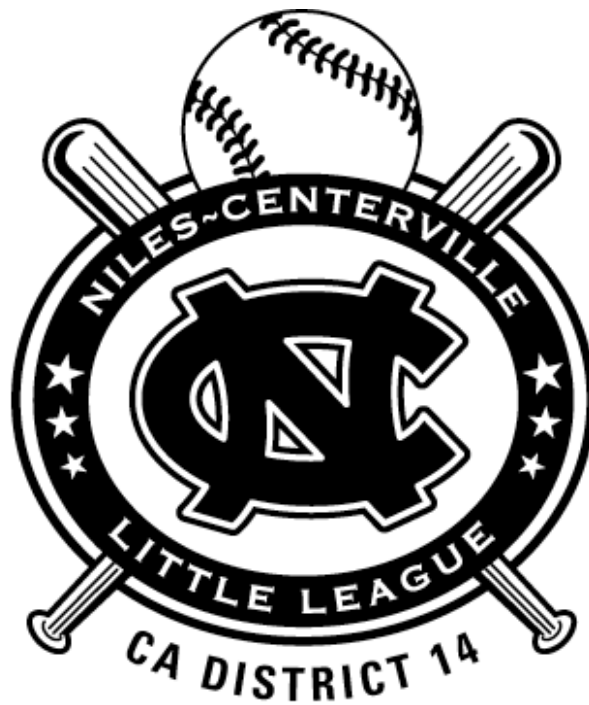


Niles-Centerville Little League 2019 Bylaws

League ID: 0405-14-04



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1. Playing Divisions, Rosters, and Draft.

1.1. Playing Divisions. All players will be placed into one of the following divisions of play, subject to Board discretion. League-age 12 year olds may not be compelled to play in a division higher than Majors.

Division	Ages
T-Ball	4-7 years
Farm	6-9 years
Minor B	6-11 years
Minor A	8-11 years
Majors	10-12 years
Intermediate	12-13 years
Juniors	12-14 years
Seniors	14-16 years

1.2 Player Advancement. Players will be permitted to advance only one playing level from season to season, unless qualified to do so at the discretion of the Board.

1.3 Property Players – All Divisions. Each team, in all divisions of play, shall redraft players per the Operations Manual. NOTE: The players in the Major Division and above are property of the Division in which they play.

1.4. Order of Draft.

1.4.1. Division Order. Under the discretion of the Board of Directors, teams will be drafted in the following order: Juniors, Intermediate, Majors, Minor A, Minor B.

Farm and T-Ball teams will be selected under the discretion of the Board of Directors.

1.4.2. Team Draft Order. The order in which teams draft players will be determined by a lottery system on draft night; the draft will proceed as a pursuant to Normal Plan B in the Little League Operations Policies.

1.4.2.1 For players age 8 and under, the manager's son or daughter must be selected in the 6th round.

1.5 Player Trades. Managers may trade players through, and with the approval of, the Player Agent, but only in the draft room immediately after the conclusion of the draft. The Board may consider extenuating circumstances for trades after this time, if presented to the Board within 14 days of the draft, or after the player is notified of his team placement, whichever is later.

1.6. Late Registration.

1.6.1. Late Registration – Prior to Draft. All players registering after tryouts are required to submit in writing to the President their reasons for not participating in the tryouts. If approved by the Board, players may be included in the draft.

1.6.2. Late Registration – After the Draft. In addition to the requirements of 2.6.1 (“Late Registration – Prior to Draft), all players who register after the draft are subject to the following:

1.6.2.1 All 12 year old players who register after the draft will be placed on a waitlist. These players will be assigned to a team if a roster position becomes available in their appropriate division of play.

1.6.2.2 Player Agents shall assign any available players on the waitlist PRIOR to implementation of any other replacement proceedings. Such players shall be assigned on a “first registered - first assigned” basis.

1.7. Replacement Notification. Managers have seven (7) days to replace a player who has been released from his/her team. A player is considered “released” only with the approval of the Board. Any manager who fails to notify the appropriate Player Agent of a player’s continued absence, or is found with a short roster, will be required to accept a player assigned by the Player Agent.

1.8. Player Replacement Procedures. All player replacement procedures will be administered in accordance with the Little League Regulations and Operating Policies. The Player Agent is in charge of all player transactions, with Board approval.

1.9 Majors Division Batting Order. The Majors division shall use a continuous batting order during the regular season.

2. Responsibilities of the Manager

2.1. Field Work Projects. Managers must attend or arrange for team representation to participate in all NCLL Field Day Events. Any manager who fails to fulfill this requirement will be assigned a work project by the Field Manager and may be subject to further disciplinary action, including suspension, as considered appropriate by the Board.

2.2. Field Prep Duties. Managers who consistently fail to adequately prepare the field for safe play before game time will be assigned a work project by the Field Managers and may be subject to further disciplinary action, including suspension, as considered appropriate by the Board. Fields must be prepped *no later than* 20 minutes prior to game time.

2.2.1. Home Team Responsibilities

Pre-game

- Watering and dragging the infield.
- Preparing the pitcher's mound and batter's box, including filling holes.
- Chalking the field .

Post-game

- Ensure that all equipment (bases, rakes, hoses) and score booths are locked if final game of day.
- Remove all trash, water bottles, etc. from the home team's dugout AND home team's bleachers after each game.

2.2.2. Visiting Team Responsibilities

Pre-game

- Unlock and power on scoreboard
- Set up the pitching machine (if required)
- Set up the outfield fence (90-ft field only)

Post-game

- Power off and lock scoreboard
- Mound maintenance
- Put away the pitching machine (if required)
- Take down the outfield fence (90 foot field only)
- Remove all trash, water bottles, etc. from the visiting team's dugout AND visiting team's bleachers after each game.

2.2.3. Dugout Assignments – Major, Minor, T-ball Fields. The home team shall occupy the 3rd base dugout.

2.2.4. Dugout Assignments – 90 Foot Field. The home team shall occupy the 1st base dugout.

2.3 Umpiring Duties. All teams will be assigned games to umpire by the Umpire-in-Chief. Each manager shall encourage as many parent volunteers as possible to attend umpire training classes and clinics in order to qualify for the umpire program.

- All teams will be assigned games to umpire by the Umpire-in-Chief.
- Teams will not umpire games within their own division of play. (Exception: T-ball, Farm and Minor B. T-ball, Farm, and Minor B managers and coaches are responsible for umpiring their respective levels of play/games.)
- Umpires will only be assigned to Minor A and higher levels of play. Umpires may be assigned by the Umpire-in-Chief to Minor B division games for training purposes.
- The Umpire-in-Chief may approve current players as umpires. These players may umpire any games below the division in which they currently play. All player umpires must be approved by the Umpire-in-Chief and appointed by the league President and approved by the Board.
- The Umpire-in-Chief shall assign the crew chief. The crew chief may be the plate umpire or a base umpire.
- Managers will be responsible for their team's umpiring assignments.
- All switching of umpire assignments must be approved by the Umpire-In-Chief not later than 72 hours in advance.
- Each manager and rostered coach must personally umpire at least one game.

2.3.1. Failure to Fulfill Umpire Duties. Failure to fulfill umpire duties will result in the following procedure:

- 1st Offense: Umpiring duties rescheduled
- 2nd Offense: One game suspension of manager; umpiring duties rescheduled
- 3rd Offense: Two game suspension of manager; umpiring duties rescheduled. (A harsher penalty may be administered and enforced, including suspension of the manager for the remainder of the season, at the discretion of the Board.)

2.4. Scorekeeping Responsibilities. For all levels of play (except T-ball), both the Home and Visiting teams are to provide one scorekeeper during each game. The Home Team's scorekeeper will be designated the Official Scorekeeper for the game. Both scorekeepers will sit in the Scorekeeper area immediately behind Home Plate for the duration of the game and shall not communicate with any individuals other than

umpires and participants of the game as allowed by the Little League Rule Book. Only approved scorekeepers will be allowed to keep score during games. The Head Scorekeeper is solely responsible for approving a team's scorekeeper(s).

2.4.1 Failure to Fulfill Scorekeeper Responsibilities. Failure to provide a scorekeeper for a game shall result in the following penalty:

- 1st Offense: Written warning from Board.
- 2nd Offense: One game suspension of manager
- 3rd Offense: Two game suspension of manager. (A harsher penalty may be administered and enforced, including suspension of the manager for the remainder of the season, at the discretion of the Board.)

3. Discipline and Conduct.

3.1. No Smoking/Alcohol Policy. No smoking (e-cigarettes included) or alcohol is permitted on Vallejo Mill school grounds. Managers, coaches, or League Officials with alcohol on his/her breath (i.e. drinking elsewhere then returning to the game site) will not be allowed on the premises.

3.1.1. Violations/Disciplinary Actions. Violations of the No Smoking/No Alcohol policies will result in the following actions:

- 1st offense: Written warning
- 2nd offense: One game suspension
- 3rd offense: Suspension for the remainder of the season. The offender will be barred from participating in any league sponsored game, practice, activity or event but may attend games as a spectator.

3.2. Player Benching. Managers may bench players for attendance/conduct, subject to the following: The Player Agent **must** be notified at least 48 hours prior to the game for which the benching is to occur. The Player Agent will collect information and circulate to the Disciplinary Committee prior to the start of the game. If the Disciplinary Committee determines that such discipline was not valid, all mandatory play rules apply. Benching is defined as a player suspended from play during a scheduled game.

3.3 General Conduct and Citizenship. Little League Regulation XIV governing decorum and behavior of players, managers, coaches, umpires and league officials, on or off the field, will be strictly enforced by the Board of Directors. Anyone violating Reg XIV(a) or (e) is subject to disciplinary action

3.4 Game Conduct. The conduct of players, coaches, managers and league officials will be closely scrutinized by NCLL. The umpires will be in complete charge of all games once started. The umpires will enforce all rules with special emphasis on ensuring good sportsmanship by all participants. The Board shall fully support the umpires at all times.

Players, coaches and managers are subject to the following disciplinary actions:

3.4.1. Any manager, coach or player ejected from a game will be required to appear before the Disciplinary Committee prior to the next game. A player must appear with his/her manager.

3.4.2. Any manager, coach or player ejected from a game must immediately leave the game site, which includes all Vallejo Mill school grounds and the Vallejo Mill City Park, for the remainder of the day. Exception: Players may remain in the Snack Bar until picked up by their parent.

3.4.3. A mandatory one game suspension per the Little League Rule Book.

3.4.4. Harsher penalties may be administered and enforced as necessary at the discretion of the Board.

3.4.5. The Disciplinary Committee shall hear any complaints of un-sportsmanlike conduct by a manager, coach, player or team. The manager is completely responsible for the conduct of his team members at all times. After a hearing by the committee, the manager, coach or player may be suspended from the league.

3.5. Repeated Violations/Disciplinary Actions. Any manager, coach or player ejected from a game shall be subject to the following penalties:

- 1st offense: Suspended from next scheduled game
- 2nd offense: Suspended from next two scheduled games
- 3rd offense: Expulsion from NCLL

3.6. Fighting. Fighting will not be tolerated. A five-game suspension will be imposed on any player involved in a fight, as determined by the Board. This suspension will include post-season games and activities. Any player involved in a fight will also be required to appear before the Disciplinary Committee along with his/her manager; such committee may determine that additional discipline is appropriate.

3.7 Disciplinary Committee. Subject to the discretion of the Board President, the Disciplinary Committee shall be comprised of the Board President, Coaches'

Coordinator, Head Player Agent, Player Agent for Relevant Division, and the Umpire in Chief.

4. Medical and Safety

This section is subject to the NCLL Safety Plan. If any conflict between these Bylaws and the Safety Policy, the Safety Policy shall govern.

4.1. Injury Reports. Managers/coaches are required to report all injuries that occur during an NCLL game or practice, regardless of how minor they may appear, within 24 hours to the NCLL Safety Officer.

4.2. Doctor's Release. Subject to and including the requirements for concussion situations set forth below, any player injured on or off the field, **and** requires medical treatment by a doctor, must submit a doctor's release to the Safety Officer prior to returning to participate in any practice or game. ("Doctor" includes an accredited medical provider).

Any manager found in violation of this requirement will receive a one (1) game suspension.

4.3 Concussion Policy. NCLL will:

- Require each coach and administrator to successfully complete the concussion and head injury education offered annually before supervising an athlete in any baseball activity.
- Provide each family with a concussion and head injury information sheet
- Require that each player and parent review, sign and return the signed concussion information sheet before the player engages in any baseball activity, including tryouts, practice, and competition.
- Require that any player showing signs or symptoms suggestive of a concussion or other head injury be immediately removed from participation/competition. If an athlete who is 17 years or age or younger has been removed from an athletic activity due to a suspected concussion, the player will not be allowed to return to play in NCLL until he/she has been evaluated by a licensed health care provider and has received a written clearance to return to athletic activity from a licensed health provider who is trained in the evaluation and management of concussions and is acting within the scope of his/her practice. The clearance must be on the health

provider's letterhead and display the address location. It is important to note that conditional clearances will NOT be accepted. If the licensed health care provider determines that the athlete sustained a concussion or other head injury, the athlete shall also complete a graduated return-to-play protocol of no less than 7 days in duration under the supervision of a licensed health care provider.

5. Parking and On-field Vehicle Use. Vehicle parking is permitted only in the Vallejo Mill School parking lot in front of the school, the Vallejo Mill Park parking lot (driveway only), and on city streets. Only on-duty Board Members, umpires, and disabled individuals may park in the designated area behind the Snack Bar (in park area only). Other than NCLL vehicles (ATV, lawnmower), no vehicles are permitted on any field.

6. Exceptions to Little League Playing Rules.

6.1 T-Ball. T-Ball games are subject to a 60-minute time limit. An inning is over for the offense when seven players have come to bat, notwithstanding the number of outs.

6.2 Farm. No new inning shall be started after 90 minutes of play. A full inning must be played if an inning is started (both teams bat).

6.3. Minor B. No new inning shall be started after 105 minutes of play. A full inning must be played if an inning is started (both teams bat). In addition to Little League Regulation IV Mandatory Plan requirements, each player must play two complete and consecutive innings of defense during a game. Each player may not play more than 4 defensive innings in the infield during a game and no more than 2 infield innings in succession (subject to game time roster and player safety).

6.4 Minor A. For all innings until the 6th Inning or the "last inning" as designated by the Umpire, the five-run rule is in place. For the 6th inning or "last inning", the 5 run limit is lifted for that inning and thereafter. However, an inning will end when all players on the line-up card have batted one time in the inning.

7. Regular Season Game Schedule.

7.1. Regular Season. The Board shall schedule all games for each division of play prior to the start of the season. The number of games to be played in the regular season shall be at the discretion of the Board and per the following:

7.1.1 There shall be a minimum of twelve (12) regular season games.

7.1.2. The season shall be divided into two equal halves.

7.2. Inter-league and Inter-district Games. Prior to the start of the season, at the discretion of the Board, the Board may elect to participate in Inter-league and Inter-district games during the Regular Season. Inter-league games are defined as games played against other teams at the same level of play from neighboring leagues within CA District 14 boundaries. Inter-district games are defined as games played against other teams at the same level of play from neighboring districts. The decision to play inter-league and inter-district games will be on a division-by-division basis. District 14 Inter-league and Inter-district rules shall apply to these games and may supersede these by-laws. Teams may play a combination of league, inter-league, and inter-district games during the Regular Season.

7.3. Game Scores and Division Standings. *Please note, games scores and division standings are not kept, shown or posted for T-Ball and Farm Divisions. For Minor B, the scoreboard may be used while the game is in progress. No scores or division standings shall be posted or recorded.*

Game scores and division standings for Minor A divisions and above shall be posted and recorded.

7.3.1. League Championship. A League Champion shall only be determined in the Minor A, Majors, Intermediate, Juniors, and Seniors divisions. The teams with the best overall win-loss record from each half shall play a 1-game championship to determine the League Champion. The championship game shall be played using all regular season baseball rules.

7.4. Rescheduling of Games. Managers are required to notify the NCLL President, in writing, no later than two weeks (14 days) after the divisional draft of any dates the manager will be unable to field at least nine (9) players for a scheduled game. (For example, a school trip). The Board will consider these dates when preparing the season schedule but will make no guarantee that no games will be scheduled for the manager's team on the dates listed.

Managers are required to notify the NCLL President, in writing, no later than two weeks (14 days) after the divisional draft of any dates the manager will only be able to field nine (9) players for a scheduled game. If, at any time during the season, an illness or injury drops the number of available players for a game listed below nine, the game may be rescheduled at the discretion of the NCLL Board. The manager will be required to provide medical evidence verifying the illness or injury on game day. The affected game will be rescheduled at the earliest available date and time at the discretion of the Board. Note: At no other time will illness or injury be cause for a postponement.

7.5. Postponements and Suspended Games. Games that need to be rescheduled due to postponement, suspension or other unavoidable circumstances (For

example: weather, field closures, field/game conflicts, protests, darkness, curfew, power outages, but not games that fall under the provisions of the previous section: Rescheduling of Games), shall be rescheduled and played/resumed on the first available date and time. The date and time shall be determined at the discretion of the Board.

A rescheduled game counts as a first half game if the game was originally scheduled in the first half and counts as a second half if the game was originally scheduled in the second half of the season.

7.6 Players Pools. To aid teams that are having a difficult time getting enough players for their scheduled games, the League may form pools of players from existing teams. Pools may be formed for the Minor A division and above. Pools will be formed and administered as required by Little League Regulation V (c).

7.6.1. Pool players will wear their original team's uniform.

8. Tied Standings. Division standings that are tied at the end of all scheduled games in each half shall use the following tie-breaking rules to determine the champion for each half.

If two teams end a half with the same win/loss record, the two teams shall play each other in a playoff game to determine the champion for that half. Normal Little League rules apply, including pitching eligibility, innings pitched, and mandatory play. The Home team for this game shall be determined by coin flip.

9. All-Stars. All-Star teams shall consist of a maximum of fourteen (14) players, but not less than twelve (12) players. The NCLL Board of Directors will determine the roster size. All rosters must be submitted, and are subject to final approval by, the President, Vice Presidents, and Player Agents. The All-Star team selection will be determined as follows:

9.1. Senior, Junior and Intermediate Divisions. In these divisions, all players will vote for fifteen (15) players within their division. The top six (6) vote recipients will automatically be on the team. The All-Star manager for each division will select the remaining players from a list of all eligible players the appropriate division.

9.2. All 10, 11, and 12-year old Major Division players will vote for fifteen (15) 10-12 year old players from the Major division. The top eight (8) vote recipients will automatically be on the team. The All-Star manager will select the remaining players from a list of the next twelve (12) top vote recipients. Of those remaining roster selections, the All-star manager may exercise two (2) Manager Options from all eligible players in the Major division.

9.3. All 10 and 11-year old players from the Majors division and all 11-year old players in Minor A shall also vote for the 9/10/11 year old Tournament team. The eligible players will vote for fifteen (15) 10 and 11 year old players. The top eight (8) vote recipients will automatically be on the team. The All-star manager will select the remaining players from a list of the next twelve (12) top vote recipients. Of those remaining roster selections, the All-Star manager may exercise two (2) Manager Options from all eligible 9/10/11 year old players. If a 10 or 11 year old player has been selected to the Major All-Star team, they are not eligible (and cannot play) for another all star team.

9.4. The 8, 9, and 10-year old players in the Majors and Minor A divisions will vote for fifteen (15) 8-10 year old players from those divisions. The top eight (8) vote recipients will automatically be on the team. The All-Star manager will select the remaining players from a list of the next top twelve (12) vote recipients. Of those remaining roster selections, the All-Star manager may exercise two (2) Manager Options from all eligible 8/9/10 year old players.

9.5. At the discretion of the Board, an additional 8/9/10 year old All-Star team may be formed. The selection of players to the second All-Star team will not take place until after the first 8/9/10 year old All-Star team has been completed. The next eight (8) highest vote recipients not selected to the first All-Star team will automatically be on the second team. The second All-Star manager will select the remaining players from a list of all remaining eligible players.

9.6. Players selected to multiple All-Star teams are only eligible for (and cannot play for more than) one team. Placement of that player onto a single all-star team is at the discretion of the player agent and President and is subject to approval by the NCLL board.

Eligibility to vote by age/division:

Player Age	Division	8/9/10 Team	9/10/11 Team	10/11/12 Team
8	Minor B	No	No	No
8	Minor A	Yes	No	No
9	Minor B	No	No	No
9	Minor A	Yes	No	No
10	Minor A	Yes	No	No
10	Majors	Yes	Yes	Yes
11	Minor A	No	Yes	No
11	Major	No	Yes	Yes

9.7. NCLL All-Star Managers/Coach Selections

9.7.1. The League President shall appoint All-Star team managers, which are subject to Board approval. Candidates interested in becoming an All-Star team manager must formally apply to the Board by emailing the league president to indicate interest. Applications are to be submitted to the President no sooner than May 1. Candidates must be from the current season's staff of NCLL managers and coaches.

9.7.2. The League President shall appoint two assistant coaches subject to the approval of the Board. The President may seek input from the All-Star team manager or other League officials in making his appointments.

9.7.3. The Board may consider the following during the selection of All-star Managers and Coaches: Team performance as demonstrated by the team's win-loss record; accomplishment of stated goals for the respective division of play; conduct on and off the field; history with the league.

9.8. All-Star Attendance/Commitment Policy. To ensure fairness to all players, All-Star players will be required to acknowledge and abide by the NCLL Tournament Team Attendance Policy. The purpose of the agreement is to promote honest disclosure on the part of players and parents so managers may plan accordingly. See Appendix A.

Appendix A Tournament Team Commitment Policy/Agreement

To be selected to participate on an NCLL All-star team is an honor and a privilege. It represents the culmination of a season-long effort on behalf of our players, our managers and coaches, and the great volunteer staff. It is also the time to recognize, in particular, those players who have consistently sustained a level of performance above all others and who have demonstrated exceptional sportsmanship and leadership abilities in and around the league.

As a league, we have begun to observe some semblance of competitive maturation. We will rely on those players who have, in actuality, been selected by one another, to live up to the commitments expected by each and every member of the team. The level of play in tournaments is much greater than what has been experienced in league play, and the preparation of our players starts with our practices. Attendance at all practices and games is imperative.

Prior to participation in any practices and/or games, the selected tournament players and their respective parents must acknowledge and agree to the following NCLL Tournament Team Attendance Policy.

The Policy

From the official start of practice through the end of the tournament, each player is required to attend ALL practices and tournament games. The official start date for All-star team practice will be stated in the "Tournament Rules and Guidelines" section of the Little League Rule Book. Realizing that there may be unforeseen circumstances which may prohibit a player from completely fulfilling his/her commitment, each player is permitted the following:

1. A maximum of three (3) excused absences (illness, medical appointments, or family emergency) where either a practice or a game is missed. Of these three absences, only ONE of them may result in a missed game.
2. A maximum of one (1) unexcused absence (absent without notifying the manager or coach at least two hours prior, lack of transportation) where either a practice or a game is missed.
3. A vacation whereby the parent notifies the manager at least two (2) weeks in advance of the absence may be accepted as an excused absence. In this case, the absence criteria will be based on the number of games and/or practices the player will miss. If the player will miss at least THREE practices OR at least TWO practices and ONE game, it will be necessary to replace that player.

If, after accepting a place on the tournament team by returning a signed agreement, any player who breaches his/her commitment to the team by violating one or more of the rules detailed above will be immediately replaced on the team by the next eligible player.

Parent Signature (Date)

Player Signature (Date)