

Stafford Little League
Baseball
By-Laws & Local Rules
2016 Season

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1. INTRODUCTION

This document will outline the local by-laws and rules adopted by Stafford Little League (Stafford Springs, CT). The rules contained herein are a supplement to the Rules and Regulations of Little League Baseball, Incorporated. All by-laws and local rules will be reviewed and approved every two years by the Board of Directors prior to the start of the season. The by-laws and rules contained in this document are effective from the date of approval to December 31st, 2017.

2. DRAFT RULES & ASSESSMENT

Each division within the league will have its own draft with its own set of rules for drafting players. These rules shall be followed without exception. Any and all deviation from the rules must have approval by the Board of Directors prior to the draft.

Assessments will be held for **all** players ages eight through twelve, and who have not previously been selected for a majors team. The draft will be divided by age group and will be held on two separate days. Players will be judged on batting, fielding, throwing and running.

A panel of three judges shall be approved by the Board of Directors. Each judge ("Assessor") will rank each player ("Assesse") individually. Based on the aforementioned categories in the above paragraph the Assessor shall rank the Assesse one through five (one being the lowest).

Players will be given numbers and shall be announced by number only. Managers and Coaches may be present and will have a list containing a player's assessment number. Unauthorized individuals (including but not limited to parents, siblings, friends, etc.) will not be allowed into the assessment area.

The Player Agent will tally the scores of the judging panel and rank the Assesses from highest to lowest to determine the draft pool.

A. Major League Draft

The Major League Division shall follow the "Plan A" draft from the Little League 2016 Operating Manual Draft methods for local leagues, including all rules for Options of the Manager's Sons, Daughters and Siblings. No exceptions to these draft rules shall be made for 2016 and beyond.

The following describes the draft pool eligibility:

- Number of open spots plus a buffer of approximately 50%.
- Draft order will be determined by Managers randomly picking numbers from a hat and drafting will commence with a "S-shaped."
- Players previously on a Major League Division roster who are current year league age 10 thru 12 shall remain in the Major League Division. No player previously on a Majors Division team roster will be allowed to play in a lower division.
- Assesses with the highest scores received from assessments will be considered, in addition to all Assesses league age 12, and all players previously on a Major League Division roster.
- Additional players may be added to the Draft with the Board's approval for special circumstances (e.g. injury at time of assessment, illness, etc.).
- Players who sign up after the draft who were formerly on a Major League Division roster, or are currently League age 12 year olds shall be assigned to Majors teams in draft order by the player agent.

B. AAA Minor League Draft

- Draft order shall be determined by randomly picking numbers. Draft will be "S-shaped". Example: pick one through six, then six through one, etc.
- Children of the manager are frozen by round based on their current year league age.

- If a player is drafted and has a sibling in the draft, the sibling is included in all rules for Options of the Manager's Sons, Daughters and Siblings. No exceptions to these draft rules shall be made for 2016 and beyond.
- Returning managers shall have first right to keep the same team name from the previous year. Other teams assigned by random drawing.

C. AA Minor League Draft

- Draft order will be determined by randomly picking numbers. Draft will be "S-shaped". Example: pick one through six, then six through one, etc.
- Children of the manager are frozen by round based on their current year league age.
- If a player is drafted and has a sibling in the draft, the sibling is included in all rules for Options of the Manager's Sons, Daughters and Siblings. No exceptions to these draft rules shall be made for 2016 and beyond.
- Returning managers shall have first right to keep the same team name from the previous year. Other teams assigned by random drawing.

D. Grapefruit League Draft

- Draft order will be determined by randomly picking numbers. Draft will be "S-shaped". Example: pick one through six, then six through one, etc.
- Children of the manager and one coach (per team) are frozen in the first two rounds.
- If a player is drafted and has a sibling in the draft, the sibling must be taken in the next round.
- The draft will begin in round one, beginning with any team who does not have a freeze and continue until all teams have a round one pick. Draft will continue with round two in the same manner.
- Returning managers shall have first right to keep the same team name from the previous year. Other teams assigned by random drawing.

E. T-Ball League Draft

- Draft order will be determined by randomly picking numbers. Draft will be "S-shaped". Example: pick one through six, then six through one, etc.
- Children of the manager and one coach (per team) are frozen in the first two rounds.
- If a player is drafted and has a sibling in the draft, the sibling must be taken in the next round.
- The draft will begin in round one, beginning with any team who does not have a freeze and continue until all teams have a round one pick. Draft will continue with round two in the same manner.
- Returning managers shall have first right to keep the same team name from the previous year. Other teams assigned by random drawing.

F. Junior League Draft

- Assessments will be held with all Managers and Coaches present.
- Each Manager and Coach will assess each player according to their own standards. No ranking shall occur for the draft.
- To keep teams evenly divided, all players will be divided into groups: starting pitchers, relief pitchers, catchers, and all other players.
- Children of Manager and one Coach per team are frozen.
- Random drawing will determine the team to start the draft. Each division of players will be drafted in the following order: starting pitchers, relief pitchers, catchers then all others.

G. Senior League Draft

- Assessments will be held with all Managers and Coaches present.
- Each Manager and Coach will assess each player according to their own standards. No ranking will occur for the draft.
- To keep teams evenly divided, all players will be divided into groups: starting pitchers, relief pitchers, catchers, and all other players.
- Children of Manager and one Coach per team are frozen.
- Random drawing will determine the team to start the draft. Each division of will be drafted in the following order: starting pitchers, relief pitchers, catchers then all others.

3. DIVISION RULES

A. Major League Rules

The following rules are in addition to or an exception from the Little League Rule book rules for Major's division play. Any topic not covered in these rules shall follow the rules set forth by the Little League Rule Book.

- Major League Division shall consist of four (4) teams.
- Major League Division teams shall have a minimum of a eleven (11) player rosters.
- The Major League Division shall use a continuous batting order. Little League regulations on minimum defensive play remain in effect.
- The home team will maintain the official score keeping. The away team may keep their own record for their individual player's statistics.
- Prior to the start of practice and game play, each Manager is responsible for walking the field to ensure no hazards are present.
- Games are six innings long, unless shortened by the umpire, the game shall not end before the completion of the 6th inning.
- Games cancelled due to weather will be made up on the following Saturday at 10:00 a.m. in the order in which they were cancelled. Umpire In Chief will make the cancellation determination and will inform playing Managers by 5:00 PM of that day.
- Fake bunt/swing rule - It is illegal for a batter to show bunt, pull it back and then swing at the pitch. If an infraction occurs, the batter is out, the ball is dead and no runner may advance.
- No use of tobacco or alcohol products are allowed at any town facility hosting Stafford Little League practices, games, or events.
- Discussion of any and all rule infractions with the opposing team's Manager and/or Coach is prohibited. All inquiries

regarding rule infractions shall be made by the team Manager to the Home Plate Umpire after "Time" is called during play. The Umpire's ruling will be delivered to the Home and Away team Managers. At their discretion, the Umpire may appeal to the League's Chief Umpire to provide a bylaw or rule interpretation if there is an objection to the ruling on the field, however, both team's Managers shall abide by the Umpire's final ruling on the field.

B. AAA League Rules

The following rules are in addition to or an exception from the Little League Rule book rules for Minor's division play. Any topic not covered in these rules shall follow the rules set forth by the Little League Rule Book.

- Prior to the start of practice and game play, each Manager is responsible for walking the field to ensure no hazards are present.
- No infield fly rule
- Intentional walks are not allowed
- If a pitcher hits three batters in a game he/she will be replaced with another player.
- Limit of five runs per inning per team.
- Base runner who steals third base may not advance on an errant throw
- Stealing home:
 1. During the first four weeks of the season, stealing home is prohibited. After the fourth week stealing home on a pass ball will be allowed. If additional base runners exist, they may advance at their own peril a maximum of one base on the passed ball.
- Games are six innings long, unless shortened by the umpire, the game shall not end before the completion of the 6th inning. If the home team is not in the lead, or until the completion of 5 $\frac{1}{2}$ innings if the home team is leading at that time.

- Games cancelled due to weather will be made up on the following Saturday at 10:00 a.m. in the order in which they were cancelled. Umpire In Chief will make the cancellation determination and will inform playing Managers by 5:00 PM of that day.
- On Monday thru Thursday games, innings cannot start after 7:45 pm for the first four weeks of the season. Beginning in week five, innings cannot start after 8 pm. Once a new inning is started, both halves of the inning should be completed.
- Umpire in Chief shall have access to the service for the lights.
- The home team will maintain the official score keeping. The away team shall keep their own record for their individual player's statistics and error checking.
- No use of tobacco or Alcohol products are allowed at any town facility hosting Stafford Little League practices, games, or events.
- Discussion of any and all rule infractions with the opposing team's Manager and/or Coach is prohibited. All inquiries regarding rule infractions shall be made by the team Manager to the Home Plate Umpire after "Time" is called during play. The Umpire's ruling will be delivered to the Home and Away team Managers. At their discretion, the Umpire may appeal to the League's Chief Umpire to provide a bylaw or rule interpretation if there is an objection to the ruling on the field, however, both team's Managers shall abide by the Umpire's final ruling on the field.

C. AA League Rules

The following rules are in addition to or an exception from the Little League Rule book rules for Minor's division play. Any topic not covered in these rules shall follow the rules set forth by the Little League Rule Book.

- Prior to the start of practice and game play, each Manager is responsible for walking the field to ensure no hazards are present.

- No infield fly rule
- Pitching machine:
 - During the first four weeks of the season, the pitching machine will be used for the first three (3) innings, and players will pitch the final three (3) innings or until darkness.
 - After the fourth week, the pitching machine will be used for the first two (2) innings, and players will pitch the final three (4) innings.
- Intentional walks are not allowed
- If a pitcher hits three batters in a game he/she will be replaced with another player.
- No bunting
- No Stealing
- Limit of five runs per inning per team.
- Games are six innings long or until darkness.
- Games cancelled due to weather will be made up on the following Saturday at 10:00 a.m. in the order in which they were cancelled.
- Innings cannot start after 7:45 pm for the first four weeks of the season. Beginning in week five, innings cannot start after 8 pm. Once a new inning is started, both halves of the inning should be completed.
- When the pitching machine is in use, due to its interference to the players, runners may advance only one base on an errant throw during the current "at bat" regardless of how many errant throws follow the initial errant throw.

Practical examples:

1. The defensive team attempts to return the ball to the player pitcher to end a play; due to the location of the pitching machine, the player attempts to throw around or over the machine and an overthrow occurs, the runners may advance one base at their own risk, if the player pitcher attempts to throw out a runner

resulting in another overthrow the play is dead and the runners cannot continue to advance.

2. An overthrow at first base occurs, the runner advances at their own risk to second base. The first baseman attempts to make the out at second resulting in another overthrow; the play is dead and the runner cannot continue to advance.

- When the pitching machine is in play, due to its interference to the players, play is considered dead once the player pitcher is provided the baseball anywhere on the dirt mound or the second errant throw has occurred.
- Throwing to the on-field coach operating the pitching machine will result in a dead play; however the throw should be intended for the player pitcher. Safety of the players in regards to the pitching machine should be the priority of the on-field coach operating the machine.
- No player shall be in possession of a bat during a game unless that player is actively at bat or in transition to or from home plate.
- Defensive coaches shall not leave the coaches box or dugout area during games. The only coach allowed on the field in fair territory will be the coach operating the pitching machine.
- The home team will maintain the official score keeping. The away team shall keep their own record for their individual player's statistics and error checking
- No use of tobacco or Alcohol products are allowed at any town facility hosting Stafford Little League practices, games, or events.
- Discussion of any and all rule infractions with the opposing team's Manager and/or Coach is prohibited. All inquiries regarding rule infractions shall be made by the team Manager to the Home Plate Umpire after "Time" is called during play. The Umpire's ruling will be delivered to the

Home and Away team Managers. At their discretion, the Umpire may appeal to the League's Chief Umpire to provide a bylaw or rule interpretation if there is an objection to the ruling on the field, however, both team's Managers shall abide by the Umpire's final ruling on the field.

D. Grapefruit/Tee Ball League Rules

- A soft, level 5 baseball will be used for player's safety.
- Games are 1 1/2 hours in length and will contain as many innings as time allows.
- All players will play the field with a single player at each standard infield position (First base, Second Base, Short Stop, Third Base, Pitcher, and Catcher). The remaining players shall play in the outfield. If there are less than nine players, outfield positions may be left vacant.
- There must be a defined infield and outfield. The outfielders play on the grass and should throw the ball to an infielder. They are not to run to a base. Any perceived out made by an outfielder running to a base or making a tag shall be deemed illegal and disregarded by the official score keeper.
- Infielders should not run to the base, unless that is their position. They should throw to the player covering the base. Any perceived out made by an infielder running to a base that is not their position, shall be deemed illegal and disregarded by the official score keeper. (I.E. the pitcher should not run and tag home plate for a force out. They should throw the ball to the catcher.)
- Managers must rotate players between defensive positions. Each player on the team shall be given the opportunity to experience each position for a minimum of 1 inning during the course of the season. No player shall play the same position for more than two innings in any game. Positions played for each inning should be reported to the official score book (home team's book) for records.
- Catcher must wear all associated protective gear (helmet, facemask, throat protector, chest guard, knee or shin guards and protective cup). Player may use their own personal glove (catcher's mitt not required).

- Pitches will be delivered by a coach. If a player fails to hit the ball after a minimum of five but no more than six swings, the tee will be used. There are no strikeouts. All players bat until they put the ball into play.
- The coach pitcher must throw overhand from an appropriate distance from the plate. (The front edge of the mound is recommended). The coach shall pitch from a kneeling or crouched position. The pitch should be a flat level pitch, all attempts should be made to minimize lob.
- If the ball is hit from a tee, the tee shall be set at home plate. The purpose of hitting from the tee is to help the child develop proper batting mechanics. Hitting from the tee is an excellent tool for this learning experience.
- Full swings must be taken. No bunting. The ball must travel at least three feet from the batter. This is to protect a child from running up to a batter with a bat still in hand.
- No warm up batters allowed on deck. Players must remain in the dugout until it is their turn to bat. Practice swings may be taken at home plate.
- No player shall be in possession of a bat during a game unless that player is actively at bat or in transition to or from home plate.
- Protective batting helmet must be worn at all times by batter and all base runners. No exceptions.
- All players will be in the continuous batting rotation as determined by the manager. Managers must rotate the batter order on a game to game basis.
- The inning is over after three defensive outs or five offensive runs.
- Runners may not advance on errant throws to any base.
- Base runners must stay in contact with the base until the ball is hit and then may advance only one base.
- On a hit to the outfield, the batter/runner cannot advance past first base.
- There is no leading or stealing.
- There can be up to two defensive coaches on the field when the defense is on the field, positioned behind the second baseman and shortstop positions. This is to allow for

instruction, to motivate players and keep the player's interest and attention.

- The offensive team should provide coaches at first and third base.
- An adult must be in the dugout at all times. This is to maintain player's attention on the game. Non-team members (i.e. siblings) are not allowed in the dugout.
- The home team will maintain the official score keeping. Both teams are responsible for providing the home team score keeper with a batting order for the game prior to the start of the first inning. Each team shall provide a defensive lineup at the start of each half inning. The away team may keep their own record for their individual player's statistics.
- Managers and coaches must ensure that the dugout and field are clear of trash at the end of the game or practice.
- No use of tobacco or Alcohol products are allowed at any town facility hosting Stafford Little League practices, games, or events.
- During delay of game for heavy rain or lightening, everyone must leave the dugout and go to either their car or the batting cage.
- Prior to the start of practice and game play, each Manager is responsible for walking the field to ensure no hazards are present.

E. T-Ball League Rules**(If Division is not combined with Grapefruit)**

- A soft, level 1 baseball will be used for player's safety.
- Games are 1 1/2 hours in length and will contain as many innings as time allows.
- All players will play in the field with one player at each infield position and the remaining players in the outfield. There is no catcher position due to the use of the batting tee.
- Managers must rotate players between defensive positions. Each player on the team shall be given the opportunity to experience each position for a minimum of 1 inning during the course of the season. No player shall play the same position for more than two innings in any game.
- Team manager will determine if their player(s) hit from a tee or coach pitch. The manager must keep in mind the momentum of the game and strictly limit number of coach pitches to 5 before bringing out the tee.
- If the ball is hit from a tee, the tee shall be set at home plate. The purpose of hitting from the Tee is to help the child develop proper batting mechanics. Hitting from the Tee is an excellent tool for this learning experience.
- If the coach pitches to a batter, the coach pitcher must throw overhand from an appropriate distant from the plate. (The front edge of the mound is recommended). The coach shall pitch from a kneeling or crouched position. The pitch should be a flat level pitch, all attempts should be made to minimize lob.
- Full swings must be taken. No bunting allowed. The ball must travel at least three feet in front of the batter. This is to protect a child from running up on a batter with a bat still in hand.
- No warm up batters will be allowed on deck. Players must remain in the dugout until it is their turn at bat. Practice swings may be made at home plate.
- No player shall be in possession of a bat during a game unless that player is actively at bat or in transition to or from home plate.

- All batters and base runners must wear a protective batting helmet without exception.
- All players will be in the continuous batting rotation as determined by the manager. Managers must rotate the batter order on a game to game basis.
- Base runners must stay in contact with the base until the ball is hit and then may advance only one base.
- Runners may not advance on errant throws to any base.
- When the last batter of the inning has hit the ball, he or she shall touch all the bases with all the players in front crossing home plate.
- There is no sliding, leading or stealing.
- There are no strikeouts. All players will continue at bat until they put the ball into play.
- The Manager of the defensive team may have as many coaches on the field as they feel necessary. This is to allow for instruction, to motivate players, and to keep the player's interest and attention.
- The offensive team should provide coaches for first and third bases.
- An adult must be in the dugout at all times. This is to maintain player's attention on the game. Non-team members (i.e. siblings) are not allowed in the dugout.
- There is no score keeping
- At the end of the game, each team- including the manager and coaches, will line up and shake hands with the opposing team.
- Managers and coaches must ensure that the dugout and field are clear of trash at the end of the game or practice.
- No use of tobacco or Alcohol products are allowed at any town facility hosting Stafford Little League practices, games, or events.
- During delay of game for heavy rain or lightening, everyone must leave the dugout and go to either their car or the batting cage.
- Prior to the start of practice and game play, each Manager is responsible for walking the field to ensure no hazards are present.

F. Junior League Rules

- Prior to the start of practice and game play, each Manager is responsible for walking the field to ensure no hazards are present.
- Managers and coaches must ensure that the dugout and field are clear of trash at the end of the game or practice.
- No smoking or alcoholic beverages are allowed on any playing field during games or practices.

G. Senior League Rules

- Prior to the start of practice and game play, each Manager is responsible for walking the field to ensure no hazards are present.
- Managers and coaches must ensure that the dugout and field are clear of trash at the end of the game or practice.
- No smoking or alcoholic beverages are allowed on any playing field during games or practices.

4. POOL PLAYERS

In order to help teams that are temporarily short no more than two players, the pool player rule will be in effect, as outlined in the Official Playing rules for 2016 (Section V (c)). This pool is run by the Player Agent only. Managers or Coaches cannot choose players or borrow players from other teams.

Manager should contact the Player Agent as soon as the player shortage is known. The Player Agent will contact the next available pool member and assign a player. The player will wear his or her own team's uniform and cannot pitch during the assigned game.

5. CHAMPIONSHIP BY DIVISION

T-Ball or Grapefruit Leagues do not have championships. Junior and Senior Leagues may have championships within the District. This will be determined by the District depending on the number of teams playing.

Major League, AAA and AA will each have their own championship. After the regular season has concluded, a playoff series will begin with all teams (highest ranking teams playing lowest ranking teams). Playoffs will consist of the "best of (3) three games" with the winner advancing to the Championship Series. Each season will end with the final two teams from each division competing on Championship Night.

Trophies will be awarded for regular season champions, as well as playoff champions. Each team will also receive their respective Championship Cup Trophy. A small plaque will be engraved with the team's name. The cup may be displayed in the sponsor's place of business (if desired). Prior to the end of the next season, the cup must be returned so it can be awarded to the next champion. The Major League Playoff Champion will also receive a team yearbook on opening day of the following season.

6. TOURNAMENT TEAM SELECTION

Tournament Teams- ages nine through 12

- The Tournament Committee shall consist of following: President, Vice President, and Major League Coordinator.
- Prior to All-Star selection The Tournament Committee shall determine which All-Star division Stafford Little League will compete in.
- All major league Managers are given lists of all major league players aged 12, 11, 10 & 9 - lists are by age. Each Manager recommends 12 players per All-Star division Stafford Little League will compete in.
- The Tournament committee shall select the complete rosters for each All-Star team based on the Managers recommendations.

- The manager of each All-Star team is selected. (Appointed by President and approved by Board of Directors).
- Each manager shall choose his coaches after the appointment has been made.
- Board receives the following: Managers recommendations. The Tournament Committee presents the final rosters and coaching staffs to the board for approval.

Tournament Teams- Juniors and Seniors

- Managers and Coaches will be given lists and the same voting rules will apply as outlined above.
- Top nine players chosen will be listed (as outlined above)
- Manager of each team is selected (Appointed by President and approved by Board).
- Manager will complete the roster based on recommendations from manager and coaches. He has the right to remove one or more of the previously chosen nine players - with board approval.

7. LEAGUE VOLUNTEERS

Volunteers are defined as: Manager, Coach, Umpire, Team Parent, Board Members, and Food Booth Operators (regular worker only- not an occasional parent helping). All volunteers must complete a Volunteer Form from the current year as required by Little League International. The form must be completely filled in and the social security number is required. A background check will be completed using the information on this form. This will ensure that an accurate check can be done.