



FAIRFAX LITTLE LEAGUE, INCORPORATED

OUR 60th SEASON

2015

BYLAWS AND REGULATIONS

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BYLAWS AND REGULATIONS

1. OBJECTIVE

1.1. League Objective

The objective of the Fairfax Little League, Inc. shall be to instill in the youth of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority through the sport of baseball so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens. To achieve this objective the Fairfax Little League, Inc. will provide a supervised program under the Rules and Regulations of Little League Baseball, Incorporated. All Directors, Officers and Members shall bear in mind that the molding of future citizens is of prime importance and that the attainment of exceptional athletic skill or the winning of games is secondary.

1.2. Scope of the Supervised Program

1.2.1. To meet the needs of the community, the supervised program shall consist of two Leagues, individually chartered by Little League Baseball, International: the **American League** and the **National League**. These Leagues may offer levels of play as described in Rule 1.2. for players league age 4 through 18, and may also offer a Challenger Division for players league age 4 through 26. A player's League age is determined by how old a player is as April 30 of that calendar year.

1.2.2. The Big League Division shall consist of a single playing division for players of league age 16, 17, or 18.

See section **5 – Player Distribution** for regulation on distribution by age.

1.2.3. The **Senior Division** shall consist of a single playing division for players of league age 14, 15, or 16.

See section **5 – Player Distribution** for regulations on distribution by age.

1.2.4. The **Junior Division** shall consist of a single playing division for players of league age 12, 13, or 14.

See section **5 – Player Distribution** for regulations on distribution by age.

1.2.5. The **Intermediate (50/70) Division** shall consist of a single playing division for player of league age 11, 12 or 13.

See section **5 – Player Distribution** for regulations on distribution by age.

1.2.6. Little League Program

1.2.6.1. The **Little League Program** shall consist of three divisions:

The **spring season** is open to players league age 4 through 12. The **fall season** is open to players league age 4 through 11.

- **Majors Division**
- **Minor League Division** - consists of three separate playing levels:
 - **AAA** division - player pitched
 - **AA** division - player pitched
 - **A** division - machine pitched
- **Tee Ball Division**

1.2.6.2. All Little League play shall be division and level specific and may be interleague, depending upon scheduling considerations.

1.2.7. Depending on player interest, a **Challenger Division** of varying size shall be established for those eligible players, league age 4 through 26.

1.3. Objective of the Bylaws and Regulations

The objectives of the Fairfax Little League, Inc. Bylaws and Regulations are to meet requirements of the Official Regulations of Little League Baseball, International and to state, amplify, and clarify administrative regulations and procedures necessary to conduct the supervised Little League Baseball Program within the Leagues' boundaries during the regularly scheduled spring and fall seasons.

Modifications to the Playing Rules of Little League Baseball, International are located in the document **Fairfax Little League, Inc. Local Playing Rules**.

1.4. Recommendations for change

Any person associated with Fairfax Little League, Inc. in any capacity may recommend changes to these By-Laws or the local rules. Recommendations for change should be addressed to the Chief Umpire via the respective League President.

2. REGULATION OF THE SUPERVISED PROGRAM

2.1. National Guidance

The Official Regulations and Playing Rules for Tee Ball, Minor League, Little League, Intermediate (50/70), Junior League, Senior League, and Big League Baseball and the Little League Draft Selection System for Little League Baseball, all of which are issued and copyrighted by Little League Baseball, Inc., shall govern the supervised program activities of the Fairfax Little League, Inc.

2.2. Precedence of Regulations and Rules

2.2.1. If these Regulations conflict with the Regulations of Little League International, these Regulations shall apply for the scheduled spring and fall seasons of play of the Fairfax Little League, Inc., as defined herein.

2.2.2. For end of season tournaments sponsored by the Fairfax Little League Inc., these By-Laws and the Local Rules shall continue to apply without change for all games at all levels of play with only two (2) exceptions.

EXCEPTION 1: The administrative game time limit for the final Championship game at the Big League, Senior, Junior, Majors and AAA Playing Level of the Minors Division of the Little League is deleted. In the final Championship game of the specified playing level tournaments, the game shall be played to its full regulation length of 6 or 7 innings as specified in National Playing Rules 4.10 and 4.11.

EXCEPTION 2: All tournament tie games shall continue until a winner is determined.

Note: In all final Championship games, the 10 run rule specified in National Playing Rule 4.10(e) applies at all levels of play after the game is an official regulation game.

2.3. The League Committee

2.3.1. **Spring Season.** The League Committee for each **League** of the Fairfax Little League, Inc. shall consist of the League President, the League Director of Minors, the League Player Agent, and the League Director of Single A/Tee Ball. Each League President shall establish procedures to break tie votes within their own League.

NOTE 1: For matters involving the Challenger Division, the Director of Challenger Play shall replace the Director of Minors on each League Committee.

NOTE 2: For matters involving the Big/Senior/Junior League and Intermediate (50/70) Division, the Director of Big/Senior/Junior/League/Intermediate (50/70) Division shall replace the League Director of Minors and the League Director of Single A/Tee Ball on each League Committee.

2.3.2. **Fall Season.** The League Committee shall consist of the Board President, the Director of Fall Ball, the Director of Big/Senior/Junior/Intermediate (50/70) Division, the Director of Challenger Play, the designated Player Agent, and the designated League Director of Minors. The role of Player Agent and Director of Minors shall rotate between the Leagues.

2.4. Managers and Coaches

2.4.1. All **managers and coaches** of teams in the supervised program in either the spring or fall season shall be approved by majority vote of the Board of Directors.

2.4.2. All team **managers and coaches** shall attend Rules Training for Managers taught by the Chief Umpire prior to the start of the spring or fall season(s), or complete the entire inexperienced umpire training program consisting of both classroom and on-field classes before the spring season.

Certification by the Chief Umpire of the manager or coach's attendance at rules training is required before that individual is allowed on the playing field in a coaching role during scheduled games.

2.5. Umpires

2.5.1. Fairfax Little League uses adult volunteer and youth umpires. It is the goal of the Board of Directors to increase parent participation as umpires throughout the year. Youth and adult volunteers may become a **league certified umpire**, making them available to work as umpires at games with the level dependent upon their umpiring skill and time availability. The League provides equipment and training in rules, game administration, and safety for all volunteers. Adult volunteer umpires are also encouraged to join the Fairfax Baseball Officials Association (FBOA), a civic organization of volunteer umpires that supports the League and conducts additional umpire training and development.

2.5.2. Subject to availability, scheduled umpires **are assigned** for all games at the Big League, Senior, Junior, Intermediate (50/70), Majors, and AAA and AA of the Minor League Division. Scheduled umpires **are not assigned** for the A level of the Minor League Division, the Tee Ball Division, and the Challenger Division.

2.5.3. Team Parent Umpires

If sufficient scheduled volunteer umpires are not available, team managers shall provide volunteer parents (**team parent umpires**) to umpire in accordance with the following procedures and rules:

2.5.3.1. All managers shall designate **two** or more adults to be the **Team Parent Umpires**. Team parent umpires shall attend a training clinic before the start of each season that is designed specifically for them. Upon designation, the names of Team Parent Umpires shall be reported by all managers to their League President and Chief Umpire prior to the start of the season.

2.5.3.2. The **visiting** team manager shall provide the Umpire-in-Chief who shall call home plate; other team parent umpire(s) work the field.

2.5.3.3. If one scheduled umpire is present for a game, the scheduled umpire shall be the Umpire-in-Chief and shall call home plate. At a minimum, the visiting team manager is responsible for providing one of the team's parent umpires to umpire the field; however, each team should provide a parent umpire to provide better umpire coverage of the game—visiting team umpire calls 1st and 2nd bases, home team umpire calls 3rd base.

2.5.3.4. After training, inexperienced umpires are normally assigned games at the AA level of the Minors Division. For the AA level and the AAA level, even if two scheduled umpires are present for these games, the visiting team parent umpire may assist the scheduled umpires by calling 3rd base, thus placing three umpires and a minimum of one adult on the field for all games.

2.5.3.5. Any umpire may consult with the Field Marshall (Board Representative at the field complex) for interpretations or rulings during a game, if necessary.

2.5.3.6 If two youth umpires are assigned to a game the home team parent umpire will act in the capacity of Game Coordinator in accordance with National Rule 9.03 (d).

2.6. Selection of a Scorekeeper

The team manager selects the scorekeeper. The home team scorekeeper shall be the "game's official scorekeeper" and his/her decisions are final and binding. The official scorekeeper may keep the game time, and as requested, provide game time information to the Umpire-In-Chief. The official scorekeeper shall ensure that the Umpire-in-Chief signs the official scorebook if the game is protested, or suspended; all scorekeepers should record the umpires' names. The home team manager shall designate a person responsible for keeping the official pitch count. This person shall ensure that the proper pitch counts for pitchers in the game are maintained and will provide to the Umpire-in-Chief if requested.

2.7. Board of Director's Field Marshall

A member of the League's Board of Directors will be in attendance at each of the Leagues' field complexes during scheduled games and will perform as the Field Marshall of that field complex. The Field Marshall will wear his/her respective Board Shirt.

2.7.1. The duties of the Board of Director's Field Marshall are to assist the umpires in administering the Little League program of scheduled games; to ensure good sportsmanship is displayed by all players, members of the League, spectators, and guests; to assure safety for all players and league members during scheduled activities; to respond to problems with any aspect of the scheduled program at that field complex; to be available for suggestions or constructive comments from any concerned individual regarding aspects of the League's scheduled program; and to provide appropriate observations to the Board.

2.7.2. The Field Marshall has the authority on behalf of the Board of Directors to require any person who is disrupting the scheduled program or displaying inappropriate sportsmanship to leave the Fairfax Little League field complex. If this authority must be used, the Field Marshall shall make a written report of the situation to the League Committee of the League involved and furnish a copy of this report to the Board of Directors. Managers of the teams involved shall provide such information to the Field Marshall as is necessary for this report.

3. SAFETY

3.1. Safety Director's Responsibility

The Safety Director shall publish and administer the League's Safety Program, schedule and oversee training, and establish procedures to follow in the event of injury or unsafe conditions in the Safety Program and these Local Rules.

3.2. Manager's Responsibility

3.2.1. Team managers and coaches shall complete safety training as scheduled by the Director of Safety within the past calendar year. The League goal is to have all managers and coaches complete safety training every year; the minimum League standard is for coaches and managers to complete training every other year. The Director of Safety shall certify to the respective League Presidents that each rostered team has at least one coach or manager who has met the League standards for safety training prior to the start of the schedule of play, or identify to the League Presidents those teams whose manager/coaches require remedial safety training before the team can participate in the schedule of play.

3.2.2. Managers shall report all injuries or accidents to the League Director of Safety and the League Player Agent. Such reports shall be made within forty-eight hours of the injury or of obtaining knowledge of such injury or accident.

3.3. Team Responsibilities

3.3.1. All teams shall emphasize safety in practice and scheduled play. Parents are encouraged to assist managers and coaches in this emphasis with their playing child.

3.3.2. In the event of adverse weather and/or unsafe field conditions, both teams are responsible for adhering to safety decisions and for trying to make the field playable, if possible. However, if the game cannot be started within time limits established by Local Playing Rule 5.4, the game shall not be played but shall be rescheduled by the appropriate player agent. Under no circumstances is the game to be "moved" to the outfield to be played, or moved to another field, unless approved by the League Player Agent.

4. PLAYER REGISTRATION AND EVALUATION

4.1. Registration

All players shall be registered with Fairfax Little League, Inc.. The league age of each player shall be verified at registration for the spring season. For players in the fall season who did not register for the spring season, league age shall be verified upon registration.

4.2. Opportunity to play

It is the intent of Fairfax Little League, Inc. that any child who desires and qualifies by age, shall be given the opportunity to participate in the supervised program and shall be placed, as accurately as possible, in the level of play which most nearly matches his/her age and/or ability.

4.3. Evaluations

The League shall schedule and conduct evaluations of playing skills to assist in administering the supervised program.

4.3.1. All players who wish to be eligible for the Junior or Intermediate (50/70) Division shall participate in the League's evaluation except those players who were on an existing Juniors team for the previous spring season. Any player who does not participate in the evaluation is subject to removal from the player distribution pool and may further be subject to forfeiture of eligibility to play in the supervised program, unless a valid reason for not participating in the scheduled evaluation is presented to, and accepted by, the Director of Junior/Senior Play.

4.3.2. All players who wish to be eligible for the Little League Majors Division and the AA and AAA levels of the Minor League Division shall participate in the League's evaluation, except those players who were on a spring season Majors Division team. Any player who does not participate in the evaluation is subject to removal from the player distribution pool and may further be subject to forfeiture of eligibility to play in the supervised program, unless a valid reason for not participating in the scheduled evaluation is presented to, and accepted by, the League Player Agent.

4.3.3. Any player who does not report for player evaluation at the scheduled time without prior approval of the League Committee shall be prohibited from playing in the supervised program for a manager or coach for whom the player previously played in any league in the past 12 months.

4.3.4. Players league age 4 through 6, and players league age 7 who do not wish to be drafted to an AA level, or higher, Minor League Division team, are not required to participate in an evaluation.

4.4. Standby List

Players registering after the final evaluation date shall be put on a standby list and will be placed on a team, if possible, by the Player Agent.

5. PLAYER DISTRIBUTION

5.1. General Guidance for Distribution by Age

The following guidance represents the normal distribution of players by league age. League age is the player's attained age as of **April 30th of the year in which** both the spring and fall seasons will be played. Exceptions to normal distributions are permitted by National Regulations and shall be reviewed and approved by League Presidents.

5.1.1. Players of league age 4 through 6:

Eligible for Tee Ball Division in the Spring Season.

Players league age 6 are eligible for the A level of the Minor League Division in the Fall season.

EXCEPTION: With the concurrence of the League Committee, players of league age 6 are eligible for the A level of the Minor League Division if they participated in Tee Ball in the previous Spring season.

5.1.2. Players of league age 7 or 8:

Eligible for the A and AA levels of the Minor League Division in the Spring season.

5.1.3 Players league age 8 or 9:

Eligible for the AA and AAA levels of the Minor League Division in the Spring and Fall seasons.

5.1.4. Players league age 9 through 11:

Eligible for the AAA level of the Minor League Division and the Majors Division in both Spring and Fall seasons.

5.1.5 Players league age 9 through 12:

Eligible for the Majors Division in the Spring season.

5.1.6 Players league age 11, 12 or 13 are eligible for the Intermediate (50/70) Division.

5.1.7. Players league age 12, 13, or 14 are eligible for the Junior League Division.

5.1.7.1 Players league age 12 and 13 shall choose at the time of player registration their desire to participate at the Junior Division of play or the Little League level of play. The choice on playing level shall be verified by the League Committee with the player's parent(s). Players of league age 12 or 13 who choose to play at the Junior level of play shall be eligible for the Junior tournament teams, but will not be eligible for the Little League Majors or Intermediate (50/70) Division tournament teams.

5.1.8. Players league age 14, 15 or 16 are eligible for the Senior League Division.

5.1.8.1 Players of league age 14 shall choose at the time of player registration their desire to participate at the Senior or the Junior Division level of play. Players of league age 14 who choose to play at the Senior level of play shall be eligible for the Senior tournament teams.

5.1.9 Players league age 16, 17 or 18 are eligible for the Big League Division.

5.1.9.1 Players of league age 16 shall choose at the time of player registration whether they will play at the Big or the Senior Division level of play. This choice shall be verified by the League Committee with the player's parent(s) and this choice shall become irrevocable on February 15th of the year in which the spring season will be played. Players of league age 16 who choose to play at the Big level of play shall be eligible for the Big tournament teams but will not be eligible for the Senior tournament teams.

5.1.10. Players of league age 5 through 21 with physical and/or mental disabilities are eligible for the Challenger Division. Challenger players shall be accompanied by a parent or legal guardian during play in the supervised program.

EXCEPTION: Players league age 12 shall play at the Little League or Junior level depending on their irrevocable choice; players league age 13 shall play at the Intermediate (50/70) or Junior level depending on their irrevocable choice; players league age 14 shall play at the Junior or Senior League level depending on their irrevocable choice; and players of league age 16 shall play at the Senior or Big level depending on their irrevocable choice.

5.2. Distribution by Draft or Assignment

5.2.1. In accordance with the general guidance for distribution of players by age, all players league age 5 through 18, except carry-over players on the roster of a Little League Majors Division team from the Spring season, shall be considered free agents. At the beginning of the Spring or Fall season, these free agents shall be assigned to a team by the draft process in accordance with the current Little League Operations Manual.

5.2.2. Distribution of players shall be conducted by the managers under the direction of the Player Agent, in accordance with the Little League Draft Selection System published by Little League Baseball, Inc. Players who are not carry-over Junior League Division or Majors Division players and who do not appear at the scheduled evaluations, may be eligible for the Majors Division draft or subsequent calling up from the Minor League Division only by approval of the League Committee.

5.2.3. After the completion of assignment by draft, remaining players of league age 7 and 8 shall be assigned to teams of the A level of the Minor League Division by the League Director of Minors with the approval of the League Player Agent. After completing team rosters of the A level teams, remaining players shall be assigned to teams of the Tee Ball Division by the Director of Tee Ball. Assignment of players within the A level Minor League and the Tee Ball Divisions shall be by blind draw on the basis of neighborhood or geographical locations, with consideration of specific family requests to the extent possible. Siblings shall normally be assigned to the same team unless parents request otherwise.

5.3. Big/Senior/Junior/League/Intermediate (50/70) Division Drafts

5.3.1 Under the guidance of the Director of Senior/Junior/Intermediate (50/70)/Big League Play, the **Big and Senior League Divisions** player draft shall be accomplished in accordance with the “Plan B” method as contained in the Little League Operations Manual.

Note: Players age 15 and above playing in Big League and Seniors shall be assigned to teams in accordance with Board guidance after coordination with High School baseball coaches.

5.3.2. Fall Transition Program

All players eligible for the Junior Transition Program in the Fall season shall be placed in a common distribution pool for the draft. The Fall draft shall be accomplished in accordance with rule 5.3.1 above.

5.4. Majors Division Draft

All Majors Division draft shall follow Plan A in the Operations Manual. Majors Division player selections shall be made according to the schedule presented in this rule, which is based on the teams' previous year's final standings (win/loss percentage). Manger's draft option shall be the fourth round.

5.4.1. If there is a tie in the previous year's final standings, the first tie-breaker shall be head-to-head competition between the teams involved, with the loser drafting first.

5.4.2. If head-to-head competition still results in a tie, the second tie-breaker shall be the number of returning players with the team having the least number of returning players drafting first.

EXAMPLE: Teams A and B tie in the final standings, and split the games between them in the previous season. Team A has seven (7) returning players and team B has five (5) returning players—

APPROVED RULING: team B drafts first.

5.4.3. If both teams have the same number of returning players, then the number of returning twelve year-olds shall determine the order of draft.

EXAMPLE: Team A has six (6) returning players including four (4) twelve year-olds and team B has six (6) returning players including three (3) twelve year-olds

APPROVED RULING: team B drafts first.

5.4.4. Finally, if all these parameters are even, a coin shall be flipped to determine the order of selection in the first round of the draft; in successive draft rounds the teams shall alternate order of selection.

5.4.5. Refer to the Little League Baseball Operating Manual for definition of the bonus pick and all other draft options.

EXAMPLE:

League Standing	Round 1 Choice	Round 2 Choice	Round 3 Choice	Round 4 Choice	Bonus... Pick.....	Round 5 Choice	Bonus Pick
10th.....	1	11	21	31	41
9th.....	2	12	22	32	42
8th.....	3	13	23	33	43
7th.....	4	14	24	34	44
6th.....	5	15	25	35	45
5th.....	6	16	26	36	46
4th.....	7	17	27	37	47
3rd	8	18	28	38	48
2nd.....	9	19	29	39	49
1st.....	10	20	30	40	50

5.4.6 Fall Transition Program

Any Board approved Spring manager or coach may request to manage their spring majors team. The number of teams will be determined by the Fall Ball Director and Player Agent. Majors teams will be comprised of all returning/eligible players from the spring team to the greatest extent possible. The Fall Ball Director, upon consultation with League Presidents, will determine if any returning spring players will stay together.

5.4.6.1 Draft procedure: Draft order will be determined by random number. A serpentine draft will be conducted with each team drafting a player from the pool of eligible players in the first round. The second and subsequent rounds will be comprised of returning players. When all a team’s returning players are placed in their respective teams, the manager son/daughter will be picked in the fourth round, all pool players are eligible to be drafted.

EXAMPLE: If Team A has the last pick in the draft and has four returning players from their spring team, the second through fifth rounds picks will be returning players.

5.5. Return of Players to the Minor League Division Distribution Pool

5.5.1. Players not acquired by a Majors Division team by the end of the Majors Division player draft shall be automatically placed in the Minor League Division player distribution pool. At the time and place designated by the Player Agent and, under his or her direction, the AAA team managers shall draft players to their respective teams in accordance with Local Regulation 5.6.

5.5.2. Players in the Minor League Division distribution pool not drafted by a AAA team shall be automatically available for drafting by a AA team. At the time and place designated by the Player

Agent and, under his direction, the AA team managers shall draft players to their respective teams in accordance with Local Regulation 5.6.

5.5.3. All undrafted players remaining in the Minor League Division distribution pool at the end of the AA level Minor League Division draft shall be assigned to an A level Minor League Division team as stated in Local Regulation 5.2.3.

5.6. Minor League Division Draft

Under the direction of the Player Agent, the Minor League Division (AAA and AA levels) player draft shall be accomplished as follows.

5.6.1. Each AAA and AA team manager shall draw a number. This number shall determine the team's order of selection in the draft.

5.6.2. Draft rounds shall alternately run from the lowest numbered team (i.e., number 1) to the highest team and vice versa.

EXAMPLE: Team number 1 selects first in rounds 1, 3, 5, 7, etc., and last in rounds 2, 4, 6, etc., and the other teams select accordingly.

NOTE: Manager's draft option shall be in the 4th round.

5.6.3. AAA team managers shall select from the player distribution pool per guidance from their League Committee.

NOTE: All players league age 11 or 12 shall play at the AAA level of the Minor League Division or higher unless determined to be at risk by the League Committee.

5.6.4. AA team managers shall select from the player distribution pool remaining after the AAA level draft per guidance from their League Committee.

NOTE: All players league age 9 or 10 shall play at the AA level or higher unless determined to be at risk by the League Committee.

5.6.5. Only the team managers, player agent and other league officials approved by the league president will be allowed to attend the Minor League Division draft. Prospective coaches will not be allowed to attend the draft in order to avoid the perception that player selections have been pre-determined. Although managers may hold preliminary discussions with prospective coaches for their team, coaching positions cannot be promised until the draft is completed and the results are made official. Managers who desire specific coaches are encouraged to pick that person's child in the early rounds per rules 5.6.1 and 5.6.2 above. [Prior to the draft, managers can make their preference known to work with certain coaches. These discussions may result in other managers willfully volunteering to pass on players in the early rounds so these preferences can be fulfilled. However, at no time will any manager be obligated to pass on a player in order to meet another manager's personal preference for a specific coach/player.

5.7. Special Provisions

5.7.1. It is the intent of Fairfax Little League that players participate at the level which is appropriate for their skills and abilities; however, any Minor League Division player who refuses to be drafted to a higher level is subject to sanctions based on the following quote of subparagraph (b) of Regulation VIII of the Official Regulations of Little League Baseball:

"The Minor League program is the responsibility and is an integral part of the chartered Little League. It is not and may not be operated as a separate entity. It must be restricted to the boundaries of the Local League and its players are subject to selection by draft by any Little League (Majors) Team of the Local League. Refusal of a player to comply shall result in forfeiture of further eligibility in the Little League (Majors) Division for the current season."

NOTE: It is **NOT** the intention of this rule that players who refuse to be drafted shall forfeit eligibility to continue participation in Little League, but rather that they forfeit further eligibility for advancement to a higher league level during the current season and possibly be subject to being declared **ineligible** for post season tournament play at any level. It is unfair for a child of exceptional ability to play in a league level that is obviously below his/her skill level. Should a player of such exceptional ability refuse advancement to a higher league level, the League Committee shall recommend proposed sanctions to the Board for approval. No sanction will be announced nor imposed without approval of the Board of Directors. Additionally, a player who, at the time of the draft, declines an assignment to a Majors Division team or requests that they not be assigned to a Majors Division team, shall be ineligible for advancement to a Majors Division team for the duration of the season.

5.7.2. It is recognized that in exceptional cases, the parents of a child who is hindered by individual limitations, may appeal to a committee of the League President, Player Agent, drafting manager (if applicable, as a non-voting member) and the Director of Minors for an appeal of player distribution.

6. TEAM STRENGTH

6.1. Number of Players

The number of players on each team shall be as follows:

Big League, Senior League, Junior League, Little League Majors Division

minimum of 12 and maximum of 15.

Little League Minors Division—no minimum or maximum.

Following registration, the League Committee of each League, shall determine the team strength of all league teams based on the most equitable distribution of players/teams.

6.3. Advancing Players to Fill Vacancies

6.3.1. Only long-term vacancies on Little League Majors Division teams in the spring season are eligible to be filled. Long-term vacancies are defined as those due to moving out of the community, voluntary resignation, or injury and/or illness that precludes the player from participating in 6 (six) consecutive games listed on the original schedule. Other events causing vacancies at all levels shall be evaluated by the League Committee for a determination of permanence and whether advancement is warranted. If the League Committee determines advancement from the Minor League Division is not warranted, the Majors Division team shall continue the season with its remaining players.

6.3.2. Managers shall notify their Player Agent of a possible long-term vacancy within 24 hours of becoming aware of the situation. Procedures to fill the vacancy shall be as directed by the Player Agent who will be the initial channel of communication between any manager with a vacancy and any potential replacement. Selecting managers shall not contact a player, player's parents or the player's present manager directly, until approval to do so is received from the Player Agent. Vacancies shall be filled, normally within seven (7) day's time, by the Player Agent after coordination with the League Committee.

6.3.3. In matters of player advancement, the Player Agent's decision is final. Effective on the date of advancement, the player becomes a member of the new team and is ineligible to participate with his/her previous team. A player advanced during the season shall remain eligible for any awards won during his/her tenure in the lower level.

6.3.4. Advancements shall be effective on the Monday following the date the advancement is approved by the Player Agent, i.e., the Player Agent approves an advancement on Monday of a league week—the advancement takes place on Monday of the following league week.

6.3.5. In the event a manager does not start procedures to fill a vacancy within the prescribed period, the Player Agent shall start procedures, direct an appropriate advancement, and notify the manager of the action taken. The Player Agents are charged with the responsibility of ensuring compliance with this rule.

6.4. Majors Division Replacement Players

Replacement players become permanent members of a Little League Majors Division team on the date of advancement.

6.4.1 Replacement players shall be league age 10 or 11. In the second half of the scheduled spring season, replacement players advanced to a Majors Division team shall be league age 11.

6.4.2. If the Majors Division player being replaced is league age 12, and a younger replacement player is drafted up to fill the vacancy, the replacement player shall constitute the team's second round draft choice for the next season. If the replacement player is the same age or older than the player(s) lost, it will not count towards the team's draft choices for the next season.

7. PLAYER PARTICIPATION

7.1. Enforcement of Player Participation Rules

7.1.1. Alleged violations of player participation rules shall be reported to the League Player Agent.

7.1.2. League Player Agents, aided as they desire by official scorers, have the authority and responsibility to enforce player participation rules. If a League Player Agent has reason to believe that a manager has intentionally violated these rules, the League Player Agent shall refer the matter to the League Committee who shall act in accordance with paragraph (i) of Little League Regulation IV by directing the Manager to schedule the player to fulfill missed participation requirements in the next game. Further, if this is the first player participation violation of the team in the season, the League Player Agent shall issue the manager a **written warning**. If the violation is the second in the same season, the League President shall **suspend the manager for the next scheduled game**. If the violation is the third offense in the same season, the League President shall **suspend the manager for the remainder of the season** and shall inform the Board of these facts for their consideration in future manager selections.

7.2. Player Participation Record (PPRs)

7.2.1. The purpose of PPRs is three fold: (1) To ensure that player participation is in accordance with Little League Regulations, Playing Rules, and Fairfax Little League Local Rules; (2) to provide a documented record of player performance to be used to determine end-of-season team and individual awards; and (3) to provide information for use in the next year's draft.

7.2.2. Each team manager shall submit a PPR for **every** game regardless of whether the manager or another designee is computing the records.

7.2.3. The PPR from scheduled games played in a week shall be forwarded to the League Player Agent of the respective League no later than **Tuesday** of the following week.

NOTE: The intent is to allow managers to keep cumulative statistics for the game just completed and to keep the League Player Agent current on player participation and League activity.

7.2.4. League Player Agents, aided as they desire by official score keepers and other league officials, have the authority to call for the censure of any manager who fails to submit the team's PPRs within the prescribed period as noted in Local Regulation 7.2.3. or intentionally submits inaccurate or incorrect data for unsportsmanlike purposes. For repeated offenses, the League Committee shall determine the form of censure, and if necessary, bring the matter before the Board of Directors for approval. The censure may result in suspension of one or more games or the permanent suspension of the offending manager.

7.2.5. Any manager failing to submit a final PPR for a Spring or Fall season shall, in the succeeding Spring season, be prohibited from drafting any player who played for that manager during the season in which the PPR was not submitted.

8. SCHEDULING GAMES

8.1. Scheduling

All games shall be played on regulation fields approved for game play. These game fields shall be from an approved list produced by the Executive Committee. All postponed, suspended, or playoff games shall be rescheduled by the person designated by the league Committee for rescheduling games. The home team manager of the postponed game will contact the Rescheduler within 24 hours once the game has been postponed. Game rescheduling will be done at the earliest possible date in the order of postponement. Reschedulers shall inform the umpire schedulers of all rescheduled games. No games shall be played on Mother's Day; exceptions will be made if agreeable to the Player Agent and both managers. **No games shall be rescheduled solely by the participating managers.**

8.2. Game Limit per Week of Play

No Big, Senior, Junior, or Intermediate (50/70) Division team shall be compelled to play more than four (4) games during a program week; no Little League team shall be compelled to play more than three (3) games during a program week.

8.3. Spring Season Championship

8.3.1. At the Little League Majors Division and AAA level of the Minor League Division, championships shall be determined by comparing season win/loss records (winning percentage). The season win/loss record shall include all scheduled games played including interleague games. In the event of a tie the following, in the order presented, shall be used to break the ties: Head to head record, win/loss record within their league, or a playoff game scheduled with each team receiving at least one (1) day of rest prior to the game. For second or third place ties, the following, in the order presented, shall be used to break the ties: Head to head record, win/loss record within their league, or, if time permits, a playoff game to be played within one (1) week after the last scheduled game. (Majors only): The overall standings for the Spring season shall be used in determining the order for the next Spring's draft.

NOTE: If possible, Teams vying for first place at the Little League Majors Division and AAA levels of the Minor League Division shall play out the schedule if the results of remaining games will affect the final standings. For example, if one team is 12-6 and another is 12-5, the latter team must play out its schedule. Playing out the schedule is not required for teams mathematically eliminated from winning the league championship.

NOTE: The League President may conduct a single or double elimination tournament, if desired. These games will have no impact on the next season's draft.

8.3.2. In the Big, Senior, Junior and Intermediate (50/70) Divisions, the regular Spring season championship shall be determined by comparing season win/loss records (winning percentage). The Spring season win/loss record shall include all scheduled games played including interleague games. In the event of a tie the following, in the order presented, shall be used to break the ties: Head to head record, win/loss record within their league, or a playoff game scheduled with each team receiving at least one (1) day of rest prior to the game. For second or third place ties, the following, in the order presented, shall be used to break the ties: Head to head record, win/loss record within their league, or, if time permits, a playoff game to be played within one (1) week after the last scheduled game.

8.3.3. In the Big League, Senior, Junior, and Intermediate (50/70) Divisions, following the completion of the Spring regular season schedule, the Director of Big/Junior/Senior Play may hold a season ending single or double elimination in-house tournament for Juniors and/or Seniors if time allows. These in-house end of season tournament games and results would not count toward the Spring Season Championship or Spring regular season standings. Tournament seeding and home and visiting team will be determined by the final overall standings for the Spring season. Only the final Championship game of Spring Juniors and/or Seniors tournament games shall be a full regulation game of 7 innings as prescribed in the National Playing Rules 4.10. and 4.11. The administrative game time limits for all other Spring tournament games shall remain the same as the Spring regular season as specified Local Playing Rule 5.1.1.

NOTE: There is no post season play for the Tee Ball or Challenger Divisions.

8.4. Fall Season Championship

At all playing levels of the Fall Season, a single or double elimination tournament shall be conducted to determine the season championship. A coin toss prior to each tournament game shall determine the home and visiting team. Tournament seeding will be determined by random number drawing held immediately after completion of the Fall draft. Only the final Championship game of the Senior, Junior, Intermediate (50/70), Little League Majors Division, and the Little League AAA level shall be a full regulation game of 7 or 6 innings as prescribed in the National Playing Rules 4.10. and 4.11. The administrative game time limits for all other Fall tournament games shall remain the same as the Fall regular season as specified in Local Playing Rule 5.1.

9. FORFEITURES

9.1. Forfeitures

See National Rules 4.15, 4.16, 4.17, and 4.18

9.1.1. In the **Spring Season**, a team which cannot field nine (9) players to start a scheduled game **shall forfeit** the game unless there are extraordinary circumstances. The teams, however, **may play** the game as a practice game for the enjoyment of the players. (Exception: In the Tee Ball, Single A,

AA and Challenger Divisions, teams will play their games with the players who show up for the game unless it is a tournament game. For tournament games nine players are needed.)

9.1.2. In the **Fall Season**, teams at **all levels**, a team which cannot field nine (9) players at the start of a scheduled game shall be permitted to borrow an eligible player(s) without penalty from another organized team to enable the team to reach a game strength of 9 players. If more than 9 players including borrowed players are present for a game, borrowed players shall be “substitutes” and play only the league prescribed minimum playing times.

NOTE:

a. Borrowed players shall play in the outfield and shall be placed at the end of the batting order behind all regular team members. If more than three (3) players are borrowed, a borrowed player may play in the infield, but under no circumstances shall any borrowed player occupy the position of pitcher or catcher.

b. A player may fill the role of a borrowed player only once per week.

9.1.3. If a manager believes that there were extraordinary circumstances which prevented him from fielding a team, he should notify the President of the League in writing within 48 hours. If the League Committee agrees, the League Player Agent shall reschedule the game to be played for record purposes.

9.1.4. For the purpose of this Local Rule, a team has fifteen (15) minutes beyond the scheduled starting time to field the required number of players.

9.2. Participation Restriction due to Discipline Problems

With the approval of the League Player Agent, a Manager may require a registered player to sit out a game for disciplinary problems. A player so disciplined shall be listed as such on the lineup card given to the Umpire-in-Chief at the plate conference and shall be ineligible for that game.

10. PROTESTS

Protests shall be made and adjudicated in accordance with Little League International procedures, rule 4.19. Protests are not authorized at the AA and A levels of the Minor League, Tee Ball or Challenger Divisions.

10.1. Protest Procedures

10.1.1. Protest procedures are defined in National Rules 4.19.

10.1.2. Protests not submitted in a timely manner to the umpire on the field nor timely filed with the Chief Umpire as specified herein **shall be disallowed**.

10.2. Adjudication of Protests

10.2.1. Within five (5) days of receipt, if the Chief Umpire determines the protest has merit, he shall request the Protest Committee of Fairfax Little Leagues, Inc., be convened to evaluate the protest and reach a decision.

10.2.2. If the Chief Umpire finds the protest to be without merit, he shall inform the members of the Protest Committee for concurrence and subsequently, the League President(s) of the teams involved. The League President(s) shall inform the protesting manager of the declination of the protest.

10.2.3. The Protest Committee shall contact and request, as minimum, statements (written or oral) from the following individuals:

- a. both managers;
- b. the umpire who made the protested ruling; and
- c. the game Umpire-in-Chief.

The protest committee shall make every effort to resolve the protest and notify both managers concerned of the decision on the protest within seven (7) days of the protested game.

11. SELECTION OF TOURNAMENT TEAMS AND MANAGER

11.1. Tournament Team Managers and Coaches

The Big, Senior, Junior, Intermediate (50/70), and the Little League Majors, 10-11 Year Old, and the 9-10 Year Old tournament team **managers and coaches** shall be approved by a secret ballot of the Board of Directors **NO LATER THAN** the June meeting. Eligible candidates will be the managers and coaches from the respective Leagues and levels of play. After Manager approval, the designated Tournament Team Manager shall recommend to their League Committee the names of two (2) coaches for the tournament team; the League Committee shall review the Manager's recommendations and independently submit two coaching nominations to the Board for approval; nominations for coaching positions do not have to be the coaches recommended by the manager.

11.2. Big/Senior/Junior/League/Intermediate (50/70) Division Tournament Team Selection Process

The Senior League and Junior League tournament teams for each League shall be selected by the Big, Senior, Junior, and Intermediate (50/70) players, managers and coaches in accordance with the following.

11.2.1. Supervision. Balloting for members of the tournament teams shall be supervised by the Director of Big/Senior/Junior/Intermediate (50/70) Division Play.

11.2.2. The ballots shall include the names of all Big/Senior/Junior League and Intermediate (50/70) Division players who will be available to participate in the tournament and who participated as an eligible player. Exception: The period during which a Big, Senior or Junior candidate was a member of a middle school, junior high school or high school baseball team is not to be considered in the evaluation of percentage of Big, Senior or Junior games played.

11.2.3. Procedures. Each player, manager, and two coaches from each team may cast only **one** ballot per person, and may vote for **no more than 14 names** on his/her ballot. The Director shall be responsible for counting the votes cast. They are prohibited from revealing the relative standings in balloting of any player. Once the ballots have been tabulated, two lists will be prepared and presented to the tournament team managers for use in determining the composition of the teams. Each list will be in alphabetical order. The first list will contain the names of the top five (5) vote getters. The second list will contain the names of the 6th through 25th vote getters.

11.2.4. Selection. A maximum of fourteen (14) tournament team members may be selected.

11.2.4.1. The five (5) players with the highest vote totals will automatically be named to the tournament team. The Director of Big/Senior/Junior/Intermediate (50/70) Division and Player Agent and tournament team manager will then select six (6) additional tournament team members from the names of the players who were the 6th through 25th highest vote recipients. At the discretion of the Director and Player Agent and tournament team manager, zero, one, or two additional tournament team members may be selected at this time from the second list to be placed on the tournament team with the five (5) players on the first list and the six (6) players from the second list. The tournament team manager and coaches will then, collectively, have one wild card option to pick from any eligible player in the League.

11.2.4.2. Alternate players shall not be selected; however, the Director may maintain an order of merit list to be consulted in case a selected player becomes unable to participate in the tournament, thus requiring replacement on the team.

11.2.4.3. There shall be no announcement of the tournament team roster until the date specified by Little League International.

11.3. Majors Division Tournament Team Selection Process

The Majors Division tournament team for each League shall be selected by Majors Division players, managers and coaches in accordance with the following.

11.3.1. Supervision. Balloting for members of the tournament team shall be supervised by the respective League Presidents.

11.3.2. Eligibility. All members of the Majors Division tournament team may be league age 12. No member of the tournament team shall be younger than league age 11. Ballots shall be prepared under the direction of the League President. The ballots shall include the names of all 11 and 12 year-olds who played in the Majors Division for more than half of the season and who will be available

to participate in the tournament plus other information as directed by the Board of Directors with such direction being provided no later than the Board's regularly scheduled May meeting.

11.3.3. Procedures. Each Majors Division player, manager, and two coaches from each Majors Division team may cast only **one** ballot per person, and may vote for **no more than 14 names** on his/her ballot. The League President and Player Agent of each League shall be responsible for counting the votes cast. They are prohibited from revealing the relative standings in balloting of any player. Once the ballots have been tabulated, two lists will be prepared and presented to the tournament team manager for use in determining the composition of the team. Each list will be in alphabetical order. The first list will contain the names of the top five (5) vote getters. The second list will contain the names of the 6th through 25th vote getters.

11.3.4. Selection. A maximum of fourteen (14) tournament team members may be selected.

11.3.4.1. The five (5) players with the highest vote totals will automatically be named to the tournament team. The League President, Player Agent and tournament team manager will then select six (6) additional tournament team members from the names of the players who were the 6th through 25th highest vote recipients. At the discretion of the League President, Player Agent and Tournament Team Manager, zero, one, or two additional tournament team members may be selected at this time from the second list to be placed on the tournament team with the five (5) players on the first list and the six (6) players from the second list. The tournament team manager and coaches will then, collectively, have one wild card option to pick from any eligible player in the League. Therefore, twelve (12) players shall be selected and a maximum of fourteen (14) may be selected for the Tournament Team.

11.3.4.2. Alternate players shall not be selected; however, the League President may maintain an order of merit list to be consulted in case a selected player becomes unable to participate in the tournament, thus requiring replacement on the team.

11.3.4.3. There shall be no announcement of the tournament team roster until the date specified by Little League International.

11.4.10-11 Year Old Division Tournament Team Selection Process

The 10-11 Year Old Division Tournament Team shall be selected from an order of merit listing developed under League Committee supervision. PPRs, manager's evaluations, player on-field evaluations, and player input may be used in developing the order of merit list.

11.4.1. The Tournament Team manager shall poll the regular season AAA level managers of the Minor League Division to identify, at a minimum, the most capable 10 or 11 year old player on their team. If desired, the Tournament Team manager may request identification of the two most capable 10 or 11 year old players. To this list and after selection of the Majors Division Tournament Team, the Tournament Team manager shall add the names of all Majors Division players of league age 10 or 11.

11.4.2. From this list, the Tournament Team Manager shall select and recommend to the League Committee a minimum of 12 and a maximum of 14 players to participate on the League's Tournament Team. The League Committee shall approve the team roster after considering the manager's recommendations.

11.5. 9-10 Year Old Division Tournament Team Selection Process

The 9-10 Year Old Division Tournament Team shall be selected from an order of merit listing developed under League Committee supervision. PPRs, manager's evaluations, player on-field evaluations, and player input may be used in developing the order of merit list.

11.5.1. All Majors Division players shall be placed on the order of merit list for consideration. Minor League Division players shall be added to this list based on their demonstrated performance throughout the season until approximately 25 total players have been listed.

11.5.2. When the player's list is completed, the Tournament Team manager shall select a minimum of 12 and a maximum of 14 players to participate on the League's Tournament Team. The League Committee shall approve the team roster after considering the manager's recommendations. Names of players selected shall not be announced until authorized in the Tournament Rules and Guidelines.

11.6. Ballot Standings

League Presidents, Player Agents and Tournament Team Managers are **PROHIBITED** from revealing the relative standings in the balloting of any league player.

END OF BYLAWS AND REGULATIONS