



**VINEYARD LITTLE LEAGUE
BYLAWS
LEAGUE IDENTIFICATION NUMBER 405-21-02
2017 SEASON**

ARTICLE I – REGISTRATION AND TRYOUTS

1. All players who sign up and try out before the Vineyard Little League draft will be placed on a team. A waiting list will be maintained for those who registered after the draft.

2. Late Registration:

A. Late registrations are any sign-ups that occur after the Vineyard Little League draft.

B. All Late Registrants Will Be Placed On A Waiting List. As a vacancy occurs players will be placed on a team in the order they appear on the appropriate waiting list, based on registration date. They will be placed on a team by age as described below:

- i. 16, 17, and 18 year olds will be placed on a Big League division team.
- ii. 14 and 15 year olds will be placed on a Senior division team.
- iii. 13 year olds will be placed on an Intermediate team.
- iv. 12 year olds will be placed on a Major division team.
- v. 10 and 11 year olds will be placed on a Triple A team.
- vi. 8 and 9 year olds will be placed on a Double A team.
- vii. 6 and 7 year olds will be placed on a Single A team.
- viii. 4 and 5 year olds will be placed on a T-ball team.
- ix. Team placement will be under the direction of the Player Agent.

3. A minimum of 2 tryouts shall be held. Any child failing to attend at least 50% of the tryout sessions shall lose the status of a candidate unless that child presents an excuse which is accepted by the majority of the Board (From the Little League Operating Manual). The player draft will follow the last tryout.

4. All players 9 years old and up will participate in try outs and then selected by the appointed managers for the new season and proper player selection will take place as outlined in the bylaws.



5. Any 8 year old player will be eligible to try out for the Triple A division contingent upon parent request to the Vineyard Little League President or Triple A/Major Player Agent one week before tryouts.
6. There will be no refunds after draft day.

ARTICLE II – DRAFT AND PLACEMENT OF PLAYERS

1. Draft Policies Senior Division:

- A. Senior division teams will have equal amount of players per team.
- B. All players 14 and 15 years old who attended the required number of tryouts are eligible for the Senior division draft. All players 14 and 15 years old who did not attend the required number of tryouts will not be drafted, but will be placed on a Senior division team after the draft.
- C. A total redraft system will be used.
- D. Managers are not permitted to waive a draft choice. It is encouraged that all Senior division managers or representatives to attend all tryouts and draft night. If a manager or his representatives are not at draft night, a board representative will be assigned to do the drafting for the team.
- E. Draft order will be determined by a random drawing of numbers.
- F. The draft order will proceed in a serpentine order. (i.e. If there are six teams drafting, the order of the draft will be by team number 1, 2, 3, 4, 5, 6, 6, 5, 4, 3, 2, 1, 1, 2, and so on until the draft is complete.)
- G. All rosters will be final before the adjournment of the draft meeting.

2. Draft Policies Intermediate Division:

- A. Intermediate division teams will have equal amount of players per team.
- B. All players 13 years old who attended the required number of tryouts are eligible for the Intermediate division draft. All players 13 years old who did not attend the required number of tryouts will not be drafted, but will be placed on a Intermediate division team after the draft.
- C. A total redraft system will be used.
- D. Managers are not permitted to waive a draft choice. It is encouraged that all Intermediate division managers or representatives to attend all tryouts and draft night. If a manager or his representatives are not at draft night, a board representative will be assigned to do the drafting for the team.
- E. Draft order will be determined by a random drawing of numbers.



F. The draft order will proceed in a serpentine order. (i.e. If there are six teams drafting, the order of the draft will be by team number 1, 2, 3, 4, 5, 6, 6, 5, 4, 3, 2, 1, 1, 2, and so on until the draft is complete.)

G. All rosters will be final before the adjournment of the draft meeting.

3. Draft Policies Major Division:

A. Twelve (12) players per team.

B. All returning Vineyard Major division players and 12 year olds who have attended the required number of tryouts must be drafted into the Major division. If a returning Major division player or 12 year old doesn't try out, then that player will not be drafted but will be placed on a Major division team after the draft.

C. A total redraft system will be used.

D. All other players 9-12 years old who have attended the required number of tryouts are eligible to be drafted into the Major division.

E. Managers are not permitted to waive a draft choice. It is encouraged that all Major division managers or representatives to attend all tryouts and draft night. If a manager or his representatives are not at draft night, a board representative will be assigned to do the drafting for the team.

F. Draft order will be determined by a random drawing of numbers.

G. The draft order will proceed in a serpentine order. (i.e. If there are six teams drafting, the order of the draft will be by team number 1, 2, 3, 4, 5, 6, 6, 5, 4, 3, 2, 1, 1, 2, and so on until the draft is complete.)

H. Vineyard Little League will conduct a regular draft wherein, if a number of returning Major division players and 12 year olds have not been drafted by the time that same number of draft picks remain, those returning players and 12 year olds must be the only players eligible from that point forward in the draft. (Example: with 9 picks left in the draft, there are 9 players who were returning Major division players and/or 12 year olds still not drafted for the current year. Those 9 players become the only 9 eligible players, and must be drafted)

I. All rosters will be final before the adjournment of the draft meeting.

4. Draft Policies Triple A Division:

A. The number of teams in the Triple A division will not exceed a maximum of twelve (12). The number of players will not exceed twelve (12). Any deviation from the above must be approved by a 2/3 vote of the board of directors. A waiting list will be maintained.



B. The Triple A division will have a draft following the Major division draft. It is encouraged that all Triple A division managers or representatives to attend all tryouts and draft night. If a manager or his representatives is not at draft night, a board representative will be assigned to do the drafting for the team. Players will be selected from those remaining who were not selected by a Major division team.

C. All 10 and 11 year old players who attended the required number of tryouts and were not selected to a Major division team must be drafted on a Triple A division team. All 10 and 11 year old players who did not try out will not be drafted but will be placed on a Triple A team after the eligible players are drafted.

E. The 8 and 9 year old players who attended the required number of tryouts may be drafted to the Triple A division up to the allocated spots available after the total count of all 10 and 11 year old players.

F. Draft order will be determined by a random drawing of numbers.

G. The draft order will proceed in a serpentine order. (i.e. If there are six teams drafting, the order of the draft will be by team number 1, 2, 3, 4, 5, 6, 6, 5, 4, 3, 2, 1, 1, 2, and so on until the draft is complete.)

H. All rosters will be final before the adjournment of the draft meeting.

5. Placement Policies – Double A:

A. Teams in the Double A division will not exceed a maximum of twelve (12) players and a minimum of ten (10) players without a 2/3 approval of the league's board of directors.

B. 8 and 9 year olds that weren't drafted into the Major or Triple A divisions or that did not attend the required number of tryouts will be placed in the Double A division.

C. Team placement will be under the direction of the Player Agent.

6. Placement Policies – Single A:

A. Teams in the Single A division will not exceed a maximum of twelve (12) players and a minimum of ten (10) players without a 2/3 approval of the league's board of directors.

B. 6 and 7 year olds will be placed in the Single A division.

C. Team placement will be under the direction of the Player Agent.

7. Placement Policies – T-Ball:

A. Teams in the T-Ball division will not exceed a maximum of twelve (12) players and a minimum of ten (10) players without a 2/3 approval of the league's board of directors.

B. 4 and 5 year olds will be placed in the T-ball division.



C. Team placement will be under the direction of the Player Agent.

8. All Divisions: Vineyard Little League will honor all parent requests to have their children play on the same team if their children end up in the same division. This does not mean that a sibling will play up in order to place siblings on the same team.

ARTICLE III – REPLACEMENT POLICIES

1. Senior Division:

A. If a Senior division team loses a player, a player from the waiting list in the order in which they registered will fill the vacancy.

B. If a player misses three (3) consecutive games, the manager must notify the Player Agent and give them reason. Failure by the manager to notify the player agent will result in disciplinary action by the board of directors. Exception: High school baseball players while playing in the current C.I.F. season.

2. Intermediate Division:

A. If an Intermediate division team loses a player, a player from the waiting list in the order in which they registered will fill the vacancy.

B. If a player misses three (3) consecutive games, the manager must notify the Player Agent and give them reason. Failure by the manager to notify the player agent will result in disciplinary action by the board of directors. Exception: High school baseball players while playing in the current C.I.F. season.

3. Major Division:

A. When a team needs to add a player after the draft, the manager of the affected team must receive a 12 year old from the waiting list. If no 12 year olds are on the waiting list, then, and only then, will a player whose league age is the same as that of the player being replaced will be selected from an appropriate division. A manager has seven (7) days to replace a player and the Player Agent will give a list of players that are eligible for him to draft to him. Should the manager not replace the player within seven (7) days then the Player Agent shall place a player on the team.

B. If a player refuses to be drafted, he/she loses the privilege of being drafted up for the remainder of the season.

C. Triple A division players who have completed three (3) regular season games will be eligible to be moved to the Major division. Refusal of a player to comply shall result in forfeiture of further eligibility in the Major division for the current season. Major division teams that require replacement players before three (3) games have been completed, must draft a player who has attended tryouts.



D. Major teams will not replace any players or add any players if 51% of the regular season games have been played, unless their rosters fall below 11 players, in which case the Player Agent will place a 12 year old from the waiting list or the Major division manager will draft from the Triple A division.

E. If a player misses three (3) consecutive games, the manager must notify the Player Agent and give them reason. Failure by the manager to notify the player agent will result in disciplinary action by the board of directors.

4. Triple A Division:

A. When a team needs to add a player after the draft, the manager of the affected team must receive a 10 or 11 year old player from the waiting list, in the order of which the player registered. If no players are on the waiting list, then, and only then, must a player be brought up from the Double A division. Only 9 year olds who tried out and participated in three (3) league games will be permitted to be brought up. A manager has seven (7) days to replace a player and the Player Agent will give a list of players that are eligible for him to draft to him. Should the manager not replace the player within seven (7) days then the Player Agent shall place a player on the team.

B. If a player refuses to be drafted, he/she loses the privilege of being drafted up for the remainder of the season.

C. Double A division players who have completed three (3) regular season games will be eligible to be moved to the Major division. Refusal of a player to comply shall result in forfeiture of further eligibility in the Major division for the current season. Triple A division teams that require replacement players before three (3) games have been completed, must draft a player who has attended tryouts.

D. Triple A teams will not replace any players or add any players if 51% of the regular season games have been played, unless their rosters fall below 11 players, in which case the Player Agent will place a 10 or 11 year old from the waiting list or the Triple A division manager will draft from the Double A division.

E. If a player misses three (3) consecutive games, the manager must notify the Player Agent and give them reason. Failure by the manager to notify the player agent will result in disciplinary action by the board of directors.

5. Double A Division - If a Double A team loses a player, a player from the waiting list in the order in which they registered will fill the vacancy.

6. Single A Division - If a Single A team loses a player, a player from the waiting list in the order in which they registered will fill the vacancy.

7. T Ball Division - If a T-ball team loses a player, a player from the waiting list in the order in which they registered will fill the vacancy.



ARTICLE IV – FIELD DOCTRINE

1. Big League Division:

- A. Vineyard will play under both Vineyard Little League By-laws and Inter-League Rules.
- B. Pool players will be assigned by the Junior/Senior Player Agent or Junior/Senior Vice President.
- C. Game Time Limit: *(SEE INTER-LEAGUE RULES)*.
 - i. Ties will be played off until the time limit expires. If a tie still exists, ½ game won and ½ game lost will be recorded for each team.
 - ii. A regulation game that is tied after five or more completed innings and halted by the umpire will result in a ½ game won and ½ game lost which will be recorded for each team.
 - iii. If a game is called before it has become a regulation game, no win or loss will be recorded for either team. Only non-regulation games that have a direct bearing on the standings will be continued, as determined by the board of directors.
- D. Big League Division Championship Teams:
 - i. Standings will be determined by intra-league record (Vineyard vs. Vineyard).
 - ii. Vineyard Big League teams will have no championship series. The team with the best overall record will be declared champions. The team with the second best overall record will be the second place team. Big League division tie breakers:
 - 1. Best record. If still tied then:
 - 2. Head to head. If still tied then:
 - 3. Least runs allowed. If still tied then:
 - 4. Highest run differential. If still tied then:
 - 5. Coin Flip

2. Senior Division:

- A. Vineyard will play under both Vineyard Little League By-laws and Inter-League Rules.
- B. Pool players will be assigned by the Junior/Senior Player Agent or Junior/Senior Vice President.
- C. Game Time Limit: *(SEE INTER-LEAGUE RULES)*.
 - i. Ties will be played off until the time limit expires. If a tie still exists, ½ game won and ½ game lost will be recorded for each team.
 - ii. A regulation game that is tied after five or more completed innings and halted by the umpire will result in a ½ game won and ½ game lost which will be recorded for each team.



iii. If a game is called before it has become a regulation game, no win or loss will be recorded for either team. Only non-regulation games that have a direct bearing on the standings will be continued, as determined by the board of directors.

D. Senior Division Championship Teams:

- i. Standings will be determined by intra-league record (Vineyard vs. Vineyard).
- ii. Vineyard Senior teams will have no championship series. The team with the best overall record will be declared champions. The team with the second best overall record will be the second place team. Senior division tie breakers:
 1. Best record. If still tied then:
 2. Head to head. If still tied then:
 3. Least runs allowed. If still tied then:
 4. Highest run differential. If still tied then:
 5. Coin Flip

3. Intermediate Division:

A. Vineyard will play under both Vineyard Little League By-laws and Inter-League Rules.

B. Pool players will be assigned by the Intermediate/Junior/Senior Player Agent or Intermediate division/Junior/Senior Vice President.

C. Game Time Limit: (*SEE INTER-LEAGUE RULES*).

- i. Ties will be played off until the time limit expires. If a tie still exists, ½ game won and ½ game lost will be recorded for each team.
- ii. A regulation game that is tied after five or more completed innings and halted by the umpire will result in a ½ game won and ½ game lost which will be recorded for each team.
- iii. If a game is called before it has become a regulation game, no win or loss will be recorded for either team. Only non-regulation games that have a direct bearing on the standings will be continued, as determined by the board of directors.

D. Intermediate Division Championship Teams:

- i. Standings will be determined by intra-league record (Vineyard vs. Vineyard).
- ii. Vineyard Intermediate division teams will play in double elimination playoffs at the end of the regular season to determine the league champion.
- iii. The seeding will be determined by the best record as follows:
 1. The team with the best overall record will be seeded number one.
 2. The team with the second best overall record will be seeded number two.
 3. Managing Tie breakers:
 - a. Best record. If still tied then:
 - b. Head to head. If still tied then:
 - c. Least runs allowed. If still tied then:
 - d. Highest run differential. If still tied then:



- e. Coin Flip
- iv. During the playoffs, the team that is the higher seed is the home team.

E. Playoff Games – Time Limit:

- i. Playoff game times will be played as scheduled.
- ii. Each playoff game will consist of seven innings plus extra innings if necessary. No games will end in a tie. The game will continue until a winner is determined, even if there is a game scheduled after the game being played.

4. Major Division:

A. Every team will bat through the entire line-up for the duration of the game. A team's line-up must contain every eligible player and the batting order may not change during the game.

B. Substitutions may be made defensively at the start of any inning. All players must play for three (3) innings defensively in a six (6)-inning game and cannot sit 2 innings in row. (Exception: player who arrives after the game begins does not need to be started until the third inning.)

C. Time Limit

- i. All games will start based on actual start time.
- ii. All games will be six innings in length, except when a game is tied at the end of 6 innings and there is time for extra innings.
- iii. No new inning will start after 2 hours from the actual start time.
- iv. Ties will be played off until the time limit expires. If a tie still exists, ½ game won and ½ game lost will be recorded for each team.
- v. If a game is called before it has become a regulation game, no win or loss will be recorded for either team. Only games that have a direct bearing on the standings will be continued, as determined by the board of directors.

D. Mercy Rule - When a team is ahead by 10 or more runs after 4 innings, all play will cease and the winning score becomes official.

E. Major Division Champions:

- i. Vineyard Major division teams will play in double elimination playoffs at the end of the regular season to determine the league champion.
- ii. The seeding will be determined by best record as follows:
 - 1. The team with the best overall record will be seeded number one.
 - 2. The team with the second best overall record will be seeded number two.
 - 3. Managing Tie breakers:
 - a. Best record. If still tied then:
 - b. Head to head. If still tied then:
 - c. Least runs allowed. If still tied then:
 - d. Highest run differential. If still tied then:



e. Coin Flip

iii. During the playoffs, the team that is the higher seed is the home team. The team that went undefeated through the winner's bracket is the home team for the first championship game. If a 2nd championship game is necessary, the team with the higher seed is the home team.

F. Playoff Games – Time Limit:

- i. Playoff game times will be played as scheduled.
- ii. Each playoff game will consist of six innings plus extra innings if necessary. No games will end in a tie. The game will continue until a winner is determined, even if there is a game scheduled after the game being played. The regular season mercy rule is in effect.

4. Triple A Division:

A. Every team will bat through the entire line-up for the duration of the game. A team's line-up must contain every eligible player and the batting order may not change during the game.

B. Substitutions may be made defensively at the start of any inning. All players must play for three (3) innings defensively in a six (6)-inning game and cannot sit 2 innings in row. (Exception: player who arrives after the game begins does not need to be started until the third inning.)

C. Three (3) outs/five (5) runs per inning maximum. (Exception: Sixth 6th inning, three (3) outs).

D. Time Limit

- i. All games will start based on actual start time.
- ii. All games will be six innings in length, except when a game is tied at the end of 6 innings and there is time for extra innings.
- iii. No new inning will start after 2 hours from the actual start time.
- iv. Ties will be played off until the time limit expires. If a tie still exists, ½ game won and ½ game lost will be recorded for each team.
- v. If a game is called before it has become a regulation game, no win or loss will be recorded for either team. Only games that have a direct bearing on the standings will be continued, as determined by the board of directors.

E. Mercy Rule – When a team is ahead by 15 or more runs after 4 innings, all play will cease and the winning score becomes official.

F. Triple A Division Champions:

- i. Vineyard Triple A division teams will play in double elimination playoffs at the end of the regular season to determine the league champion.
- ii. The seeding will be determined by best record as follows:
 1. The team with the best overall record will be seeded number one.



2. The team with the second best overall record will be seeded number two.

3. Managing Tie breakers:

a. Best record. If still tied then:

b. Head to head. If still tied then:

c. Least runs allowed. If still tied then:

d. Highest run differential. If still tied then:

e. Coin Flip

iii. During the playoffs, the team that is the higher seed is the home team. The team that went undefeated through the winner's bracket is the home team for the first championship game. If a 2nd championship game is necessary, the team with the higher seed is the home team.

G. Playoff Games – Time Limit:

i. Playoff game times will be played as scheduled.

ii. Each playoff game will consist of six innings plus extra innings if necessary. No games will end in a tie. The game will continue until a winner is determined, even if there is a game scheduled after the game being played. The regular season mercy rule is in effect.

5. Double A Division:

A. Nine (9) players on defense: Four (4) infielders, three (3) outfielders, pitcher, catcher. **Managers and coaches are not allowed on the field unless to coach the bases and/or to pitch to a hitter after a pitcher throws four balls .**

B. Stealing is allowed to any base but home.

C. No advancing on passed ball or wild pitch to home.

D. Three (3) outs or four (4) runs ends inning.

E. The mound will be 42 feet from home plate.

F. Substitutions may be made defensively at the start of any inning. **No player shall sit more than one (1) inning per game until all players have sat at least one inning.** A player, who arrives after the game begins, does not need to be started until the third (3rd) inning. **Every player will be required to play two (2) innings in the infield.** Managers who do not adhere to the mandatory play time will be brought before the board of directors for disciplinary action. **If a manager decides that a player should not play infield because of safety reasons, a written note signed by the Player Agent, the manager, and the parent/guardian of the player must be retained by the Player Agent before such action takes place.**

G. Pitching (*The following pitching format will be used throughout the whole season*)

i. All games are “free pitch” whereas the opposing team will have a player pitcher to pitch to the batter.

ii. Coach pitches after four (4) balls. Coach assumes the strike count. Coach must pitch from the pitching rubber.



- iii. Batter can strike out or put the ball into play.
- iv. There are **No Walks**.
- v. Batter and all runners are limited to advance 2 bases maximum when a coach is pitching.
- vi. If a batter hits a home run over the fence when the coach is pitching, the player is awarded a home run.
- vii. Pitchers must follow the pitch count rules set forth in the Little League Rules and Regulations (Green Book).

H. A play is deemed over when the ball is in the infield and under the control of an infielder. The runner may not advance once the play is over.

I. Time Limit

- i. No inning will start after 1:30 hours (90 minutes)
- ii. Any inning started prior to 1:30 hours (90 minutes) may be played to its completion.

J. No division standings or playoffs.

6. Single A Division:

A. Ten (10) players on defense: Four (4) infielders, four (4) outfielders, pitcher, catcher.

B. No advancing on passed ball or wild pitch to any base.

C. Stealing is not allowed.

D. Three (3) outs or four (4) runs ends inning.

E. The mound will be 42 feet from home plate.

F. Substitutions may be made defensively at the start of any inning. **No player shall sit more than one (1) inning per game until all players have sat at least one inning.** A player, who arrives after the game begins, does not need to be started until the third (3rd) inning. **Every player will be required to play two (2) innings in the infield.** Managers who do not adhere to the mandatory play time will be brought before the board of directors for disciplinary action. **If a manager decides that a player should not play infield because of safety reasons, a written note signed by the Player Agent, the manager, and the parent/guardian of the player must be retained by the Player Agent before such action takes place.**

G. Pitching (*The following pitching format will be used throughout the whole season*)

- i. All games use a league provided pitching machine.
- ii. Batter can strike out or put the ball into play.
- iii. There are **No Walks**.

H. A play is deemed over when the ball is in the infield and under the control of an infielder. The runner may not advance once the play is over.



I. Time Limit

- i. No inning will start after 1:15 hours (75 minutes).
- ii. Any inning started prior to 1:15 hours (75 minutes) may be played to its completion.

J. No division standings.

7. T-Ball Division:

A. Games will be four innings or 60 minutes in length. Any inning in progress at the 60-minute time limit will be completed.

B. Bases will be placed 50 feet apart. Pitcher's Circle: A ten-foot radius circle whose center is 35 feet from home plate. Batter's Circle: A ten-foot radius circle centered at home plate.

C. Players bat in numeric order (#1, #2, etc.). First batter is #1 in the first game, #2 in the second game and so forth.

D. A ball that is bunted or does not leave the batter's circle is foul. There are no strikeouts. The manager or coach of the offensive team may toss or pitch the ball to the batter when he/she feels the batter is ready for a pitched ball. If the batter does not achieve a fair ball after three (no more than three) pitches, the batter will hit from the tee.

E. Batting through the order ends the inning.

F. No score or standings will be kept.

G. A team may field all available defensive players. Each player must play at least one inning in the infield and one inning in the outfield, and may not play pitcher and/or first base a total of more than two innings in a game.

H. Stealing is not allowed. Players may not leave their base or advance until the ball is batted.

I. Batters must stop at first base. If the ball is hit into the outfield, the batter can advance to second base at his own risk.

J. The pitcher may not leave the pitching rubber until the ball is batted. The pitcher may not field the ball and tag the batter out. (Pitcher must throw the ball to first base or tag first base to put the batter out.)

K. The inning's last batter will run around the bases. The defensive team must stay on the field until the batter has completed his/her run around the bases. **FOR SAFETY REASONS, THE LAST BATTER CAN NOT BE TAGGED OUT AT HOME.**

L. The manager is responsible for the conduct of the team's players and coaches. Unsportsmanlike conduct and yelling in a derogatory manner shall not be permitted.

8. Challenger Division - See Challenger Handbook



ARTICLE V – CONDUCT AND RULES

1. Uniforms - All players will be required to be in full uniform to play in any scheduled game. Any player who is not in full uniform shall not play. There will be no exception. Full uniform consists of entire league issued uniform and hard cup for males (ALL DIVISIONS). No alteration to the league issued uniform is permitted (exception: the last name on the back of the jersey and/or hat). If pants have belt loops, a belt must be worn.

2. Player Participation - Any player who did not meet their division requirements regarding playing time must start and play the next 2 games physically present in their entirety, with exception of a game shortened for any reason. **THERE WILL BE NO EXCEPTIONS TO THIS RULE.** The offending manager will be disciplined in the following manner:

A. First Offense: Written warning

B. Second Offense: Suspension with the length to be determined by the League President with Board approval

C. Third Offense: Dismissal as manager

3. Postponements:

A. Valid Reasons for Postponement: Special circumstances as determined by League President and Board of Directors (i.e. Flu Outbreak, etc.)

B. Subject to Board Approval all postponed games will be rescheduled in the next available game slot.

C. There will be no postponements for any reason during the Vineyard Little League postseason tournament.

4. Disciplinary Action - If a manager wishes to bench a player for disciplinary reasons, he must notify the Player Agent in writing the reason for such action 24 hours prior to the beginning of the next game. The Player Agent will in turn notify the league President and the player's parents and also keep a copy of the request on file. All managers must have team rules filed with the Board of Directors.

5. Fences/Scoreboard - Batting or throwing of balls deliberately into any fences or scoreboard will not be tolerated. This includes backstops, dugouts, or any other type of fencing or structures on any park or school grounds. This refers to any practice or game time. Teams are not allowed to warm up players by use of the fences. Repeated offenders will be brought before the Board of Directors for disciplinary action.

6. Field Conduct All Divisions:

A. Field Preparation & Equipment Storage

i. Prior to every game, the HOME TEAM shall:

1. Put up the outfield fence.
2. Set up the bases



3. Drag the field
4. Line the field and batter's box
5. Check the condition of the field and ensure its safety and playability.
- ii. After the last (or only) game of the day, the VISITING TEAM shall:
 1. Pick up all equipment, including bases, and return the equipment to the storage shed in a neat and orderly manner. **MANAGERS AND COACHES ARE REQUIRED TO MAKE SURE THAT ALL LOCKS ARE REPLACED AND LOCKED!!!**
 2. Check the condition of the field and ensure its safety and playability
 - First Offense: Verbal Warning to the Manager or Coach
 - Second Offense: Penalty to be determined by Board of Directors
 3. After each game, please dispose trash into the trash bin!!!

B. Any player caught destroying the field landscaping (i.e., digging holes) will be disciplined. **THERE WILL BE NO EXCEPTIONS TO THIS RULE.** The offending player will be disciplined in the following manner:

- i. First Offense: Verbal warning
- ii. Second Offense: Immediate ejection and an additional one game suspension.

C. Players are not allowed to leave the field or the dugout areas prior to or during a game; *(Exception: In case a player has to use the restroom with the permission of manager or coach who will then notify the umpire).*

D. Manager(s)/Coach(s) are not allowed to leave the field or dugout areas during a game without umpire permission.

E. Only a board approved manager/coach may warm-up or play catch with a uniformed player within one hour of the start of a scheduled game and/or during a scheduled game. Manager/coach must not warm up a pitcher at home plate or in the bull pen or elsewhere at any time. The offending person(s) will be disciplined in the following manner:

- i. First Offense: Verbal warning
- ii. Second Offense: Ejection

F. **Official Scorekeeper(s) / Pitch Counter(s) are to remain in the announcer's booth or directly behind home plate.** All original lineups are to be attached to the corresponding game in the official scorebook. The official scorebook must be signed by the home plate umpire.

G. No food, drink or chewing of gum will be allowed in the dugout or on the playing field with the exception of a water bottle or sports drink.

H. The manager is expected to control the conduct of the team's coaches, players, spectators, members, and volunteers. Unsportsmanlike conduct and yelling in a derogatory manner shall not be permitted. Offended person(s) will be disciplined in the following manner:

- i. First Offense: Verbal warning
- ii. Second Offense: Ejection



I. Anyone who exhibits signs of being under the influence of alcohol or drugs will be immediately ejected from the premises.

J. EJECTION: Any manager, coach, member, spectator or league volunteer who uses profanity, uses a racial remark, tries to injure, starts a fight, fights, argues with an umpire or throws equipment, will be subject to ejection.

- i. Any manager, coach, member, spectator or league volunteer that is ejected will be automatically suspended from the competing team's next game. Upon review by the ejection committee, the committee may add to the one game suspension. The ejection committee will meet on or before the next league playing day. Their findings may be appealed to the league's board of directors. The ejected party may only appeal to this board of directors if more than a one (1) game suspension is levied against him/her.
- ii. Once ejected and/or suspended from a game the offending individual must remove themselves from the premises including the field, grandstands, and parking lot.
- iii. Any player who uses profanity, uses a racial remark, tries to injure, starts a fight, fights, argues with an umpire or throws equipment will be subject to ejection by the umpire who will discreetly notify the player's manager. If the manager doesn't remove the offending player immediately, the umpire will eject both the offending player and the manager.

ARTICLE VI – SPECIAL RULES

1. All Managers/Coaches will participate in fundraisers and work projects. Violations without a prior valid excuse, approved by the League President, will result in a one game suspension. Additional violations will result in dismissal as manager/coach from the league.

2. Though managers may call for more practices, players will not be required to attend more than three practices per week, before opening day and after Opening Day requirement falls to two practices. Note: Going to the batting cages will be considered a practice.

3. The All Star team manager may require more than three practices per week.

4. Vineyard Little League will complete its own playing schedule before competing in any post-season play with the exception of All Stars.

5. Upon receiving team equipment and keys, managers will submit an equipment deposit in the amount of \$250.00 in the form of a postdated check. This will be deposited only in the event equipment issued is not returned to the equipment manager within ONE week after closing day ceremonies.

6. Any Board member who is also a manager, coach, or spectator of their child's team are prohibited from making any board decisions which directly affect their child's team.



ARTICLE VII – SELECTION OF ALL STAR TEAM, MANAGERS, AND COACHES

1. Big League Division:

- A. Vineyard Little League will have one Big League division All Star team consisting of 12, 13 or 14 (as determined by said manager) player's ages 16, 17, & 18.
- B. The league's President and Player Agent shall set a time and place for the selection of the All Star team.
- C. Big League division managers vote for 100% of the players to be placed on their respective All Star teams.
- D. Big League division managers will nominate only players from their own team to be considered for their respective All Star team. There is no limit on the number of players each Big League manager can nominate.
- E. The managers will do all balloting via "secret ballot" method. The managers may only discuss facts pertaining to any player's selection only in a scheduled player selection meeting. Any violations will be addressed by the board of directors.
- i. Team affiliation will be dropped before voting begins.
 - ii. Voting will continue until all players have been selected. No manager or board appointed designee will be permitted to leave before the All Star balloting is completed.
- F. If the All Star manager chooses to carry more than 12 players, he must select the additional player(s) from the list of players that were already nominated. The All Star manager will select a replacement player, as needed, subject to approval by the league's President, Junior/Senior division V.P., and Junior/Senior division Player Agent.
- G. The All Star manager may not drop a player from the All Star team without sufficient reason. Any action taken must be solely because of the player's conduct, attendance, or injury and must be approved by the Player Agent from the appropriate division and the league's President.
- H. Selection of Big League Division All Star Manager and Coaches:
- i. The pennant-winning manager for the Big League division may be considered for managing the Big League division All Star team, subject to board approval.
 - ii. The managers of the All Star teams shall select their own coaches with the approval of the league's president and the league's board of directors. The managers of the All Star team will endeavor to pass on as much knowledge of All Star competition as possible to his successor for the following year.

2. Senior Division:



A. Vineyard Little League will have one Senior division All Star team consisting of 12, 13 or 14 (as determined by said manager) player's ages 14, 15, and 16.

B. The league's President and Player Agent shall set a time and place for the selection of the All Star team.

C. Senior division managers vote for 100% of the players to be placed on their respective All Star teams.

D. Senior division managers will nominate only players from their own team to be considered for their respective All Star team. There is no limit on the number of players each Senior manager can nominate.

E. The managers will do all balloting via "secret ballot" method. The managers may only discuss facts pertaining to any player's selection only in a scheduled player selection meeting. Any violations will be addressed by the board of directors.

i. Team affiliation will be dropped before voting begins.

ii. Voting will continue until all players have been selected. No manager or board appointed designee will be permitted to leave before the All Star balloting is completed.

F. If the All Star manager chooses to carry more than 12 players, he must select the additional player(s) from the list of players that were already nominated. The All Star manager will select a replacement player, as needed, subject to approval by the league's President, Junior/Senior division V.P., and Junior/Senior division Player Agent.

G. The All Star manager may not drop a player from the All Star team without sufficient reason. Any action taken must be solely because of the player's conduct, attendance, or injury and must be approved by the Player Agent from the appropriate division and the league's President.

H. Selection of Senior Division All Star Manager and Coaches:

i. The pennant-winning manager for the Senior division may be considered for managing the Senior All Star team, subject to board approval.

ii. The managers of the All Star teams shall select their own coaches with the approval of the league's president and the league's board of directors. The managers of the All Star team will endeavor to pass on as much knowledge of All Star competition as possible to his successor for the following year.

3. Junior Division:

A. Vineyard Little League will have one Junior division All Star team consisting of 12, 13 or 14 (as determined by said manager) players ages 14.

B. The league's President and Player Agent shall set a time and place for the selection of the All Star team.



C. Senior division managers vote for 100% of the players to be placed on the Junior All Star team.

D. Senior division managers will nominate only players from their own team to be considered for the Junior All Star team. There is no limit on the number of players each Senior manager can nominate.

E. The managers will do all balloting via “secret ballot” method. The managers may only discuss facts pertaining to any player’s selection only in a scheduled player selection meeting. Any violations will be addressed by the board of directors.

i. Team affiliation will be dropped before voting begins.

ii. Voting will continue until all players have been selected. No manager or board appointed designee will be permitted to leave before the All Star balloting is completed.

F. If the All Star manager chooses to carry more than 12 players, he must select the additional player(s) from the list of players that were already nominated. The All Star manager will select a replacement player, as needed, subject to approval by the league’s President, Junior/Senior division V.P., and Junior/Senior division Player Agent.

G. The All Star manager may not drop a player from the All Star team without sufficient reason. Any action taken must be solely because of the player’s conduct, attendance, or injury and must be approved by the Player Agent from the appropriate division and the league’s President.

H. Junior Division All Star Team Manager and Coaches:

i. The pennant-winning manager for the Senior division may be considered to manage the Junior division All Star team, subject to board approval.

ii. The managers of the All Star teams shall select their own coaches with the approval of the league’s president and the league’s board of directors.

iii. The managers of the All Star team will endeavor to pass on as much knowledge of All Star competition as possible to his successor for the following year.

4. Intermediate Division:

A. Vineyard Little League will have one Intermediate division All Star team consisting of 12, 13 or 14 (as determined by said manager) players ages 13.

B. The league’s President and Player Agent shall set a time and place for the selection of the All Star team.

C. Intermediate division managers vote for 100% of the players to be placed on their respective All Star teams.

D. Intermediate division managers will nominate only players from their own team to be considered for their respective All Star team. There is no limit on the number of players each Intermediate manager can nominate.



E. The managers will do all balloting via “secret ballot” method. The managers may only discuss facts pertaining to any player’s selection only in a scheduled player selection meeting. Any violations will be addressed by the board of directors.

- i. Team affiliation will be dropped before voting begins.
- ii. Voting will continue until all players have been selected. No manager or board appointed designee will be permitted to leave before the All Star balloting is completed.

F. If the All Star manager chooses to carry more than 12 players, he must select the additional player(s) from the list of players that were already nominated. The All Star manager will select a replacement player, as needed, subject to approval by the league’s President, Junior/Senior division V.P., and Junior/Senior division Player Agent.

G. The All Star manager may not drop a player from the All Star team without sufficient reason. Any action taken must be solely because of the player’s conduct, attendance, or injury and must be approved by the Player Agent from the appropriate division and the league’s President.

H. Intermediate Division All Star Team Manager and Coaches:

- i. The pennant-winning manager for the Intermediate division may be considered to manage the Intermediate division All Star team, subject to board approval.
- ii. The managers of the All Star teams shall select their own coaches with the approval of the league’s president and the league’s board of directors.
- iii. The managers of the All Star team will endeavor to pass on as much knowledge of All Star competition as possible to his successor for the following year.

5. 11/12 Year Old All Star team:

A. Vineyard Little League will have one 11/12 year-old All Star team to consist of 12, 13 or 14 (choice determined by manager of said team) players.

B. The league’s President and Player Agent shall set a time and place for the selection of the All Star team.

C. Major division players will vote for the first five 12 year olds to be placed on the All Star team.

D. Major division managers will vote for remaining players to be placed on the All Star team.

E. Major division managers will nominate only players from their own team to be considered for the 11/12 All Star team. There is no limit on the number of players each Major division manager can nominate.

F. The managers will do all balloting via “secret ballot” method. The managers may only discuss facts pertaining to any player’s selection only in a scheduled player selection meeting. Any violations will be addressed by the board of directors.

- i. Team affiliation will be dropped before voting begins.



ii. Voting will continue until all players have been selected. No manager or board appointed designee will be permitted to leave before the All Star balloting is completed.

G. If the All Star manager chooses to carry more than 12 players, he must select the additional player(s) from the list of players that were already nominated. The All Star manager will select a replacement player, as needed, subject to approval by the league's President, Major division V.P., and Triple A/Major Player Agent.

H. The All Star manager may not drop a player from the All Star team without sufficient reason. Any action taken must be solely because of the player's conduct, attendance, or injury and must be approved by the Player Agent and the league's President.

I. Little League All Star Team Manager and Coaches:

i. The manager of the 11/12 year old All Star team will be nominated by the league President and then approved by the Board of Directors.

ii. The manager of the 11/12 year old All Star team shall select his own coaches with the approval of the league's President and approval by the Board of Directors.

iii. The manager of the 11/12 year old All Star team will endeavor to pass on as much knowledge of All Star competition as possible to his successor for the following year.

2. 10/11 Year Old All Star team:

A. Vineyard Little League will have one 10/11 year-old All Star team to consist of 12, 13 or 14 (choice determined by manager of said team) players.

B. The league's President and Player Agent shall set a time and place for the selection of the All Star team.

C. Major division managers vote for 100% of the players to be placed on the 10/11 year old All Star team.

D. Major division managers will nominate only players from their own team to be considered for the 10/11 All Star team. There is no limit on the number of players each Major division manager can nominate.

E. The managers will do all balloting via "secret ballot" method. The managers may only discuss facts pertaining to any player's selection only in a scheduled player selection meeting. Any violations will be addressed by the board of directors.

i. Team affiliation will be dropped before voting begins.

ii. Voting will continue until all players have been selected. No manager or board appointed designee will be permitted to leave before the All Star balloting is completed.

F. If the All Star manager chooses to carry more than 12 players, he must select the additional player(s) from the list of players that were already nominated. The All Star manager will select a



replacement player, as needed, subject to approval by the league's President, Major division V.P., and Triple A/Major Player Agent.

G. The All Star manager may not drop a player from the All Star team without sufficient reason. Any action taken must be solely because of the player's conduct, attendance, or injury and must be approved by the Player Agent and the league's President.

I. Little League All Star Team Manager and Coaches:

- i. The manager of the 10/11 year old All Star team will be nominated by the league President and then approved by the Board of Directors.
- ii. The manager of the 10/11 year old All Star team shall select his own coaches with the approval of the league's President and approval by the Board of Directors.
- iii. The manager of the 10/11 year old All Star team will endeavor to pass on as much knowledge of All Star competition as possible to his successor for the following year.

5. 9/10 Year Old All Star Team:

A. Vineyard Little League will have one 9 & 10 year old All Star team to consist of 12, 13 or 14 (choice determined by manager of said team) players.

B. The league's President and Player Agent shall set a time and place for the selection of an All Star team.

C. Major division managers vote for 100% of the players to be placed on the 9/10 year old All Star team.

**In the event there are not enough 9/10 year olds in the major division to fill a 9/10 Year Old All Star team (excluding the allowable two players from AAA - see *letter E below*) then the process will be as follows:

Step 1: Major division managers will first select appropriate candidates from the 9/10 year old major division players.

Step 2: After this has taken place and candidates are selected, the AAA division managers will use the balloting process outline in letter G to select the remaining players for the 9/10 All Star team.

D. Triple A division managers may nominate a maximum of 3 players from their team and a maximum of 3 players from other teams in the Triple A division for All Star consideration. The names must be submitted before the Triple A division playoffs begin. Players receiving nominations from 100% of the Triple A managers will be nominated for the 9/10 year old All-Star team.

E. Triple A division managers will vote for up to a maximum of 2 (two) players from the Triple A division to be nominated for the 9/10 year old All Star team.

F. Major division managers will nominate only players from their own team to be considered for the 9/10 All Star team. There is no limit on the number of players each Major division manager can nominate.



G. The managers will do all balloting via “secret ballot” method. The managers may only discuss facts pertaining to any players’ selection only in a scheduled player selection meeting. Any violations will be addressed by the board of directors.

- i. Team affiliation will be dropped before voting begins.
- ii. Voting will continue until all players have been selected. No manager or board appointed designee will be permitted to leave before the All Star balloting is completed.

H. If the All Star manager chooses to carry more than 12 players, he must select the additional player(s) from the list of players that were already nominated. The All Star manager will select a replacement player, as needed, subject to approval by the league’s President, Major division V.P., and Triple A/Major Player Agent.

I. The All Star manager may not drop a player from the All Star team without sufficient reason. Any action taken must be solely because of the player’s conduct, attendance or injury and must be approved by the Player Agent and the league’s President.

I. Little League All Star Team Manager and Coaches:

- i. The manager of the 9/10 year old All Star team will be nominated by the league President and then approved by the Board of Directors.
- ii. The manager of the 9/10 year old All Star team shall select his own coaches with the approval of the league’s President and approval by the Board of Directors.
- iii. The manager of the 9/10 year old All Star team will endeavor to pass on as much knowledge of All Star competition as possible to his successor for the following year.

6. All Star Uniforms – Every All Star team participant will be required to purchase full uniform.

ARTICLE VIII – LIABILITY INSURANCE

Liability Insurance shall be kept in force in an amount to meet or exceed that recommended by Little League Baseball, Inc. Co-Insured must be on the policy (listed below):

- A. City of Rancho Cucamonga
- B. Etiwanda School District
- C. Chaffey Joint Union High School District
- D. Vineyard Little League Board of Directors
- E. Vineyard Little League
- F. Other facilities as needed.

