

North Boulder Little League

NBLL Bylaws 2016

NBLL shall follow all rules and regulations as specified in the Little League 2016 Official Regulations, Playing Rules, and Policies (the "LL Rule Book") except as modified or expanded below.

I. League Operations & Conduct

- a. Players, parents, managers, and other volunteers will be provided a copy of the NBLL Code of Conduct to be signed and submitted to the Board of Directors at the beginning of the season. Each member of the Little League community will be asked to adhere to the guidelines in the relevant document; these documents are included in **Appendix A**. Players, managers, and coaches will not be permitted on the playing field prior to returning the signed documents to the respective Vice President of their division.
- b. An Executive Committee is used to settle any disputes that may arise during the year, and it will handle any other matters the Board delegates as specified in Article XIII of the Constitution. The Executive Committee shall consist of the President, the Vice President, the Player Agent, the Chief of Umpires, the Secretary.
- c. Procedures for Conflict Resolution are found in **Appendix B**; this document also provides the procedure for a League member who wishes to request attendance at a regular Board of Directors' meeting.
- d. Board members may attend meetings via teleconference when necessary, and such member(s) shall be counted as "present" for purposes of determining quorum.
- e. Minutes from regular board meetings shall be posted on the NBLL website upon their approval by the Board.

II. Game Logistics

- a. Game Timing
 - i. In the Major, Intermediate, Junior, and Senior Leagues games proceed according to Reg. 4.10; Majors shall play 6 innings and Intermediate/Juniors/Seniors shall play 7 innings. There are no time limits for Majors games. Intermediate, Juniors and Seniors games are governed by the District 2 Interlock Bylaws.
 - ii. In the Minor League (AA and AAA), no new inning shall begin more than 1 hour and 45 minutes after the first pitch. Official timing shall be kept by the Plate Umpire.
 - iii. In the Farm League (A and T-Ball), no new inning shall begin more than 1 hour after the first pitch (unless agreed upon by both teams' managers). The home team's manager is responsible for time-keeping.

b. Field Logistics

- i. The home team will occupy the third base dugout.
- ii. At all fields except Iris, the home team is responsible for putting out the bases and lining the field before the game, and for putting away and securing the bases and chalker after the game. Both teams are responsible for the clean-up of dugouts they have used at all fields. Additional field maintenance duties may be assigned or solicited in order to keep our fields in their most playable condition.
- iii. Both teams shall have 15 minutes of infield warm-up time prior to the first pitch. The visiting team shall take the field 30 minutes prior to the start of the game, and the home team shall take the field 15 minutes prior to the start of the game.
- iv. Each team in AA, AAA, Majors, Intermediate, Juniors, and Seniors shall provide one new baseball to the Plate Umpire prior to the start of the game. In A, each team will provide a ball for its coach to operate the pitching catapult. In T-Ball, each team will provide a ball for game use.
- v. The home team shall provide the official scorekeeper, whose duties shall also include recording the official pitch counts for both teams (although another adult volunteer may assist in pitch tracking). Each team shall keep a pitching log on the Little League approved form; the manager or his/her designee for each team shall sign the official pitching log at the completion of the game. Upon request of the opposing manager, each team shall open its scorebook and pitching log for review. In Single A and T-Ball, no score or pitch counting shall be recorded.
- vi. Majors, Intermediate & Juniors only: the manager or scorekeeper of the home team shall post the score of a game on the NBLL website or notify the league Scheduler to report the score within 24 hours of completion of each Majors, Intermediate and Juniors game. Standings and scores will not be posted for T-Ball, A and AA divisions. Standings and scores may be posted for the AAA division at the discretion of the Vice President of Minors. Standings and scores will be posted for Majors and Juniors.

c. Game Interruption and Postponement

- i. It is the responsibility of the managers to determine if a game shall be postponed due to adverse weather or field conditions. In most cases, the managers should wait until as close to game time as possible to allow every possible opportunity for the game to be played as scheduled.
- ii. In the event that either manager determines a field is unplayable upon arrival for a game, the managers shall have the discretion to postpone the game to a later time. If a game is postponed under these circumstances, the home team manager is responsible for contacting the Chief of Umpires immediately to notify the umpires; the managers are then responsible for notifying the players. The two managers should then work together to identify a mutually agreeable time and location to reschedule the game and contact the Scheduler or Division VP to revise the master schedule. If the managers cannot find a mutually agreeable time, or if fields are unavailable at their chosen time, or if they fail to do so within a reasonable period of time from the original game cancellation, the Division VP or Scheduler will determine and communicate a time for reschedule based on field and team availability.

- iii. If the league cancels a game prior to game time, then the league will determine a time for reschedule.
 - iv. The Plate Umpire is responsible for terminating a game in progress due to adverse field conditions, adverse weather, darkness or other safety issues. In the Farm League (TBall and A), the coaches shall have such responsibility.
 - v. In the case of a tie game in the Majors, Juniors, or Seniors divisions, the umpire may elect to continue play if field conditions permit. However, if another game is scheduled on the same field immediately following the game in question, the tie game should be rescheduled to resume on another day or another field, by mutual agreement of the managers.
- d. Scheduling
- i. Regular season games shall begin on April 2, 2016. Majors and Minors will conclude on May 20, 2016; Farm will conclude on May 26, 2016. Tournaments for Majors and Minor leagues may be scheduled following the conclusion of the regular season at the discretion of league VPs.
 - ii. Summer league games shall begin on or around June 26, 2016 and conclude by August 4, 2016. Summer league tournaments may be scheduled for the various divisions at the discretion of the summer league committee members.
 - iii. All dates are subject to adjustment based on weather conditions.

III. League Structure and Team Formation

All players who submit their registration prior to the published deadline and attend any applicable tryouts or assessments will be guaranteed placement on a roster; applicants who register after the published deadline will be placed on a waitlist pending space and coaching availability.

All parent/guardians must certify the age and residency of each player at registration. Parent/guardians **may** be asked to provide proof of both for the spring/summer seasons and **will** be required to provide proof for the tournament/All-Star season. Guidelines for proof of age & residency can be found on the Little League website:

http://www.littleleague.org/Assets/forms_pubs/tournaments/Residence-Eligibility-Requirements.pdf

- a. Seniors: All players of League Age 15-16 shall be eligible to play in the Seniors division; League Age 13-14 players are also eligible for Seniors with Board approval. If enough players register to form one team within NBLL, the board will form the roster(s). If fewer than 11 players register in Seniors, NBLL will pursue a co-charter arrangement with another Little League, if possible.
- b. Juniors: All players of League Age 13-14 shall be eligible to play in the Juniors division; League Age 12 players are also eligible for Juniors with Board approval. The VP of Juniors shall form the rosters for that division.
- c. Intermediate: All players of League Age 13 shall be eligible to play in the Intermediate division; League Age 12 players are also eligible for Intermediate with Board approval. Intermediate division tryouts will be held in accordance with the procedure specified in

the LL Rule Book.

- d. Majors: All players of League Age 12 will be drafted to a Majors team per Regulation 5(a) of the LL Rule Book. Players of League Ages 10 and 11 will be eligible to try out for Majors selection. All players who wish to be considered for the draft must attend a tryout session, including those players of League Age 12, new, and returning Majors players. Extenuating circumstances for players who cannot attend the tryouts will be reviewed and approved by the Player Agent.

- i. Majors division tryouts shall be held in accordance with the procedure specified in the LL Rule Book.
- iii. Each year, all Majors players will be drafted from “scratch”. That is, all Majors teams will begin the draft with 0 existing players on their roster. All returning Majors players must be drafted to a Majors team.
- iv. The Majors division draft shall be held in accordance with the procedures defined in the LL Rule Book.
- v. The draft order will be determined through a random draw by Majors managers
- vi. No Majors division player replacements shall be allowed in the final two weeks of the season.

- e. Minors: The Minor League shall be structured as follows (all ages are “Little League Ages”):

- i. Double A (AA): Ages 8-9.
- ii. Triple A (AAA): Ages 9-11.

Parents who wish to have their child play outside the designated Minor League age level/division will be required to submit an Exception Request form to the VP of Minors and the player will be required to attend an assessment to evaluate skill level. These players will not be allowed to “skip” an entire division or level. Other exceptions related to first-year players or players from other leagues, etc. will be evaluated by the VP of Minors and will require approval by the Board.

- f. Farm: The Farm League shall be structured as follows (all ages are “Little League Ages”):

- i. T-Ball: Ages 5-7 (all 5 year olds and first time players ages 6-7).
- ii. Single A (A): Ages 6-8.

Parents who wish to have their child play outside the designated Farm League age level/division will be required to submit an Exception Request form to the VP of Farm and the player may be required to attend an assessment to evaluate skill level. These players will not be allowed to “skip” an entire division or level. Other exceptions related to first-year players or players from other leagues, etc. will be evaluated by the VP of Farm and will require approval by the Board.

The Minor League and Farm League divisions *may* be further subdivided by age and/or skill depending on the number of players in each division. This decision will be made by the VP of Minors and the VP of Farm at the conclusion of the registration period.

- g. Minors Team Formation:

- i. AA (Double A) teams will be formed by the VP of Minors and the NBLL Registrar with the intent to provide each team with relatively equal skill and experience levels. Managers' evaluations from prior seasons and/or results from assessments, if applicable, may be used to facilitate this process.
 - ii. AAA (Triple A) teams will be formed via a collaborative draft conducted by the Player Agent. Results from the player assessments and/or end-of-season manager evaluations from the prior season (if applicable) may be used to ensure distribution of skill across teams.
 - iii. Trading players once teams have been officially announced will not be permitted in the Minors divisions unless approved by the Player Agent and confirmed by the NBLL Executive Committee.
 - iv. Per regulation III(a), Minors teams shall have no minimum or maximum number of players; however, all team rosters may or may not have an equal number of players.
- h. Farm Team Formation: T-Ball and A (Single A) teams shall be formed by the VP of Farm based on coach and/or parent request. Players with no specific requests will be assigned to a team with space available based on school, age, etc.
- i. Summer League teams shall be formed based on spring ratings with the intent to provide competitive balance across the divisions. The number of players enrolled at each age level will determine the number of divisions in Summer League.
- j. Tournament Teams (All-Stars) shall be formed no earlier than June 15, 2016, per regulations set forth in the LL Rule Book. The All-Star Selection process will be approved by the Board of Directors and published no later than the first day of the current season.
- k. Manager Candidates: Per Regulation I(b), managers and coaches do not have tenure, regardless of their previous years of service. Prior service does not guarantee reappointment; all managers and coaches must be appointed annually by the President and approved by the Board of Directors.
- i. All persons interested in applying to be a Farm, Minors, Intermediate, Juniors, or Seniors manager should follow the process defined on the NBLL website, or contact the League President by the date published on the website. Managers and coaches for the Farm, Minors Intermediate, Juniors and Seniors shall be appointed by the President in accordance with Regulation I(b).
 - ii. All persons interested in applying to be a Majors manager must submit the application available on the NBLL website no later than the deadline published on the NBLL website (usually February 1 of current year). A manager selection committee may make recommendations to the President for appointment in accordance with Regulation I(b).
 - iii. All eligible persons interested in managing or coaching a tournament (all-star) team should submit an application to the League President and Player Agent no later than May 15 of current year. Tournament managers and coaches shall be appointed by the President and approved by the board in accordance with Regulation I(b)

IV. Rules of Play.

Unless noted otherwise, NBLL follows the rules of play specified in the LL Rule Book.

- a. Intermediate, Juniors and Seniors teams shall comply with the District 2 rules governing interleague play.
- b. Majors:
 - i. In addition to the mandatory play regulations set forth in the LL Rule Book, no player shall sit out more than two innings in any regulation game except for cases of illness, injury, or disciplinary action by the manager or umpire. An inning is defined as 3 outs by each team or conclusion of the game by the 10-run limit or winning run scored. In the event of an extra inning game, no player shall sit out a third inning until the rest of the team's active players have sat out two innings. Disciplinary actions may be subject to review by the Executive Committee upon parent request.
 - ii. Per the continuous batting order of rule 4.04, every player on the roster bats. Substitutions do not affect the batting order.
- c. Minors (AA & AAA):
 - i. Every player on the roster bats. Substitutions do not affect the batting order.
 - ii. Stealing:
 - a) Stealing is not permitted at any time in AA. In order for a runner to advance, the batter must have put the ball into play by definition.
 - b) In AAA, stealing is not permitted; however, base runners may advance without the batter putting the ball into play in the following situations:
 - 1) A base runner may advance to second and/or third base on a wild pitch and/or a passed ball where the ball leaves the catcher's box behind home plate. The catcher's box shall be defined by the umpire (and outlined in chalk) before each game, and a base runner may advance on ANY loose ball (i.e., not in the catcher's control) that falls outside this designated area. A base runner may not advance if the ball is caught and in the catcher's control, even if the catcher is physically outside the catcher's box area.
 - 2) A base runner may advance to any base, including home, on overthrows to the pitcher where the ball leaves the circle around the pitcher's mound. If the pitcher is outside of the circle but has control of the ball on a throw back from the catcher, the base runner may not advance to any base.
 - iii. If a single pitcher hits two batters in one inning or three batters in one game, the pitcher must be replaced and cannot return to the pitching position for the duration of the game.
 - iv. In AA, after Ball Four is delivered, the batter will be given one swing to put the ball into play utilizing a batting tee. The ball must be fair, or the batter is called out regardless of the previous strike count. Additionally, the batter must make primary contact with the ball rather than primarily the tee or he/she will be called out based on the umpire's judgment. Bunting from the tee is not permitted, and the umpire will use his/her judgment to determine if

- the batter attempted an acceptable full swing.
 - v. In AA, a ball in play shall be declared dead once the pitcher is in possession of the ball, and runners may no longer advance.
 - vi. Open Inning: The first inning that begins 1 hour and 30 minutes after the first pitch or the 6th inning in AAA or AA, whichever comes first, shall be declared the Open Inning. In the Open Inning, the side is not retired until 3 outs are made by the defensive team, regardless of how many runs the batting team scores. There is no five-run limit in the Open Inning. The Plate Umpire's watch shall determine when the Open Inning begins, and both managers will be notified prior to the start of the Open Inning.
- d. Farm (T-Ball and A):
 - i. In A, pitching shall be by the catapult pitching machine. Coaches or their designees shall operate the catapult pitching machine. A fielder may be placed in the vicinity of, but not in front of, the catapult pitching machine
 - ii. In A, if a player is unable to place the ball in play after four (4) pitches, the player will then hit from a tee.
 - iii. In both T-Ball and A, all batters bat in each inning. The half-inning will be complete once the final batter on a team has batted.
 - iv. In all Farm League games, there is no scorekeeping.
 - v. In the Farm League, rules may be modified during the season by the mutual consent of the managers, either within a game or within the season.
- e. Summer League rules of play shall be established prior to the beginning of summer play.

V. Substitute Players (For Juniors, Intermediate, Majors & AAA)

- a. Prior to Opening Day, the VP of each division shall create a pool of players from existing regular season teams who are willing to play in extra games when teams face a shortage of rostered players for a game. Players who wish to be added to this substitute pool may do so at any point in the season provided they are placed in the last spot on the substitute list.
- b. Players in the pool will be listed in order of next availability and assigned on a rotating basis; however, priority will be given to potential substitutes who do not have a scheduled game with their existing team on the day that a substitute is needed.
- c. Managers and coaches do not have the right to request or select specific players from the pool.
- d. Managers must request a substitute from the appropriate league VP (or other designated Board member) no later than four hours prior to the scheduled game time.
- e. No more than two substitute players may be used for a single game. If a manager knows he/she will not have enough players, even with substitutes, then he/she should contact the opposing manager to arrange to reschedule the game.

- f. Substitute players will not be allowed to pitch or play an infield position as a substitute in the Majors, Intermediate and Juniors; in the Minors, substitute players may not pitch but may play any other position. The substitute player(s) must occupy the last spot(s) in the batting order.
- g. Substitute players must play at least nine consecutive defensive outs and bat once, even if additional rostered players arrive at the game after it has begun.

VI. Forfeit Policy

Forfeited games are addressed by Rules 4.15, 4.16, 4.17 and 4.18 in the LL Rule Book. Only the Chief of Umpires may declare a game to be forfeited; the managers or the Plate Umpire may not make that determination. This decision will be reached after consultation with the game umpire(s) and, if necessary, the Board of Directors. Once a game has been declared a forfeit, any subsequent activities by the players of either team shall not be considered a game under any circumstances or for any purpose. Managers do not have the discretion to play a game with less than nine players.