

NORTH TORRANCE LITTLE LEAGUE BYLAWS

I. MISSION STATEMENT

The purpose of **North Torrance Little League**, (NTLL), is to implant in our youth the ideals of sportsmanship, honesty, loyalty, courage, and respect for leadership; so that they will grow to be good, decent, healthy, and trustworthy citizens. All NTLL officers, managers, parents, and other volunteers shall bear in mind that the attainment of exceptional athletic skill or the winning of games is secondary, and the molding of future upstanding citizens is of primary importance.

II. AUTHORITY AND VALIDITY

The NTLL Board of Directors shall be governed by the Constitution of the League on record with Western Region Headquarters.

All rules as listed in the 2016 Official Regulations and Playing Rules for Little League Baseball (The Green Rule Book) will prevail. The rules described herein are intended to supplement, not replace, the rules and regulations of Little League Baseball, Incorporated and the NTLL Constitution.

The NTLL bylaws shall be approved annually by a majority vote of the Board of Directors. Following adoption of these rules by the Board of Directors, they may only be changed upon the concurring vote of majority of the Board. These rules pertain to all of NTLL.

III. GENERAL

All players must be in full uniform (shirts, pants, belt, and cap) and properly dressed (shirt tucked in, belt buckled, and cap on straight) during the game. ALL MANAGERS, COACHES AND UMPIRES ARE TO ENFORCE THIS RULE.

All managers, coaches, spectators and players are asked to help in keeping the area clean and safe. NO bicycle, skateboard riding, razor riding and/or pets shall be allowed at NTLL fields, Hamilton Adult School, and adjacent parking areas.

Each player's parent is responsible for providing an adult or an approved Snack Bar worker. Each parent is responsible for 2 shifts per player. Failure to work complete snack bar duty will result in forfeiture of the \$60.00 retainer fee check.

VII. PARKING

NTLL is allowed to utilize Church Parking as a good gesture from the Church and their congregation. It is essential that we respect church property at all times. PLEASE DRIVE WITH CAUTION ON THE CHURCH PROPERTY, AND KEEP DRIVING SPEEDS TO A MINIMUM- THIS IS FOR THE SAFETY OF OUR KIDS.

No parking in the church parking lots on Sundays, and dates otherwise designated by the church and NTLL (see NTLL website for specific dates).

Parking is allowed on the weekends in the Hamilton Adult School parking lot only.

IV. GAME PRELIMINARIES

- A. All games shall start on time. If a game starts late, the Division time limit from scheduled game time remains in effect, if there is a game scheduled to follow.

NOTE: The game may begin earlier if the field is vacant and both teams and the umpire are available. Applicable time limits remain in effect from scheduled game time.

- B. Managers, Coaches, & parents of the home team are responsible for setting up the field for play. This includes raking the field, setting out the bases, and lining the field.

- C. Each home team for Intermediate, Major, Minor and Farm games is to provide an official scorekeeper.

1. The designated scorekeeper must keep score in the tower, and may not sit in the stands during the game.
2. This scorekeeper must use the official score book which is kept in the field tower. The official scorekeeper cannot have any communications with either team except for the lineup changes.
3. Each team will have at least one designated scorekeeper who will attend an instructional meeting provided by the NTLL or District 27 prior to their team's first game.
4. Scorekeeper must note any ejection(s) or protests in the official scorebook.

- D. Each visiting team for Major, Minor & Farm Division games is to provide one adult to operate the scoreboard and announce the game on the PA system, and one additional adult to act as the official Pitch Counter. The home team may provide these functions if a visiting team representative is unavailable.

1. One adult may handle both duties if they are comfortable doing so.
2. The official pitch counter cannot have any communications with either team except for confirming pitch counts as noted in the Bylaws.

- E. Failure to comply with the “no-communication” rules above will result in an official warning. Repeated failure to comply shall be cause for the Manager to face disciplinary action, up to and including suspension.

- F. Managers, Coaches, & parents of the visiting team are responsible for removing the bases, raking, & watering the field at the conclusion of the game.
- G. Each team is responsible for cleaning, sweeping & removing the trash (if full) to the dumpsters and replacing the trash can liners for the bleachers occupied by their team.
- H. Managers and Coaches are not allowed to sit in the stands, coach from the sidelines or stand behind home plate. Rookie and T-Ball Managers or Coaches are allowed on the field during play.
- I. Prior to the start of the game, each manager must include the entire team roster on the game lineup card with notations if a player is absent, sick or sitting out of the game because of disciplinary reasons.

V. INCLEMENT WEATHER

- A. In the case of inclement weather conditions (primarily rain), the league president, Division Player Agent(s) and field maintenance coordinator will determine if and when the particular field is able to be used or how long it will take to ready the field. This may warrant canceling any given game to ensure that as many games as possible can be played after the field is readied on that given day.
- B. Field status due to inclement weather will be posted on the league website.
- C. The Player Agent WILL reschedule games that must be rescheduled due to rain or unplayable fields.
- D. The Board of Directors will review failure for game to be replayed and a win or loss may be awarded to either team based on the circumstances.

VI. SAFETY AND CONDUCT

- A. Managers & Coaches and any NTLL volunteer for NTLL shall submit a current year Volunteer Application along with a current copy of identification, and must be approved by the Board. This includes Fall Ball season.
- B. No cameras or video equipment, professional or otherwise are permitted on the field or in the dugouts during any and all baseball games, unless designated by the NTLL Board.

- C. Parents are responsible for maintaining supervision of their children at the field and parking lot areas.
- D. First aid equipment is accessible at the Snack Bar and from each manager.
- E. Each player and parent is required to review and consent to the [NTLL Code of Conduct](#).
- F. A manager, coach, player or spectator who is ejected must immediately vacate the premises for the duration of the day and refrain from maintaining contact with his/her team for the remainder of the game. A notification in writing from the Board will be sent to the offending party. A second ejection, regardless of role, may be cause for suspension for the remainder of the season.
- G. The manager or coach will also serve a subsequent one game suspension.
- H. Any player that is ejected will automatically be suspended for one (1) game. The suspension must be served at the next game with the player in full uniform and in the dugout. The player will not be allowed to be on the field at any time. The suspension will not be lifted until the player satisfies these requirements.

VII. PLAYERS

NTLL is open to any and all youth age 4-14 that satisfies our mandated boundary area requirements.

Player registration, including payment, must be completed before a player is eligible to be assigned or drafted onto a team. Requests for refunds must be made in writing and may not be awarded after a player is assigned to a team.

Scholarships may be accessible based on availability of funds, previous bestowment, and history of member conduct.

Each division will generate a waiting list when the maximum amount of players for each team slots is satisfied

A. Tee Ball Division

1. The ages for this division shall be 4, 5 and 6 years of age as defined by Little League International.
2. First time players age 4 or 5 are required to play Tee Ball.
3. Exceptions to age specifications above must be approved by the NTLL Board.

B. Rookie Division

1. The ages for this division shall be 6 and 7 years of age as defined by Little League International.
2. Players should have prior Tee Ball Division experience.
3. Exceptions to age specifications above must be approved by the NTLL Board

C. Farm Division

1. The ages for this division shall be 7 and 8 years of age as defined by Little League International.
2. Exceptions to age specifications above must be approved by the NTLL Board
3. A 6-year old player may petition the board for inclusion and if approved, must attend Farm Division tryouts for draft consideration.
4. If any conflicts exist between younger players and appropriate aged players, the player agent and the division managers will handle them on a case-by-case basis.

D. Minor Division

1. The ages for this division shall be 9 and 10 years of age as defined by Little League International.
2. An 8-year old player may petition the board for inclusion and if accepted, must tryout with the division they are petitioning for as well as the division they are aged for.
3. If any conflicts exist between younger players and appropriate aged players, the player agent and the division managers will handle them on a case-by-case basis.

E. Major Division

1. The ages for this division shall be 11 and 12 years of age as defined by Little League International.
2. Exceptions will be made to allow 10 year olds to play in this division pending board approval and parental acceptance.
3. All 12-year-old players must play in the 50/70 or Major Division, unless waived by District Administrator.

F. Intermediate (50/70) Division

1. The player ages for this division shall be 11 to 13 years of age as defined by Little League International.
2. All 13-year-old players must play in the 50/70 or Junior Division, unless waived by District Administrator.

G. Junior Division

1. The player ages for this division shall be 13 to 14 years of age as defined by Little League International.
2. Additional 14-year-old players are considered for eligibility after completion of the high school season.

VIII. MANAGERS

- A. The Nomination Committee will oversee the process of manager selection by reviewing applications, interviewing candidates, and facilitating the selection meeting. The vote shall be reserved to board members who attend at least 60% of the Board meetings.
- B. All Managers shall carry an Official Rule Book and a copy of the NTLL Bylaws. A copy of the Official Rule Book and the NTLL Bylaws will be available for Umpires and Board Members in the snack bar.
- C. Each team is allowed one Manager and two assistant coaches in the dugout and on the field. Exceptions for the tee ball and rookie divisions are noted in Divisional subsections.
- D. All Managers shall be responsible for their own and for their team's actions on the field (as set forth in the Little League Player Rules and Regulations and NTLL Managers and Coaches Code of Conduct). In addition, Managers will be expected to communicate to their team parents expectations of appropriate conduct at all times.
- E. Managers who violate the NTLL Code of Conduct and/or bylaws will receive a written warning for the 1st offense and a corresponding one (1) game suspension. A second offense will warrant a written notice and a suspension for the remainder of the season. Specific consequences for manager game ejections are reviewed in the Green Book.

IX. BOARD MEMBERS

- A. Board positions and their descriptions are posted on the league website for review.
- B. Any interested adult league member in good standing may run for election to the Board.
- C. Elections will be held at the Annual Meeting. Each adult NTLL league member will receive one ballot (maximum two ballots per family).
- D. The Board election will be presided over by the President or his/her designee. The sitting Secretary and Team Parent Coordinator will

supervise/conduct the counting of the ballots. In their absence, the President shall designate a replacement.

X. PLAYER ASSIGNMENTS

A. Tee Ball/Rookie

The Tee Ball and Rookie Player Agent(s) will consider requests for teammates and coaches while assigning each registered player to a team.

B. Farm/Minor/Major/Intermediate/Junior

1. All other players will participate in NTLL tryouts and be selected by confidential managerial draft.
2. If a player is unable to attend the assigned tryout session for valid reasons, the Division Player Agent and the Independent Evaluator will assign an assessment rating for the draft.
3. The opportunity for a given registrant to “play up” a level is offered strictly on a space available basis.
4. In order to establish eligibility for the Draft pool, a “play up” candidate must fulfill ALL of the following:
 - a. The “play up” candidate must participate in the tryouts for both his/her age mandated level and the “play up” level.
 - b. The “play up” candidate must have notified the Player Agent of his/her intention to tryout for the “play up” level no less than 5 days before Tryout Day.
 - c. The “play up” candidate must record Tryout Day ratings among the top 50% of all players in the “play up” level to which he/she is aspiring.
5. The draft shall be limited to the Division Player Agent, a Player Agent for one of the other divisions, and the Division Managers. The aforementioned second Player Agent shall not have a child that is eligible to be drafted in the division.
6. The President and/or Vice President may be invited to attend the draft. All player rankings, draft results and trades are confidential and may not be shared with persons not in attendance.
7. There shall not be any official, predetermined arrangements among managers that identify assistant coaches before the draft is conducted.

8. The Independent evaluator will rate the Manager's child. Those players must be chosen in the rounds that *they were rated as during the draft*.
9. The Division Player Agent shall then conduct a draft in accordance with the Little League Operating Manual. The managers shall randomly draw for draft order. The draft will be conducted in a "snake" format where the last manager to draft in the first round receives the first pick in the second round.
10. Draft results will be finalized 24 hours after completion of the draft. The team manager will notify families after roster confirmation.

XI. TEAM PRACTICES

- A. Rookie and Tee Ball Division teams will be allowed to practice/play games a maximum of two times per calendar week.
- B. Intermediate, Major, Minor and Farm Division teams will be allowed to practice/play games a maximum of four times per calendar week.
- C. Practice field designations will be assigned at or following the draft.
- D. Managers are to possess practice field permits at all times.

XII. GAME REGULATIONS

A. Pitch Count Tracking

1. Pitching eligibility will be in accordance with the official Regulations and Playing Rules of Little League Baseball.
2. The Visiting team will designate an adult to serve as the official Pitch Counter for each game.
 - a. This Pitch Counter must sit in the scorekeeper's tower for the duration of the game.
 - b. A Manager or Coach (participating in the game from the field of play) must keep track of pitch count for each team.
 - c. It is ultimately the responsibility of each team Manager to keep accurate count of his own player's pitch count
 - d. A Manager or Coach from each team and the official Pitch Counter will meet between each half inning to validate pitch count for that inning.
 - e. The pitch count for each half inning will be logged onto the official NTLL pitch count tracking form by the Pitch Counter.
 - f. In the event of a discrepancy between teams or coaches, the count from the official Pitch Counter will be the ultimate authority.
 - g. When there is an agreement between the two managers that does not match the scorekeeper tally, the manager's total will be used.

3. Immediately following each game, the NTLL pitch count tracking form will be completed and signed by each Manager and the Official Scorekeeper.
4. Once three parties have signed the NTLL pitch count form, this becomes the one and only Official Record, and is not subject to change.
5. It is the responsibility of each Manager to receive a duplicate copy of the form at the end of the game.
6. The two remaining copies of the form will be returned to the snack bar
7. The original copy will be placed in a binder in the snack bar; one copy will be placed in the snack bar safe.
8. Managers will have access to the pitch count binder from the snack bar during snack bar hours.

B. Tee Ball

1. Games will begin no new inning after 1 hour of the scheduled game time on Saturdays. There is no time limit for games played on weekdays.
2. A standard Tee Ball game will be two complete innings. Additional innings may be played if time and daylight permits, up to a maximum of 4 innings.
3. Under no circumstances should a game continue which may delay the start of the next scheduled game.

C. Rookie

1. Games will begin no new inning after 1½ hours from scheduled game time on the weekend. There is no time limit for games played on weekdays.
2. A standard Rookie Division game will be three complete innings. Additional innings may be played if time and daylight permits, up to a maximum of 5 innings.
3. Under no circumstances should a game continue which may delay the start of the next scheduled game.

D. Farm

1. Games will have the last inning declared at the completion of the inning that is at or after 1½ hours from actual game start time.
2. There will be a 5 run maximum per inning except for the last inning. (2/16)
3. A game may be declared over if the home team is leading by 10 or more runs after 3 ½ complete innings or if the visiting team is winning after 4 complete innings. (2/16)
4. The last inning will be unlimited runs and will play until completion of the inning or 2 hours from actual game start time if there is a following game scheduled.

E. Minor

1. Games will have the last inning declared at the completion of the inning that is at or after 1 hour and 45 minutes from game start time.
2. The last inning will be unlimited runs and will play until completion of the inning or 2 ¼ hours from actual game start time if there is a following game scheduled.
3. A game may be declared over if the home team is leading by 10 or more runs after 3 and 1/2 complete innings or if the visiting team is winning after 4 complete innings.
4. Games played on weekdays will have the last inning declared and the game called at dusk by the umpire.
5. The umpire is the only person with the authority to determine when a game is called by darkness.

F. Major

1. Games must play the regulation number of 4 innings or 3 ½ innings if the home team is leading, in order to count towards the official standings.
2. A game may be declared over if the home team is leading by 10 or more runs after 3 and 1/2 complete innings or if the visiting team is winning after 4 complete innings.
3. At a mutually agreed point in the season, the Major Division will utilize appropriate 50/70 rules of play.
4. Games played on weekdays will have the last inning declared and the game called at dusk by the umpire.
5. The umpire is the only person with the authority to determine when a game is called by darkness.
6. THERE IS NO TIME LIMIT ON MAJOR DIVISION GAMES.
7. All tied major games that affect standings for tournament seeding must be played out until there is a victor.

G. Intermediate (50/70)

1. 50/70 Division shall abide by all Little League rules and District 27 inter-league play guidelines.
2. A game may be declared over if the home team is leading by 10 or more runs after 4 ½ complete innings or if the visiting team is winning after 5 complete innings.

H. Junior

Junior Division shall abide by all Little League rules and District 27 inter-league play guidelines.

XIII. GAME PLAY RULES

A. Tee Ball Division

1. HOME TEAM will be responsible to provide "Game Balls", to include at least two new baseballs. Baseballs will be returned to the HOME TEAM at the conclusion of the game. It is recommended that 4-5 "Game Balls" be used to help maintain the pace of the game.
2. Only Board approved Managers and Coaches are allowed on the field during play. One additional adult must be in the dugout. No one under age 16 is permitted in the dugout.
3. Managers and Coaches will handle all Umpiring from their respective positions on the field during play.
4. All players present at the game will bat each inning. An inning will be considered complete when all batters in the lineup have hit. Before the last batter hits, "LAST BATTER" should be called to alert all coaches that the inning will be complete regardless of the outcome of the at bat. The last batter is not entitled to circle the bases if it is not so warranted.
5. All players will hit off the tee prior to April 3rd. Coach pitch will begin starting with games played on April 5th and beyond.
6. Each batter shall receive a maximum of (5) pitches except as noted below. If the batter has not hit the ball in play after the 5th pitch, the batter will have three attempts to put the ball in play off a tee. If the 5th pitch results in a foul ball, the batter will receive one additional "coach pitch". Subsequent foul balls will continue to extend the at-bat by one pitch. If the ball is not put in play after three attempts off the tee, the player shall return to the dugout.
7. Balls and strikes will not be kept. Walks are not allowed.
8. Any batter struck by a pitched ball will NOT be awarded first base. Instead, a "No Pitch" will be called.
9. Regular game rules should apply on defensive plays; if a defensive team records an out, the base runner shall return to the dugout.
10. Managers & Coaches are to stop runners from advancing when appropriate. Examples: When a ball that has been hit to the outfield returns to the infield. When a catcher has the ball, don't send a runner into a tag.
11. Every player should be played in an infield position (P, 1B, 2B, 3B or SS) at least one inning per game.
12. Defensive alignments are to follow normal baseball playing concepts. Infield positions should be played with one player stationed at each position. All remaining defensive players should be stationed behind the infielders in an "outfield" position. Outfielders are not required to be placed on outfield grass, but must be stationed behind the four normal infield positions.
13. There are no protests allowed in the Tee Ball Division.

B. Rookie Division

1. HOME TEAM will be responsible to provide "Game Balls", to include at least two new baseballs. Baseballs will be returned to the HOME TEAM at the conclusion of the game. It is recommended that 4-5 "Game Balls" be used to help maintain the pace of the game.
2. The offensive team bats until three outs have been recorded or the entire batting line up has come to bat one time, whichever comes first. NOTE: Score is NOT kept in this Division; therefore the four Run Rule does not apply.
3. Only Board approved Managers and Coaches are allowed on the field during play. One additional adult must be in the dugout. No one under age 16 is permitted in the dugout.
4. No base runner may leave the base until the ball is hit. If so, the ball is called dead and the play is over.
5. Managers and Coaches will handle all Umpiring from their respective positions on the field during play.
6. Each team shall be limited to three coaches on the field of play, including one coach pitching or utilizing the pitching machine.
7. The offensive Manager or Coach shall pitch overhand from approximately 41' from the back of home plate to his or her own team.
8. Each batter shall receive a maximum of (5) pitches except as noted below. If the batter has not hit the ball in play after the 5th pitch, the batter will have three attempts to put the ball in play off a tee. If the 5th pitch results in a foul ball, the batter will receive one additional "coach pitch". Subsequent foul balls will continue to extend the at-bat by one pitch. If the ball is not put in play after three attempts off the tee, the player shall return to the dugout.
9. Balls and strikes will not be kept. Walks are not allowed.
10. Any batter struck by a pitched ball will NOT be awarded first base; instead, a "No Pitch" will be called.
11. Regular game rules should apply on defensive plays; if a defensive team records an out, the base runner shall return to the dugout.
12. There will be no base advancement of runners on overthrows. There will be no stealing of any base at any time, including passed balls.
13. Teams may play with ten (10) defensive players on the field. If a team is fielding ten (10) players, at least four (4) players must be positioned in the outfield.
14. Managers & Coaches are to stop runners from advancing when appropriate. Examples: When a ball that has been hit to the outfield returns to the infield. When a catcher has the ball, don't send a runner into a tag.
15. The batting order shall be such that every player is listed in a continuous order. This may not be changed once the game has started. Players may change positions on the field, but the batting order will remain the same. Players arriving late are placed in the last position in the original batting order. If a player leaves a game early his spot is skipped over in the line up. It is not an automatic out.

16. Defensive alignments are to follow normal baseball playing concepts. Infield positions should be played with one player stationed at each position. All remaining defensive players should be stationed behind the infielders in an "outfield" position. Outfielders are not required to be placed on outfield grass, but must be stationed behind the four normal infield positions.
17. Players shall not sit on the bench for more than one consecutive inning. Players must play infield positions (P, 1B, 2B, SS, 3B) and outfield positions an equal number of innings each game. A failure to comply with this rule shall be cause for the Manager to face disciplinary action, up to and including suspension
18. Rookie Division will have no mid season playoff or end of the season tournament. This Division shall be noncompetitive and have no concern to specific Division standings. At the end of the season, all players will receive a souvenir acknowledgement.

C. Farm Division

1. HOME TEAM will be responsible to provide the first two "Game Balls", including at least two new baseballs. The visitor team will alternate providing game balls as needed after the initial two. Baseballs will be returned to the appropriate team at the conclusion of the game. It is recommended that 4-5 "Game Balls" be used to help maintain the pace of the game.
2. The pitching rubber shall be set at forty-one (41) feet from the back of home plate.
3. The batting order shall be such that every player is listed in a continuous order. This may not be changed once the game has started. Players may change positions on the field, but the batting order will remain the same. Players arriving late are placed in the last position in the original batting order. If a player leaves a game early his spot is skipped over in the lineup. It is not an automatic out.
4. The defensive team will position ten (10) players on the field, to include four outfielders positioned on the outfield grass at the time the ball is pitched.
5. The infield fly rule does not apply.
6. On a steal situation of 2nd or 3rd base, the runner can advance a maximum of one (1) base per pitch, regardless of overthrow(s).
7. There is no stealing of home.
8. Farm Division will be exclusively PLAYER pitch for the entire season.
9. Regular Season "No Walks" Rule exists for the first 4 games of the season. If a batter receives 4 balls from the pitcher prior to putting the ball in play or striking out, a walk is not issued. An offensive Manager or Coach will then pitch to the batter and inherit the strike count from the pitcher. The pitcher must maintain his position within the dirt of the pitching mound. The batter is allowed 3 swings at the ball to put it in fair territory. If the batter fails to put the ball in play on those 3 attempts, it will be considered the same as a

- strikeout. Note: Players will be awarded first base on walks after the fourth regular season game.
10. Only a manager and 2 coaches are allowed in the dugout during the game.
 11. One (1) adult Manager/Coach is allowed in each coach's box. If a team, on that day has only one (1) manager/coach, he or she must coach from the box next to the team's dugout.
 12. Players shall not sit on the bench for more than one consecutive inning and not more than a total of 2 innings in a regulation game. Players must play an infield position (P, C, 1B, 2B, SS, 3B) for at least one full defensive inning (3 outs or 5 runs). Infield play requirement must be fulfilled within the first 4 innings. Defensive mandatory play rules stated above can be waived if a player arrives after game time or leaves prior to the commencement of the 4th inning. In this situation, a player must not sit on the bench for more than one consecutive inning. Note: A player who is absent for part of an inning is considered absent for the full inning. Absences will not be considered as an inning on the bench.
 13. If the catcher or pitcher of the next inning is on base and there are 2 outs, the player who made the last out may be used to replace the catcher or pitcher as a pinch runner without penalty.
 14. All protests in Farm Division must be resolved before the next pitch.
 15. Farm Division will play scheduled games during the season without concern to specific division standings.
 16. PLAYOFFS: A double elimination tournament will be held at the end of the season. All teams in the division will participate. The pairings will be determined by drawing the team names from a hat. Throughout the Farm Division Tournament, the HOME TEAM will be determined by coin flip prior to the start of each game.
 17. All Tournament games will be 6 innings or a 2-hour drop dead time, whichever comes first.

D. Minor Division

1. HOME TEAM will be responsible to provide the first two "Game Balls", including at least two new baseballs. The visitor team will alternate providing game balls as needed after the initial two. Baseballs will be returned to the appropriate team at the conclusion of the game. It is recommended that 4-5 "Game Balls" be used to help maintain the pace of the game.
2. The batting order shall be such that every player is listed in a continuous order. This may not be changed once the game has started. Players may change positions on the field, but the batting order will remain the same. Players arriving late are placed in the last position in the original batting order. If a player leaves a game early his spot is skipped over in the lineup. It is not an automatic out.
3. Only a manager and 2 coaches are allowed in the dugout during the game.

4. One (1) adult Manager/Coach is allowed in each coach's box. If a team, on that day has only one (1) manager/coach, he or she must coach from the box next to the team's dugout.
5. Players shall not sit on the bench for more than one consecutive inning and not more than a total of 2 innings in a regulation game. Players must play an infield position (P, C, 1B, 2B, SS, 3B) for at least one full defensive inning (3 outs or 5 runs). Infield play requirement must be fulfilled within the first 4 innings. Defensive mandatory play rules stated above can be waived if a player arrives after game time or leaves prior to the commencement of the 4th inning. In this situation, a player must not sit on the bench for more than one consecutive inning. Note: A player who is absent for part of an inning is considered absent for the full inning. Absences will not be considered as an inning on the bench.
6. If the catcher or pitcher of the next inning is on base and there are 2 outs, the player who made the last out may be used to replace the catcher or pitcher as a pinch runner without penalty.
7. Infield fly rule is in effect. (rev 2/16)
8. Home plate is open. (rev 2/16)
9. There is no dropped 3rd strike rule. (rev 2/16)
10. All protests in Minor Division must be resolved before the next pitch.
11. Division tournament seeding will determine HOME TEAM throughout the tournament. HOME TEAM will always be the team with the better regular season record, regardless of outcome of prior tournament games.
12. PLAYOFFS: A double elimination tournament will be held at the end of the season. All teams in the division will participate. The pairings will be determined by final division standings based on season total win/loss record.
13. Tie breakers are as follows:
 - a. Overall Wins
 - b. Head to Head Wins
 - c. Coin Toss

E. Major Division

1. HOME TEAM will be responsible to provide the first two "Game Balls", including at least two new baseballs. The visitor team will alternate providing game balls as needed after the initial two. Baseballs will be returned to the appropriate team at the conclusion of the game. It is recommended that 4-5 "Game Balls" be used to help maintain the pace of the game.
2. Minimum playtime during the regular season will be continuous batting order and six consecutive defensive outs.
3. Minimum playtime during tournament play will be one at bat and six consecutive defensive outs.
4. Only a manager and 2 coaches are allowed in the dugout during the game.

5. If the catcher or pitcher of the next inning is on base and there are 2 outs, the player who made the last out may be used to replace the catcher or pitcher as a pinch runner without penalty.
6. Infield fly rule is in effect. (rev 2/16)
7. Home plate is open. (rev 2/16)
8. Division tournament seeding will determine HOME TEAM throughout the tournament. HOME TEAM will always be the team with the better regular season record, regardless of outcome of prior tournament games.
9. PLAYOFFS: A double elimination tournament will be held at the end of the season. All teams in the division will participate. The pairings will be determined by final division standings based on season win total. Example: Teams 4 & 5 will have a "play-in" game. Team 2 & 3 will play, and Team 1 will play the winner of the game between Team 4 & 5. The winner of the tournament will be the division champion.
10. Standings Tiebreaker Criteria:
 - a. Win Total
 - b. Head to Head Wins
 - c. Coin Toss

F. Intermediate (50/70) Division

1. 50/70 Division shall abide by all Little League rules and District 27 inter-league play guidelines.
2. If batting all players on roster, players should not sit on the bench for more than two consecutive innings, utilizing free substitution rules for defensive positions.
3. An On Deck batter will be allowed for this division and may use a weighted bat or other weighted instrument to warm up.
4. Metal cleats are allowed.
5. Dropped 3rd strike is in effect. (rev 2/16)

G. Junior Division

1. Junior Division shall abide by all Little League rules and District 27 inter-league play guidelines.

XIV. All Star Selection

Player Selection

All Star teams will consist of 13 players to be picked by players, managers, coaches, and board members.

Eligibility

All Star eligibility is limited to qualified athletes who: reside or attend school within NTLL district boundaries or have received an approved waiver from Little League, have played in the Little League required number of games, and are required league age.

Each All Star player must be available to be present for mandatory All Star team practices and games. If any All Star player cannot be present for mandatory All Star practices and games, the player may be replaced with an eligible league player who was not chosen during the original voting and roster selection.

A. Junior Division

1. All players from the Junior Division will vote for 9 players to be members of the Junior All Star team, with the top 7 vote getters to be placed on the All Star Team.
2. Junior Division Managers and Junior Division Player Agent will select the remainder of the roster.

B. Intermediate Division (50/70)

1. All players aged 12 and 13 playing in the 50/70 Division are eligible for the 50/70 All Star Team only.
2. All players from the 50/70 Division will vote for 9 players to be members of the 50/70 All Star team, with the top 7 vote getters to be placed on All Star Team.
3. 50/70 Division Managers and 50/70 Division Player Agent will select the remainder of the roster.

C. Major and Minor Division

12 Year Olds from the Major Division shall be eligible for the Major (12 Year Old) All Star Team. 11, 10, and 9 Year Olds from either the Major or Minor Division shall be eligible for the 11, 10 or 9-10 All Star Teams (rev 4/16).

1. Major (12 Year Old) All Star Team

- a. All Major Division players will vote for the Major All Star Team. Each player will receive a ballot and vote for 9 players from the 12 year-old player pool; the top seven vote getters will be named to the team.
- b. Player agents and ballot vote of one manager and one coach from each Major team will decide the remainder of the roster spots.

2. 11 Year Old All Star Team

- a. All Major Division players will vote for the 11 Year Old All Star Team. Each player will receive a ballot and vote for 9 players from the 11 year-old player pool; the top seven vote getters will be named to the team.
- b. Player agents and ballot vote of one manager and one coach from each Major team will decide the remainder of the roster spots.

3. 10 Year Old All Star Team

- a. All Minor Division players will vote for the 10 Year Old All Star Team. Each player will receive a ballot and vote for 9 players from the 10 year-old player pool; the top seven vote getters will be named to the team.
- b. Player agents and ballot vote of one manager and one coach from each Minor team will decide the remainder of the roster spots.

4. 9-10 Year Old All Star Team

- a. All Minor Division players will vote for the 9-10 Year Old All Star Team. Each player will receive a ballot and vote for 9 players from the 9 year-old player pool; the top seven vote getters will be named to the team.
- b. Player agents and ballot vote of one manager and one coach from each Minor team will decide the remainder of the roster spots from both the 9 and 10 year-old player pool.

Manager Selection

- A. Each All Star team player will vote for their corresponding All Star team manager. The candidate with the most votes will be selected as the All Star manager.
- B. Coaches for each team may be selected by the All Star team Manager from the pool of all REGISTERED Managers and Coaches from the 50/70, Major and Minor Division regular season teams, and approved by the NTLL Board.

These NTLL Bylaws were approved by a vote of the Board of Directors on August 20, 2015 and remain in effect unless changed by a vote of the Board of Directors.

Sean Mizuno

August 20, 2015

NTLL President