



By Laws and Local Rules

Section I: Manager & Coach Selection

1. There is no seniority or tenure in serving as a Manager or Coach.
2. All appointments expire annually.
3. All Managers and Coaches wanting to be considered for a position must complete a Manager / Coach application, submit a completed volunteer application and sign a Manager / Coach Code of Conduct before the coaches meeting.
4. The League President forwards nominees to the Board for confirmation.
5. The Board of Directors will vote and approve by simple majority.
6. All Managers and Coaches are directly responsible to the President or his/her designated representative, as well as to the League's Board of Directors.
7. There is no appeal process for reconsideration.
8. Selection of Managers, Coaches and Umpires is in the Local League jurisdiction and is not subject to intervention from the District or Region.
9. Zero Tolerance Policy- Managers and Coaches must be held to a high standard. There is a "zero tolerance" policy for inappropriate behavior, during practices or games. Failure to abide to these standards may result in immediate termination.

Section II: Team Formation

Tee Ball- Teams will be formed with league age players 4-6 and players must be at least calendar age 4 at the start of the season. Teams will be formed by a Player Agent and no tryout applies.

A- Teams will be formed with league age players 6-7. Teams will be formed by a Player Agent and no tryout applies.

AA- Teams will be formed with league age players 8-9. Teams will be formed by a Player Agent or a draft as decided by the Board of Directors. Players are required to attend tryouts to evaluate skill level.

AAA- Teams will be formed with league age players 10-11. Players are required to attend tryouts to evaluate skill level and will be drafted to a team.

Majors- Teams will be formed with league age players 11-12. Players are required to attend tryouts to evaluate skill level and will be drafted to a team.

Jr's- Teams will be formed with league age players 13-14. If there are enough players for multiple teams, players will be drafted to a team. If only enough players are signed up for one team, a Player Agent will form the team.

Note: Some ages for each division can and will be adjusted as required by skill level at the discretion of the Board of Directors.

Section III: Draft Process

1. Draft order will be established by “drawing straws” and the Board representative overseeing the draft will declare the winning criteria before drawing.
2. Teams are allowed to declare 3 coaches and children of the coaches are assigned to the team.
3. If a coach has more than one child causing the number to exceed 3, the team will be excluded from the first, second and so on draft rounds until all teams in the division are even. The draft will proceed based on a random order after “drawing straws”.
4. If a team has less than 3 assigned players at the start of the draft, they will get first pick until all teams in the division are even. The draft will proceed based on a random order after “drawing straws”.
5. If two or more teams need to even up their players, they will “draw straws” to determine the order. Once the numbers are even, another draw will be conducted with all the teams and the draft will follow in order until it is complete.
6. Returning Majors players will be assigned to their team from the previous season should that team still exist. Existence of the team will be based on a returning manager or the majority of the coaching staff returning for the current season. Managers of existing teams can release their interest in all returning players and return them to the player pool. If this option is executed, a standard draft will proceed as outlined above.
7. New Majors managers will even up their teams by selecting players until all majors teams are even if returning teams have elected to keep players from the previous season. Once teams are even, managers will “draw straws” and the draft will go in order until completion.
8. Trading- Trading is allowed post draft for a period stated by the Board of Directors and must be approved by Player Agent.
9. Signups received at or after tryouts will be placed on a wait list for open positions on a team. Wait list players will be placed on teams in order in which they signed up by the player agent. DLL can't guarantee a position if teams fill up.

10. Players that do not show up to tryouts are not eligible to be selected by a manager during the draft. They will be assigned to a team by the player agent to fairly balance teams.
11. Managers are not allowed to contact any player selected by their team in the draft until given permission by the League or Player Agent. Late adds, players moving up or down in division, trades or a number of other situations can happen. This gives the league time to make sure teams are finalized before parents are notified.
12. Secrecy- Players shall never be told the order in which they were drafted.

Section IV: Determining D54 TOC Teams

1. The Board of Directors shall have sole authority to determine the League champion, the runner-up champion, and the representatives in the District 54 Tournament Champions through the application of the format contained herein. The Board shall have sole authority to rule on any disputes related to the interpretation or utilization of the format or any subdivision thereof.
2. At the end of regular season play, the League champion (hereinafter referred to as Team "A") will be the team with the best overall winning percentage. Winning percentage will be determined by dividing the number of games won by the number of games played. Note: Though every attempt should be made to reschedule and play games that are called due to unsafe weather or field conditions, it is possible every team will not play its full schedule of games. The following examples are given to provide absolute clarity with respect to determining Team A and Team B (Runner-up Champion).
3. Team X finished 12-1 and Team Y finished 11-1. Team X would be declared league champion, as its winning percentage is 92.3% and Y's winning percentage is only 91.7%.
4. Team X finished 12-1 and Team Z finished 12-0. Team Z would be declared the league champion as its winning percentage 100% versus 92.3% of Team X.
5. Team X finished 12-0 and Team Z finished 13-0 both teams have winning percentages of 100%. This situation would be a tie. Use the tie-breaking method below.
6. Second overall winning percentage will be Team "B".
7. When two teams tie with the best record, Team A and B will be determined by a one-game playoff with the winner, being Team A and the other being Team B.
8. Tournament of Champions. The League's representatives in the District 54 Tournament of Champions shall be the League champion and the League runner-up champion. Should either team, determined through the application of the above listed methodology for determining the League runner-up champion, shall be allowed to represent the League in the tournament with the approval of the District 54 Administrator. No team placing lower than third shall be allowed to compete in the District 54 Tournament of Champions.

Section V: Determining Interleague TOC Teams

1. The Board of Directors shall have sole authority to determine the League champion, the runner-up champion, and the representatives in any

Tournament Champions through the application of the format contained herein. The Board shall have sole authority to rule on any disputes related to the interpretation or utilization of the format or any subdivision thereof.

2. Should a non-D54 TOC be applicable for a division, Teams A & B will be determined as outlined in Section IV.
3. If another format will be used for the TOC, rules established by the Tournament Committee will apply.

Section VI: Determining All Star Players and Coaches

1. The Board of Directors shall have sole authority to determine the League champion, the runner-up champion, and the representatives in All Stars through the application of the format contained herein. The Board shall have sole authority to rule on any disputes related to the interpretation or utilization of the format or any subdivision thereof.
2. Manager- The manager of an All Star team shall be the regular season manager with the best overall winning percentage based on the criteria shown in Section IV.
3. First Coach- The first coach of an All Star team shall be the manager of the second placed team. Should this manager not be able to coach, said manager can nominate a coach from their team.
4. Second Coach- The second coach of an All Star team shall be nominated by the All Star team manager.
5. Players- All Star players will be nominated by the Managers and Coaches from each team with final approval coming from the Board of Directors.

Section VII: Local Playing Rules

Divide Little League Local Rules

Division	Tee-Ball	Minor A	Minor AA	Minor AAA	Majors	Juniors
Game Time Limit	4 innings or 1 hour	6 innings or 90 min	6 innings or no inning started after 1 hr. 50 min	6 innings or no inning started after 2 hrs.	6 innings, no time limit unless game scheduled after then no inning started after 2 hr.	7 innings, no time limit unless game scheduled after then no inning started 1/2 hr. before next game.
Game Score Kept	No	No	Yes	Yes	Yes	Yes
Inning Length	Entire team bats	3 outs or 5 runs	3 outs or 5 runs *1	3 outs or 5 runs *1	3 outs	3 outs
Minimum Player Game Participation	N/A *2	*3	*4	*5	6 defensive outs, 1 at bat*	6 defensive outs, 1 at bat*
Coach Pitch	Tee/Yes *6	Yes *7	No	No	No	No
Coaches Allowed on Field	Yes	Yes	No defensive coach	No defensive coach	No defensive coach	No defensive coach
Bunting	No	No	Yes	Yes	Yes	Yes
Stealing	No	No	Yes *8	Yes	Yes	Yes
Leading off	No	No	No	No	No	Yes
Sliding	No	Yes *9	Yes *9	Yes *9	Yes *9	Yes
Dropped Third Strike	NA	NA	No	No	Yes	Yes
Full Team Batting Order	Yes	Yes	Yes	Yes	No	No
Infield Fly Rule	No	No	No	Yes	Yes	Yes
Max Pitcher Age	N/A	N/A	11	11	12	14
# of Players on the Field	All	10 Max *3	9	9	9	9

*1- Unlimited runs allowed in 6th inning to catch up. If visiting team does not outscore home team in 6th inning, games is over.

*2- Full team on field for Tee Ball and extra players will be in outfield only. No stacking the infield positions. Batting is continuous order

*3- Maximum of 10 players on field with 4 in outfield. 1 defensive inning in infield and no more than 2 innings sitting out. Infield is 1st, 2nd, Short Stop, 3rd, Pitcher or Catcher position. Batting is continuous order

*4-1 defensive inning in infield (if 6 innings are reached) and no more than 2 innings sitting out. Infield is 1st, 2nd, Short Stop, 3rd, Pitcher or Catcher position. Batting is continuous order. Can't play same position for more than 3 innings excluding pitcher.

*5-1 defensive inning in infield (if 6 innings are reached) and no more than 3 innings sitting out. Infield is 1st, 2nd, Short Stop, 3rd, Pitcher or Catcher position. Batting is continuous order. Can't play same position for more than 3 innings excluding pitcher.

*6- Coaches encouraged to soft toss during second half of season or as player skill allows. Max of 5 pitches and then player hits off tee to put ball in play

*7- Coach pitch by soft toss or pitching machine. Batter hits off tee if ball not put into play after 6 pitches.

*8- A maximum of 2 bases can be stolen per inning

*9- Feet first sliding only or player is called out

*Green Book Rules

*Pitch Count- 7-8 maximum of 50 pitches/ day, 9-10 maximum of 75 pitches/ day, 11-12 maximum of 85 pitches/ day, 13-14 maximum of 95 pitches/ day

*Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

*A catcher that catches 4 or more innings can't pitch for the remainder of the game.

*Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, 4 calendar days of rest must be observed.
- If a player pitches 51-65 or more pitches in a day, 3 calendar days of rest must be observed.
- If a player pitches 36-50 or more pitches in a day, 2 calendar days of rest must be observed.
- If a player pitches 21-35 or more pitches in a day, 1 calendar days of rest must be observed.
- If a player pitches 1-20 or more pitches in a day, 0 calendar days of rest must be observed.