

## **Eaton Little League By-Laws**

**Preface:** “All references in this document to the masculine gender are to be construed as including the feminine gender as well.”

### **Article 1: Objective**

The objective of the local By-Laws is to define and expand on the duties and procedures of our Local League. The regulations and proceedings set forth in this document shall be the governing power of this Local League. The Board of Directors will institute these By-Laws and in case of conflict with any other guidelines, these Local By-Laws will be followed.

### **Article 2: Instructional League**

**Section 1-Player Selection-**The Player Agent shall conduct selection meeting where coaches will draft their players. The selection will be via draft based upon rotation pick of a blind draw for order of selection. The cutoff date for registration shall be at the discretion of the Player Agent. The age of participation in this League shall be 4 years of age based on Little League standards.

**Section 2-Player Notification-**Drafted players will be contacted the next day if possible but no later than 3 days after selection.

**Section 3-Uniforms-**The League shall provide each player with a team tee shirt and cap.

**Section 4-Playing Time -** All players’ play every inning.

**Section 5-**The Board approved manager and coaches are encouraged to coach the bases.

**Section 6-Playing Rules-**There shall be no score keeping in Instructional League. One inning consists of each team batting their entire roster.

**Dead Ball Area-**An area in front of home plate (to the pitcher’s mound) will be marked and designated as a dead batted ball area. When a batted ball does not travel out of this area, the pitcher-coach will declare a dead ball and play will cease. The batter will return to home plate and bat again. Note: A strike is not declared for this dead ball.

Walks are not issued in this league.

Three innings constitute a ball game. No game shall last longer than one hour. No innings shall start after forty-five minutes.

### **Article 3: T-Ball League**

**Section 1-Player Selection-**The Player Agent shall conduct selection meeting where coaches will draft their players. The selection will be via draft based upon rotation pick of a blind draw for order of selection. The cutoff date for registration shall be at the discretion of the Player Agent. The age of participation in this League shall be 5 and 6 years of age based on Little League standards.

**Section 2-Player Notification-**Drafted players will be contacted the next day if possible but no later than 3 days after selection.

**Section 3-Uniforms-**The League shall provide each player with a team tee shirt and cap.

Section 4-Playing Time - All players' play every inning.

Section 5-The Board approved manager and coaches are encouraged to coach the bases.

Section 6-Playing Rules-There shall be no score keeping in T-Ball League. One inning consists of each team batting their entire roster.

Dead Ball Area-An area in front of home plate (to the pitcher's mound) will be marked and designated as a dead batted ball area. When a batted ball does not travel out of this area, the pitcher-coach will declare a dead ball and play will cease. The batter will return to home plate and bat again. Note: A strike is not declared for this dead ball.

Walks are not issued in this league.

Three innings constitute a ball game. No game shall last longer than one hour. No innings shall start after forty-five minutes.

Coach Pitch – Use of coach pitching will begin on Memorial Day. All pitching will be done by a Board Approved manager or coach. Players are allowed up to 3 swings, with an additional swing allowed for a foul ball(s) after the 3 swings. If the player fails to hit a pitch into play, the tee will be used.

- **Optional: A pitching machine is available as an alternative to coach-pitching for post Memorial Day use.**

#### **Article 4: Coach-Pitch**

Section 1-Player Selection-The Player Agent shall conduct selection meeting where coaches will draft their players. The selection will be via draft based upon rotation pick of a blind draw for order of selection. The cutoff date for registration shall be at the discretion of the Player Agent. The age of participation in this League shall be 7 and 8 years of age based on Little League standards.

Section 2-Player Notification-Drafted players will be contacted the next day if possible but no later than 3 days after selection.

Section 3-Uniforms-The League shall provide each player with a team tee shirt and cap.

Section 4- Playing Time – Ten (10) players in the field. All players bat. Starting in the field and batting order will be changed each game to allow as equal of playing time as possible for all players. Coaches are encouraged to expose players to as many defensive positions as possible throughout the season, however a player's ability should be considered if there will be safety risks associated with certain positions (ie. First Base, Pitcher).

Section 5- The Board approved manager and coaches are encouraged to coach the bases.

Section 6-Playing Rules-There shall be no score keeping in Coach-Pitch other than to keep track of runs per inning to ensure that the innings stop after six (6) runs or three (3) outs.

Walks are not issued in the league.

Prior to Memorial Day, each player will receive up to seven (7) pitches at each bat. The player may swing at all pitches. The player is out if he fails to hit the ball after seven pitches. After Memorial Day, a player will continue to receive up to seven (7) pitches at each bat; however the player is out after 3 strikes. A player who fouls the last pitch, will be allowed an additional pitch.

- **Optional: A pitching machine is available as an alternative to coach-pitching for pre-Memorial Day use.**

Stealing is not allowed at anytime in the league. No runner can advance on any over throw. All infield hits will be restricted to a single. Players may attempt a double on hits to the outfield. Runners on base will also be restricted to a single (1) base advance on an infield hit and a two (2) base advance on a hit to the outfield. When the Coach has possession of the ball or a player is in the process of returning the ball to the coach, the ball is considered dead.

\*\* When a ball is hit to the outfield, the outfielder must throw the ball to an infielder to create a force out. Outfielders can **NOT** run in and tag the base or the player to create an out.

Five (5) innings constitutes a complete game. No game shall last longer than one hour 30 minutes. No inning shall begin after 1 hour and 15 minutes.

### **Article 5: Minor League**

Section 1- Player Selection-The Player Agent shall conduct selection meeting where coaches will draft their players. The selection will be via draft based upon rotation pick of a blind draw for order of selection. The cutoff date for registration shall be at the discretion of the Player Agent. The age of participation in this League shall be 9 and 10 years of age based on Little League standards.

Section 2- Player Notification-Drafted players will be contacted the next day if possible but no later than 3 days after selection.

Section 3- Uniforms-The League shall provide each player with a team tee shirt and cap.

Section 4- Playing Time-The complete team roster will make-up the batting line-up. All players shall play a minimum of ½ of each game, defensively. Players that do not start a game will automatically start the next game, unless disciplinary action has been taken. If disciplinary action has to be used by a manager or coach during a game; in either case the manager of the opposing team shall be notified verbally. League Vice President must be notified and must approve any disciplinary action.

Coaches are encouraged to expose players to as many defensive positions as possible throughout the season, however a player's ability should be considered if there will be safety risks associated with certain positions (ie. First Base, Pitcher).

Section 5- The Board approved manager and coaches are encouraged to coach the bases. When possible, a Board approved manager or coach should be in the dugout during the ballgame.

Section 6-Playing Rules- There shall be no score keeping in Minors other than to keep track of runs per inning to ensure that the innings stop after six (6) runs or three (3) outs.

Game time limit shall be 2 hours or 6 innings. No inning shall start after 1 hour and 45 minutes. If an inning has been started it shall be completed. The time limit stated shall apply when the home team makes its third out. **No game shall last longer than two hours.**

1. Stealing

- a. Allowed only once the ball has crossed plate.
- b. A player may not attempt to steal home on a passed ball at anytime.
- c. With an overthrown ball on stealing of second base, runner may advance to third. If there is a runner on third when teammate is attempting to steal second, the runners may not advance. If a defensive player simply returns the ball to the infield, the advance is limited to 1 base, however if the defense attempts to make a play to achieve an out and that play results in another overthrow, the runner may attempt another base advancement.
- d. When ball is batted, any base runner may attempt to advance one base on an overthrow.

2. A half inning will be considered 3 outs or 6 runs

3. A batter shall be issued a base on balls only during player pitch innings.

4. Throughout the season, a Board approved manager/coach will be utilized for the first two innings. Remainder of the game to be pitched by a player. If a pitcher issues a combination of 6 walks or hit batters in an inning, the manager must change pitchers.

**\* Opening Day – Board approved manager/coach will pitch entire game.**

5. Pitching– All Managers will adhere to the Pitch Count Rules as defined by Little League International. It is the responsibility of each Manager to keep track of pitch count and pitching eligibility. All managers will also go by guidelines set by LL International when it comes to days of rest. Managers must post pitch counts on sheet located on board in equipment room. Any Manager that doesn't follow these guidelines will be issued a verbal warning for first offense, 1 game suspension for second offense, and league banishment for third offense.

**\* A pitcher once removed during a game shall not be permitted to pitch again in that game.**

6. Umpires- The team that is batting is to supply the Umpire behind the pitcher's mound. Strike zone should be any pitch from the armpit to ankles that covers the width of the plate.

7. Bunting is legal for the Minor League, however Managers and Coaches are encouraged to properly train players prior to allowing them to bunt. Also, please let players know that a foul bunt with 2 strikes is an out and will be recorded as a strikeout.

**Article 6: Major League**

**Section 1-Player Selection-**The Player Agent shall conduct selection meeting where coaches will draft their players. The selection will be via draft based upon rotation pick of a blind draw for

order of selection. The cutoff date for registration shall be at the discretion of the Player Agent. The age of participation in this League shall be 11-12 years of age based on Little League standards.

Section 2-Player Notification-Drafted players will be contacted next day if possible but no later than three (3) days after selection.

Section 3- Uniforms-The League shall provide each player with a team tee shirt and cap.

Section 4- Playing Time- All players shall play a minimum ½ of each game. Players that do not start a game will automatically start the next game, unless disciplinary action has been taken. If disciplinary action has to be used by a manager or coach during a game; in either case the manager of the opposing team and the umpire in charge shall be notified verbally. League Vice President must be notified and must approve any disciplinary action.

In addition, all Managers are required to utilize the “Continuous Batting Order” for all Regular Season and league Postseason Tournament Games with free substitution.

**Targeted Start Time** – Single Games: All weekday games will begin at 6:00 PM.

Multiple Game Days: Week Days – Game 1 @ 5:15 / Game 2 @ 7:45. Saturdays – Start times can be flexible but scheduled no closer than 2 ½ hours apart. Examples – 10 AM – 12:30 PM – 3 PM.

**Time Limit** - Single Game Days: No inning shall be started after 2 ½ hours of play, regardless of the game status. If a game is tied, Managers can decide if they wish to pursue finishing the game at an alternative date provided the following: 1) both Managers agree to continue, 2) suitable field availability (cannot displace a game canceled due to weather), and 3) approved by the divisional V.P.

Multiple Game Days: No inning shall be started after 2 hours 15 minutes of play, regardless of the game status. All games with 3 ½ completed innings with the home team leading or 4 complete innings with the visiting team leading will be considered complete. If a game has not met the minimum inning guideline or if the game is tied, Managers can decide if they wish to pursue finishing the game at an alternative date provided the following: 1) both Managers agree to continue, 2) suitable field availability (cannot displace a game canceled due to weather), and 3) approved by the divisional V.P.

\* In the event of a weather delay during a weekday evening (after 5:15 PM) the following shall be used as guidelines: If the first game is delayed for 30 minutes or more from its targeted start time - the 2<sup>nd</sup> game shall be cancelled and rescheduled. Alternatively, if both Managers of the 2<sup>nd</sup> game agree to play a shortened game they may proceed, but Game 1 will still receive their 2 hours and 15 minutes. Regardless of the situation, no inning may begin after 10:00 PM per Little League International Regulation. Should Managers choose to agree to a shortened game, it will not receive consideration for rescheduling for completion. The game will stand at the completion of the last inning.

Section 5- The Board approved manager and coaches are encouraged to coach the bases. A Board approved manager or coach **must** be in the dugout during the ballgame.

Section 6-Playing Rules- All regulations are per the Little League Rule Book.

- **It is the responsibility of each Manager to keep track of pitch count and pitching eligibility. All managers will also go by guidelines set by LL International when it comes to days of rest. Managers must post pitch counts on sheet located on board in equipment room.**
- **Any Manager that doesn't follow these guidelines will be issued a verbal warning for first offense, 1 game suspension for second offense, and league banishment for third offense.**

Section 7-Run Rule-When the home team has a 10 run lead or greater, after 3 ½ innings, the game shall be halted and officially recorded as complete. If the visiting team has a 10 run lead or greater, the game shall be halted after 4 innings and officially recorded as complete.

Section 8- Base Umpires – A minimum of 2 coaches from a neutral team shall serve as Base Umpires. The League VP shall be responsible for establishing the duty schedule

Section 9-Tournament Selection-Team Managers shall vote for a minimum of 12 players and a maximum of 14 players to be members of the tournament team. Upon request by the Managers, additional player(s) may be added with approval of the Player Agent.  
All tournament selections will be supervised by the Player Agent.

Section 10-Tournament Manager-The tournament manager shall be elected from and by the Major League Managers. A coach shall only serve as Manager should all eligible Managers decline the position. The tournament coaches shall be selected from the remaining Major League managers and coaches by the tournament manager at his discretion.

#### **Article 7: Junior/Senior/Big League**

Section 1-Player Selection-The Player Agent shall conduct selection meeting where coaches will draft their players. The selection will be via agreement of all team managers and coaches to ensure each team is competitive in the League. Coaches have option players, which will be selected first in accordance with their age. The cutoff date for registration shall be at the discretion of the Player Agent.

Section 2-Player Notification-Drafted players will be contacted the next day if possible but no later than three (3) days after selection.

Section 3- Uniforms-The League shall provide each player with a team tee shirt and cap.

Section 4- Playing Time/Rules- All regulations are per the Little League Rule Book.

- **It is the responsibility of each Manager to keep track of pitch count and pitching eligibility. All managers will also go by guidelines set by LL International when it comes to days of rest. Managers must post pitch counts on sheet located on board in equipment room.**
- **Any Manager that doesn't follow these guidelines will be issued a verbal warning for first offense, 1 game suspension for second offense, and league banishment for**

**third offense.**

Section 5-Roster-The Junior/Senior/Big League roster size shall be at the discretion of the Player Agent and the Board.

Section 6-Run Rule Junior/Senior League-When the home team has a 10 run lead or greater, after 5½ innings, the game shall be halted and officially recorded as complete. If the visiting team has a 10 run lead or greater, the game shall be halted after 6 innings and officially recorded as complete.

Section 7- Tournament Selection-Team Managers shall vote for a minimum of 12 players and a maximum of 14 players to be members of the tournament team. Upon request by the Managers, additional player(s) may be added with approval of the Player Agent. All tournament selections will be supervised by the Player Agent.

Section 8-Tournament Manager-The tournament manager shall be elected from and by the Junior/Senior/Big League Managers. A coach shall only serve as Manager should all eligible Managers decline the position. The tournament coaches shall be selected from the remaining Junior/Senior/Big League managers and coaches by the tournament manager at his discretion.

**Article 8:** All Little League diamonds are reserved solely for scheduled Little League activities. They are closed diamonds and buildings to any other type function, unless otherwise specified by the Board of Directors of Eaton Little League and/or the City of Eaton.

**Article 9: Ejection Rule (All Divisions)**

Any player, manager or coach ejected from a game by the umpire shall be suspended for the next scheduled game. If player, manager or coach is ejected by an umpire the 2<sup>nd</sup> time in the same season they will be suspended from the team for the duration of the year. Said player, manager or coach may request an appeal of either the 1<sup>st</sup> or 2<sup>nd</sup> ejection and will appear in front of an appeals Board consisting of the President, Vice President, Player Agent and a named 3<sup>rd</sup> party Board Member. The team manager shall appear with the player.

**Article 10: Borrowed Players (All Divisions)**

When a player has to be borrowed to field a team; (players of your League only) the non starters of the opposing team shall be given the opportunity to volunteer prior to the start of the game to play for the other team. In the event no non-starters volunteer, any player in that league may be borrowed. The borrowed player may only play in the outfield and bat last. If the borrowed player was not scheduled to play in this game and the missing player arrives, the borrowed player must be removed immediately.

**Article 11: Fundraisers**

All activities related to Little League must be approved by the Board prior to any solicitations. Any donated funds must be submitted to Eaton Little League and distribution of donation(s) will be determined by the Board.

**Article 12: Tournament Team Travel funds**

As it applies to State regulated Little League tournaments and beyond – A manager should make every effort to fundraise in order to help with team expenses. Those funds raised should be used towards team and player expenses before requesting money from the Board. A manager may then request funds from the league, for Board approval. It is then the manager's responsibility to refund the league with any excess fundraising & donated money/goods. An expense report and all receipts should be turned into league treasurer at conclusion of tournament play.

**Article 13: Constitution and By-Law Review**

At the end of the season, the President shall review the Constitution and By-Laws; if any changes are necessary, they shall submit changes to the Board for approval.

**Article 14: Board of Directors**

The Board of Directors may add, delete or change any By-Law by a majority vote or by majority vote of the Board Members present at any given meeting provided the motion is supported by unanimous approval of the Executive Committee (President, Vice President, Player Agent, Treasurer, Secretary, Baseball Commissioner) and provided the changes are not in conflict with Little League International Regulations.