

Niles-Centerville Little League 2018 Bylaws

League ID: 0405-14-04

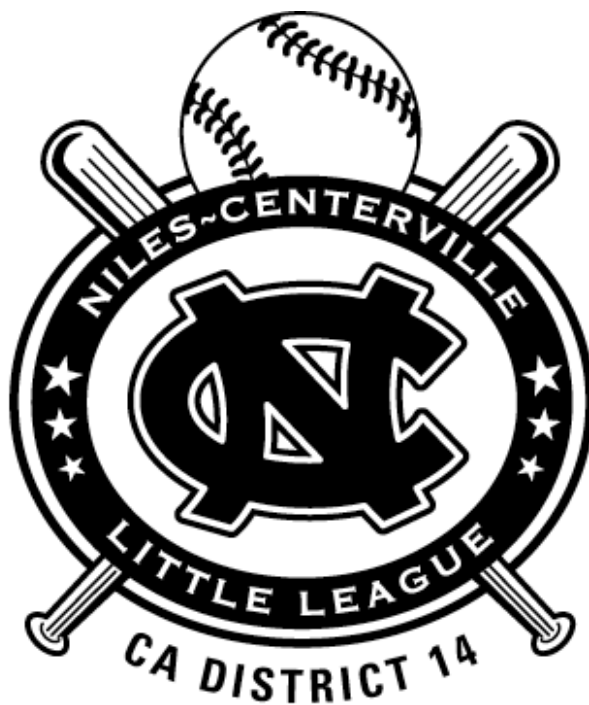




Table of Contents

- 1. Board of Directors 5**
 - 1.1 Board Voting 5**
- Board members can conduct a vote in one of two ways:..... 5**
- 2. Playing Divisions, Rosters, and Draft 5**
 - 2.1. Recommended Playing Divisions..... 5**
 - 2.1.1. 6-year Olds in Minor B 5
 - 2.2. Rosters 5**
 - 2.3. Coach’s Option 5**
 - 2.4. Player Advancement 6**
 - 2.5. Property Players – All Divisions 6**
 - 2.6. Order of Draft..... 6**
 - 2.6.1. Division Order 6
 - 2.6.2. Team Draft Order..... 6
 - 2.7. Player Trades..... 6**
 - 2.8. Player Pool Selection..... 6**
 - 2.8.1. Late Registration – Prior to Draft..... 6
 - 2.8.2. Late Registration – After the Draft 6
 - 2.9. Replacement Notification 7**
 - 2.10. Player Replacement Procedures 7**
 - 2.10.1. Minor B, Farm and T-ball Divisions 7
 - 2.10.2. Minor A and Major Divisions 7
 - 2.10.3. Intermediate Division 8
 - 2.11. Mid-Season Expansion of the Senior Division 8**
- 3. Responsibilities of the Manager 9**
 - 3.1. Field Work Projects 9**
 - 3.2. Field Prep Duties 9**
 - 3.2.1. Home Team Responsibilities 9
 - 3.2.2. Visiting Team Responsibilities 9
 - 3.2.3. Dugout Assignments – Major, Minor, T-ball Fields 9
 - 3.2.4. Dugout Assignments – Senior Field 9
 - 3.2.5. Dugout Assignments - Inter-league Games on Senior Field..... 9
 - 3.3. Umpiring Duties 10**
 - 3.3.1. Failure to Fulfill Umpire Duties..... 10
 - 3.4. Scorekeeping Responsibilities 10**
 - 3.4.4. Failure to Fulfill Scorekeeper Responsibilities..... 11
- 2. Discipline and Conduct 11**
 - 2.2 No Smoking/Alcohol Policy 11**
 - 2.2.4. Violations/Disciplinary Actions..... 11
 - 2.3 Player Benching..... 11**
 - 2.4 General Conduct and Citizenship..... 11**
 - 2.5 Game Conduct..... 11**



4.4.1. Repeated Violations/Disciplinary Actions 12

4.6. Game Readiness and Appearance 12

5. Medical and Safety..... 13

5.1. Injury Reports..... 13

5.2. Doctor’s Release..... 13

5.2.1. Written Medical Permission to Resume Play 13

5.3. No Shorts Policy 13

6. Parking and On-field Vehicle Use 13

6.1. Parking on School and Park Property 13

6.2. Senior Field 13

6.3. Major Field, Minor Field, T-Ball Field 13

7. Mandatory Play..... 14

7.1. Minor B Mandatory Play Modification..... 14

7.2. Farm Division Mandatory Play Modification 14

8. Minor A Division Five Run Rule 15

8.1. All innings prior to the 6th or "last" inning 15

8.2. In the 6th or last inning 15

9. Minor B Division Playing Rules 15

9.1. Playing Rules for Non-competitive Play 15

9.1.1 Machine-Pitch Format Playing Rules 16

9.1.2 Player/Coach-Pitch Format Playing Rules 16

10. Farm Division Playing Rules 17

10. Machine-Pitch Playing Rules..... 18

11.1 Pitching Machine Setup 18

11.1.1 Pitching Machine Speed Setting..... 18

11.1.2 Pitching Machine Adjustments..... 18

11.2 Number of Pitches – Balls & Strikes 18

11.3 Umpire Responsibilities 18

11.4 Pitcher 18

11.5 Dead Ball Area 19

11.6 Balls INSIDE the Dead Ball Area 19

11.7 Balls OUTSIDE the Dead Ball Area..... 19

12 T-ball Division Playing Rules 19

13 Regular Season Game Schedule..... 21

13.1 Regular Season 21

13.2 Inter-league and Inter-district Games..... 21

13.3 Game Scores and Division Standings 21

12.3.1 T-ball Division 21

12.3.2 Farm Division 21

12.3.3 Minor B Non-Competitive Play Format..... 21



Niles-Centerville Little League Bylaws

12.3.4.	All Other Divisions.....	21
13.4	League Championship.....	21
12.4.1.	Exception: Seniors Division.....	22
13.5	Rescheduling of Games.....	22
13.6	Postponements and Suspended Games.....	22
14	Tied Standings	22
14.1	Two Teams Tied	22
14.2	Three (or more) Teams Tied.....	23
15.	All-stars.....	23
15.1.	Skills Assessment of Eligible Players	23
15.2.	All-star Selection Process.....	24
15.2.1	Tie Votes for Sixth/Eighth Automatic Roster Position	25
15.2.1	Tie Votes for the 20 th Position.....	25
15.3.	NCLL All-star Managers/Coach Selections	26
15.4.	All-star Attendance/Commitment Policy	26



1. Board of Directors

The management of the property and affairs of the Niles-Centerville Little League (NCLL) shall be vested in the elected Board of Directors (the Board) per the NCLL Constitution (Article VI - Board of Directors).

1.1 Board Voting

Board members can conduct a vote in one of two ways:

- **In-person** – if a voting session is conducted in person, you must be present to cast your vote in order for it to be counted.
- **Email** – If a vote is initiated over email, you must cast your vote by replying all to the email in order for it to be counted.

2. Playing Divisions, Rosters, and Draft

2.1. Recommended Playing Divisions

All players will be placed into one of the following divisions of play.

Division	Ages	Notes/Exceptions
T-ball	4 – 7 years	No 8-yrs
Farm	6 – 9 years	
Minor B	7 – 11 years	12-yrs with LL waiver only (6-yrs, see below)
Minor A	8 – 11 years	12-yrs with LL waiver only
Majors	10 – 12 years	No 9-yrs
Intermediate	12 – 13 years	
Juniors	12 – 14 years	No 15-yrs
Seniors	14 – 16 years	No 13-yrs

2.1.1. 6-year Olds in Minor B

In the years when a Farm Division is not held, 6-year old players may be considered for the Minor B Division, provided:

1. The player has completed at least one year of play at the T-ball level, and
2. Has been approved by both the president and player agent to participate in the Minor B Division.

2.2. Rosters

The size and composition of all team rosters will comply with the Little League Rule Book and Operations Manual.

2.3. Coach’s Option

There will be no “coach's options” allowed. Only manager and sibling options per Little League rules will be allowed.



2.4. 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. Players drafted from T-Ball will only advance to the Farm Division. If the Farm Division is not held, then players may advance to the Minor B Division.
2. Players drafted from Farm will only advance to Minor B.
3. Players drafted from Minor B will only advance to Minor A.
4. Exception is that Major managers are allowed to ask any player that's of the Division age and not whether he/she plays in the Minor A or Minor B.

In Playing Divisions where age ranges overlap, players may only be placed in the highest level of play with the approval of the Board. The Board may appoint an Executive Committee to assess the players and make recommendations to the Board as to the appropriate level of play for said players.



2.5. 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.

2.6. Order of Draft

Prior to the draft, all eligible 12-13 year old players shall declare to the Player Agent, in writing, their desire to play Intermediate.

2.6.1. Division Order

Teams will be drafted in the following order:

Seniors, Juniors, Intermediate, Majors, Minor A, Minor B, Farm, T-ball.

2.6.2. Team Draft Order

The order in which teams draft players will be determined by a lottery system as outlined in the Operations Manual.

2.7. Player Trades

A manager may request to trade a player up to fourteen (14) days after the first scheduled game. All trades can only be made with the approval of the Player Agent and approved by the Board. Minor division players may not be traded for Major division players. All trades must be player-for-player. Trades involving draft choices are not permitted.

2.8. Player Pool Selection

2.8.1. Late Registration – Prior to Draft

Assignment priority for late sign-ups will be based on date and time of registration.

Late Registration: 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.

2.8.2. Late Registration – After the Draft

Furthermore, all players who register after the draft are subject to the following:

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.
2. Player Agents shall assign any available players *PRIOR* to implementation of any replacement proceedings. Such players shall be assigned on a “first in - first assigned” basis.



2.9. 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, fails to follow proper notification procedures, or is found with a short roster, will be required to accept a player assigned by the Player Agent.

2.10. Player Replacement Procedures

All player replacement procedures will be administered in accordance with the Little League Operations Manual. The Player Agent is in charge of all player transactions, with Board approval.

2.10.1. Minor B, Farm and T-ball Divisions

Roster vacancies on any Minor B, Farm or T-ball Division team will only be filled at the discretion of the Board. Players may either be selected from another Minor B, Farm Division team, T-ball Division team or wait list. The Board shall solely be responsible for selecting and reassigning the player(s) in these divisions.

2.10.2. Minor A and Major Divisions

Any time after the conclusion of the Player Draft and up to two weeks before the last regular season game, a roster vacancy on a Major or Minor A team shall be filled using the following procedure:

1. The Manager shall confidentially evaluate the players, but shall not talk to any player, parent, manager or coach regarding his evaluation and subsequent selections. The Manager shall confidentially identify three (3) players from the Player Eligibility List in the order he would draft them. The Manager shall submit his/her selections to the Player Agent.
2. The Player Agent will contact the players, in the order chosen by the manager. Refusal of a player to comply shall result in the forfeiture of further eligibility of that player to play in the next highest level of play for the remainder of the current season. However, the placement of the player is ultimately at the discretion of the board. This placement may include reassignment of that player to a higher division or to another team within the same division.

Example: A Major Division team has one roster vacancy. The Major Manager selects three players from the Minor A Player Eligibility List. Player A refuses, Player B refuses, Player C accepts. Player C shall move up to the Major Division team. Player A, at the board’s discretion, is be reassigned to Player B’s team, and Player B is be reassigned to Player C’s team. Players A and B are no longer eligible to play in the Major Division for the remainder of the season. Furthermore, Player A’s original Minor A team now has one roster vacancy. The Manager of this team will submit three names from the Minor B Player Eligibility List. The selection process repeats until all roster vacancies have been filled.



2.10.3. Intermediate Division

Any time after the conclusion of the Player Draft and up to two weeks before the last regular season game, a roster vacancy on an Intermediate Division team may be filled, at the discretion of the Board, using the following procedure:

1. The Player Agent will provide the Intermediate manager a Player Eligibility List. This list will contain only the names of players eligible to be selected as replacement players for the Intermediate Division. The list shall contain names of all existing players within the league who are eligible to play in the Intermediate Division. Players are deemed “eligible” if they a) meet the League’s age requirements for the division, and b) can demonstrate sufficient skills that are necessary to play in that division, and c) declared in writing prior to the draft that they were interested in participating in the Intermediate Division. The Player Agent is solely responsible for preparing the Player Eligibility List.
2. The Manager shall confidentially evaluate the players, but shall not talk to any player, parent, manager or coach regarding his evaluation and subsequent selections. The Manager shall confidentially identify three (3) players from the Player Eligibility List in the order he would draft them. The Manager shall submit his/her selections to the Player Agent.
3. The Player Agent will contact the players, in the order chosen by the manager. Refusal of a player to comply shall result in the forfeiture of further eligibility of that player to play in the Intermediate Division for the remainder of the current season.

2.11. Mid-Season Expansion of the Senior Division

At the discretion of the Board, the number of teams in the Senior Division may be expanded to include additional teams. If expansion is approved, all previously drafted players prior to the start of the season and any new players shall be re-drafted and new team rosters formed.

Purpose: NCLL anticipates a large number of players becoming available for participation in the Senior Division after the completion of the local high school baseball season. Re-drafting all players ensures a proper method for distributing the players and maintains a fair and competitive balance amongst the teams.

2.12 PILOT program for Majors Division batting order. For purposes of 2018 ONLY, the Majors Division will institute a pilot program whereby the first half (nine games) of the season shall be conducted using continuous batting order; the second half (last nine games) of the season shall be conducted using a 9-man batting order.



3. Responsibilities of the Manager

3.1. Field Work Projects

Managers must attend or arrange for team representation to participate in all NCLL Field Work Projects. 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.

3.2. Field Prep Duties

Managers who 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.

3.2.1. Home Team Responsibilities

- Watering and dragging the infield.
- Preparing the pitcher's mound and batter's box, including filling holes.
- Chalking the baselines.
- Ensure that all equipment (bases, rakes, hoses) and score booths are locked.
- Remove all trash, water bottles, etc. from the home team's dugout AND home team's bleachers after each game.

3.2.2. Visiting Team Responsibilities

- Putting up/taking down Sponsor Banners
- Locking and unlocking scoreboards
- Power on/off scoreboards
- Setting up and putting away the pitching machine (if required)
- Setting up and taking down the outfield fence (90foot field only)
- Remove all trash, water bottles, etc. from the visiting team's dugout AND visiting team's bleachers after each game.

3.2.3. Dugout Assignments – Major, Minor, T-ball Fields

The home team shall occupy the 3rd base dugout.

1.2.4 Dugout Assignments – Senior Field

The home team shall occupy the 1st base dugout.

1.2.5 Dugout Assignments - Inter-league Games on Senior Field

The NCLL team shall occupy the 1st base dugout.



1.3 Umpiring Duties

All teams will be assigned games to umpire by the Umpire-in-Chief. Only managers, coaches, and league representatives recommended by the UIC, can be appointed by the President to the umpire program. 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.

1. All teams will be assigned games to umpire by the Umpire-in-Chief.
2. 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.)
3. 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.
4. 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.
5. The Umpire-in-Chief shall assign the crew chief. The crew chief may be the plate umpire or a base umpire.
6. Managers will be responsible for their team's umpiring assignments. Each team will provide THREE (3) umpires for assigned games.
7. All switching of umpire assignments must be approved by the Umpire-In-Chief not later than 72 hours in advance.

3.3.1. 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 manger for the remainder of the season, at the discretion of the Board.)

1.4 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's Shack 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).

1.4.4 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.)

2. Discipline and Conduct

2.2 No Smoking/Alcohol Policy

No smoking (e-cigarettes included) or alcohol is permitted on Vallejo Mill 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.

2.2.4 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.

2.3 Player Benching

Managers may bench players for attendance/conduct. The Player Agent must be notified at least 48 hours prior to the game for which the benching is to occur. If the Board 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.

2.4 General Conduct and Citizenship

Any player in uniform identified and reported to the Board as having participated in any wrong-doing will be required to appear before the NCLL Disciplinary Board with his/her parent/guardian. This encompasses the game site, the city park area, railroad tracks or school grounds/buildings/structures. Any violation could result in a player being benched or more extensive disciplinary action as deemed appropriate by the Board.

2.5 Game Conduct



Niles-Centerville Little League Bylaws

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:

1. Any manager, coach or player ejected from a game will be required to appear before the NCLL Disciplinary Board prior to the next game. A player must appear with his/her manager.
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. A mandatory one game suspension per the Little League Rule Book.
4. Harsher penalties may be administered and enforced as necessary at the discretion of the Board.
5. There will be a five-member grievance committee to 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.

4.4.1. 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

4.5. Fighting

Fighting will not be tolerated. A five-game suspension will be imposed on any player involved in a fight. This suspension will include post-season games and activities. Any player involved in a fight will also be required to appear before the NCLL Disciplinary Board along with his/her manager. Rule 5d may apply.

4.6. Game Readiness and Appearance

All players will be bound to rules of appearance once they set foot on the field before, during and after a game. The enforcement of the following guidelines will be the responsibility of all managers and coaches, umpires, and Board members.

- In accordance with Little League rules, players of a team must be attired in like uniforms.
- Hats shall only be worn with the bill facing forward at all times.
- Jerseys must be tucked in at all times such that the player's belt is at least partially visible.
- Pants must be supported by a belt and may not be perceived as sagging at any time.

Any player perceived to be intentionally violating one or more of the above stated rules shall be warned and required to correct the violation. Any repeated violation(s) may be



cause for the player being required to appear before the NCLL Disciplinary Committee and shall be subject to action up to, and including, game suspension.

5. Medical and Safety

5.1. Injury Reports

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

5.2. Doctor's Release

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

5.2.1. Written Medical Permission to Resume Play

When a player misses more than seven (7) continuous days of participation for an illness or injury, a physician or other accredited medical provider must give written permission for a return to full baseball activity.

5.3. No Shorts Policy

Players in *all divisions* of play are not allowed to wear shorts while participating in any game, practice, or while using the batting cages. Players wearing shorts are not permitted to participate in any game, drill or activity. All managers are expected to enforce this rule without exception.

6. Parking and On-field Vehicle Use

6.1. Parking on School and Park Property

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 may park in the designated area behind the Snack Bar (in park area only).

6.2. Senior Field

There will be no parking at or near the Senior Field. No vehicles are permitted up to the Senior Field. League ATV will be used for field preparation.

6.3. Major Field, Minor Field, T-Ball Field

No vehicles are allowed at or on the fields. League ATV will be used for field preparation.



7. Mandatory Play

Every player on a team roster will participate in each game per Regulation IV and Rule 3.03 of the Little League Rulebook.

7.1. Minor B Mandatory Play Modification

Each player may not play more than a total of four (4) defensive innings in the infield (pitcher, catcher, 1B, 2B, 3B, or short stop) during a game, and no more than two (2) innings in succession.

7.2. Farm Division Mandatory Play Modification

Each player may not play more than a total of three (3) defensive innings in the infield (pitcher, catcher, 1B, 2B, 3B, short stop) during a game, and no more than two (2) innings in succession.



8. Minor A Division Five Run Rule

Must be declared on the field of play by the umpire-in-chief

8.1. All innings prior to the 6th or "last" inning

An inning is over when any of the following occur:

- The defense records three (3) outs (meaning, three offensive players are legally put out), **or**
- All players on the line-up card have batted one time in the inning, **or**
- When the offensive team scores five (5) runs.

8.2. In the 6th or last inning

The 6th / "last inning" is over when:

- The defense records three (3) outs (meaning, three offensive players are legally put out), **or**
- All players on the line-up card have batted one time in the inning.
- The 5 run limit is lifted for the sixth inning *and thereafter*.

The managers cannot designate an inning the "last inning" or "final inning." It is the responsibility of the Umpire.

9. Minor B Division Playing Rules

9.1. Playing Rules for Non-competitive Play

The following additional rules apply when the Minor B division uses a non-competitive format during any portion of the season. Non-competitive play format may be Player/Coach-Pitch or Machine-Pitch.

1. Time Limit: No new inning shall be started 105 minutes after the actual starting time of the game. Time shall be kept by the scorekeepers inside the score booth.

Note: A new inning starts when the home team's half of the previous inning ends – 3 outs have been made, or 5 runs have scored, or the team bats one time through the lineup.

2. Non-competitive Minor B games shall not go beyond six (6) complete innings regardless of score or time remaining.
3. Every inning shall include a visiting and home half, regardless of score, giving both teams an equal number of times on defense and offense.
4. The catcher will assume the normal position behind home plate and must wear complete protective gear at all times. Catchers must use a catcher's mitt.
5. Outfielders must be positioned in the outfield no closer than 20 feet from the outer edge of the infield at the time of the pitch. All outfielders may move in the direction of the infield as soon as the ball crosses home plate.
6. No stealing or advancing on a wild pitch/passed ball will be permitted.



7. No bunting is allowed. Managers are to instruct each batter to attempt a full and complete swing when attempting to hit the ball.
8. When a ball is hit to the outfield, all base runners may continue to advance until the ball has been picked up and thrown by a fielder in the direction of the infield. Runners may continue to the base they are advancing to at the time the ball is thrown, but shall not continue further.
9. The Infield Fly Rule (Rule 2.00) does not apply.

9.1.1 Machine-Pitch Format Playing Rules

Machine-pitch format playing rules are covered in section 10 of these by-laws.

9.1.2 Player/Coach-Pitch Format Playing Rules

The following rules shall replace the Machine-pitch rules when Player/Coach-pitch rules are used.

10. A coach from the offensive team will stand behind the pitcher and call the pitches.
11. A batter is out after three strikes. Strikes may be called strikes, fouls, or swinging strikes. The third strike must be either a swinging or called strike.
12. There shall be no walks issued.
13. A batter hit by a player-pitcher shall be awarded first base.
14. A player-pitcher shall pitch a maximum of seven pitches per batter. If, after the 7th pitch, and the batter is still at bat, the offensive coach (umpire) shall pitch the remaining pitch(es) to the batter. Every pitch delivered by the coach shall be a strike.



The batter continues his at bat with the same count and remains at bat until three strikes have been made.

15. A player-pitcher shall pitch a maximum of four “called” balls per batter. After four called balls, the offensive coach (umpire) shall pitch the remaining pitch(es) to the batter. Every pitch delivered by the coach shall be a strike. The batter continues his at bat with the same count and remains at bat until three strikes have been made.

Example #1: A pitcher throws 3 balls and 2 strikes to a batter. The batter fouls off the 6th and 7th pitch. The coach shall replace the pitcher. The count is 3 balls, 2 strikes. The batter has one remaining strike.

Example #2: A pitcher pitches 4 balls and 2 strikes to a batter. The coach shall replace the pitcher. The count is 4 balls and 2 strikes. The batter has one remaining strike.

Example #3: A pitcher throws 4 balls to a batter. The coach shall replace the pitcher. The count is 4 balls and no strikes. The batter has three remaining strikes.

16. The coach must be in contact with the pitching rubber when pitching. The player-pitcher shall stand to one side or the other of the coach while the coach is pitching.

10. Farm Division Playing Rules

The following additional non-competitive playing rules apply to the Farm division. The Farm division uses a Non-competitive Machine-Pitch playing format. Refer to Section 10 for additional rules for this format of play.

1. Time Limit: No new inning shall be started 90 minutes after the actual starting time of the game. Time shall be kept by the scorekeepers inside the score booth.
Note: A new inning starts when the home team’s half of the previous inning ends – 3 outs have been made, or 5 runs have scored, or the team bats one time through the lineup.
2. Games shall not go beyond six (6) complete innings regardless of score or time remaining.
3. Every inning shall include a visiting and home half, regardless of score, giving both teams an equal number of times on defense and offense.
4. Ten (10) defensive players—standard infield positions plus four outfielders. Outfielders must be positioned in the outfield no closer than 20 feet from the outer edge of the infield at the time of the pitch. All outfielders may move in the direction of the infield as soon as the ball crosses home plate.
5. The catcher will assume normal position behind home plate and must wear complete protective gear at all times. Catchers must use a catcher’s mitt.
6. Stealing or advancing on wild pitch/passed ball is not permitted.
7. No bunting is allowed. Managers are to instruct each batter to attempt a full and complete swing when attempting to hit the ball.
8. When a ball is hit to the outfield, all base runners may continue to advance until the ball has been picked up and thrown by a fielder in the direction of the infield. Runners may continue to the base they are advancing to at the time the ball is thrown, but shall not continue further.
9. The Infield Fly Rule (Rule 2.00) does not apply.



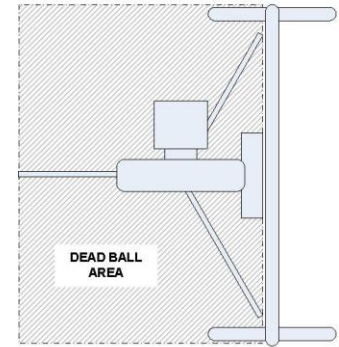
10. Machine-Pitch Playing Rules

The following playing rules apply whenever a non-competitive machine-pitch playing format is used in the Farm and Minor B levels.

11.1 Pitching Machine Setup

The pitching machine is to be set up as shown in the diagram.

- Protective screen placed at the front edge of the pitching rubber (towards, home plate).
- Pitching machine wheel placed directly above pitching rubber.
- Pitching machine tri-pod: 2 legs in contact with the screen; 1 leg reward towards 2nd base.



11.1.1 Pitching Machine Speed Setting

- **Minor B:** 45-50% setting on the machine, or whatever setting most accurately simulates Minor A Division velocity.
- **Farm:** 35-40% setting on the machine

11.1.2 Pitching Machine Adjustments

- Pitching machine adjustments shall be made at the discretion of the umpire (managers), at any time during or after innings, depending on the location of the ball being delivered into the strike zone of the batters.

11.2 Number of Pitches – Balls & Strikes

- Each batter will receive a maximum of six (6) pitches. Foul balls are considered the same as usual play. Should the batter hit a foul ball on the sixth pitch, he will continue to bat until the ball is put in play or a strike is called.
- Three swinging strikes is an out. Should the batter not attempt to swing on the sixth (or any subsequent pitch), a strike will be called and the batter will be called out.
- There will be no walks.
- A pitched ball that hits a batter is considered “no pitch” and the batter *is not* awarded 1st base.

11.3 Umpire Responsibilities

The offensive team will umpire the game during its turn at bat. One umpire will call the game and run the pitching machine and the base coaches shall umpire the bases. No children will be allowed to operate the machine during games. (NOTE: The Umpire-in-Chief may assign umpires to the game for training purposes at his/her discretion.)

11.4 Pitcher

- The pitcher must stand in front of the screen facing home plate, to the left of right of the protective screen, as shown in the diagram above.



- The pitcher must stand no further than one arm's length away from the side of the screen.
- The pitcher may move from his/her position as soon as the ball crosses home plate. If the pitcher moves from his/her position early, it is considered a "no pitch" at the discretion of the umpire.

11.5 Dead Ball Area

The dead ball area is defined as the area immediately behind the protective screen. The width shall be as wide as the protective screen and shall extend rearward towards second base to the rear leg of the pitching machine tripod.

11.6 Balls INSIDE the Dead Ball Area

- Anytime the ball, whether batted or thrown, comes to rest inside this area, the ball becomes "dead" and all play stops.
 - If a **thrown ball**, all runners may continue to the base they were advancing to at the time of the throw, but may not advance any further.
 - If a **batted bounding ball**, the batter-runner and all other runners advance one base from where they were at the time of the pitch.
 - If a **batted ball in flight (pop up)** should land untouched in the dead ball area, the batter shall be called "out" and no runners may advance.
- Anytime the ball, whether batted or thrown, remains entangled in the webbing of the screen (either front or back side), the ball becomes "dead".
 - If a **thrown ball**, all runners advance one base from the time of the throw.
 - If a **batted ball**, the batter shall be awarded first base. All runners advance one base from where they were at the time of the pitch.

11.7 Balls OUTSIDE the Dead Ball Area

- A **batted ball, bounding or in flight (line drive)**, that hits the screen or pitching machine and comes to rest outside the dead ball area, remains alive and in play. The ball must remain fair and play continues as usual.
- A **thrown ball** that hits the screen or pitching machine shall be declared "dead" and all play stops. The batter-runner and all other runners may continue to the base they were advancing to at the time of the throw, but may not advance any further.

12 T-ball Division Playing Rules

1. An inning is over for the offense when the 7 batters have come to bat. If teams have 9 players or less they may agree to bat all players each inning.
2. Players will be called "out" and must leave base, but 7-batter rule will continue. Three outs will **not** end an inning.
3. Ten (10) defensive players (standard infield positions plus four outfielders). Exception: When a team has only 11 players present, a fifth outfielder may be utilized. Defense may have 2 coaches on the field for instruction.
4. No score keeping of any type is allowed.



5. Coach pitch will begin halfway through the season. Coach-pitch is “soft toss.” Batter gets three pitches. If batter does not hit, the tee is returned to the plate and the batter hits off the tee.
6. No new inning shall be started after 60 minutes of play.
7. Each player may not play more than 3 defensive innings in infield during game and no more than 2 infield innings in succession.
8. Offensive coach places ball on tee, moves tee during play and assists batter and catcher with placement.
9. When a ball is hit to the outfield, all base runners may continue to advance until the ball has been picked up and thrown by a fielder in the direction of the infield. Runners may continue to the base they are advancing to at the time the ball is thrown, but shall not continue further. If runner advances and is tagged out, runner is out!



13 Regular Season Game Schedule

13.1 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:

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

13.1.2 The season shall be divided into two equal halves.

13.2 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.

13.3 Game Scores and Division Standings

12.3.1. T-ball Division

Game scores and division standings shall not be kept, shown, posted or recorded for all T-ball division games.

12.3.2. Farm Division

Game scores for the Farm division games may only be shown (i.e.: on the scoreboard) while a game is in progress. Game scores and division standings shall not be posted or recorded.

12.3.3. Minor B Non-Competitive Play Format

Game scores for the Minor B division games played using a non-competitive play format may only be shown (i.e.: on the scoreboard) while a game is in progress. Game scores and division standing for non-competitive play format shall not be posted or recorded.

12.3.4. All Other Divisions

Game scores and division standings for all other divisions shall be posted and recorded.

NOTE: End-of-half Division standing tie-breaking rules are covered in a separate section of these by-laws.

13.4 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.

12.4.1. Exception: Seniors Division

If the Senior Division expands mid-season, the League Champion shall be determined by the best head-to-head record during the second half of the season. If a champion cannot be determined, then the teams shall play a 1-game championship to determine the League Champion. The championship game shall be played using all regular season baseball rules. Home team shall be determined by a flip of the coin.

13.5 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. 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.

13.6 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.

14 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.

14.1 Two Teams Tied

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 the following:

1. Head-to-head record (Best record wins tiebreaker.)



2. Head-to-head defensive runs allowed (Lowest number of runs allowed wins tiebreaker.)
3. Runs Allowed Ratio (Lowest RA ratio wins tiebreaker.)

RA Ratio = Total number of defensive runs allowed in all games played in that half divided by the total number of defensive innings played in that half.

Example:

- Team A allows a total of 77 runs in 60 defensive innings. RA Ratio = 1.283
- Team B allows a total of 72 runs in 58 defensive innings. RA Ratio =

1.241 Team B wins tiebreaker.

4. Coin flip

14.2 Three (or more) Teams Tied

If three or more teams end the half with the same win/loss record, the following tie-breaking rules will be used to eliminate teams. These rules will be used until only two teams remain tied. The preceding Section then applies to determine the Home team for the 1- game playoff.

1. If ALL tied teams have played against each other an equal number of times in that half, teams with the fewest wins in head-to-head competition between all tied teams will be eliminated. If three or more teams remain tied after this tiebreaker, OR, if ALL tied teams have not played against each other an equal number of times in that half, then...
2. The (remaining) tied team with the highest RA ratio in head-to-head competition with all tied teams (including teams eliminated in tiebreaker #1 above) will be eliminated. If three or more teams remain tied after this tiebreaker, then...
3. The team with the highest Runs Allowed ratio for all games played in that half will be eliminated.

15. 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.

15.1. Skills Assessment of Eligible Players

Prior to All-star selections, all team managers from each division, Minor A through Seniors, are required to prepare a Skills Assessment of all eligible players on their current team roster. The format of the assessment shall be similar to the one used by the manager during try-outs prior to the draft. The manager shall submit his assessment confidentially to his/her respective Player Agent or League President prior to All-star voting.

The goal of this policy is to establish a non-binding, yet fair player selection process through feedback from all managers within the division. In addition, the Skills Assessment will be considered in the final approval of the All-star roster by the President.



15.2. All-star Selection Process

All selections are subject to final approval by the President, Vice Presidents, and Player Agents. The All-star team selection will be determined as follows:

1. All Senior Division players will vote for fifteen (15) players. The top six (6) vote recipients will automatically be on the team. The All-star manager will select the remaining players from a list of all eligible players in the Seniors division. The All-star manager shall submit his entire roster to the President for approval.
2. All Junior Division players will vote for fifteen (15) players. The top six (6) vote recipients will automatically be on the team. The All-star manager shall select the remaining players from a list of all eligible players in the Juniors division. The All-star manager shall submit his entire roster to the President for approval.
3. All Intermediate Division players will vote for up to fifteen (15) players. The top six (6) vote recipients will automatically be on the team. The All-star manager shall select the remaining players from a list of all eligible players in the Intermediate division. The All-star manager shall submit his entire roster to the President for approval.
4. 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. The All-star manager shall submit his entire roster to the President for approval.
5. 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. The All-star manager shall submit his entire roster to the President for approval. 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.
6. 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. The All-star manager shall submit his entire roster to the President for approval.
7. 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. The second All-star manager shall submit his entire roster to the President for approval.

- 8. Players selected to multiple All-star teams are only eligible (and cannot play for more than) for 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	Major	Yes	Yes	Yes
11	Minor A	No	Yes	No
11	Major	No	Yes	Yes

15.2.1 Tie Votes for Sixth/Eighth Automatic Roster Position

After all ballots from the players have been tabulated, should two or more players receive the same number of votes for the sixth/eighth automatic roster position, ties shall be broken using the following procedure.

- 1. The manager and the two assistant coaches from each team within the division shall vote for fifteen (15) players. (Note: In practice, the managers and coaches should vote prior to the tabulation of the player’s ballots. Their ballots shall only be tabulated should a tie for the sixth/eighth roster position occur. Only managers and coaches from the Major division shall vote to break ties with 11-12 year old players. Only managers and coaches from the Minor A division shall vote to break ties with 9- 10 year old players.)
- 2. The ballots from the managers and coaches shall be included in the final tally for each of the tied players only. The managers and coaches ballots are to be used as “tie breakers” and shall not reorder the top vote recipients as determined by the player’s ballots.
- 3. If a tie vote still exists, then a player’s name shall be randomly drawn from a pool of the remaining tied names for the sixth/eighth automatic roster position. Players not selected in the random draw shall be included in the list of names for the next twelve (12) top vote recipients.

15.2.1 Tie Votes for the 20th Position



Should two or more players receive the same number of votes for the 20th position, each player shall be eligible for consideration by the all-star manager for selection onto the team. There shall be no tiebreaker for these occurrences.

15.3. NCLL All-star Managers/Coach Selections

1. The NCLL Board shall select All-star team managers. 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. The deadline for all applications is May 15. No applications will be accepted after that date. Candidates must be from the current season's staff of NCLL managers and coaches.
2. Managers will select two assistant coaches with the approval of the Board.
3. Each 9/10-year old All-star team will have at least one coach from the NCLL minor division.

15.4. 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 Addendum 1.



Appendix I 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)



Niles-Centerville Little League Bylaws