

TRI-C YOUTH BASEBALL AND SOFTBALL ASSOCIATION

BY-LAWS AS AMENDED IN MARCH 2006

**ADOPTED IN MARCH OF 2006
CORRECTED FOR THE 1999 LITTLE LEAGUE RULE BOOK**

ARTICLE I TRI-C ASSOCIATION FUNCTIONAL INTENT

THE TRI-C BASEBALL ASSOCIATION IS ORGANIZED SUCH THAT BUSINESS MAY BE CONDUCTED ON THREE LEVELS AS FOLLOWS

1. *ASSOCIATION LEVEL* – ASSOCIATION MEETINGS SHALL BE HELD TO CONDUCT BUSINESS, WHICH RELATES TO THE ASSOCIATION AS A WHOLE. ASSOCIATION BUSINESS INCLUDES, BUT SHALL NOT BE LIMITED TO, THE FOLLOWING:
 - ORGANIZATION FOR A NEW SEASON, INCLUDING THE ELECTION OF NEW EXECUTIVE OFFICERS.
 - ALTERING THE ASSOCIATION BY-LAWS.
 - REORGANIZING TO ALTER THE COMPOSITION OF THE ASSOCIATION (SUCH AS ADDING OR DELETING LEAGUES).
 - ANY ENDEAVOR DESIRED BY ONE LEAGUE THAT WILL SIGNIFICALLY IMPACT ANOTHER ASSOCIATION LEAGUE. (NOTE: IF A PROPOSED CHANGE INVOLVES A PRACTICE OR SCHEDULING CHANGE, IT SHOULD BE ADDRESSED AT THE ASSOCIATION LEVEL)
 - DECISIONS TO SPEND MORE THAN \$1000.00 PER PROJECT FOR EITHER MAINTENANCE OR CAPITAL IMPROVEMENT PROJECTS.
 - REVIEW AND CHANGE OF ANY EXECUTIVE COMMITTEE ACTION.

2. *LEAGUE LEVEL* – LEAGUE MEETINGS WILL BE HELD TO CONDUCT BUSINESS, WHICH RELATES TO A SPECIFIC LEAGUE. LEAGUE BUSINESS INCLUDES, BUT SHALL NOT BE LIMITED THE FOLLOWING:
 - ALTERING THE PLAYING RULES WITHIN A LEAGUE.
 - ALTERING THE DRAFT PROCESS WITHIN A LEAGUE.

3. *EXECUTIVE COMMITTEE LEVEL* – EXECUTIVE COMMITTEE MEETINGS WILL BE HELD TO CONDUCT BUSINESS, WHICH RELATES TO EXECUTING THE OPERATION OF THE ASSOCIATION AFTER THE ELECTION OF EXECUTIVE COMMITTEE OFFICERS. EXECUTIVE COMMITTEE BUSINESS SHALL INCLUDE, BUT NOT BE LIMITED TO, THE FOLLOWING:
 - DECISIONS ON HOW TO EXECUTE THE ASSOCIATION’S BUSINESS AFTER THE ELECTION OF EXECUTIVE COMMITTEE OFFICERS.
 - DECISIONS TO SPEND UP TO \$1000.00 PER PROJECT ON MAINTENANCE OR CAPITAL IMPROVEMENT PROJECTS, AS IDENTIFIED BY THE EXECUTIVE COMMITTEE.

ARTICLE II **CONDUCTING BUSINESS**

1. A QUORUM MUST BE PRESENT TO CONDUCT A MEETING.
 - A. QUORUM FOR AN ASSOCIATION MEETING – REPRESENTATIVES (MANAGER OR COACH OF RECORD) OF FIFTY PERCENT (50%) OF THE TEAMS IN THE ASSOCIATION INCLUDING ONE EXECUTIVE COMMITTEE OFFICER, SHALL CONSTITUTE A QUORUM FOR A TRI-C ASSOCIATION MEETING.
 - B. QUORUM FOR A LEAGUE MEETING – REPRESENTATIVES (MANAGER OR COACH OF RECORD) OF FIFTY PERCENT (50%) OF THE TEAMS IN A LEAGUE, INCLUDING THE LEAGUE COMMISSIONER, CONSTITUTE A QUORUM FOR A TRI-C LEAGUE MEETING.
 - C. QUORUM FOR AN EXECUTIVE COMMITTEE MEETING – REPRESENTATIVES OF FIFTY PERCENT (50%) OF THE EXECUTIVE COMMITTEE MEMBERS, INCLUDING THE ASSOCIATION COMMISSIONER OR THE ASSISTANT ASSOCIATION COMMISSIONER, CONSTITUTE A QUORUM FOR A TRI-C EXECUTIVE COMMITTEE MEETING.
 - D. VOTE COUNTING SHALL BE AS FOLLOWS:
 - AT ASSOCIATION MEETINGS, EACH TEAM SHALL HAVE ONE VOTE. THE ASSOCIATION COMMISSIONER SHALL CAST AN ADDITIONAL VOTE TO BREAK TIES. (IF A MANAGER AND COACH ARE BOTH PRESENT, THE MANAGER SHALL DO ALL VOTING FOR HIS/HER TEAM.)
 - AT LEAGUE MEETINGS, EACH TEAM SHALL HAVE ONE VOTE. THE LEAGUE COMMISSIONER SHALL CAST AN ADDITIONAL VOTE TO BREAK TIES. (IF A MANAGER AND COACH ARE BOTH PRESENT, THE MANAGER SHALL DO ALL THE VOTING FOR HIS/HER TEAM.)
 - AT EXECUTIVE COMMITTEE MEETINGS, EACH EXECUTIVE OFFICER SHALL HAVE ONE VOTE. THE ASSOCIATION COMMISSIONER SHALL CAST AN ADDITIONAL VOTE TO BREAK TIES.
 - E. IN THE ABSENCE OF OTHER AUTHORITY, “ROBERT’S RULES OF ORDER” SHALL PREVAIL.

ARTICLE III **AMENDING BY-LAWS**

THE BY-LAWS SHALL BE AMENDED WHEN THE FOLLOWING OCCURS:

A MOTION FOR AN AMENDMENT VOTE IS SUPPORTED BY TWO-THIRDS OF ASSOCIATION MEMBERSHIP ATTENDING A TRI-C ASSOCIATION MEETING WHICH HAS A QUORUM.

ARTICLE IV **TRI-C ASSOCIATION MEMBERSHIP**

TO BECOME A TRI-C ASSOCIATION MEMBER WITH VOTING RIGHTS, ONE MUST BE EITHER A MANAGER OR “COACH OF RECORD”, OR BE THE VOTING DESIGNATE OF ONE.

ARTICLE V

TRI-C ASSOCIATION EXECUTIVE OFFICERS

1. THE FOLLOWING OFFICERS SHALL COMPOSE THE TRI-C ASSOCIATION EXECUTIVE COMMITTEE:
 - ASSOCIATION COMMISSIONER
 - ASSOCIATION ASSISTANT COMMISSIONER/SECRETARY
 - ASSOCIATION TREASURER
 - PONY LEAGUE COMMISSIONER – 13 & 14 YEAR-OLD LEAGUE
 - MAJOR LEAGUE COMMISSIONER – 11 & 12 YEAR-OLD LEAGUE
 - MINOR LEAGUE COMMISSIONER – 9 & 10 YEAR-OLD LEAGUE
 - YOUTH LEAGUE COMMISSIONER – 7 & 8 YEAR-OLD LEAGUE
 - TEE BALL COMMISSIONER – 5 & 6 YEAR OLD LEAGUE
 - SOFT BALL COMMISSIONER – 7 TO 16 YEAR-OLD GIRL’S LEAGUE
 - EQUIPMENT MANGER
 - UNIFORMS MANAGER
 - CONCESSION MANAGER
 - GROUNDS MANAGER
2. DIFFERENT INDIVIDUALS WILL HOLD EACH OF THE ABOVE POSITIONS.
3. EXECUTIVE OFFICER ELECTIONS WILL BE HELD IN THE SPRING OF EACH YEAR PRIOR TO THE START OF EACH NEW SEASON AND EACH OFFICER SHALL HOLD OFFICE FOR ONE YEAR FROM THE DATE ELECTED.

ARTICLE VI

TRI-C ASSOCIATION EXECUTIVE OFFICERS DUTIES

THE TRI-C ASSOCIATION COMMISSIONER SHALL SERVE AS THE CHAIRMAN FOR BOTH ASSOCIATION MEETINGS AND EXECUTIVE MEETINGS. IN THE ABSENCE OF THE ASSOCIATION COMMISSIONER, THE CHAIRMANSHIP OF ASSOCIATION AND EXECUTIVE MEETINGS SHALL BE VESTED IN THE HIGHEST RANKING EXECUTIVE OFFICER IN ATTENDANCE (CONSIDER THE LISTING OF ASSOCIATION EXECUTIVE OFFICERS IN ARTICLE V, ITEM 1, TO REPRESENT RANK IN DESCENDING ORDER).

(NOTE: PER ARTICLE II, SECTION 1 C, NO QUORUM FOR AN EXECUTIVE COMMITTEE WILL EXIST WHEN NEITHER THE ASSOCIATION COMMISSIONER NOR THE ASSISTANT ASSOCIATION COMMISSIONER ARE PRESENT.

1. EXECUTIVE OFFICER’S DUTIES:
 - A. TRI-C ASSOCIATION COMMISSIONER
 1. PRESIDES OVER MEETINGS,
 2. SUPERVISES THE WORK OF OTHER EXECUTIVE OFFICERS,
 3. REPRESENTS THE ASSOCIATION,
 4. APPOINTS COMMITTEES, AND
 5. NOTIFIES MEMBERS OF SCHEDULED MEETINGS.
 - B. ASSISTANT ASSOCIATION COMMISSIONER / SECRETARY
 1. KEEPS AND READS THE MINUTES,
 2. FILES COPIES OF COMMITTEE REPORTS,
 3. HANDLES PUBLIC COMMUNICATION/CORRESPONDENCE, AND

4. CONDUCTS MEETINGS AND ACTS AS ASSOCIATION COMMISSIONER IN THE ASSOCIATION COMMISSIONER'S ABSENCE.
- C. ASSOCIATION TREASURER
1. HANDLES ALL THE LEAGUE'S FINANCES,
 2. KEEPS A RECORD OF INCOME AND EXPENSES,
 3. PREPARES FINANCIAL REPORTS, AND
 4. HELPS PREPARE AN ANNUAL BUDGET SUBJECT TO APPROVAL BY THE EXECUTIVE COMMITTEE.
- D. EQUIPMENT MANAGER
1. PURCHASES NEW PLAYING EQUIPMENT,
 2. IS RESPONSIBLE FOR REPAIRS TO PLAYING EQUIPMENT,
 3. DISTRIBUTES PLAYING EQUIPMENT TO TEAM MANAGERS,
 4. STORES PLAYING EQUIPMENT DURING THE OFF SEASON, AND
 5. MAINTAINS A RECORD OF THE PLAYING EQUIPMENT FURNISHED BY THE LEAGUE.
- E. UNIFORM MANAGER
1. PURCHASES REQUIRED UNIFORMS AND/OR UNIFORM COMPONENTS,
 2. ISSUES NEW UNIFORMS AND/OR UNIFORM COMPONENTS TO TEAM MANAGERS AND COACHES,
 3. ACQUIRES UNIFORM REPLACEMENTS AS REQUIRED DURING THE SEASON, AND
 4. MAINTAINS UNIFORM RECORDS FOR EACH TEAM.
- F. PONY, MAJOR, MINOR, YOUTH, SOFTBALL, AND TEE BALL LEAGUE COMMISSIONERS
1. REPRESENT INDIVIDUAL LEAGUES,
 2. MAINTENANCE OF FIELDS,
 3. CONCESSION STAND RESPONSIBILITIES
 4. PLAYING FIELD CONDITIONS
 5. COORDINATION OF TRI-C FUNCTIONS AND COMMUNICATIONS FOR THEIR RESPECTIVE LEAGUES, INCLUDING ALL-STAR TOURNAMENTS, AND
 6. ADDITIONAL RESPONSIBILITIES, AS REQUIRED IN OTHER ARTICLES OF THESE BY-LAWS.
- G. CONCESSION STAND MANAGER
1. INVENTORIES AND ORDERS FOR THE CONCESSION STAND,
 2. OPENS THE CONCESSION STAND AND SHOWS VOLUNTEER WORKERS HOW TO GET STARTED ON CONCESSION DATES,
 3. IN THE CASE OF A VOLUNTEER NO-SHOW SITUATION:
 - GOES TO THE MANAGER OF THE TEAM ASSIGNED CONCESSION DUTY AS A REMINDER.
 - IF NO RESPONSE, SHUTS DOWN THE CONCESSION STAND AND POSTS A NOTE DETAILING WHICH TEAM

FAILED TO SUPPORT OPENING THE CONCESSION STAND ON THAT DATE.

4. COLLECTS AND RECORDS CONCESSION MONEY AND GETS PROFITS TO THE TRI-C TREASURER.
5. UMPIRE PAYMENTS

H. GROUNDS MANAGER

1. REPAIR/REPLACEMENT OF FENCES, DUGOUTS, BACKSTOPS, BLEACHERS, AND OTHER FIELD-RELATED FACILITIES
2. MAINTENANCE OF MOWERS
3. REPAIR/REPLACEMENT OF FIELD MAINTENANCE TOOLS (BROOMS, RAKES, SHOVELS, ETC.)
4. MAINTENANCE OF CONCESSION STAND BUILDING AND EQUIPMENT BUILDINGS
5. RESTROOM FACILITIES
6. TRASH COLLECTION

ARTICLE VII **AUDITING**

1. THE TRI-C ASSOCIATION COMMISSIONER SHALL APPOINT ONE PERSON OTHER THAN THE OFFICERS TO AUDIT THE BOOKS AT THE END OF THE SEASON AND BEFORE THE NEWLY ELECTED TREASURER ACCEPTS THE RESPONSIBILITY OF THE TREASURY. EQUIPMENT RECORDS SHALL BE SIMILARLY AUDITED. EACH AUDIT WILL BE COMPLETED BY SEPTEMBER 30TH.
2. IN CASE OF ALLEGED MISCONDUCT, OR OTHER INAPPROPRIATE ACTIONS OF LEAGUE PARTICIPANTS, THE ASSOCIATION COMMISSIONER WILL APPOINT A COMMITTEE TO INVESTIGATE THE INCIDENT. IT WILL BE THE RESPONSIBILITY OF THE EXECUTIVE COMMITTEE TO REVIEW THE FINDINGS OF THE ASSOCIATION COMMISSIONER'S INVESTIGATIVE COMMITTEE AND RECOMMEND APPROPRIATE ACTION.
3. IN THE EVENT A PLAYER QUILTS DURING THE SEASON, AND IF THE TRI-C ASSOCIATION COMMISSIONER DEEMS IT NECESSARY, A COMMITTEE WILL BE ESTABLISHED TO REVIEW THE CIRCUMSTANCES. IF THE COMMITTEE RECOMMENDS ACTION, THEN ITEM TWO (2) OF THIS ARTICLE MAY APPLY.

ARTICLE VIII **PROTEST HANDLING**

THE TRI-C ASSOCIATION COMMISSIONER, AFTER CONSULTING WITH THE PROTESTING MANAGER, THE TRI-C ASSOCIATION ASSISTANT COMMISSIONER, THE RESPECTIVE LEAGUE COMMISSIONER, THE OPPOSING MANAGER, AND THE GAME UMPIRE, WILL RULE ON WHETHER TO UPHOLD A PROTEST.

ARTICLE IX **BAN ON ALCOHOLIC BEVERAGES/CONTROLLED SUBSTANCES**

ALCOHOLIC BEVERAGES OR OTHER CONTROLLED SUBSTANCES ARE PROHIBITED AT ALL TIMES ON TRI-C PLAYING FIELDS AND GROUNDS. NO MANAGER, COACH, OR OFFICIAL SHALL BE PRESENT ON THE FIELD WITH THE ODOR OF LIQUOR ON HIS BREATH OR UNDER THE INFLUENCE OF ANY OTHER CONTROLLED SUBSTANCE.

ARTICLE X **TRI-C REPRESENTATIVE ALL-STAR TEAMS**

ALL STAR TEAMS, MANAGERS, COACHES, AND PLAYERS:

1. EACH LEAGUE (WITH THE EXCEPTION OF TEE BALL) WILL, AT THE DISCRETION OF THAT LEAGUE, FIELD A MINIMUM OF TWO ALL-STAR TEAMS EACH SEASON. THESE TEAMS WILL COMPETE IN TOURNAMENTS AS APPROVED BY THE TRI-C LEAGUE EXECUTIVE COMMITTEE, AND WILL BE THE OFFICIAL REPRESENTATIVES OF THE TRI-C LEAGUE IN SUCH TOURNAMENTS.
2. ALL-STAR MANAGERS FOR THE TEAMS IN EACH LEAGUE SHALL BE SELECTED PER ORDER OF FINISH, WITH THE MANAGER OF THE TEAM HAVING THE BEST **OVERALL** RECORD BECOMING THE MANAGER OF THE "A" TEAM AND THE MANAGER OF THE TEAM WITH THE SECOND BEST RECORD BECOMING THE MANAGER OF THE "B" TEAM. IF THE BEST TWO TEAMS ARE TIED, THE REGULAR SEASON RECORD AGAINST EACH OTHER WILL DETERMINE "A" & "B" MANAGERS. IF THE BEST TWO TEAMS ARE TIED AND THE REGULAR SEASON RECORD AGAINST EACH OTHER IS EVEN, THEN A FLIP OF THE COIN WILL DETERMINE THE "A" & "B" TEAM MANAGERS. IF THE MANAGER OF THE TEAM WITH THE BEST OVERALL RECORD ELECTS NOT TO MANAGE AN ALL-STAR TEAM, SELECTION OF THE ALL-STAR MANAGERS WILL PROGRESS FIRST THROUGH THE OTHER MANAGERS IN THE LEAGUE BASED ON ORDER OF FINISH, AND THEN THROUGH THE COACHES OF RECORD BASED ON ORDER OF FINISH UNTIL A MANAGER IS FOUND.
3. ONE WEEK PRIOR TO THE END OF THE REGULAR SEASON, OR SOONER IF NECESSARY TO MEET TOURNAMENT TIMING, EACH MANAGER WILL SUBMIT A LIST OF NAMES OF PLAYERS FROM HIS/HER TEAM FOR CONSIDERATION FOR ALL-STAR SELECTION. WORKING WITH THE ABOVE LIST, MANAGERS OF THE RESPECTIVE LEAGUES WILL DEVELOP A LIST OF UP TO THIRTY-FIVE (35) PLAYERS FOR THEIR RESPECTIVE LEAGUES. THE "A" TEAM ALL-STAR MANAGER WILL SELECT A NUMBER OF PLAYERS, NOT TO EXCEED FIFTEEN (15), FOR THE "A" ALL-STAR TEAM FROM THAT LIST. THE "B" TEAM MANAGER WILL THEN SELECT A NUMBER OF PLAYERS, NOT TO EXCEED FIFTEEN (15), FOR THE "B" ALL-STAR TEAM FROM THE LIST. THE LIST OF PLAYERS LEFT, AFTER THE ABOVE SELECTIONS, WILL BE HELD BY THE INDIVIDUAL LEAGUE COMMISSIONER TO PROVIDE ALTERNATES TO EITHER TEAM SHOULD THAT BECOME NECESSARY. THE ALL-STAR BACKUP PLAYER NAMES SHALL REMAIN CONFIDENTIAL.
4. IT IS NOT REQUIRED THAT A PLAYER BE SELECTED FROM EVERY LEAGUE TEAM.

ARTICLE XI

TRI-C NON-REPRESENTATIVE ALL STAR TEAMS

INDIVIDUAL TEAMS MAY COMPETE IN SELECTED NON-ALL-STAR AREA TOURNAMENTS. THESE TEAMS WILL NOT RECEIVE FINANCIAL SUPPORT FROM THE TRI-C LEAGUE AND WILL NOT BE CONSIDERED AS REPRESENTATIVES OF THE TRI-C LEAGUE IN SUCH PLAY. (TRI-C INSURANCE WILL NOT COVER NON-ALL-STAR ACTIVITY.)

ARTICLE XII

LEAGUE SIZE AND TEAM SIZE

1. THE LEAGUE WILL MAKE EVERY EFFORT TO PLACE ANY ELIGIBLE PLAYER WHO SIGNS UP ON A TEAM.
2. NO NEW PLAYERS WILL BE ACCEPTED AFTER TEAM ROSTERS HAVE BEEN BALANCED TO A MAXIMUM OF FIFTEEN (15), OR AFTER THE FIRST GAME, UNLESS APPROVED BY THE RESPECTIVE LEAGUE.

3. THE NUMBER OF TEAMS COMPETING IN ANY LEAGUE WILL BE DETERMINED BY THE NUMBER OF PLAYERS SIGNED UP PRIOR TO THE DRAFT, AND AS INFLUENCED BY ARTICLE XII, ITEM TWO (2).

ARTICLE XIII **SEASON SCHEDULING AND CHAMPIONSHIP DETERMINATION**

1. PLAYING SCHEDULES, PRACTICE SCHEDULES, CONCESSION SCHEDULES, AND UMPIRING SCHEDULES WILL BE THE RESPONSIBILITY OF THE TRI-C ASSOCIATION ASSISTANT COMMISSIONER.
2. EACH TEAM WITHIN A GIVEN LEAGUE WILL PLAY AN EQUAL NUMBER OF REGULAR SEASON GAMES. FIELD AVAILABILITY AND NUMBER OF LEAGUE TEAMS AFFECT THE NUMBER OF GAMES TO BE PLAYED, BUT NO FEWER THAN TWELVE (12) GAMES WILL BE PLAYED BY EACH TEAM, WITH THE EXCEPTION OF TEE BALL TEAMS.
3. IF POSSIBLE, EACH TEAM SHOULD BE SCHEDULED TO PLAY ALL OTHER TEAMS IN ITS LEAGUE AT LEAST TWICE.
4. THE SEASON OF EACH MAJOR AND MINOR LEAGUE WILL BE DIVIDED INTO EQUAL HALVES. WHEN THE REGULAR SEASON LENGTH IS AN ODD NUMBER OF GAMES, THE SECOND HALF OF THE SEASON WILL BE ONE GAME LONGER THAN THE FIRST HALF.
5. IF TWO TEAMS TIE FOR THE BEST WON/LOSS RECORD IN A HALF, THEY WILL PLAY ONE GAME TO DECIDE THE HALF SEASON CHAMPION. A COIN FLIP WILL DECIDE THE HOME TEAM. THE GAME SITE WILL BE THE HOME FIELD OF THE TEAM WINNING THE COIN FLIP. THE GAME SHALL BE PLAYED AT A TIME THAT IS MUTUALLY CONVENIENT TO OPPOSING MANAGERS, BUT AS NEAR THE END OF THE HALF SEASON AS POSSIBLE. THE RESULT OF THE GAME WILL NOT BE USED IN FIGURING EITHER TEAM'S DRAFT POSITION FOR THE FOLLOWING YEAR.
6. WHEN THE FIRST AND SECOND HALF CHAMPIONS ARE DIFFERENT TEAMS, A SINGLE CHAMPIONSHIP GAME WILL BE PLAYED TO DECIDE THE SEASON CHAMPION. A COIN FLIP WILL DECIDE THE HOME TEAM. THE GAME SITE WILL BE THE HOME FIELD OF THE TEAM WINNING THE COIN FLIP. THE GAME SHALL BE PLAYED AT A TIME THAT IS MUTUALLY CONVENIENT TO OPPOSING MANAGERS, BUT AS NEAR THE END OF THE SEASON AS POSSIBLE. THE RESULT OF THE GAME WILL NOT BE USED IN FIGURING EITHER TEAM'S DRAFT POSITION FOR THE FOLLOWING YEAR.

ARTICLE XIV **DRAFTING**

DRAFT:

1. DRAFTING OF PLAYERS WILL BE CONDUCTED AT A MEETING OF MANAGERS/COACHES OR REPRESENTATIVES FOR EACH TEAM OF A GIVEN LEAGUE PROCEEDING EACH SEASON. (EXCEPTION: IGNORE ARTICLE XIV SECTIONS SIX (6) AND SEVEN (7) FOR TEE BALL)
2. PLAYERS DRAFTED IN PREVIOUS YEARS WILL REMAIN ON THE SAME TEAM IF THEY MEET AGE REQUIREMENTS FOR THE LEAGUE. **(THIS RULE DOES NOT NECESSARILY APPLY TO SOFTBALL.)**
3. SHOULD A MANAGER, COACH OF RECORD, OR PARENT MOVE TO ANOTHER TEAM HE/SHE WILL HAVE THE OPTION OF TAKING HIS/HER CHILD(REN) TO THE NEW TEAM. THIS ACTION MUST BE APPROVED BY A SIMPLE MAJORITY OF MANAGERS/COACHES OF THE LEAGUE INVOLVED. EACH TEAM WILL HAVE ONE VOTE.
4. THE CHILD(REN) OF THE MANAGER AND ONE DESIGNATED COACH FOR EACH TEAM WILL AUTOMATICALLY BE ON THE ROSTER OF THEIR RESPECTIVE PARENT'S TEAM. THE "COACH OF RECORD" WILL BE

DECLARED PRIOR TO THE BEGINNING OF THE DRAFT FOR EACH RESPECTIVE LEAGUE.

THE MAXIMUM OF AUTOMATICS ON ANY ONE TEAM IS TWO (2). IF AS A RESULT OF CHANGING MANAGERS, COACHES OF RECORD, OR BOTH, THE NUMBER OF AUTOMATICS WOULD EXCEED TWO (2). THEN THE PREVIOUS NUMBER OF AUTOMATICS WOULD BE RETURNED TO THE DRAFT POOL BEFORE DRAFTING WOULD BEGIN.

5. BROTHER(S)/SISTER(S) OF PLAYERS ELIGIBLE TO PLAY IN THE SAME LEAGUE WILL PLAY ON THE SAME TEAM.
6. REVERSING THE STANDINGS OF THE PREVIOUS YEAR WILL SET UP DRAFTING. IN CASES WHERE RECORDS ARE THE SAME, A COIN FLIP WILL BE CONDUCTED IMMEDIATELY PRECEDING THE DRAFT FOR THAT LEAGUE. THE WINNER OF THE COIN FLIP WILL DRAFT BEFORE THE LOSER.
7. AN EXPANSION TEAM WILL DRAFT BEFORE THE TEAM WITH THE WORST WON/LOST RECORD FROM THE PREVIOUS YEAR. "EXPANSION TEAM" DOES NOT MEAN A NEW TEAM FORMED FOR THE PURPOSE OF OBTAINING TOP DRAFT CHOICES.
8. FOR EACH LEAGUE, THE MINIMUM NUMBER OF PLAYERS ON EACH TEAM WILL BE SET BY A VOTE OF THE MANAGERS IMMEDIATELY PRIOR TO THE DRAFT FOR THAT LEAGUE. THESE NUMBERS MAY VARY FROM YEAR TO YEAR DEPENDING ON THE TOTAL NUMBER OF CHILDREN SIGNING UP.
9. TO DETERMINE THE TOTAL NUMBER OF TEAMS IN EACH LEAGUE, THE TOTAL NUMBER OF ELIGIBLE PLAYERS FOR EACH RESPECTIVE LEAGUE WILL BE DIVIDED BY ITS MINIMUM NUMBER OF PLAYERS PER ARTICLE XIV, ITEM EIGHT (8). THE RESULT WILL BE THE NUMBER OF TEAMS IN EACH RESPECTIVE LEAGUE FOR THE CURRENT SEASON.

A. AGES OF ELIGIBLE PLAYERS FOR EACH LEAGUE, IN ORDER TO DETERMINE THE ABOVE, WILL BE AS FOLLOWS:

1. MAJOR LEAGUE: 11 AND 12 YEARS.
2. MINOR LEAGUE: 9 AND 10 YEARS.
3. YOUTH LEAGUE: 7 AND 8 YEARS
4. TEE BALL: 5 AND 6 YEARS
5. SOFTBALL: 8 AND UNDER, 10 AND UNDER, 12 AND UNDER, 14 AND UNDER, AND 16 AND UNDER

B. AN ELIGIBLE PLAYER IS A PLAYER OF CORRECT LEAGUE AGE WHO IS REGISTERED TO PLAY FOR THE CURRENT YEAR. THE CUT-OFF DATE FOR DETERMINING LEAGUE AGE IS THE AGE OF THE CHILD ON APRIL 30TH OF THE CURRENT YEAR FOR BASEBALL AND JANUARY 1ST OF THE CURRENT YEAR FOR SOFTBALL.

NOTE: IT IS PERMISSIBLE FOR A PLAYER TO MOVE UP TO THE NEXT HIGHER LEAGUE IF A PLAYER IS WITHIN ONE YEAR OF THE REQUIRED MINIMUM AGE. A SKILL DEMONSTRATION AND LEAGUE APPROVAL FROM THE HIGHER LEAGUE COMMISSIONER IS REQUIRED IN THESE CASES.

10. A REGISTERED PLAYER IS ONE WHO IS SIGNED UP TO PLAY OR ONE KNOWN BY MANAGERS, COACHES, OR COMMISSIONERS TO BE INTENDING TO SIGN UP.

11. DRAFTING MAY BE CONDUCTED AT ANY TIME AFTER THE LAST SIGNUP DATE. (IT IS ADVISABLE TO WAIT TWO WEEKS AFTER THE LAST SIGNUP BEFORE CONDUCTING A DRAFT TO GIVE PERMIT TIME TO PREPARE ADEQUATE DRAFT LIST INFORMATION AND TO CATCH LATE SIGNUPS.)
12. WITHIN EACH LEAGUE, THE DRAFT WILL BE CONDUCTED IN SUCH A MANNER AS TO MOST EQUALIZE THE NUMBER OF PLAYERS IN EQUAL AGE GROUPS ON EACH TEAM, AND THE TOTAL NUMBER OF PLAYERS ON EACH TEAM. BEFORE THE DRAFT BEGINS DO THE FOLLOWING:
 - A. ESTABLISH THE TOTAL NUMBER OF ATTACHED PLAYERS ON EACH TEAM'S ROSTER IN EACH AGE GROUP. REFER TO ARTICLE XIV, ITEMS TWO (2), THREE (3), FOUR (4), AND FIVE (5).
 - B. ESTABLISH THE LEAGUE TOTAL NUMBER OF UNATTACHED PLAYERS IN EACH AGE GROUP BY ADDING THE RESPECTIVE NUMBERS OF ATTACHED PLAYERS IN EACH AGE GROUP ON EACH TEAM.
 - C. ESTABLISH THE LEAGUE TOTAL NUMBER OF UNATTACHED PLAYERS IN EACH AGE GROUP BY ADDING THE NUMBER OF PLAYERS IN EACH RESPECTIVE AGE GROUP ON THE LEAGUE DRAFT LIST.
 - D. CALCULATE THE GOAL (AVERAGE) NUMBER OF ELIGIBLE PLAYERS AVAILABLE FOR A TEAM BY AGE GROUP. MAKE EACH CALCULATION BY DIVIDING THE LEAGUE TOTAL NUMBER OF ELIGIBLE PLAYERS (ATTACHED PLUS UNATTACHED) BY THE NUMBER OF TEAMS IN THE LEAGUE. IF A CALCULATION DOES NOT RESULT IN A WHOLE NUMBER, ROUND THE RESULT DOWNWARD TO THE NEAREST WHOLE NUMBER.
 - E. CALCULATE THE GOAL (AVERAGE) TEAM SIZE BY DIVIDING THE LEAGUE GRAND TOTAL OF ELIGIBLE PLAYERS (THE SUM OF ALL PLAYERS IN ALL AGE GROUPS, ATTACHED PLUS UNATTACHED) BY THE NUMBER OF TEAMS IN THE LEAGUE.
13. CONDUCT THE DRAFT FOR EACH LEAGUE, BEGINNING WITH THE OLDEST AGE GROUP AND ENDING WITH THE YOUNGEST, AS FOLLOWS:
 - A. DRAFT IN ROUNDS IN THE ORDER SET IN ARTICLE XIV, ITEMS SIX (6) AND SEVEN (7). A ROUND WILL CONSIST OF EACH TEAM SELECTING ONE OF THE UNATTACHED PLAYERS FROM THE DRAFT LIST AGE GROUP BEING DRAFTED.
 - B. SUSPEND A TEAM'S DRAFTING ONCE IT HAS REACHED THE GOAL NUMBER OF ELIGIBLE PLAYERS, PER ARTICLE XIV, ITEM 12 D. REINSTATE A TEAM'S DRAFTING ONLY WHEN ALL OTHER TEAMS HAVE REACHED THE GOAL NUMBER OF ELIGIBLE PLAYERS, OR WHEN ALL ELIGIBLE UNATTACHED PLAYERS IN THE AGE GROUP HAVE BEEN DEPLETED (WHICH EVER OCCURS FIRST). DURING THE ROUND IN WHICH A REINSTATED TEAM RESULTS DRAFTING, ITS TURN WILL COME FOLLOWING THOSE OF ALL TEAMS WITH A LOWER DRAFT ORDER.
 - C. SUSPEND A TEAM'S DRAFTING ONCE IT HAS REACHED THE GOAL TEAM SIZE PER ARTICLE XIV, ITEM 12 E. REINSTATE A TEAM'S DRAFTING ONLY WHEN ALL OTHER TEAMS HAVE REACHED THE GOAL TEAM SIZE. DURING THE ROUND IN WHICH A REINSTATED TEAM RESUMES DRAFTING, ITS TURN WILL FOLLOW THOSE OF ALL TEAMS WITH A LOWER DRAFT ORDER.
 - D. CONTINUE DRAFTING UNTIL ALL UNATTACHED ELIGIBLE PLAYERS HAVE BEEN SELECTED, EVEN IF THIS MEANS THAT SOME TEAMS

EXCEED THE GOAL TEAM SIZE ESTABLISHED IN ARTICLE XIV, ITEM 12 E.

- E. ALTERNATE DRAFT PROCEDURES MAY BE ESTABLISHED BY AN INDIVIDUAL LEAGUE, WITH THE CONSENT OF THE MAJORITY OF its MEMBERS.

EXAMPLE: MINOR LEAGUE HAS, AT TIMES, DRAFTED THE LEAST ONE OR TWO ROUNDS OF THE LEAST SKILLED 9-YEAR OLDS PRIOR TO DRAFTING BETTER 9-YEAR OLDS SO THAT TEAMS WITH FEW RETURNING PLAYERS WON'T FILL UP WITH POORLY SKILLED PLAYERS.

ARTICLE XV

PLAYING RULES

PLAYING REGULATIONS AND RULES:

- 1. MAJOR AND MINOR LEAGUE PLAY WILL BE GOVERNED BY THE CURRENT YEAR'S "LITTLE LEAGUE BASEBALL OFFICIAL REGULATIONS AND PLAYING RULES" AS NOTED BELOW:

REGULATIONS

- A. REGULATION I – DELETE.
- B. REGULATION II – DELETE.
- C. REGULATION III – DELETE.
- D. REGULATION IV – DELETE EXCEPT FOR THE FIRST PARAGRAPH OF (A). IN THAT PARAGRAPH SUBSTITUTE THE NUMBER EIGHT (8) FOR THE NUMBER NINE (9) IN THE FIRST SENTENCE. RETAIN SECTIONS (D) AND (E).
- E. REGULATION V – DELETE
- F. REGULATION VI – RETAIN EXCEPT FOR THE SECOND SENTENCE OF (B), ALL OF (C), AND THE LAST STATEMENT OF THE REGULATION. **FOR PURPOSES OF THIS REGULATION, INNINGS PITCHED WILL BE COUNTED AS THE GAMES ARE ACTUALLY PLAYED. NO ADDITIONAL INNINGS WILL BE "CARRIED OVER" FOR MAKE-UP GAMES.**
- G. REGULATION VII – DELETE
- H. REGULATION VIII – DELETE
- I. REGULATION IX – DELETE
- J. REGULATION X – DELETE
- K. REGULATION XI – DELETE
- L. REGULATION XII – DELETE (NOTE: NO CASH AWARDS WILL BE GIVEN.)
- M. REGULATION XIII – DELETE
- N. REGULATION XIV – RETAIN, EXCEPT FOR ITEMS (C) AND (D).
- O. REGULATION XV – DELETE
- P. REGULATION XVI – DELETE
- Q. REGULATION XVII – DELETE
- R. REGULATION XVIII – DELETE

RULES

- A. SECTION 1.00

RETAIN, EXCEPT DELETE THE SECOND SENTENCE OF 1.08; DELETE “SEVEN (7)” IN THE FIRST SENTENCE OF 1.16; DELETE AND COACHES IN THE SECOND SENTENCE OF 1.16; DELETE 1.11(A) (2).

B. SECTION 2.00

RETAIN

C. SECTION 3.00

RETAIN EXCEPT IN 3.01(C) SUBSTITUTE “HOME TEAM MANAGER” FOR “LEAGUE”; IN 3-01(D) SUBSTITUTE “ONE” FOR “TWO” AND “BALL” FOR “BALLS” IN THE FIRST LINE; IN 3.03 DELETE AND SUBSTITUTE “A PLAYER IN THE STARTING LINEUP WHO HAS BEEN REMOVED” FOR “A SUBSTITUTE MAY REENTER THE GAME ONCE IN ANY POSITION IN THE BATTING ORDER, PROVIDED : (1) HE HAS REMAINED OUT OF THE GAME FOR ONE COMPLETE INNING, AND (2) HE IS NOT REPLACING A PLAYER WHO HAS NOT PLAYED TWO CONSECUTIVE INNINGS. HIS SUBSTITUTE MUST HAVE COMPLETED ONE TIME AT BAT BEFORE BEING REMOVED FROM THE GAME. (EXCEPTION: THIS DOES NOT APPLY IN TEE BALL); MODIFY THE FIRST LINE OF 3.06 TO READ “A MANAGER, COACH, OR SCOREKEEPER WILL NOTIFY THE OPPOSING MANAGER, COACH, OR SCOREKEEPER OF ANY...”; DELETE 3.07; DELETE 3.09; DELETE THE FIRST AND SECOND SENTENCES OF 3.17

D. SECTION 4.00

RETAIN, EXCEPT DELETE 4.012; AT THE END OF 4.03(A) DELETE “PENALTY; BALK”; DELETE 4.05(1); DELETE 4.14; RETAIN ONLY “FORFEITED GAMES SHALL BE SO RECORDED IN THE SCOREBOOK” OF 4.18.

E. SECTION 5.00

RETAIN, EXCEPT DELETE 5.09(C); DELETE 5.10(B) AND ITS NOTE.

F. SECTION 6.00

RETAIN

G. SECTION 7.00

RETAIN

H. SECTION 8.00

RETAIN, EXCEPT DELETE 8.05; IN THE LAST PARAGRAPH OF 8.06 DELETE THE WORD “NOT” FROM THE FIRST SENTENCE.

I. SECTION 9.00

RETAIN, EXCEPT: IN 9.01(A) REMOVE THE WORD “PRESIDENT” FROM THE FIRST SENTENCE; IN THE NOTE TO 9.01(A) DELETE

“MALE UMPIRE MUST WEAR PROTECTIVE CUP”; DELETE 9.04(A) (7);
IN 9.04(B) (2) DELETE “BACKS”; AND DELETE 9.05

J. SECTION 10.00

DELETE THE STATEMENTS IN 10.01(A) AND SUBSTITUTE “LEAGUE
GAMES WILL BE SCORED BY EACH TEAM MANAGER OR HIS
DESIGNEE.”

2. THE “SAFETY CODE FOR LITTLE LEAGUE” ON THE INSIDE OF THE BACK SHALL BE IMPLEMENTED AS FAR AS POSSIBLE
3. THE RULES AND REGULATIONS CONCERNING THE SOFTBALL LEAGUE WILL BE AGREED UPON BY A MAJORITY OF MANAGERS OF THAT LEAGUE PRIOR TO THE BEGINNING OF EACH SEASON.
4. FIELD DECORUM WILL BE THE RESPONSIBILITY OF THE TEAM MANAGERS AND COACHES.
5. A STARTER MUST PLAY A MINIMUM OF TWO COMPLETE CONSECUTIVE INNINGS AND COMPLETE ONE PLATE APPEARANCE BEFORE BEING TAKEN OUT. (EXCEPTION; THIS DOES NOT APPLY IN TEE BALL.)
6. EACH PLAYER LISTED ON A TEAM ROSTER AND PRESENT FOR A GAME WILL BE PLAYED A MINIMUM OF TWO CONSECUTIVE INNINGS. (EXCEPTION: THIS DOES NOT APPLY IN TEE BALL.) BEFORE THE START OF THE GAME THE OPPOSING MANAGER MUST BE NOTIFIED OF ANY PLAYER PRESENT ON THE BENCH WHO WILL NOT BE PLAYED. IF THE OPPOSING MANAGER DOES NOT AGREE, HE/SHE MAY PLAY THE GAME UNDER PROTEST.
7. IF A PLAYER BECOMES SICK OR INJURED DURING THE COURSE OF THE GAME AND, IN THE OPINION OF HIS/HER MANAGER IS NOT ABLE TO PLAY, THAT PLAYER WILL NOT PLAY AND WILL NOT BE SUBJECT TO ITEM SIX (6) ABOVE.
8. PITCHERS OF BOTH MAJOR AND MINOR LEAGUE TEAMS WILL BE LIMITED TO NINE (9) OUTS PER GAME, EIGHTEEN (18) OUTS PER WEEK IN GAMES SCHEDULED DURING THE FIRST HALF OF THE SEASON, WHENEVER THOSE GAMES ARE ACTUALLY PLAYED. DURING THE SECOND HALF OF THE SEASON (AFTER THE SEVENTH GAME OF A FIFTEEN GAME SEASON) THEY WILL BE LIMITED TO EIGHTEEN (18) OUTS PER GAME, EIGHTEEN (18) OUTS PER WEEK.
9. INTENTIONAL CURVE BALL PITCHING WILL NOT BE PERMITTED IN THE MINOR LEAGUE OR IN THE FIRST HALF OF THE MAJOR LEAGUE SEASON (AFTER THE SEVENTH GAME OF A FIFTEEN GAME SEASON). WHEN THE UMPIRE DECIDES THAT AN INTENTIONAL CURVE HAS BEEN ILLEGALLY THROWN, HE WILL GIVE ONE WARNING, AND WILL REMOVE THE PITCHER FROM THE MOUND FOLLOWING THE NEXT VIOLATION OF THIS RULE.
10. IN THE CASE OF AN OVERTHROW AND THE BALL GOES OUT OF THE PLAYING AREA, BASERUNNERS ADVANCE TO THE DESTINATION BASE PLUS ONE. PLAY RESUMES WHEN ALL PLAYERS ARE BACK IN POSITION, THE PITCHER HAS THE BALL AND THE UMPIRE CALLS FOR PLAY.
11. ON ANY LEGALLY BATTED BALL PASSING THROUGH, BOUNCING OVER, OR PASSING AROUND THE OUTFIELD FENCE, RUNNERS ADVANCE TWO (2) BASES (GROUND RULE DOUBLE). PLAY RESUMES WHEN ALL PLAYERS ARE BACK IN POSITION, THE PITCHER HAS THE BALL AND THE UMPIRE CALLS FOR PLAY.
12. GROUND RULES MUST BE DISCUSSED BY OPPOSING MANAGERS PRIOR TO THE GAME.
13. IF THE FIELD IS NOT READY FOR PLAY (BY JUDGEMENT OF THE COMMISSIONER) THE HOME TEAM WILL FORFEIT THE GAME.

14. IN THE MINOR LEAGUE, THE MANAGERS WILL HAVE THE OPTION AT THE BEGINNING OF EACH SEASON TO DECIDE BY A SIMPLE MAJORITY IF THEY WISH TO PLAY A TEN-PLAYER GAME. IF A TEN PLAYER GAME IS AGREED UPON, ANY REFERENCE TO THE NUMBER OF BATTERS AS APPLYING TO MINOR LEAGUE PLAY WILL BE ADJUSTED TO TEN BATTERS ACCORDINGLY.
15. IN THE MINOR LEAGUE A MAXIMUM OF NINE (9 OR 10) BATTERS WILL BAT IN ONE (1) INNING (SEE ARTICLE XV, ITEM 14). WHEN THE NINTH BATTER COMES TO THE PLATE, THE UMPIRE WILL ADVANCE THE COUNTER TO "TWO" OUTS. AFTER THE NINTH BATTER HAS BATTED AND PLAY IS DEAD AS RULED BY THE HOME PLATE UMPIRE, THE THIRD OUT OF THE INNING WILL BE RECORDED.
16. WHEN A TEAM PLAYS WITH LESS THAN ENOUGH PLAYERS TO COVER ALL POSITIONS, (TO A MINIMUM OF EIGHT (8) PLAYERS) ITS OPPONENT, WHICH HAS MORE PLAYERS, WILL DECIDE WHETHER THE INNING BATTING LIMIT WILL REMAIN AT THE PLAYER LIMIT VOTED IN ARTICLE XV, ITEM 14 OR WHETHER IT WILL BE REDUCED TO THE NUMBER OF PLAYERS ITS CURRENT OPPONENT IS FIELDDED.
17. **IF A TEAM BEGINS A GAME WITH LESS THAN THE MAXIMUM NUMBER OF PLAYERS PERMITTED (FOR EXAMPLE, NINE (9) PLAYERS IN A TEN (10) PLAYER LEAGUE), THE MANAGER SHALL HAVE THE OPTION OF LEAVING ANY POSITION IN THE BATTING ORDER OPEN FOR A LATE ARRIVAL. HOWEVER, IF ANY POSITION OTHER THAN THE LAST POSITION IS LEFT OPEN, IT WILL BE SCORED AS AN AUTOMATIC OUT IF THE LATE PLAYER HAS NOT ARRIVED AT THE TIME HIS POSITION IS REACHED. NO AUTOMATIC OUT WILL BE SCORED IF THE FINAL SPOT IN THE ORDER IS THE POSITION LEFT OPEN. THE LATE-ARRIVING PLAYER MAY NOT PINCH HIT; HE MUST BE INSERTED IN THE OPEN POSITION IN THE BATTING ORDER.**
18. ARTICLE XV, ITEM 15 WILL BE FOLLOWED BY THE SOFTBALL LEAGUE EXCEPT TEN (10) BATTERS MAY BAT IN ONE (1) INNING.
19. **A MANDATORY TEN (10) RUN RULE AFTER FOUR COMPLETE INNINGS OF PLAY (OR AFTER THREE AND ONE HALF INNINGS OF PLAY IF THE HOME TEAM IS AHEAD) WILL BE IN EFFECT. THE OUTCOME OF THE GAME, AND THE FINAL STATISTICS, WILL BE BASED UPON THE NUMBER OF OUTS PLAYED WHEN THE TEN RUN RULE GOES INTO EFFECT.**
20. OTHER PLAYING RULES MAY BE AGREED UPON BY A MAJORITY OF MANAGERS OF A GIVEN LEAGUE AT ANY ONE TIME. FOR SUCH PURPOSES EACH TEAM WILL HAVE ONE VOTE. OTHER AGREED TO LEAGUE PLAYING RULES MUST BE FORMALLY DOCUMENTED AND A COPY OF THESE RULES PROVIDED TO THE ASSOCIATION COMMISSIONER PRIOR TO THE START OF THE SEASON.
21. **AS DESCRIBED IN THE LITTLE LEAGUE RULEBOOK, A RUNNER MUST AVOID CONTACT WITH A FIELDER MAKING A PLAY. THIS DOES NOT MEAN THAT A RUNNER MUST SLIDE OR RISK BEING CALLED OUT AUTOMATICALLY. SIDESTEPPING OR HURTLING A FIELDER ARE VALID MEANS OF AVOIDING CONTACT. ALSO, THIS DOES NOT MEAN THAT A FIELDER MAY OBSTRUCT ACCESS TO A BASE WITHOUT THE BALL. THIS RULE IS MEANT TO ELIMINATE DELIBERATE BODY CONTACT, BUT TO ELIMINATE "OUT" CALLS DUE TO NOT SLIDING WHEN THE BASE RUNNER OBVIOUSLY BEATS THE PLAY STANDING UP. GOOD UMPIRE JUDGEMENT MUST BE APPLIED WHEN MAKING THIS CALL.**