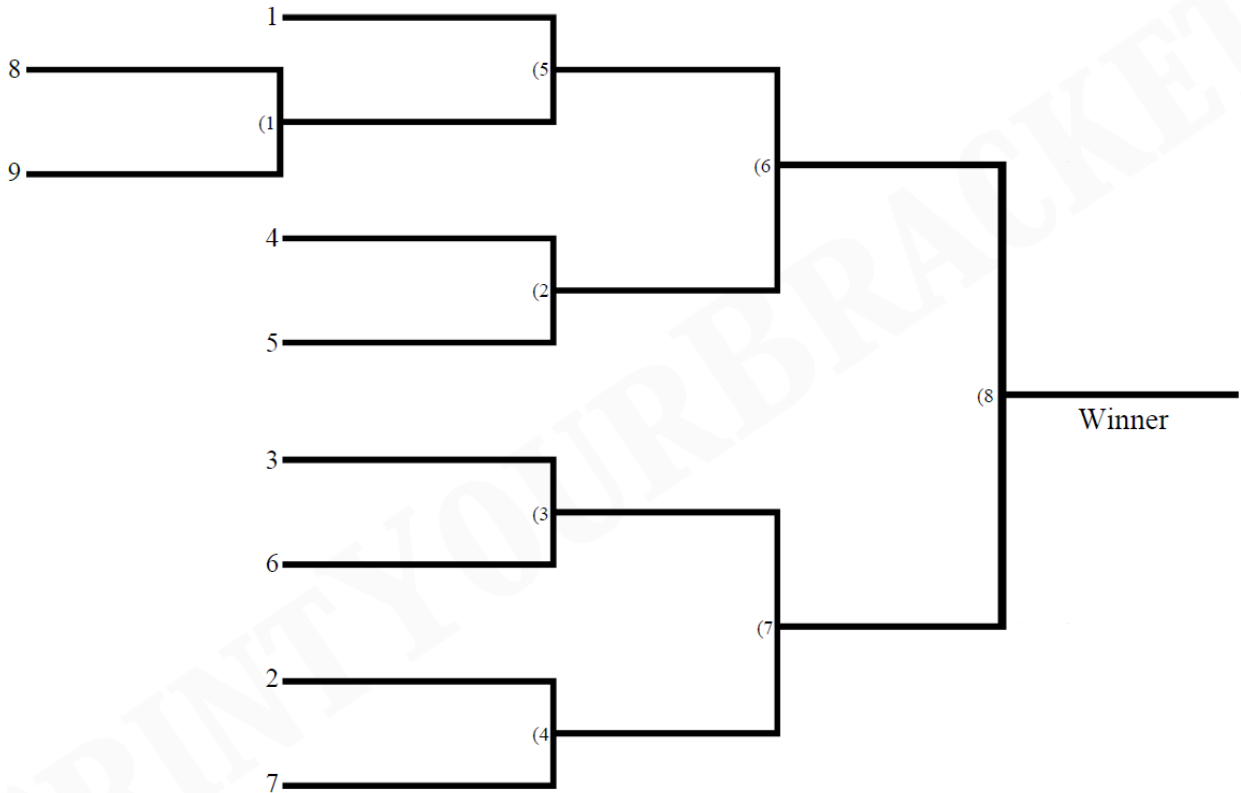


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VII. Eight-Team Division



VIII. Nine-Team Division



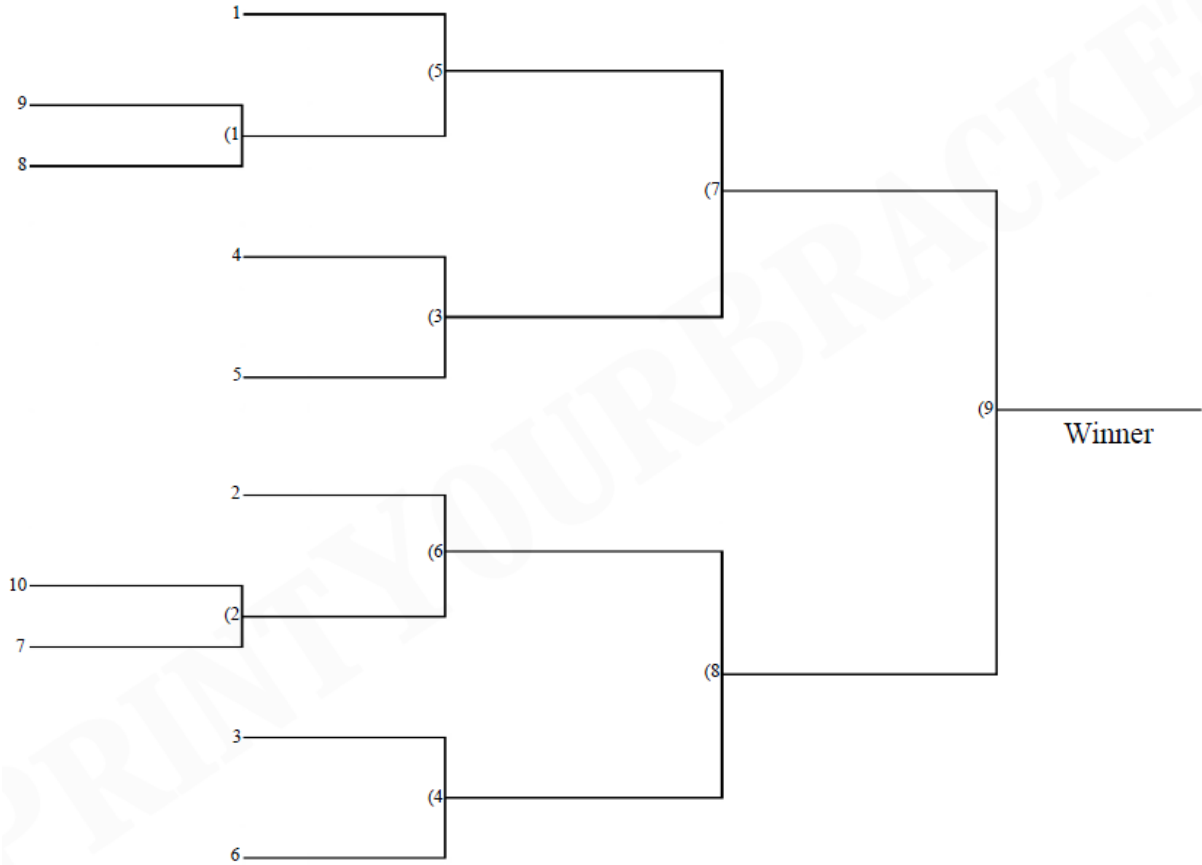


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IX. Ten-Team Division



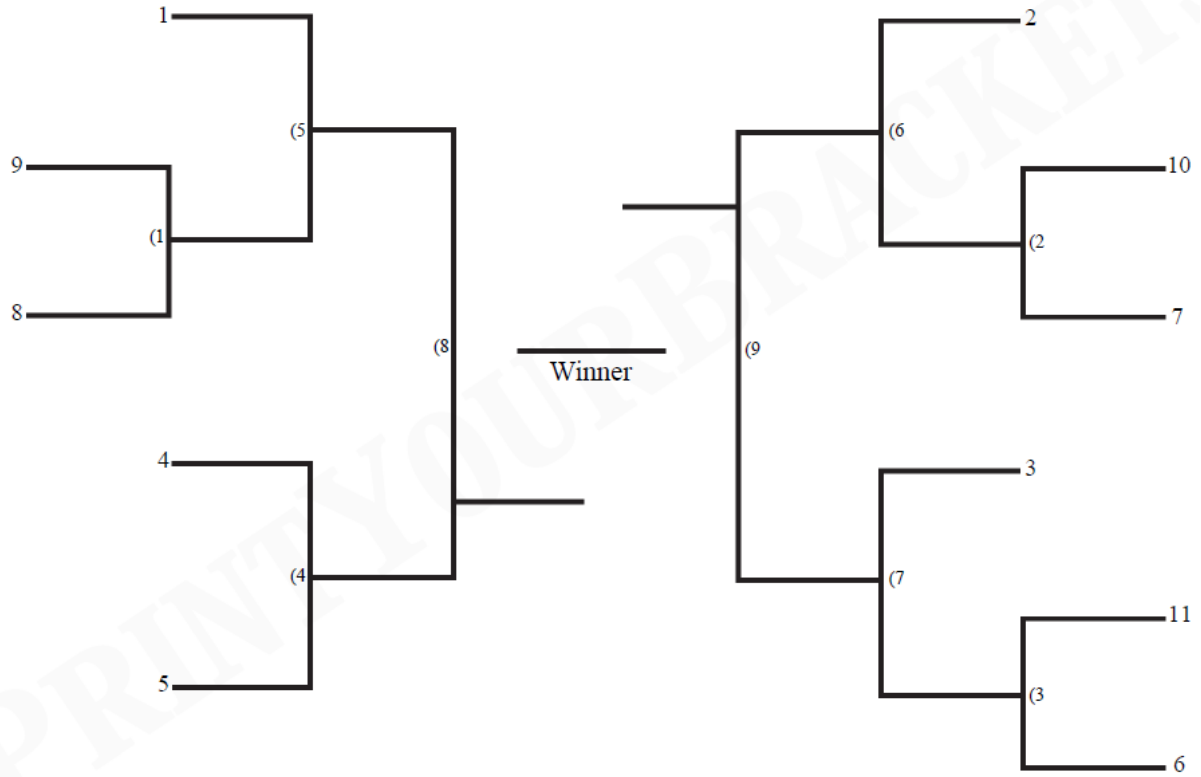


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X. Eleven-Team Division



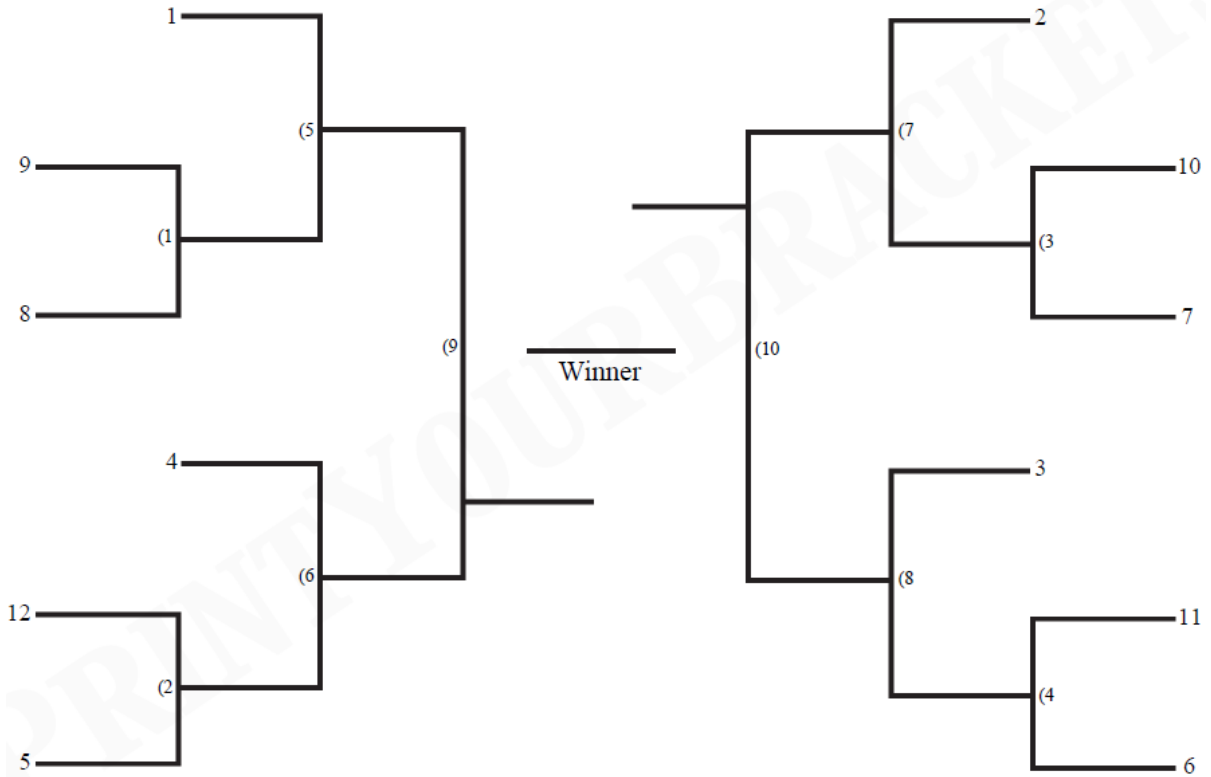


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XI. Twelve-Team Division



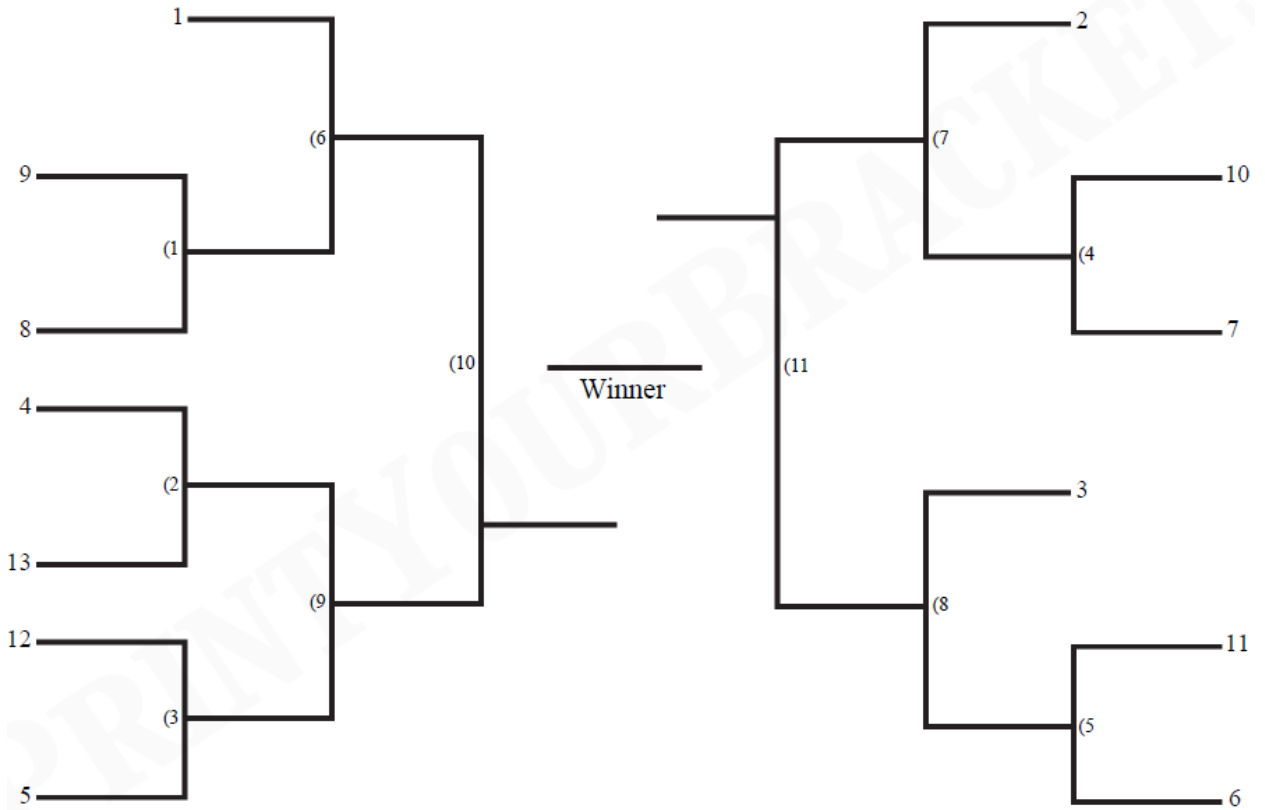


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XII. Thirteen-Team Division



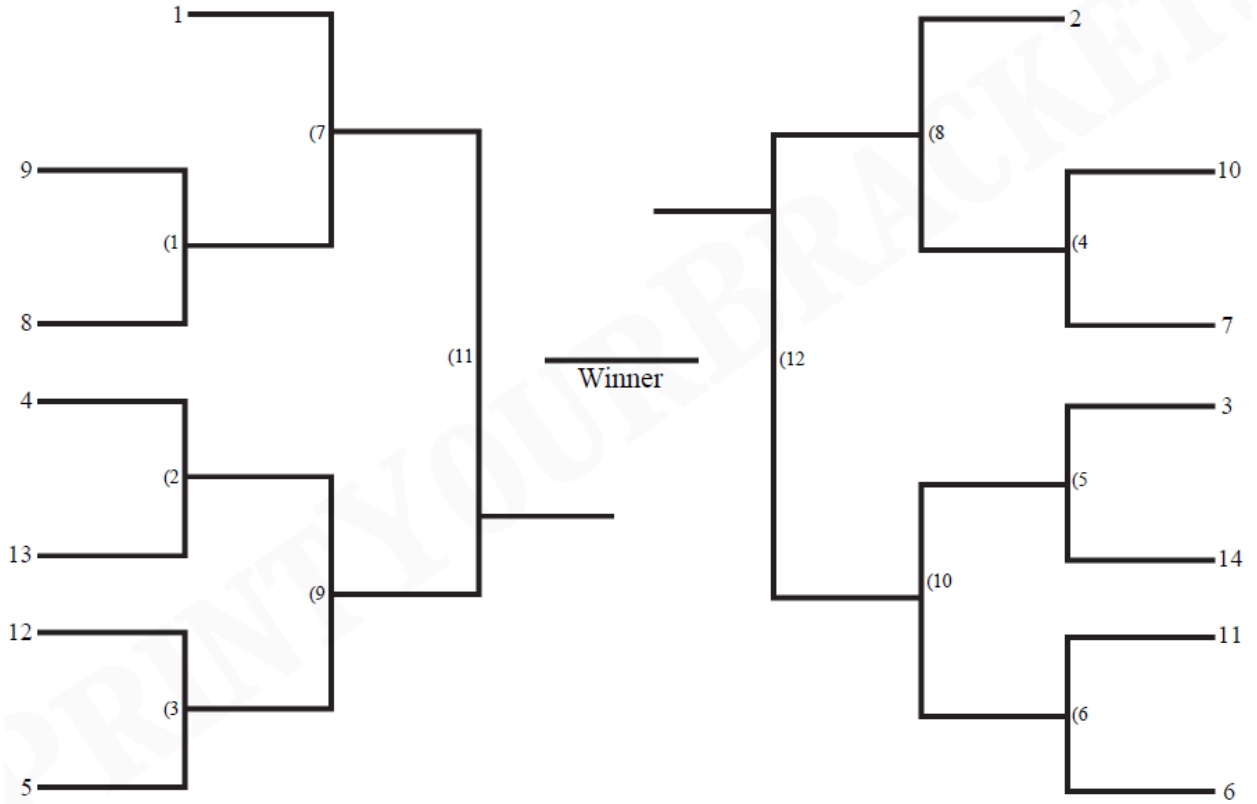


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XIII. Fourteen-Team Division



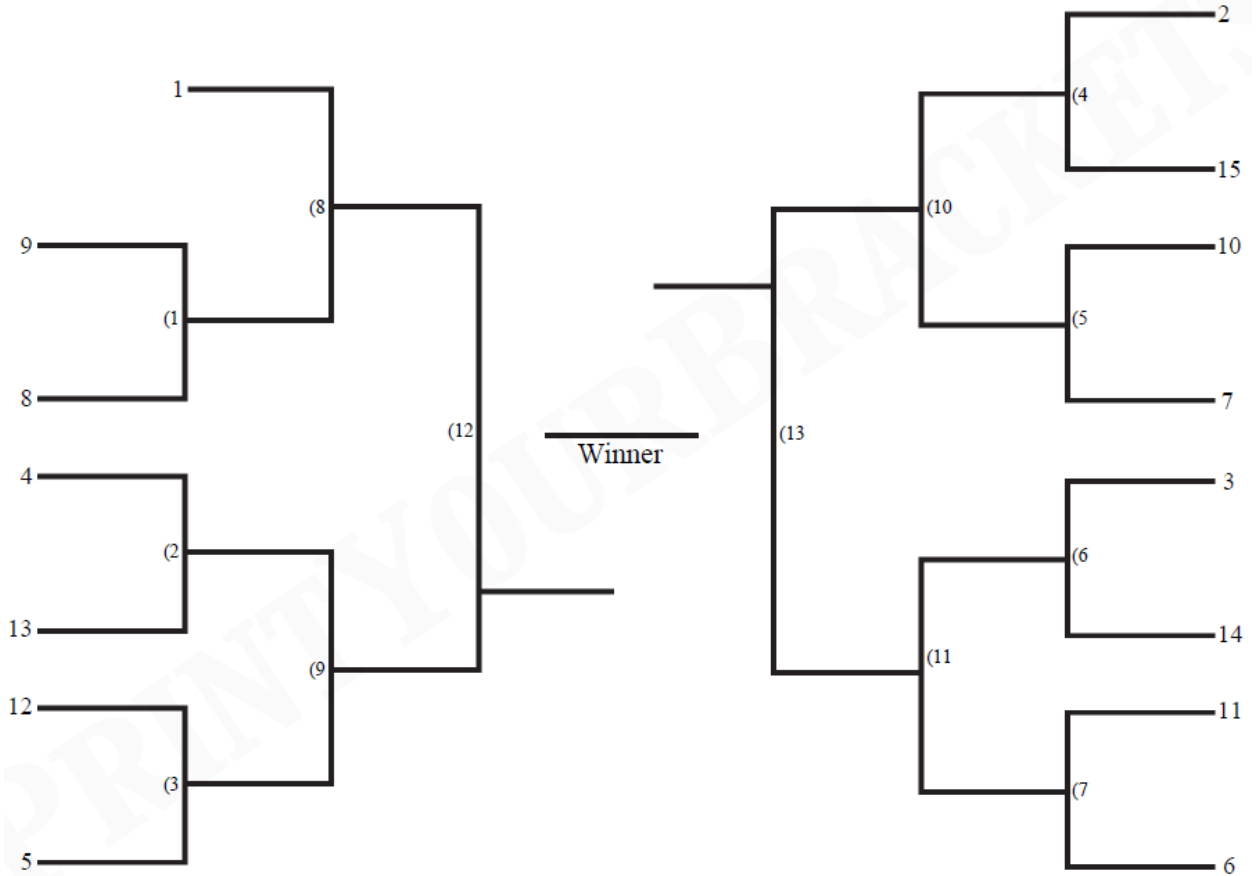


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XIV. Fifteen-Team Division





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XV. Sixteen-Team Division

