



FOLSOM AMERICAN LITTLE LEAGUE®

2024 BYLAWS

PARTICIPATION, ELIGIBILITY AND PLAYING RULES OF LOCAL LEAGUE

Significant Updates for 2024

RULE CHANGES

FARM DIVISION

- Removed the requirement for League Age 6 players to have a year of experience to be eligible for the Farm Division. This is now a suggestion and may be enforced if the League determines that a safety issues exists.

SINGLE A DIVISION

- If a batter is hit by a player pitched ball, the coach will begin the three (3) coach pitches regardless of the number of balls called or pitches thrown.

AAA DIVISION

- The maximum pitch count per player in a game was changed from 60 to 65 to better align with the Days Rest rules.
- The End of Season Tournament Run Rule has been updated to align with the Little League Rulebook.
 - 15 Runs after 3 Innings
 - 10 Runs after 4 Innings

MAJOR DIVISION

- Property Players are no longer maintained by a team between seasons. The Major Division will continue to allow Protected Players during the draft.
- The Regular Season Run Rule has been changed to align with the Little League Rulebook.
 - 15 Runs after 3 Innings
 - 10 Runs after 4 Innings
 - 8 Runs after 5 Innings
- Continuous Batting Order is now used throughout the season to align with Little League International. Minimum defensive play requirements are still in effect.

50/70, JUNIOR, AND SENIOR DIVISIONS

- Continuous Batting Order is now used throughout the season to align with Little League International. Minimum defensive play requirements are still in effect.
- Reduce the minimum defensive play requirements from nine (9) outs to six (6) outs.
- The Regular Season Run Rule has been updated to align with the Little League Rulebook.
 - 15 Runs after 4 Innings
 - 10 Runs after 5 Innings

CLARIFICATIONS AND NOTES

ARTICLE V, SECTION 2 PLAYER EVALUATIONS

- Clarified the waitlist process when a player fails to attend Player Evaluations.

ARTICLE VI, SECTION 2 DRAFT ELIGIBILITY

- Clarified what division a player is assigned to when a player fails to attend Player Evaluations.

ARTICLE IX, SECTION 3 SINGLE A DIVISION

- The three (3) additional pitches allowed by a coach are not automatically reduced by the number of current strikes in the count.
- As with balks, illegal pitches are not called in this division.

ARTICLE IX, SECTION 4 AA DIVISION

- The score reverts to the end of the previously completed inning if a game is ended by the umpire before the current inning can be completed.
- The limitations for stealing home on a passed ball or wild pitch only apply to a pitched ball and not other throws such as attempted pickoffs or throwbacks to the pitcher.
- As with balks, illegal pitches are not called in this division.

ARTICLE IX, SECTION 5 AAA DIVISION

- The score reverts to the end of the previously completed inning if a game is ended by the umpire before the current inning can be completed.
- Unlimited runs are only allowed in innings after the 5th inning, regardless of the total number of innings played before the game is ended. For example, a game where the 4th or 5th inning is declared the final inning due to time will still have a five (5) run limit in the final inning.
- As with balks, illegal pitches are not called in this division.

ARTICLE IX, SECTION 6 MAJOR DIVISION

- Although balks are not called, illegal pitches can be called in this division.
- Clarified how an automatic intentional walk is implemented.

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ARTICLE I NAME AND DEFINITIONS

SECTION 1 GOVERNING DOCUMENTS

Folsom American Little League (Local League) is governed by the Operating Manual and the Official Regulations and Playing Rules of Little League International, and the Local League Constitution. The Local League accepts the definitions contained in those documents, unless they are further clarified, for the purpose of Local League operation, in this document.

SECTION 2 MANANGER AND COACH APPROVAL

The President, or their delegate, shall present qualified manager and coaching candidates for approval to the Board of Directors. The Board of Directors must approve all candidates based on the rules of approval stated in the FALL (Folsom American Little League) Bylaws.

ARTICLE II LOCAL LEAGUE DIVISIONS

The Local League aligns its Local League Divisions as defined by Little League International except as explained below.

SECTION 1 T-BALL DIVISION

- T-Ball is the introductory level for players who are League Age five (5) and League Age six (6).

SECTION 2 FARM DIVISION

- Farm Division teams shall be comprised of players who are League Age six (6) and League Age seven (7).
- It is highly recommended that players who are League Age six (6) play in the T-Ball Division when the player has less than one (1) full season of playing experience or has difficulty throwing, catching, or hitting a coach-pitch ball. A player without prior experience may be required to play T-Ball if a determination is made by the President, Safety Officer, and/or District 54 that a safety risk exists.

SECTION 3 SINGLE A DIVISION

- Single A Division teams shall consist of all League Age eight (8) players and League Age nine (9) players not drafted to AA; and those League Age seven (7) players who have not less than one (1) prior seasons playing experience in programs operated by any Local League. If prior experience occurred in a Local League other than this Local League, the player's parents must provide proof of said experience. The Player Agent (of this division) must verify that this playing experience has occurred before granting League Age seven (7) players eligibility in the Single A Division.
- All League Age nine (9) players must play Single A or higher.

SECTION 4 AA DIVISION

- AA Division teams shall consist of players' League Age ten (10), League Age nine (9), and League Age eight (8) who participated in age-pure evaluations.
- All League Age ten (10) players must play AA or higher.

SECTION 5 AAA DIVISION

- AAA Division teams shall consist of players' League Age eleven (11), League Age ten (10), League Age nine (9) who participated in age-pure evaluations.
- All League Age eleven (11) players must play AAA or higher.

SECTION 6 MAJORS DIVISION

- Majors Division teams shall consist of players League Age twelve (12), League Age eleven (11), and League Age ten (10) who participated in age-pure evaluations.
- All League Age twelve (12) players must play in Majors Division.

SECTION 7 INTERMEDIATE 50/70 DIVISION

- The Intermediate 50/70 Division teams shall consist of players who are League Age thirteen (13) who participated in age-pure evaluations.
- Players who are League Age twelve (12) may be allowed to play in the Intermediate 50/70 Division with approval of the league President. Approval shall be on a case-by-case basis for each player requesting to play in the Intermediate 50/70 Division.
- All League Age thirteen (13) players must play in the Intermediate 50/70 Division or higher.

SECTION 8 JUNIOR DIVISION

- The Junior Division teams shall consist of players who are League Age thirteen (13) and League Age fourteen (14) who participated in age-pure evaluations.
- Players who are League Age fifteen (15) may be allowed to play in the Junior Division, at the discretion of the President, when no Senior Division team has been created.
- All league players aged fourteen (14) must play in the Junior Division or higher.

SECTION 9 SENIOR DIVISION

- The Senior Division teams shall consist of players who are League Age 14-16. This season may begin after the High School season.

ARTICLE III REGISTRATION, MEMBERSHIP FEES, REFUNDS

SECTION 1 FEES

- The board shall annually establish and adopt a fee schedule and registration policy for all programs operated by Local League consistent with the provisions of this Article and the Constitution.

SECTION 2 REGISTRATION

- The board shall establish the registration period for all programs of the Local League. The league shall publish late penalty fees.
- The Local League shall open registration for all programs of the Local League, not less than forty-five (45) days prior to the date the draft, auction or player selection process shall be scheduled to commence for said program.
- The Local League shall establish the closing date of registration for each program of the Local League, no earlier than after completion of fifty percent (50%) of the scheduled player evaluations.
- The Local League may establish intermediary time intervals within the registration period established for any of the Local League's programs for the application of a fee schedule that may include discounts and/or late fees, as may be established by the board.
- Registration may be made by any means and/or method or combination of means or methods established by the Local League to effectuate Player registration. Registration means and methods of the Local League may include but are neither limited to nor obligated to include the following examples: electronic registration over the internet ("on-line registration"); electronic mail ("e-mail"); facsimile to a designated telephone number; in person; and/or by U. S. Mail or other third-party courier and delivery service.
- The Local League may accept applications to register for the Local League's programs after the closing date of registration for any program of the Local League and the Vice President of Divisions shall place such Applicants on a 'waiting list.' The Player Agent(s) (Division specific) shall maintain the waiting list for their Division(s) of play in any program of the Local League and shall make Applicants placed on the waiting list available for selection as a Player in a Division for which Player is eligible based upon the Players League Age as described herein at Article V, Section 4. With respect to the Major Division, no player who fails to comply with the minimum player evaluation requirements can be placed on a team when such addition will cause such team to exceed the total of 12 players.

SECTION 3 REFUNDS

- Requests for all types of refunds (including injury, moving out of the Local League boundaries, etc.), must be made in writing to the Local League by the parent/guardian and must provide a reason for the refund request. Each case will be considered on a case-by-case basis.
- The amount of all approved refunds shall be based on the following policies:
 - 100% of the registration fee (less a \$10 administrative fee):
 - The refund request is received prior to the date established for the player selection draft, auction or other player selection process established pursuant to the Local League's Bylaws.
 - 50% of the registration fee (less a \$10 administrative fee):

- The refund request is received after the completion of the player selection draft, auction or other player selection process established pursuant to the Local League's Bylaws, but prior to March 1 (Spring Season) or September 1 (Fall Season).
 - No registration fee refund requests will be considered or processed on or after March 1 (Spring Season) or September 1 (Fall Season).
- Any refund request outside of the above stated policies shall only be approved by a vote of the Executive Committee.

SECTION 4 SCHOLARSHIPS

- Any member, who cannot afford to pay the registration or participation fee(s) applicable to any program as set forth in this article, may make written application to the President for relief from said fees, in whole or in part, as a condition of participation in programs of the Local League. Such application shall be deemed a request for a "Scholarship." The President and board shall treat such applications confidentially.
- Applications by members for scholarships must be submitted and approved by the Executive Committee prior to a player becoming eligible for assignment to a team in any division of play. When a scholarship is awarded, the player's family is required to complete ten (10) volunteer hours assisting the Local League on or before July 5th of that same season. Volunteer hours will be managed by the VP of Operations. The scholarship family will turn in a personal check for the registration amount (minus \$50) during registration. After the volunteer hours are worked, the check will be returned. Personal checks will be cashed if the hours are not worked by July 5th.

SECTION 5 ELIGIBILITY TO PARTICIPATE

- Any individual properly registering, after having paid all applicable fees and meeting the requirements to establish the player's age and legal residence as set forth in the Official Regulations and Playing Rules of Little League International and after having met all registration requirements of the Local League, shall be a player.
- Senior, Junior, Intermediate 50/70, and Major Divisions and Minor AAA and Minor AA Sub-Divisions:
No person shall be eligible to be placed on the list of eligible players for selection to a team in the Senior, Junior, Intermediate 50/70, or Major Divisions, or the Minor AAA and Minor AA sub-Divisions, until such person shall have submitted the following to the satisfaction of the Vice President of Operations:
 - Proof of residency documentation.
 - Proof of age documentation.
 - Payment of program registration fees.
 - Participation of at least 50% or 1 player evaluation.
- T-Ball, Farm and Single A Divisions
The Vice President of Operations shall establish the date upon which any person applying to participate in the T-Ball, Farm and Single A Division programs shall have submitted the following to their satisfaction:

- Proof of residency documentation.
- Proof of age documentation.
- Payment of program registration fees.

ARTICLE IV MANAGER, COACH, AND UMPIRE SELECTION

SECTION 1 MANAGERS AND COACHES

- The President, or their delegate shall present all qualified Manager and Coach Candidates for approval to the Board of Directors. All Managers and Coaches presented shall be approved by a vote of the Executive Committee. Managers shall be responsible for the selection of their teams and for the actions of the players and coaches on that team. Manager and Coach Appointments conclude at the end of the season in which they were approved.
- All Managers and Coaches shall submit an application as designated by the President and undergo a background check in accordance with the Operating Manual and the Official Regulations and Playing Rules of Little League International. The Vice President of Divisions will provide all Managers with a list of Coaches that have completed the application and background check.
- The President or their appointees may, at their discretion, interview Manager Candidates, and may be assisted in the interviews by one or more of the following: the Vice President Divisions, applicable Player Agent(s), Head of Umpires, Director of Development, and the applicable Division Representative(s). Upon review of the applications and completion of interviews (if conducted), the President shall submit a list of appointed Managers for each Division to the Board for approval. In the event a Board Member's spouse is a candidate for a Manager or Coach position, that Board Member will NOT be allowed to cast vote for the candidate, and the Board Member will remove themselves from the deliberation process among the remaining board members.
- Managers may request placement in specific divisions during the application and/or interview process. The Local League shall make the final determination of which division to assign a Manager. The assigned division may differ from a division requested by the Manager.
- Any Board member who is a Manager Candidate shall remove themselves from the selection approval process for themselves and any requested Coach(es).
- Manager appointments should be made in the following order:
 1. Senior, Junior and 50/70 Division Managers can be appointed as soon as those Divisions are formed
 2. The Major Division Managers are appointed.
 3. All other Division Managers are appointed.
- Managers and coaches understand that they will be expected to help prepare the fields for pre-season and post-rain duties. The division representative will coordinate with managers for assistance.

- One approved Manager and/or Coach per team must attend and complete all mandatory training requirements, clinics, and meetings, unless excused by the President, Vice President of Divisions and/or the Division Representative. Any Manager in the A, AA, AAA, Major, 50/70, or Junior Division who fail to have one representative from their team attend the training, that manager will have to attend a make-up or they, at the discretion of the President, may have their practice schedule reduced or be ineligible to attend their teams first game.
- Any manager or coach that plays an ineligible player in an official game is subject to a minimum 3-game suspension or termination of their manager and/or coach responsibilities.
- The manager is responsible for the actions of their parents, players, and coaches. The manager is subject to discipline for the actions of their parents, players, and coaches. The manager is responsible to ensure that their parents do not bring and consume alcohol to a Little League function. See additional information in the Code of Conduct Section.
- The manager will ensure that no electronic video or photo equipment is allowed in the dugout or on the field. Since GameChanger is required to be used for the home book, a device is allowed for the purpose of accessing the GameChanger app.

SECTION 2 UMPIRES

- All Umpires shall apply and undergo a background check in accordance with the Official Regulations and Playing Rules of Little League International.
- Umpire candidates shall be interviewed by the Chief Umpire and may also be required to be interviewed by the President and/or the Board prior to their appointment.
- Umpires shall attend or complete all mandatory training requirements, training games, clinics and meetings unless excused by the Chief Umpire.
- Umpires shall be responsible for their assignments, their actions on the field and to comply with the Operating Manual, the Official Regulations and Playing Rules of Little League International and all other Local League Policies and Procedures as determined by the Chief Umpire.
- All Umpire's pay rates will be posted by the VP of Divisions and any variation from the posted rate can only be modified, in writing, by the President – no exceptions.

ARTICLE V PLAYER EVALUATIONS

SECTION 1

All registered player members, ages eight (8) to fourteen (14) are required to attend 50% or at least one (1) of the scheduled evaluation sessions to be eligible for to be drafted to the highest level possible for them, as dictated by their skills and abilities. In the event the player has not played in the AA division and is League Age 8 or 9, that player can elect to not attend evaluations and will be placed in the Single A division.

SECTION 2

Any registered player member, age eight (8) to fourteen (14) who fails to attend 50% or one (1) of the scheduled evaluation sessions (as required above) will be placed on the waitlist of the lowest eligible division based on the player's League Age and prior participation in the Local League. Waitlist placement will be in the order of their season registration, with the earliest registration first. Players will be automatically assigned from the waitlist, in order, to complete team rosters at the end of the player selection draft, auction or other player selection process established pursuant to the Local League's Bylaws.

SECTION 3

Evaluations will be conducted by League Age as defined by Little League International and the corresponding season. For the Fall Season, the player's League Age for the upcoming Spring Season is used.

SECTION 4

Only the following Personnel are allowed to be on the field during player evaluation sessions:

- Local League Board Members who are actively participating in the work of conducting player evaluations.
- Any High School or other Volunteers who have been specifically recruited to assist with conducting player evaluations.
- Managers plus (+) one (1) approved Coach.

Single A and below Division Managers are not allowed on the field during evaluations.

SECTION 5

The Local League reserves the right to use Independent Raters during player evaluations to serve any purposes it deems necessary. The term "Independent Rater" as used herein shall mean those individuals appointed by the Player Agent(s), who shall observe evaluations and rate Player skill and ability for purposes of assisting Managers in the Player selection process.

ARTICLE VI DRAFT, PLAYER SELECTION, TRADES, AND WAITLIST

SECTION 1 DRAFTS

- The drafts for the Major Division, Minor AAA, Minor AA, and Single A Division shall be held after player evaluations.
- If there are enough Players registered in the Senior, Junior, or Intermediate 50/70 Divisions to field at least one team in any/all these Divisions, teams shall be selected by a draft to be held after player evaluations.
- If there are not enough players registered in the Senior, Junior, or Intermediate 50/70 Divisions to field at least one team in any/all these Divisions, player evaluations and a draft shall not be held.

- T-Ball and Farm Division Player selections and team assignments shall be made at the discretion of the President, VP of Divisions, Player Agent(s) (Division specific) and respective Division Representative(s).
- The Player Agent(s) (Division specific) shall determine the date, time, and location of each Divisional and Sub-Divisional draft of the Local League.
- Roster size and allocation of Players within each division, except for Majors, is based upon Player's League Age and is determined by the President, Vice President of Divisions, Vice President of Operations, applicable Player Agent(s) and the applicable Division Representative. For Majors, the maximum number of players to start the season is twelve (12).

SECTION 2 ELIGIBILITY

- Players must attend 50% of the scheduled player evaluation sessions to be eligible for selection in the draft for AA Division and higher. Any player that fails to attend at least 50% of the scheduled player evaluation sessions will be placed on a division waitlist as follows:
 - League Age eight (8) players will be placed in the Single A Division.
 - League Age nine (9) players will be placed in the Single A Division, unless they were selected to a team in the AA Division during the previous Spring Season, which they will then be placed in the AA Division.
 - League Age ten (10) players will be placed in the AA Division, unless they were selected to a team in the AAA Division during the previous Spring Season, which they will then be placed in the AAA Division.
 - League Age eleven (11) players will be placed in the AAA Division, unless they were selected to a team in the Major Division during the previous Spring Season, which they will then be placed in the Major Division.
 - League Age twelve (12) players will be placed in the Major Division.
- Players who are required to play in a specific division due to their League Age will only be ineligible for selection in that division if a determination is made by the President, Safety Officer, and/or District 54 that a safety risk exists.
- Prior to the commencement of the draft for any Division or Sub-Division of the Local League, the Vice President of Information and the Player Agent(s) (Division specific) shall prepare the list of Players eligible for selection in the respective Division or Sub-Division's draft. No draft shall commence prior to the completion of the list of Players eligible to be selected in the draft for any Division or Sub-Division of the Local League by the Player Agent(s) (Division specific).

SECTION 3 PROTECTED PLAYERS

- Managers in the Single A Division may protect their child plus up to four (4) additional players. Players will be placed in the draft starting in Round 1, filling each round up to Round 5, as needed.

- Managers in the AA Division and above may protect their children. The protected player(s) will be placed in the draft based on their League Age as follows:

	Junior	50/70	Major	AAA	AA
3rd Round	15 (14*)	13	12	11	10
4th Round	14 (13*)	12	11	10	9
5th Round	13		10	9	8

** When League Age 15 are not included in the Junior Division.*

- Managers in the AA Division and above may optionally protect the children of up to two (2) Coaches. The protected player(s) will be placed in the draft based on their League Age as follows:

	Junior	50/70	Major	AAA	AA
1st Round	15 (14*)	13	12	11	10
2nd Round	14 (13*)	12	11	10	9
3rd Round	13		10	9	8

** When League Age 15 are not included in the Junior Division.*

- When placing a player based on the rules above and the draft round is already occupied, the player is placed in the next available round.

SECTION 4 PLAYER SELECTION METHOD

- Teams shall draw for the order of Player selection in the draft.
- Player selection will be conducted using a serpentine order, with the first round being completed in the order as established above, and the next round in the reverse order of the first round. Order in subsequent rounds will alternate accordingly.
- Managers returning to the Majors Division have first right of refusal to retain their prior season's Team Name. All other teams will select Team Names in reverse order of the draft position.
- If a Player is selected for a team, in any Division, he/she must play in that Division, except as determined by the Player Agent(s) (Division specific), President and applicable Division Representative.

SECTION 5 DRAFT ATTENDANCE

The following shall be required to attend and participate in Player selection drafts, auctions and/or other Player selection processes:

- The Player Agent(s) (Division specific), who shall be responsible for the operation of the draft, auction, or Player selection process.
- The Vice President of Information, who shall assist the Player Agent(s) in the operation of the draft, auction, or Player selection process.
 - If the Vice President of Information cannot attend the draft, the Local League President may designate another Board Member to attend as their representative.
- The Division Representative (s) who shall be present to represent the Division for which the draft, auction or Player selection process is being conducted.
- The Managers of the Division who shall represent each team for which the draft, auction or Player selection process is being conducted.
 - If a Manager cannot attend the draft, the Manager may designate a Coach to act as their representative at the draft;
- For all divisions except the Majors division, each team may be represented in the draft, auction, or Player selection process by no more than one person who is an approved Manager or Coach.
- For the Majors division, each team may only be represented in the draft, auction, or Player selection process by the Manager.
- Anyone wishing to attend the draft or selection process other than the above-mentioned, will need to have approval of the Local League President prior to the day of the draft.

SECTION 6 REQUESTS

- Prior to the completion of player evaluations, a parent may request in writing to the Vice President of Divisions, that their son/daughter not be drafted by a particular Manager and/or Coach.
- The Local League will attempt to accommodate all such requests that the Vice President of Divisions and Player Agent (s) have determined to be valid. If the Local League is unable to accommodate such a request, or if the Vice President of Divisions and Player Agents(s) determines that the request is not valid, a player that is selected to play on a team that they have requested to not play on may request to be released from that team, in which case the player shall be placed onto the waiting list for that division. In event that the Vice President of Divisions and Player Agent are split on a decision of validity, the President will be the deciding vote.

SECTION 7 TRADES

- All Senior, Junior, Major, Minor AAA and Minor AA and Single A Division trades shall be completed immediately after the draft has been completed, and in any event, must be **completed and finalized before any of the Managers leave the draft room**. The following trade procedure must be complied with:

- All trades shall be made through and with the approval of the Division Representative, Division specific Player Agent, Managers of both teams.
- All trades must be Player for Player only.
- There will be no trading of Property Players.
- Trades involving a Player for draft choices are not permitted.

SECTION 8 WAITING LISTS

- Players registering after player evaluations will, by the Vice President of Divisions, be placed on the waiting list sequentially by the date and time that they registered with the Local League. When there are eligible Players on a waiting list, the Vice President of Divisions shall notify the applicable Player Agent and applicable Division Representative.
- When there is still room (post-draft or other team formation and not in conflict with league established roster size limitations) on the rosters of some or all teams in a division, the Division Representative shall notify the Team Managers, within their division that new players are available and the Team Managers may elect to accept players from said list, in the same order used in the draft for their Division, in the order that Players were placed on the waiting list. Once a team declines to add the waitlist player, the next team in the draft order will have the option to add the waitlist player. A team that declines to add the player cannot select an additional player on the list until all waitlist players are placed on a team. Selections must be processed through the Player Agent with assistance of the Vice President of Information.
- If an opening occurs on a team that was previously at capacity, the Manager shall notify the Division Representative regarding the vacancy. The Division Representative will notify the applicable Player Agent. The applicable Player Agent will request a copy of the current waitlist of players from the Vice President of Divisions. The applicable Player Agent will then offer to place the first Player on said waiting list, onto the team that has a vacancy on its roster. The Player will be provided with forty-eight (48) hours (from notification of the placement) to complete all registration requirements (payment of fees and submission of required documentation). When the Player completes the registration requirements, the Division specific Player Agent shall assign the Player to the team and officially authorize their participation in the Local League activities. If the Player does not complete the registration requirements, the Player Agent may withdraw the placement offer and make a placement offer to the next Player on the waiting list. This process shall repeat itself until all roster openings have been filled.

- In all Divisions except Majors, if, and only if, all teams in a division are at capacity, a manager may choose to select a specific wait-listed player (only case where “in order of placement” may be by-passed) by agreeing to expand their roster to a size larger than was determined in the draft or team formation process (subject to maximum allowable roster size) for that Division. When a manager indicates a willingness to accommodate a wait-listed player in this manner, all other Managers in the Division must be notified, in the same order determined by draft or team formation, and in said order may elect to take any wait-listed player. If this process continues and the Managers “in line” prior to the ‘initiating’ Manager have not selected the desired player, the ‘initiating’ Manager is clear to take the player.

SECTION 9 SIBLINGS

- Single A Division & Below – Parents request for siblings to play on same team will be honored.
- AA and AAA Divisions – Where there are two or more siblings in the draft, and the first sibling is drafted, that manager has an option to draft the other sibling within their next two draft picks. If the Manager does not exercise such an option, the other sibling is available to be drafted by any other Manager. The Manager must declare their intention immediately following the selection of the initial sibling.
- Majors, Intermediate 50/70, and Junior Divisions – Where there are two or more siblings in the draft, and the first sibling is drafted, that manager has an option to draft the other sibling with their next draft pick, if the additional sibling does not exceed the maximum number of age specific players per roster (i.e., exceeding 8 players that are League Age 12). If the Manager does not exercise such an option, the other sibling is available to be drafted by any other Manager. The Manager must declare their intention immediately following the selection of the initial sibling.

ARTICLE VII PLAYER REPLACEMENT

SECTION 1 REPLACEMENT PLAYER

- Majors Division: Pursuant to the Official Regulations and Playing Rules of Little League International and as such modified within these Bylaws, the Board may approve the addition of a replacement Player to a Major Division team roster when such a team loses a Player during the regular season due to any of the following:
 - A Player moves to another city or state too distant to commute to practice and play.
 - A Player is injured and will not be able to fully participate in practices or games until the completion of seventy-five percent (75%) of the regular season games have been completed. However, such a player may remain on a team’s roster as an injured reserve Player unless their retention would cause a team to have an illegal roster of more than fourteen (14) total players.
 - A Player, for personal reasons, decides to terminate their association with the team.
 - Any other justifiable reason that is reviewed and approved by the Board.

- If a Major Division player is injured and will not return before the completion of seventy-five percent (75%) of the regular season games, the Players team must follow the process to pick a replacement player.
- If the injured player provides documents showing he will be back by the completion of seventy-five percent (75%) of the regular season games, the team does not have to pick up a replacement player.
- If after the completion of fifty percent (50%) of the regular season games a player is injured, the team is not required to pick up a player (due to the season being half over), unless the team will be left with less than nine (9) eligible players to finish the season.
- The Player Agent(s) will work closely with the Manager, Parents and Dr. to monitor the return of the player.
- The following replacement Player process must be followed:
 - All AAA League Age ten (10) and eleven (11) players may declare that they are interested in moving up to the Major Division if asked during the season. This declaration may be made during the registration process for the season. If the question is not included in the registration process, the Player Agent shall ask eligible players after AAA teams are created. The Player Agent will provide the list to the Manager of a team that needs a replacement player.
 - If a player who is on the volunteer list, then declines after being asked, he/she will forfeit their rights to be placed into the higher division for any team for the duration of the season.
 - Upon notice of circumstances amounting to the loss of a Player, or upon becoming aware of such circumstances, a Manager shall within three (3) days notify the applicable Player Agent and Division Representative who shall advise the President. At this point, the Manager's only points of contact are the President, the applicable Player Agent and/or the Division Representative. The Manager is NOT to discuss this process with anyone else.
 - If a lost Player will not be able to return to full participation with their team, the Board shall issue a letter releasing the Player from the team's roster and this Local League.
 - Otherwise, the lost Player will remain on their team's roster as an inactive/injured Player until they are able to return to a full playing status and have been cleared, if necessary, to play by a physician or accredited medical provider.
 - If the President, Player Agent and Division Representative conclude that there is indeed a situation amounting to a Player loss warranting a replacement Player, the Player Agent (with the assistance of the Vice President of Operations) is to identify those Players on the divisional waiting list if prior to start of league play, and if there is no waiting list, those other Players eligible for selection as a replacement Player and will identify said eligible Players by name, age and current team and will present said list to the affected Manager.

- Managers will be allowed a reasonable amount of time to make a roster decision to allow for time to obtain the appropriate medical or other documentation. However, if another team incurs a need for a replacement player, that second team can make a player selection in advance of the team waiting to make a player determination.
- Failure of a Manager to properly address the loss or potential loss of a Player as described herein, or violation by a Manager of any other of the provisions of the replacement Player process, shall be grounds for disciplinary action by the Board and, at the discretion of the Board or the Conduct Review Committee, may affect the team's post-season participation and/or tournament seeding.
- NOTE: No Minor AAA or AA team can lose (as a replacement Player) more than one (1) Player until all other Minor AAA or AA teams have also lost one (1) Player (as a replacement Player).

SECTION 2 REPLACEMENT PLAYER – MINOR AAA SUB-DIVISION

- AAA manager will work with the Player Agent (s) to determine if they have a need to replace a player on their team. If a replacement player is deemed warranted, the same process above will be used.

SECTION 3 REPLACEMENT PLAYER – SENIOR, JUNIOR, INTERMEDIATE 50/70, MINOR AA, SINGLE A, FARM, OR T-BALL DIVISIONS ONLY:

- Pursuant to the Official Regulations and Playing Rules of Little League International, if a Senior, Junior, Intermediate 50/70, Minor AA, Single A Division, Farm, or T-Ball Division team Manager loses any Player on the roster during the regular season, the Board may approve the transfer of a replacement Player from within the affected division, or from a waiting list of players who registered after teams were formed if prior to start of league play.
- An effected manager shall make a request to their respective division's Player Agent and Division Representative who shall review the request and approve or deny a replacement Player.
- If the Player Agent and the Division Representative approves an affected Manager's request for a replacement Player, the respective divisional Player Agent shall have each of the remaining Managers within the division supply the names of five (5) prospective players from which may not be Manager's or Coach's sons or daughters. The divisional Player Agent shall then provide the effected Manager with the list of all prospective replacement Players. The effected Manager shall, within three (3) days, make their selection for a replacement Player and rank all the remaining prospective replacement Players.
- The divisional Player Agent shall, within twenty-four (24) hours notify the selected replacement Player of their selection as a replacement Player.
- If the selected replacement Player declines their selection the divisional Player Agent shall immediately notify the highest-ranking remaining Player of their selection. This process shall continue until a replacement Player accepts their selection or the list is exhausted.

- Should all the prospective replacement Players decline their selection, the process ends, and the affected team continues to play the remainder of the season with a reduced roster.

ARTICLE VIII SCHEDULING OF GAMES

SECTION 1 OPENING DAY

- The date of the first scheduled game of the season shall be at the discretion of the Board.

SECTION 2 MAKE UP GAMES

- For the Major Division, the Vice President of Divisions, Division Representative and Chief Umpire must reschedule, a make-up date and shall communicate same to the affected teams. If one or both teams fail to report to the field for the scheduled make-up game, one or both shall be subject to forfeiture. All forfeits count as losses.
- These same accommodations may be made for Senior and Junior games where standings are necessary and warrant the make-up of games (NOTE: This is only the case when Local League standings are being used to determine post-season participation).
- Above named Divisions shall be considered to have priority and will be provided a scheduling preference for all available fields when any attempt by the Local League is being made to reschedule any game(s) postponed due to any of the causes.
- For the Minor AAA Division, these same Officers are encouraged to also make reasonable attempts to make-up any games, postponed or cancelled, for the same reasons as listed above (where field availability permits). AAA or below are not required to reschedule postponed or cancelled games.
- Home teams will be on the third base side dugout.

ARTICLE IX SPECIAL LEAGUE PLAYING RULES

SECTION 1 T-BALL DIVISION

Games:

- Games are three (3) innings or one hour and thirty minutes, whichever comes first.
- All games will be played using the Local League provided leather flexi-ball.
- The distance between the bases is fifty (50) feet. The distance between home plate and pitcher's mound is forty (40) feet.
- Prior to each game, Managers shall mark an arc approximately ten (10) feet from home plate and between the foul lines. A hit ball must travel beyond the arc, or it will be called a foul ball. A ball picked up inside the arc is a foul ball, whether it is still moving or has stopped.
- Game scores are not kept during the game. No team standings or player statistics shall be maintained.

Offensive Play/Batting:

- The Offensive team shall provide a coach who will assist each batter at home plate. That same coach will ensure that all defensive players are ready before each batter attempts to hit a ball off the tee or from a pitch. This coach also makes all calls regarding plays at home plate.
- The Offensive team shall always have a coach or approved volunteer in the dugout when the players are present. No player is allowed to hold a bat while in the dugout unless they are moving onto the field of play or returning from the field of play.
- The Offensive team shall supply first and third adult base coaches who will assist the runners on base and shall call all plays on the bases.
- Players must hit off the tee until the second (2nd) Sunday in May of the season. After the second (2nd) Sunday in May of the season coaches may introduce coach pitch. It is strongly recommended that coaches start to practice coach pitch with their players for a few weeks before starting. (See Pitching below)
- Teams shall bat their entire roster each inning regardless of the number of outs. The batting order shall not be changed during the game. If a Player arrives late to a game, but in time to bat in their original slot, then that Player will bat in the original slot shown on the line-up. If a Player arrives late and is unable to bat in their original lineup slot, that Player will be placed at the end of the batting lineup.
- Any batter who throws the bat will be warned that if he/she throws the bat a second time in the game he/she will be called out. The batter shall be called out the first time the bat is thrown if it hits anyone.
- Bunting is not allowed.
- Leading off and stealing bases is not allowed.
- Runners shall not advance to the next base on any passed or overthrown balls.
- Sliding is not allowed.
- When a player hits a ball into the field of play that player may only advance to 1st base if the ball does not travel past where the defensive infielders are playing. When a player hits a ball into the field of play and the ball travels into the outfield past where the defensive infielders were playing that batter may advance as far as second (2nd) base but will do so at the risk of being thrown out at 2nd base.
- The final batter in each half inning shall run from the batter's box around all bases (Home Run) once they put the ball into play and is not subject to being thrown out at any base. The defensive team may attempt a play, but the runner will not be out if they are successful.

Defensive Play:

- Up to three (3) adult defensive coaches are permissible on the field to assist defensive players.

- There is no limit to the number of outs that may be recorded in an inning and the three (3) out per inning rule shall not apply in the T-ball division. If a player is called out on the base path, he/she does not remain on the base and must leave the field of play, returning to the bench/dugout area.
- When playing defense, all team members are on the field. Infielders (Pitcher, 1st Base, 2nd Base, Short Stop, and 3rd Base) shall play normal positions. The remaining players will fill the outfield.
- Each Player, in every game, must play at least one (1) defensive inning as an infielder. No exceptions.
- Outfield positions must be played in the outfield. Outfield players shall not be permitted to crowd into the infield and shall not be permitted to run into the infield to field a ball that would normally be handled by an infielder.
- The Pitcher must begin within five (5) feet of the pitching rubber.
- No player shall be permitted to play the position of catcher. No exceptions.

Pitching:

- It is the decision of each Manager to coach pitch after the second (2nd) Sunday in May. If a manager decides not to coach pitch during this time, then that decision has no bearing on what the opposing team's Manager does. Coach pitching is highly recommended after the second (2nd) Sunday in May because it will get the players excited about how they will be playing in the Farm Division.
- After the second (2nd) Sunday in May each batter may receive four (4) pitches from a coach pitcher. If the batter does not hit the ball into fair play after the batter receives the fourth (4th) pitch (irrespective of pitch quality), then the player shall hit off the tee. If the batter fouls the fourth (4th) pitch thrown by the coach, he/she will continue to receive pitches until the batter swings and misses at a pitch or puts the ball in fair play, whichever comes first.
- The coach shall only pitch overhand, from a knee/bucket, and from a distance that will give the batter ample time to react to the ball. The coach is encouraged to pitch a strike to the player no matter how the player swings to teach proper swing to the player.
- Coaches that violate the four (4) pitch rule are subject to disciplinary action including suspension.
- The rule ensures that the defensive team can maintain focus long enough to protect themselves from a hard-hit ball.

SECTION 2 FARM DIVISION

Games:

- Games are four (4) innings or one hour and thirty minutes, whichever comes first.
- All games will be played using the Local League provided leather flexi-ball.
- The distance between the bases is sixty (60) feet. The distance between home plate and pitcher's mound is forty (40) feet.

- Prior to each game, Managers shall mark an arc approximately ten (10) feet from home plate and between the foul lines. A hit ball must travel beyond the arc, or it will be called a foul ball. A ball picked up inside the arc is a foul ball, whether it is still moving or has stopped.
- Game scores are not kept during the game.
- No team standings or player statistics shall be maintained.

Offensive Play/Batting:

- The Offensive team shall supply first and third adult base coaches who will assist the runners on base and shall call all plays on the bases.
- The Offensive team shall supply a coach pitcher that will pitch to their batters and will protect the defensive pitcher from injury. This coach will make all calls occurring at home plate.
- The Offensive team shall always have a coach or approved volunteer in the dugout when the players are present. No player is allowed to hold a bat while in the dugout unless they are moving onto the field of play or returning from the field of play.
- Teams shall bat their entire roster each inning regardless of the number of outs. The batting order shall not be changed during the game. If a Player arrives late to a game, but in time to bat in their original slot, then that Player will bat in the original slot shown on the line-up. If a Player arrives late and is unable to bat in their original lineup slot, that Player will be placed at the end of the batting lineup.
- Batters are to be encouraged to hit the ball into play. There shall be no base on balls or base awarded because of a player being hit by a pitched ball.
- Any batter who throws the bat will be warned that if he/she throws the bat a second time in the game he/she will be called out. The batter shall be called out the first time the bat is thrown if it hits anyone.
- Bunting is not allowed.
- Leading off and stealing bases is not allowed.
- Runners shall not advance to the next base on any passed or overthrown balls.
- A player may slide into any base, other than first, on any close play. A runner may only slide feet first. No headfirst sliding is permitted. Any player who slides headfirst shall be called out.
- When a player hits a ball into the field of play that player may only advance to 1st base if the ball does not travel past where the defensive infielders are playing. When a player hits a ball into the field of play and the ball travels into the outfield past where the defensive infielders were playing that batter may advance as far as second (2nd) base but will do so at the risk of being tagged out at 2nd base.

- The final batter in each half inning shall run from the batter's box around all bases (Home Run) once they put the ball into play and is not subject to being thrown or tagged out at any base. The defensive team may attempt a play, but the runner will not be out if they are successful.

Defensive Play:

- Up to three (3) adult defensive coaches are permissible on the field to assist defensive players.
- There is no limit to the number of outs that may be recorded in an inning and the three (3) out per inning rule shall not apply in the Farm division. If a player is called out on the base path, he/she does not remain on the base and must leave the field of play, returning to the bench/dugout area.
- When playing defense, all team members are on the field. Infielders (Pitcher, Catcher, 1st Base, 2nd Base, Short Stop, and 3rd Base) shall play normal positions. The remaining players will fill the outfield.
- Outfield positions must be played in the outfield. Outfield players shall not be permitted to crowd into the infield and shall not be permitted to run into the infield to field a ball that would normally be handled by an infielder. Any out obtained by the defensive team in violation of this rule will result in the batter and/or runner being called safe.
- Any player fielding the position of Catcher must wear all the proper protective equipment (Helmet, Mask, Throat Guard, Chest Protector, and Leg Protection) and shall play the proper position behind home plate. An Offensive or Defensive coach is recommended to aid the catcher in returning the balls to the coach pitcher.
- The Pitcher must begin within five (5) feet of the pitching rubber.
- Each Player, in every game, must play at least two (2) defensive innings as an infielder. Infield positions include Pitcher, Catcher, 1st Base, 2nd Base, Short Stop, and 3rd Base. There will be no exceptions unless a player is injured and leaves the game or the Manager makes alternative arrangements with the consent of the President, vice President of Divisions, or Player Agent. Parents shall be notified of any change made to the application of this rule.
- The infield fly rule does not apply.

Pitching:

- Each batter will receive five (5) pitches from a coach pitcher. If the batter does not hit the ball into fair play after the batter receives the 5th pitch (irrespective of pitch quality), then the player shall hit off the tee. If the batter fouls the 5th pitch thrown by the coach, he/she will continue to receive pitches until the batter swings and misses at a pitch or puts the ball in fair play, whichever comes first.
- The Offensive coach that is pitching shall call all plays at home plate.
- The coach shall only pitch overhand, from a knee/bucket, and from a distance that will give the batter ample time to react to the ball. The coach is encouraged to pitch a strike to the player no matter how the player swings to teach proper swing to the player.

- Coaches that violate the five (5) pitch rule are subject to disciplinary action including suspension. The rule ensures that the defensive team can maintain focus long enough to protect themselves from a hard-hit ball.

SECTION 3 SINGLE A DIVISION

Games:

- No new inning shall start after one hour and forty-five minutes or at the conclusion of the 6th inning. The home team Manager will log the starting time of each game. If there is time for an inning to begin, then the entire inning must be played unless the game is called on account of darkness or inclement weather.
- For every inning, each team may bat until three (3) outs are obtained or five (5) runs are scored, whichever occurs first.
- All games will be played using the Local League provided ball.
- The distance between the bases is sixty (60) feet. The distance between home plate and pitcher's mound rubber is forty (40) feet.
- A coach or approved volunteer must be always in the dugout during the game.
- Game scores are not kept during the game.
- No team standings shall be maintained or published in any way.
- Player statistics shall not be maintained.

Offensive Play/Batting:

- The Offensive team shall supply first and third base adult coaches who will assist the runners on base and shall call all plays on the bases. A player may assist an adult coach at first base, but no player is allowed to assist a base coach at 3rd base. All players assisting the adult base coach at first base must wear a batting helmet.
- The Offensive team shall supply a coach who is permitted on the field to act as a pitcher when necessary.
- Teams shall bat their entire roster. The batting order shall not be changed during the game however, each inning shall start with the person who was on deck from the previous inning unless the third out was made by a base runner, in which case the current batter would begin the next offensive inning. If a Player arrives late to a game, but in time to bat in their original slot, then that Player will bat in the original slot shown on the line-up. If a Player arrives late and is unable to bat in their original lineup slot, that Player will be placed at the end of the batting lineup.
- Batters are to be encouraged to hit the ball into play. There shall be no bases on balls or bases awarded because of a player being hit by a pitched ball.
- Any batter who throws the bat will be warned that if he/she throws the bat a second time in the game he/she will be called out. The batter shall be called out the first time the bat is thrown if it hits anyone.
- Bunting is not allowed.

- Leading off and stealing bases is not allowed.
- The infield fly rule will not apply.
- Runners shall not advance to the next base on any overthrown balls to first base unless the ball goes out of the field of play. If the ball goes out of the field of play, then the runner may advance one base.
- A player may slide into any base, other than first, on any close play. A runner may only slide feet first. No headfirst sliding is permitted. Any player who slides headfirst shall be called out.
- When a player hits a ball into the field of play that player may advance to any base with the risk of being called out by force or tag. Once the coach pitcher/umpire feels that the ball is controlled by one of the defensive team's infielders and they are not trying to put out a runner then he/she shall halt play. Once play is halted then any runners on base will go back to or advance to the base, they were closest to when play was halted.

Defensive Play:

- Up to two (2) adult defensive coaches are permitted on the field to assist the players.
- Each team will field players at traditional defensive infield positions, with a Pitcher, Catcher, 1st Base, 2nd Base, Short Stop, 3rd Base, and four (4) outfielders, to have ten (10) defensive players on the field at any one time.
- Outfield positions must be played in the outfield. Outfield players shall not be permitted to crowd into the infield and shall not be permitted to run into the infield to field a batted ball that would normally be handled by an infielder. The outfielder is allowed to field a ball in the infield only after the infielder attempted to make a play.
- A Catcher must wear all the proper protective equipment (Helmet, Mask, Throat Guard, Chest Protector, and Leg Protection). The catcher is to play in the normal position behind home plate.
- The Pitcher must begin within five (5) feet of the pitching rubber when a coach is pitching.
- Each Player, in every game, must play at least two (2) defensive innings as an infielder. Infield positions include Pitcher, Catcher, 1st Base, 2nd Base, Short Stop, and 3rd Base. There will be no exceptions unless a player is injured and leaves the game, or the Manager makes alternative arrangements with the consent of the President, Vice President of Divisions, or Player Agent. Parents shall be notified of any change made to the application of this rule.
- No player shall sit out more than two (2) innings per game unless requested by the player's parents, due to illness, or injury.
- A player may not play the same defensive position in more than two (2) innings in a game. This rule applies to all positions and to all players.

Pitching:

- Pitching will be facilitated using player pitch and coach pitch. Each team shall utilize player/coach pitching throughout the entire game.

- The Pitcher must pitch from the pitching mound rubber. If provided, all teams will use the portable pitching mound.
- No balks or illegal pitches will be called in this division.
- The strike zone for this Division will be from the batter's shoulders to knees and the width of two balls on either side of home plate.
- From the first game of the season until the end of the season the following will be required:
 - A pitcher shall throw up to five (5) pitches, or until the ball is put into play by the batter. The coach pitcher/umpire shall call any balls or strikes.
 - If the coach pitcher/umpire calls any combination of three (3) swinging and/or called strikes the batter will be out. This applies to pitches thrown by the player pitcher or the coach pitcher/umpire.
 - If the coach pitcher/umpire calls three balls thrown by the pitcher or the batter is hit by a pitched ball, the coach pitcher/umpire will throw up to three (3) additional pitches or until the ball is put into play.
 - The allowed number of additional pitches is not reduced by the number of strikes in the current count against the batter, however the number of strikes are still in effect and a 3rd strike shall end the at-bat even if it occurs prior to the 3rd additional pitch.
 - If the batter does not put the ball into play on the third coach pitched ball, then the batter shall be called out unless the batter fouls the third (3rd) pitch thrown by the coach. If the batter fouls the third (3rd) pitch thrown by the coach he/she will continue to receive pitches if s/he fouls off additional pitches or the batter swings and misses at a pitch or puts the ball in fair play, whichever comes first.
 - The Coach must pitch from 1 knee.
 - The maximum pitching per game for a player is 2 innings.
- Any pitcher who hits three (3) batters in a game must be replaced by another pitcher.
- The coach pitcher/umpire shall stay on the mound with the player pitcher to assist him/her. This coach is responsible for making calls on all plays at home plate and for calling balls and strikes on all pitches thrown.
- The coach shall only pitch overhand, from a knee/bucket, and from a distance that will give the batter ample time to react to the ball. The coach is encouraged to pitch a strike to the player no matter how the player swings to teach proper swing to the player.
- Coaches that willfully violate any of the rules set forth in the Single A Division playing rules are subject to disciplinary action including suspension.

SECTION 4 AA DIVISION**Games:**

- Teams must have 8 dressed (able to play offense and defense) players to start and finish a game. If there are 7 players or less to start or finish a game, that team will forfeit the game. Both teams may continue to play; however, the result will be the forfeit.
- No new inning shall start after two hours or at the conclusion of the 6th inning. The home team Manager will log the starting time of each game. If there is time for a final inning to begin, then the entire inning must be played unless the game is called on account of darkness, inclement weather, or the team designated as the home team leads the game after the first half of the final inning.
 - If the game is ended due to darkness or inclement weather prior to the completion of an inning, the game score shall revert to the end of the last complete inning. Player pitch counts and participation in the game shall not be reverted.
- For every inning, each team may bat until three (3) outs are obtained or five (5) runs are scored, whichever occurs first.
- All games that end in a tie will be considered a tie and shall not be played out.
- All games will be played using the Local League provided ball.
- The distance between the bases is sixty (60) feet. The distance between home plate and the pitching mound rubber is forty (42) feet.
- Each team will strive to have a designated Manager and two additional Coaches.
- A Manager/Coach or approved volunteer must always be in the dugout during the game.
- Game scores are kept during the game and the final score of each game must be posted to the Local League website before midnight by the home team Manager/Coach.
- The pitch counts must be submitted by the Manager/ Coach by midnight the day of the game by each team.
- The home team in each game shall be the official score keeper for a game. GameChanger is required to be used as the official book. Paper books are no longer accepted as the official record.
- The scoring will include the number of runs by each team, numbers of outs in each half inning, and the balls and strikes pitched to each batter.
- Each team is encouraged to keep score during the game and to compare what they have recorded with the other team several times during the game. If there is a discrepancy and a mutual agreement cannot be reached, then the home team's scoring shall be used.
- League standings shall be determined by the winning percentage of the teams, calculated by dividing the number of games won by the total number of games played. League standing ties will be resolved first by head-to-head record, then by Average Runs Against, calculated as the total Runs Against divided by the number of games played, then by coin flip.

- Managers may keep, but shall not publish or disseminate, under any condition or for any reason, without the prior written consent of the President and Player Agent, statistics of Player performance.
 - The Manager is responsible for changing the GameChanger Stat Setting for the team (Team Setting -> Stat Setting) to the setting closest to no stats being published, which is currently "Confirmed Member Access – Player Only". Failure to do so is considered a violation of the above policy.
- Umpires shall be provided by the Local League. If there is ever a time when no umpire is available, the defensive team Manager or one of their coaches will call balls and strikes from a safe location behind the pitcher's rubber while that Manager's team is on the field. The offensive team's first and third base coaches will serve as the base umpires, calling fair and foul balls and plays at all bases. The "umpire" who is (in the opinion of the defensive team's "umpire") in the best position, and/or has the best view of a play at home plate shall make the call at home plate.

Offensive Play/Batting:

- The Offensive team shall supply first and third base adult coaches who will assist the runners on base. A player may assist an adult coach at first base, but no player is allowed to assist a base coach at 3rd base. All players assisting the adult base coach at first base must wear a batting helmet.
- Teams shall bat their entire roster. The batting order shall not be changed during the game however, each inning shall start with the person who was on deck from the previous inning unless the third out was made by a base runner, in which case the current batter would begin the next offensive inning. If a Player arrives late to a game, but in time to bat in their original slot, then that Player will bat in the original slot shown on the line-up. If a Player arrives late and is unable to bat in their original lineup slot, that Player will be placed at the end of the batting lineup.
- Any batter who throws the bat will be warned that if he/she throws the bat a second time in the game he/she will be called out. The batter shall be called out the first time the bat is thrown if it hits anyone.
- Bunting is allowed.
 - A batter **may not** squeeze bunt a runner home from 3rd base if it would score the fourth (4th) or fifth (5th) run of the inning.
 - A batter **may not** squeeze bunt a runner home from 3rd base when that batter's team is leading by six (6) runs or more.
- Leading off is not allowed.
- The infield fly rule will not apply.
- A runner may steal 2nd and 3rd bases but shall not leave the base they are on until the pitched ball crosses home plate.
- Runners **may** steal home or score on passed balls or wild pitches, with the following limitations:

- A runner **may not** steal home or score on a passed ball or wild pitch when it would be the third (3rd), fourth (4th) or fifth (5th) run of the inning.
- A runner **may not** steal home or score on a passed ball or wild pitch when that runner's team is leading by five (5) runs or more.
- Clarification: A passed ball only refers to a pitched ball. The above limitations do not apply to a dropped ball after it is caught or a throw from any position to any other position, other than a pitched ball, including a throw from the catcher back to the pitcher and pick-off attempts.
- Runners may advance to the next base on any overthrown balls but are subject to being put out. If the ball goes out of the field of play, then the runner may advance to the next base.
- A player may slide into any base, other than first, on any close play. A runner may only slide feet first. No headfirst sliding is permitted. Any player who slides headfirst shall be called out unless the player returns to the base.

Defensive Play:

- No defensive coaches are permitted on the field to assist the players unless the defensive Manager/Coach calls time with the Umpire.
- Each team will field players at traditional defensive infield positions, with a Pitcher, Catcher, 1st Base, 2nd Base, Short Stop, 3rd Base, and four (4) outfielders, to have ten (10) defensive players on the field at any one time.
- Outfield positions must be played in the outfield. Outfield players shall not be permitted to crowd into the infield and shall not be permitted to run into the infield to field a batted ball that would normally be handled by an infielder. The outfielder is allowed to field a ball in the infield only after the infielder attempted to make a play.
- A catcher must wear all the proper protective equipment (Helmet, Mask, Throat Guard, Chest Protector, Leg Protection, and Little League Approved Catcher's Glove). The catcher is to play in the normal position behind home plate.
- Catcher limitations shall be followed as outlined in Appendix A – Local League Pitching and Catching Limitations.
- Each Player, in every game, must play at least two (2) full defensive innings as an infielder. Infield positions include Pitcher, Catcher, 1st Base, 2nd Base, Short Stop, and 3rd Base. There will be no exceptions unless a player is injured and leaves the game, or the Manager makes alternative arrangements with the consent of the President, Vice President of Divisions, or Player Agent. Parents shall be notified of any change made to the application of this rule.
- No player shall sit out more than two (2) innings per game unless requested by the player's parents, due to illness, or injury.

Pitching:

- Pitching will be facilitated by use of player pitch only.

- The pitcher must pitch from the pitching mound rubber and will use a league provided portable pitching mound.
- No balks or illegal pitches will be called in this division.
- The strike zone shall be called from the player's shoulders to knees and the width of two balls on either side of the plate.
- The maximum pitch count per player is 50 pitches, regardless of League Age. A pitcher may exceed 50 pitches only to finish the batter that they are currently facing.
- Intentional walks, automatic or otherwise, are not allowed.
- Every player that pitches in a game must not pitch again until they have completed the prescribed days of rest as outlined in Appendix A – Local League Pitching and Catching Limitations.
- The manager is responsible for keeping a pitch count logbook for each game documenting pitches thrown for each team's pitchers. Pitch counts should be compared between opposing teams each half inning to limit the chances of discrepancies. If a mutual agreement cannot be reached in the event of a pitch count discrepancy, then the home team pitch count book will be the official pitch count used. The manager must use the pitch count book supplied by the Local League. The pitch count book must be presented upon request to an opposing manager or any Board Member from the Local League for inspection 15 minutes before the beginning of a game, during the game, or for 15 minutes after any game. All pitch counts must be posted on the Local League's website no later than 24 hours after the game has concluded.
- Any pitcher who hits three (3) batters in a game must be replaced by another pitcher.
- Coaches that willfully violate any of rules set forth in the AA Division playing rules are subject to disciplinary action including suspension.

SECTION 5 AAA DIVISION

Games:

- Teams must have 8 dressed players (able to play offense and defense) to start and finish a game. If there are 7 players or less to start or finish a game, that team will forfeit the game. Both teams may continue to play, however; the result will be the forfeit.
- No new inning shall start after two hours and fifteen minutes or at the conclusion of the 6th inning. If there is time for an inning to begin, then the entire inning must be played unless the game is called on account of darkness, inclement weather, or the team designated as the home team leads the game after the first half of the final inning.
 - If the game is ended due to darkness or inclement weather prior to the completion of an inning, the game score shall revert to the end of the last complete inning. Player pitch counts and participation in the game shall not be reverted.

- A Run Rule shall not apply to the Regular Season games in the AAA Division. For the first five (5) innings, regardless of the total number of innings played before the game is ended, each team may bat until three (3) outs or five (5) runs are scored, whichever comes first. After the completion of the 5th inning, there shall be no limit to the number of runs a team may score.
- All games that end in a tie will be considered a tie and shall not be played out.
- All games will be played using the Local League provided ball.
- The distance between the bases is sixty (60) feet. The distance between home plate and the pitching mound rubber is forty (46) feet.
- Each team will strive to have a designated Manager and two additional Coaches.
- A Manager/Coach or approved volunteer must always be in the dugout during the game.
- Game scores are kept during the game and the final score of each game must be posted to the Local League website before midnight by the home team Manager/Coach.
- The pitch counts, and game Umpires must be submitted by the home team Manager/ Coach by midnight the day of the game.
- The home team in each game shall be the official score keeper for a game. GameChanger is required to be used as the official book. Paper books are no longer accepted as the official record.
- The scoring will include the number of runs by each team, numbers of outs in each half inning, and the balls and strikes pitched to each batter.
- Each team is encouraged to keep score during the game and to compare what they have recorded with the other team several times during the game. If there is a discrepancy and a mutual agreement cannot be reached, then the home team's scoring shall be used.
- League standings will be determined by the winning percentage of the teams, calculated by dividing the number of games won by the total number of games played. Ties will be resolved first by head-to-head record, then by Average Runs Against, calculated as the total Runs Against divided by the number of games played, then by coin flip.
- Managers may keep, but shall not publish or disseminate, under any condition or for any reason, without the prior written consent of the President and Player Agent, statistics of Player performance.
 - The Manager is responsible for changing the GameChanger Stat Setting for the team (Team Setting -> Stat Setting) to the setting closest to no stats being published, which is currently "Confirmed Member Access – Player Only". Failure to do so is considered a violation of the above policy.

- Umpires shall be provided by the Local League. If there is ever a time when no umpire is available, the defensive team Manager or one of their coaches will call balls and strikes from a safe location behind the pitcher's rubber while that Manager's team is on the field. The offensive team's first and third base coaches will serve as the base umpires, calling fair and foul balls and plays at all bases. The "umpire" who is (in the opinion of the defensive team's "umpire") in the best position, and/or has the best view of a play at home plate shall make the call at home plate.
- League Age eight (8) players are not allowed to play in the AAA Division.

Offensive Play/Batting:

- The Offensive team shall supply first and third base adult coaches who will assist the runners on base. A player may assist an adult coach or act as a first base coach, but no player is allowed to assist or act as a base coach at 3rd base. All players assisting the adult base coach at first base must wear a batting helmet.
- Teams shall bat their entire roster. The batting order shall not be changed during the game however, each inning shall start with the person who was on deck from the previous inning unless the third out was made by a base runner, in which case the current batter would begin the next offensive inning. If a Player arrives late to a game, but in time to bat in their original slot, then that Player will bat in the original slot shown on the line-up. If a Player arrives late and is unable to bat in their original lineup slot, that Player will be placed at the end of the batting lineup.
- Any batter who throws the bat will be warned that if he/she throws the bat a second time in the game he/she will be called out. The batter shall be called out the first time the bat is thrown if it hits anyone.
- Bunting is allowed.
- Leading off is not allowed.
- The infield fly rule does apply.
- A runner may steal 2nd, 3rd, and home, but shall not leave the base they are on until the pitched ball crosses home plate.
- A runner may steal home on a passed ball by the catcher or a wild pitch.
- A batted ball that hits the top (yellow guard) of an outfield fence in fair territory, at any field so equipped, and then continues over the fence and out of the field of play beyond such fence, shall be called a home run. Any batted ball that strikes any portion of a foul pole, at any field so equipped, shall be called a home run.
- Runners may advance to the next base on any overthrown balls but are subject to being put out. If the ball goes out of the field of play, then the runner may advance to the next base.
- A player may slide into any base, other than first, on any close play. A runner may only slide feet first. No headfirst sliding is permitted. Any player who slides headfirst shall be called out unless the player returns to the base.

Defensive Play:

- No defensive coaches are permitted on the field to assist the players unless the defensive Manager/Coach calls time with the Umpire.
- Each team will field players at traditional defensive infield positions, with a Pitcher, Catcher, 1st Base, 2nd Base, Short Stop, 3rd Base, and three (3) outfielders, to have nine (9) defensive players on the field at any one time.
- The dropped third strike rule shall apply.
- Catcher play limitations shall be followed as outlined in Appendix A – Local League Pitching and Catching Limitations.
- A Catcher must wear all the proper protective equipment (Helmet, Mask, Throat Guard, Chest Protector, Leg Protection, and Little League Approved Catcher’s Glove). The catcher is to play in the normal position behind home plate.
- Each Player, in every game, must play at least three (3) full defensive innings, with at least two of those innings (6 defensive outs) at an infield position. Infield positions include Pitcher, Catcher, 1st Base, 2nd Base, Short Stop, and 3rd Base. There will be no exceptions unless a player is injured and leaves the game, or the Manager makes alternative arrangements with the consent of the President, Vice President of Divisions, or Player Agent. Parents shall be notified of any change made to the application of this rule.
- No player shall sit out more than three (3) innings per game unless requested by the player’s parents, due to illness, or injury.

Pitching:

- Pitching will be facilitated by use of player pitch only.
- The pitcher must pitch from the pitching mound rubber.
- No balks or illegal pitches will be called in this division.
- The maximum pitch count per player is 65 pitches, regardless of League Age. A pitcher may exceed 65 pitches only to finish the batter that they are currently facing. Every player that pitches in a game must not pitch again until they have completed the prescribed days of rest as outlined in Appendix A – Local League Pitching and Catching Limitations.
- Intentional walks, automatic or otherwise, are not allowed.
- The manager is responsible for keeping a pitch count logbook for each game documenting pitches thrown for each team’s pitchers. Pitch counts should be compared between opposing teams each half inning to limit the chances of discrepancies. If a mutual agreement cannot be reached in the event of a pitch count discrepancy, then the home team pitch count book will be the official pitch count used. The manager must use the pitch count book supplied by the Local League. The pitch count book must be presented upon request to an opposing manager or any Board Member from the Local League for inspection 15 minutes before the beginning of a game, during the game, or for 15 minutes after any game. All pitch counts must be posted on the Local League’s website no later than 24 hours after the game has concluded.

- Any pitcher who hits three (3) batters in a game must be replaced by another pitcher.
- Coaches that willfully violate any of rules set forth in the AAA Division playing rules are subject to disciplinary action including suspension.
- Any Tournament games with another league will revert to the International Little League Green book of rules (and/or a mixture of FALL's local rules the other League's rules)

SECTION 6 MAJOR DIVISION

Games:

- A team must field nine (9) players to start a game but can finish with eight (8) players. Refer to the Green Book for specific details.
- Games will consist of six (6) innings unless the home team leads the game after the first half of the final inning. All games must be played out and shall not end in a tie.
- No players may participate in a game unless the player is present before the start of the fourth (4th) inning. Any such player must meet the playing requirements of that game.
- Player Participation for Resumed Games: Any Player not in the original line-up can only play in the completion of a resumed game if such team needs the addition of such Player to complete a nine (9) Player roster.
- A Run Rule will apply to Regular Season games and will follow Little League International Rule 4.10(e). The game will be called officially over and considered a regulation game, with that score standing and reported as the official game score, when any team is leading by the following runs at the end of an inning:
 - 15 Runs after 3 Innings
 - 10 Runs after 4 Innings
- If the regulation game is ended due to the Run Rule, the remaining innings will be played as a "controlled scrimmage" up until the conclusion of six (6) innings or two (2) hours of total game time. The scrimmage will be played with a five (5) run maximum per half inning. During this time there will be free substitutions ("subs" may re-enter). All other rules will still apply. (Pitch counts will be kept and documented as normal).
- A Manager will not face disciplinary action for failure to achieve minimum playing time requirements for any of their players if the full six (6) innings are not played.
- If a manager refuses to comply with the requirements of the "controlled scrimmage" that manager will face a minimum of one (1) game suspension. Subsequent failures to comply will receive additional disciplinary action, up to and including, being released from their managerial responsibilities.
- The distance between the bases is sixty (60) feet. The distance between home plate and the pitching mound rubber is forty (46) feet.
- Each team will strive to have a designated Manager and two additional Coaches.
- A Manager/Coach or approved volunteer must always be in the dugout during the game.

- Game scores are kept during the game and the final score of each game must be posted to the Local League website before midnight by the home team Manager/Coach.
- The pitch counts must be submitted by the Manager/ Coach by midnight the day of the game.
- The home team in each game shall be the official score keeper for a game. GameChanger is required to be used as the official book. Paper books are no longer accepted as the official record.
- The scoring will include the number of runs by each team, numbers of outs in each half inning, and the balls and strikes pitched to each batter.
- Each team is encouraged to keep score during the game and to compare what they have recorded with the other team several times during the game. If there is a discrepancy and a mutual agreement cannot be reached, then the home team's scoring shall be used.
- League standings will be determined by the winning percentage of the teams, calculated by dividing the number of games won by the total number of games played. Ties will be resolved first by head-to-head record, then by Average Runs Against, calculated as the total Runs Against divided by the number of games played, then by coin flip.
- Each team is required to play and complete all games scheduled in the "Official Playing Schedule."
- Managers may keep, but shall not publish or disseminate, under any condition or for any reason, without the prior written consent of the President and Player Agent, statistics of Player performance.
 - The Manager is responsible for changing the GameChanger Stat Setting for the team (Team Setting -> Stat Setting) to the setting closest to no stats being published, which is currently "Confirmed Member Access – Player Only". Failure to do so is considered a violation of the above policy.
- Umpires shall be provided by the Local League. If there is ever a time when no umpire is available, the defensive team Manager or one of their coaches will call balls and strikes from a safe location behind the pitcher's rubber while that Manager's team is on the field. The offensive team's first and third base coaches will serve as the base umpires, calling fair and foul balls and plays at all bases. The "umpire" who is (in the opinion of the defensive team's "umpire") in the best position, and/or has the best view of a play at home plate shall make the call at home plate.

Offensive Play/Batting:

- The Offensive team shall supply first and third base adult coaches who will assist the runners on base. A player may assist an adult coach or act as a first base coach, but no player is allowed to assist or act as a base coach at 3rd base. All players assisting the adult base coach at first base must wear a batting helmet.

- Teams shall bat their entire roster. The batting order shall not be changed during the game however, each inning shall start with the person who was on deck from the previous inning unless the third out was made by a base runner, in which case the current batter would begin the next offensive inning.
 - If a Player arrives late to a game, but in time to bat in their original slot, then that Player will bat in the original slot shown on the line-up.
 - If a Player arrives late and is unable to bat in their original lineup slot and has arrived prior to the start of the 4th inning, that Player will be placed at the end of the batting lineup.
- Bunting is allowed.
- Leading off is not allowed.
- The infield fly rule does apply.
- A runner may steal 2nd, 3rd, and home, but shall not leave the base they are on until the pitched ball crosses home plate.
- A runner may steal home on a passed ball by the catcher or a wild pitch.
- A batted ball that hits the top (yellow guard) of an outfield fence in fair territory, at any field so equipped, and then continues over the fence and out of the field of play beyond such fence, shall be called a home run. Any batted ball that strikes any portion of a foul pole, at any field so equipped, shall be called a home run.
- Runners may advance to the next base on any overthrown balls but are subject to being put out. If the ball goes out of the field of play, then the runner may advance to the next base.
- A player may slide into any base, other than first, on any close play. A runner may only slide feet first. No headfirst sliding is permitted. Any player who slides headfirst shall be called out unless they are returning to the base.

Defensive Play:

- No defensive coaches are permitted on the field to assist the players unless the defensive Manager/Coach calls time with the Umpire.
- Each team will field players at traditional defensive infield positions, with a Pitcher, Catcher, 1st Base, 2nd Base, Short Stop, 3rd Base, and three (3) outfielders, to have nine (9) defensive players on the field at any one time.
- The dropped third strike rule shall apply.
- Catcher play limitations shall be followed as outlined in Appendix A – Local League Pitching and Catching Limitations.
- A Catcher must wear all the proper protective equipment (Helmet, Mask, Throat Guard, Chest Protector, Leg Protection, and Little League Approved Catcher’s Glove).
- A player may be entered and/or re-entered defensively in the game at any time.

- Each player, in every game, must play at least two (2) full defensive innings, defined as six (6) defensive outs. There will be no exceptions unless a player is injured and leaves the game, or the Manager makes alternative arrangements with the consent of the President, Vice President of Divisions, or Player Agent. Parents shall be notified of any change made to the application of this rule.

Pitching:

- Pitching will be facilitated by use of player pitch only.
- The pitcher must pitch from the pitching mound rubber.
- No balks will be called in this division. Illegal pitches may be called, at the umpire's discretion, in accordance with Little League Baseball Rule 8.00.
- The maximum pitch count per player is outlined in Appendix A – Local League Pitching and Catching Limitations.
- The manager is responsible for keeping a pitch count logbook for each game documenting pitches thrown for each team's pitchers.
- Pitch counts should be compared between opposing teams each half inning to limit the chances of discrepancies. If a mutual agreement cannot be reached in the event of a pitch count discrepancy, then the home team pitch count book will be the official pitch count used. The manager must use the pitch count book supplied by the Local League. The pitch count book must be presented upon request to an opposing manager or any Board Member from the Local League for inspection 15 minutes before the beginning of a game, during the game, or for 15 minutes after any game. All pitch counts must be posted on the Local League's website no later than 24 hours after the game has concluded.
- Any pitcher who hits three (3) batters in a game must be replaced by another pitcher.
- Coaches that willfully violate any of rules set forth in the Major Division playing rules are subject to disciplinary action including suspension.
- Any Tournament games with another league will revert to the International Little League Green book of rules (and/or a mixture of FALL's local rules the other League's rules)
- Automatic intentional walks are allowed. The Major Division will follow Little League Rule 6.08(a)(2) for implementing an intentional walk, which includes, but is not limited to, the following:
 - The appropriate number of "balls" needed based on the count at the time of the managers request for an intentional walk will be added to the pitch count.
 - A player may only be automatically intentionally walked one time during a game. This does not restrict a team from throwing four balls outside of the strike zone.

SECTION 7 INTERMEDIATE 50/70, JUNIOR, AND SENIOR DIVISIONS

- The Local League's Intermediate 50/70, Junior and Senior Division may be structured into one (1) or more sub-Divisions to coincide with the available Junior Division programs put into effect by District 54. The Local League's Intermediate 50/70, Junior, Senior Division sub-Divisions may be established based upon age, recreational or competitive levels of play, playing field size, any combination thereof, or any other criteria as may be determined for Junior Division play by Little League and/or District 54.
- The Board shall retain the authority to modify the structure of the Junior Division program in any given year into appropriate sub-Divisions to coordinate the Local League's Junior Division Programs with District 54 Junior Division programs as the Board may deem appropriate and in the best interests of the Local League.
- Teams shall bat their entire roster. The batting order shall not be changed during the game. Each inning shall start with the person who was on deck from the previous inning unless the third out was made by a base runner, in which case the current batter would begin the next offensive inning.
 - If a Player arrives late to a game, but in time to bat in their original slot, then that Player will bat in the original slot shown on the line-up.
 - If a Player arrives late and is unable to bat in their original lineup slot and has arrived prior to the start of the 4th inning, that Player will be placed at the end of the batting lineup.
- A player may be entered and/or re-entered defensively in the game at any time.
- Each Player, in every game, must play at least two (2) full defensive innings, defined as six (6) defensive outs. There will be no exceptions unless a player is injured and leaves the game, or the Manager makes alternative arrangements with the consent of the President, Vice President of Divisions, or Player Agent. Parents shall be notified of any change made to the application of this rule.
- A Run Rule will apply Regular Season games and will follow Little League International Rule 4.10(e). The game will be called officially over and considered a regulation game, with that score standing and reported as the official game score, when any team is leading by the following runs at the end of an inning:
 - 15 Runs after 4 Innings
 - 10 Runs after 5 Innings
- If the regulation game is ended due to the Run Rule, the remaining innings will be played as a “controlled scrimmage” up until the conclusion of seven (7). During this time there will be free substitutions (“subs” may re-enter). All other rules will still apply. (Pitch counts will be kept and documented as normal).
- Participants may include the Local League and other sanctioned Local Leagues within District 54 that may elect to participate in such Intermediate/ Junior Division programs (Inter-League) as well as Local Leagues from other Districts (Inter- District). Game schedules will be prepared in consultation with other participating Local Leagues, District 54, and other participating Districts. The number of regular season games may vary.

- Playing time for games: No new inning will start after two hours and thirty minute duration for all Intermediate 50/70, Junior, Senior Division games. The umpire in charge of the game retains authority to suspend or end any game due to inclement weather or darkness (on non-lighted field).
- The home team will provide a scorekeeper for the entirety of the game. The scorebook used by the scorekeeper shall be the official score book and shall be labeled as such. Each team shall maintain for the entirety of the Inter-League season, an official score book to be used solely for home games.
- The scheduled home team shall provide umpires.
- Play contained solely within the Local League may operate utilizing the provisions in these Bylaws. However, District 54 has mandated that the Official Regulations and Playing Rules of Little League International govern all Inter-League/Inter-District play. No Local League playing rules are enforceable during Inter-League/Inter-District Play.
- Each team is responsible for contacting its respective Local League's umpire-in-chief for instances of game rainout/cancellations. Should a team be unable to field a team, a forty-eight (48) hour notice to the manager of the opposing team is required as well as notice to the other Local League's umpire in- chief.
- At all games, the home team shall assume the field no earlier than fifteen (15) minutes from the scheduled start of the game; and shall conduct formal warm-ups. The visiting team shall have use of the field prior to the home team, but in no way shall conduct more than fifteen (15) minutes of formal warm-ups.
- No players may participate in a game unless they are present before the start of the 4th inning.
- League Aged twelve (12) players are not allowed to play in the Junior Division.

ARTICLE X MINOR AAA AND AA SUBDIVISION END OF SEASON TOURNAMENT

SECTION 1 PURPOSE

Each team (and its Players) will have the opportunity to participate in an end of season Minor AAA Division tournament.

SECTION 2 FORMAT

The End of Season Tournament ("EOST") shall consist of a single elimination tournament thus allowing each participating team to play a minimum of one (1) game. There will be two (2) brackets with the winner of each bracket playing a championship game. Bracket games will be set by the seed from the league standings.

SECTION 3 DATES OF PLAY

The EOST shall commence during the week following the completion of the regular season and shall be concluded as quickly as possible.

SECTION 4 SCHEDULING OF GAMES

With the Vice President of Divisions, the Division Representative, serving as Tournament Director, shall be responsible for establishing the tournament brackets and schedule.

SECTION 5 HOME TEAM

The home team shall be determined by the highest seed from the league standings for each game. The highest seed at the beginning of the EOST will retain the highest seed during the duration of the tournament until that team is eliminated. For example, if the highest seed (i.e., #1) at the beginning of the EOST plays in the championship game, but has one loss, it will still be the highest seed (i.e., home team) against a team with zero losses but was a lower seed at the beginning of the EOST.

SECTION 6 PROTESTS

All protests will be handled at the time of protest. The contest will be halted until the matter is resolved by the final decision of the President. The President will confer with these Bylaws and the Official Regulations and Playing Rules of Little League International, both managers involved in the protest, the umpires in the protested game and the tournament director to make their final ruling on any protest.

In the event the President is unavailable, the Vice President of Divisions will act in their place. Similarly, if both the President and the Vice President of Divisions are unavailable, the Tournament Director will act in their place.

SECTION 7 RUN RULE

A Run Rule will apply and will follow Little League International Rule 4.10(e). The game will be called officially over and considered a regulation game, with that score standing and reported as the official game score, when any team is leading by the following runs at the end of an inning:

- 15 Runs after 3 Innings
- 10 Runs after 4 Innings

SECTION 8 TIME LIMIT AND TIE GAMES

There will be no game time limit used for this tournament; no games can end in a tie score.

SECTION 9 RULES OF PLAY

Except as modified by the provisions of this Article, the playing rules that apply to the Minor AAA and AA Sub-Division EOST shall be the same playing rules that apply to the AAA Sub-Division for the regular season.

SECTION 10 DISTRICT 54 TOURNAMENT OF CHAMPIONS

The winner of the AAA End of Season Tournament (“EOST”) will represent the Local League in the District 54 Tournament of Champions for the AAA Division.

There is no District 54 Tournament of Champions for the AA Division.

ARTICLE XI MAJOR DIVISION END OF SEASON TOURNAMENT

SECTION 1 PURPOSE

Each team (and its Players) will have the opportunity to participate in an end of season Major Division tournament.

SECTION 2 FORMAT

The EOST shall consist of either a single or double elimination tournament format as determined by the Board and assigned by the Vice President of Divisions. The bracket will be provided to managers prior to the start of the regular season play. The format for the bracket will use the "bracket" examples on Little League International website.

SECTION 3 DATES OF PLAY

The EOST shall commence after the conclusion of the regular season and shall be concluded as quickly as possible.

SECTION 4 SCHEDULING OF GAMES

With the Vice President of Divisions, the Division Representative, serving as Tournament Director, shall be responsible for establishing the tournament brackets and schedule.

SECTION 5 HOME TEAM

The highest seeded team shall be the home team in all games. The highest seed at the beginning of the EOST will retain the highest seed during the duration of the tournament until that team is eliminated. For example, if the highest seed (i.e., #1) at the beginning of the EOST plays in the championship game, but has one loss, it will still be the highest seed (i.e., home team) against a team with zero losses but was a lower seed at the beginning of the EOST.

SECTION 6 PROTESTS

All protests will be handled at the time of protest. The contest will be halted until the matter is resolved by the final decision of the President. The President will confer with these Bylaws and the Official Regulations and Playing Rules of Little League International, both managers involved in the protest, the umpires in the protested game and the tournament director to make their final ruling on any protest. In the event the President is unavailable, the Vice President of Divisions will act in their place.

Similarly, if both the President and the Vice President of Divisions are unavailable, the Tournament Director will act in their place.

SECTION 7 RUN RULE

A Run Rule shall not be applied to EOST games in the Major Division.

SECTION 8 TIME LIMIT AND TIE GAMES

There will be no game time limit used for this tournament; no games can end in a tie score.

SECTION 9 RULES OF PLAY

Except as modified by the provisions of this Article, the playing rules that apply to the Major Division EOST shall be the same playing rules that apply to the Major Division for the regular season.

SECTION 10 DISTRICT 54 TOURNAMENT OF CHAMPIONS

The winner of the regular season league play will be awarded the "A" team berth. The winner of the End of Season Tournament ("EOST") will receive the "B" team berth. If the winner of the regular season and "EOST" is the same team the "B" team berth will go to the runner up in the "EOST."

ARTICLE XII INTERMEDIATE 50/70 AND JUNIOR DIVISION TOURNAMENT OF CHAMPIONS (TOC) SELECTION

SECTION 1 AUTOMATIC SELECTION

This section shall apply only if the Junior Division is divided into various levels for regular season play.

- Teams in the Junior Division shall be eligible to participate in the District 54 TOC (Tournament of Champions).
- If the Local League has one (1) team competing in the Junior Division, that team shall participate in the District 54 Tournament of Champions (TOC).
- If the Local League has two (2) or more teams competing in the Junior program, the Local League shall conduct an End of Season Tournament (EOST).
- If League Age fifteen (15) Players are allowed to play in the Junior Division during the regular season, they may not be eligible to play in the Junior Division District 54 Tournament of Champions. Eligibility shall be determined by rules provided by District 54.

SECTION 2 JUNIOR DIVISION EOST

This section shall apply only if there are multiple teams in the Junior Division, within a single level of play, during the regular season. The format of the EOST is as follows:

- The EOST shall consist of either a single or double elimination tournament format as determined by the Board and assigned by the Vice President of Divisions. The bracket will be provided to managers prior to the start of the regular season play.
- The EOST shall commence during the week following the end of the regular season and shall be concluded as quickly as possible.
- The Upper Division Representative shall serve as Tournament Director.
- Home team shall be determined by a coin flip at the prior to each game.

- All protests will be handled at the time of protest. The contest will be halted until the matter is resolved by the final decision of the President. The President will confer with the Official Regulations and Playing Rules of Little League International and these Bylaws, both managers involved in the protest, the umpires in the protested game and the tournament director to make their final ruling on any protest. In the event the President is unavailable, the Vice President of Divisions will act in their place. Similarly, if both the President and the Vice President of Divisions are unavailable, the Tournament Director will act in their place.
- There will be no game time limit used for this tournament; no games can end in a tie score.
- A Run Rule shall not be applied to EOST games in these Divisions.
- Except as modified by the provisions of this Article, the playing rules that apply to the Junior Division EOST shall be the same playing rules that apply to the Junior Division for the regular season.

ARTICLE XIII CODE OF CONDUCT

SECTION 1 CONDUCT

- Board Members, Managers and Coaches shall conduct themselves in a manner that is above reproach and in compliance with the Operating Manual and Official Regulations and Playing Rules of Little League International and the Constitution and Bylaws of this Local League, and the Local League Code of Conduct. All shall strive to operate within the objectives of the Local League as defined in its Constitution, bylaws, and Code of Conduct(s).
- Managers shall be responsible for the proper maintenance and control of the assigned uniforms and equipment provided by the Local League.
- The manager is responsible for the actions of their parents, players, and coaches. The manager is subject to discipline for the actions of their parents, players, and coaches. The manager is responsible to ensure that their parents do not bring and consume alcohol to a Little League function. See additional information in the Manager and Coach Code of Conduct.

SECTION 2

The actions of players, managers, coaches, umpires, and Local League officials must be above reproach. Any violation of the Local League Constitution, Manager and Coach Code of Conduct, Parent Code of Conduct, Player Code of Conduct, the Operating Manual and or the Official Regulations and Playing Rules of Little League International will cause the responsible Player, Manager, Coach, Parent, Umpire or Board Member to become subject to review by a Conduct Review Committee, which could result in disciplinary action, suspension, or removal in accordance with provisions in them.

SECTION 3

The Board shall develop, maintain, and enforce these "Code of Conduct" policies hereby establishing appropriate and reasonable standards of behavior for all activities of Local League for Board Members, all other classes of Members including Managers, Coaches, Umpires,

Players, Parents and spectators. This Code of Conduct policy includes the mechanism used to address and prevent infractions and violations.

SECTION 4

Only uniformed Players, Managers, Coaches, Umpires, and the Safety Officer shall be permitted within the confines of the playing field just prior to, during and immediately after all scheduled games.

SECTION 5

No more than three (3) adults (per team) AAA & above shall be allowed within the confines of the playing field or in the dugout area. All others are allowed four (4) adults (per team). This limit does not include umpires. Each adult must be approved by the Local league as a manager or Coach. Scorekeepers and team parents are not allowed within the confines of the playing field or in the dugout area during any scheduled game, except upon written authorization of the President, Player Agent and Safety Officer & Chief Umpire.

SECTION 6

Except for the batter, base runners, base coaches, warm-up battery and the defense, all players and adults are to remain in their respective dugouts. Except for the warm-up batter, all players must remain in the dugout. EXCEPT in the Junior and Senior Divisions

SECTION 7

There shall be no smoking, eating (unless medically required) in the dugout. No manager, coach or umpire shall be allowed to smoke on or near the field of play. All forms of tobacco and alcohol are banned from the dugout and the playing area as well as the spectator seating area.

SECTION 8

Swearing is not allowed, and a violation of this rule or other rules related to sportsmanlike conduct during a game will be enforced by ejection.

SECTION 9 ENFORCEMENT OF CODE OF CONDUCT

- The Conduct Review Committee will be comprised of the President, Vice Presidents, Player Agent(s) (Division specific), Safety Officer, and the Division Representative (s) (Division specific) of the Division(s) from which the offending party belong(s). If the participation by any Officer poses a conflict of interest, he/she shall not be eligible to participate in such a case.
- Process for Conduct Review and Discipline: As soon as is practical, after an incident which may warrant discipline, suspension or termination occurs, including but not limited to a violation of the Local League Constitution, Bylaws (including this Code of Conduct) or of the Operating Manual or Official Regulations and Playing Rules of Little League International, a report should be submitted in writing (describing the incident with specificity) to the Division Representative of the Division in which the incident occurred.

- The Division Representative receiving a written report of an incident shall, within twenty-four (24) hours, provide a copy of the report or an oral or written summary to the Vice President of Divisions for review and resolution.
- The Vice President of DIVISIONS shall resolve the incident with the respective Division Representative within five (5) calendar days or refer the incident to the President for further review and resolution – including referral to the Conduct Review Committee. Any time an incident warrants further review, the Vice President of Divisions should make a full report, to the President. The President will then resolve the matter or provide the proper notices to the necessary parties and will convene a meeting of the Conduct Review Committee within three (3) calendar days unless additional time is warranted.
- For the purposes of this section, all records or reports of incidents shall be in writing via email. All incident reports shall provide the details of the incident being reported, as well as the disposition of the Division Representative’s investigation. All such reports shall be delivered to the President via email, who shall retain the reports and maintain them in a confidential manner. The President shall turn over all such records to the subsequent year’s President. The President for shall retain this information for as long as the subject individual(s) remain(s) involved in the Local League.
- For purposes of this section the Chief Umpire shall act as the “Division Representative” when resolving an incident involving an umpire.
- Any Member subject to an action before the Conduct Review Committee shall be given notice of the proceedings and an opportunity to be heard, either orally or in writing via email.
- The Conduct Review Committee, by two-thirds vote of those present at any duly constituted meeting, shall have the authority to discipline any Member of any class or to refer the matter to the full board with a recommendation for suspension or termination of the Membership of any Member of any class when the conduct of such person is considered detrimental to the best interests of the Local League and/or Little League Baseball. The Member(s) involved shall be notified of such meeting in writing via email, informed of the general nature of the charges and be given an opportunity to appear at the review to answer such charges.
- Discipline of any Member of any Class is decided by the Conduct Review Committee and should be reasonable and appropriate to the offense. Disciplinary action is meant to be corrective, not necessarily punitive in nature. Suggested disciplinary action might include, but is not limited to corrective action, required apologies, service to the Local League, probationary status or supervision of continued activity could also be imposed.
- If the Conduct Review Committee finds that grounds appear to exist for the discipline of any member of any class or determines that suspension or termination of a membership should occur, the following procedure shall be followed:

- Within 48 hours of the review, or within a reasonable amount of time, the Conduct Review Committee shall give the Member(s) written notice of its findings, its proposed remedy, if any, and the reason for such action. Notice shall be provided by any method that is calculated to provide the Member with actual notice. Any notice given by mail shall be sent by first class or registered mail to the member's last known address as shown in the Local League's records.
- Upon final review, the Conduct Review Committee shall decide whether the members should be disciplined or not, and whether the matter should be referred to the full Board with a recommendation for suspension or termination. The decision of the Conduct Review Committee within its authority shall be final.
- Any Manager, Coach or Player who is ejected from any game will receive an automatic one (1) game suspension and shall appear before the Conduct Review Committee to determine their status with the Local League.

SECTION 10 GROUNDS FOR SUSPENSION OR TERMINATION OF MEMBERSHIP

- The basis for recommending a member be suspended or for recommending termination of their membership includes, but is not limited to, the following events:
 - Expiration of the period of membership.
 - The member's failure to pay fees, or other assessments as set by the Board of Directors within 30 days after they are due and payable.
 - Repeated failure to attend Board Meetings by a Board Member
 - Any event that renders the member ineligible for membership or causes the member to fail to satisfy membership qualifications.
 - Violation of the Local League Constitution, Bylaws, Manager Code of Conduct, Parent Code of Conduct, Player Code of Conduct, or the Operating Manual and/or Official Regulations and Playing Rules of Little League International
- All rights of any Member of any class of Membership in the Local League and to its property shall cease on the termination of such membership. Termination shall not relieve the Member of any obligation for charges incurred, services or benefits rendered, fees or assessments arising from contract or otherwise. The Local League shall retain the right to enforce any such obligation or to obtain damages for any breach. Any Member whose membership is terminated by revocation shall have no claim against the Local League, its Officers or Members for any benefits or accruals that may be alleged to exist.

ARTICLE XIV ALL-STAR TEAM SELECTION

SECTION 1 PLAYER SELECTION

At the discretion of the Board, as many as six (6) All-Star teams will be assembled to represent the Local League; a League Age 9/10 Team, a League Age 10/11 Team, a Little League Team (aka. Major Division, League Age 11/12), an Intermediate 50/70 Team, a Junior Team, and/or a Senior Team.

NOTE: At such time, every All-Star eligible player shall receive the Local League's All-Star Notice. Said notice shall include information regarding all aspects of All-Star play: tryout dates (if any); practice/game time commitment; tournament dates, etc. Parents must read, sign and return said notice for their player to be considered fully eligible. A player who fails to return the notice or cannot commit to all terms stated within the notice shall be ineligible to be considered for All-Star selection.

SECTION 2 TEAM SIZE

Teams shall consist of the appropriate number of players as required by the Official Regulations and Playing Rules of Little League International.

SECTION 3 DECLINED SELECTION

In the event a Player declines, for any reason, their All-Star selection, such slot(s) will then be considered vacant and immediately filled from the pool of eligible players. Replacement players shall be chosen by the All-Star Manager with approval by the President and Player Agent(s) – Division specific.

SECTION 4 LEAGUE AGE 9/10 ALL-STAR TEAM

- The League Age 9/10 All-Star Team will be comprised of twelve (12) or more of those eligible League Age nine (9) and League Age ten (10) players. All League Age nine (9) and League Age ten (10) players on a regular season roster of any team in the Major Division and/or Minor AAA Division shall be eligible. Consistent with Local League philosophy, the League Age 9/10 All-Star Team shall be selected with the goal of advancing as far as possible in the District 54 tournament and beyond.
- After the League Age 11/10 All-Star Team selection process has been completed, the Division specific Player Agent shall conduct and act as Chairperson for the League Age 9/10 All-Star Team selection committee. The following process will be used to select the team:
 - By Committee
 - Each Minor Division AAA and Major Division team that has League Age nine (9) and League Age ten (10) players may be represented by its manager (or a manager's designee ONLY in the event the Manager cannot be present). All eligible managers in attendance shall be eligible to cast votes for players who are not members of their current Major or Minor AAA Division team on a ballot listing all eligible League Age ten (10) and League Age nine (9) players on the roster of Major and Minor AAA Division teams. This list will appear in alphabetical name order.
 - The ten (10) Players receiving the most votes will be selected to the League Age 9/10 All-Star team. In the event of a tie, the selection/evaluation committee shall continue to cast votes until the tie is broken.
 - The remaining two (2) or more All-Star players will be selected by the League Age 9/10 All-Star Manager.

- The Local League will formally release the names announcing the Players selected for the League Age 9/10 All-Star Team only after the team members have been established. Additionally, the announcement of those Players selected for the League Age 9/10 All-Star Team shall not be made before the official Little League All-Star team announcement date.

SECTION 5 LEAGUE AGE 10/11 ALL-STAR TEAM

- The League Age 10/11 All-Star Team will be comprised of twelve (12) or more of those eligible League Age ten (10) and League Age eleven (11) players. All League Age ten (10) and League Age eleven (11) players on a regular season roster of any team in the Major Division and/or Minor AAA Division shall be eligible. Consistent with local league philosophy, the League Age 10/11 All-Star Team shall be selected with the goal of advancing as far as possible in the District 54 tournament and beyond.
- After the Little League (Major Division League Age 11/12) All-Star Team selection process has been completed, the Division specific Player Agent shall conduct and act as Chairperson for the League Age 10/11 All-Star Team selection. The following process will be used to select the team:
 - By Committee
 - Each Minor AAA Division and Major Division team having League Age ten (10) and League Age eleven (11) players may be represented by its manager (or a manager's designee ONLY in the event the Manager cannot be present). All eligible managers in attendance shall be eligible to cast votes for players who are not members of their current Major or Minor AAA Division team on a ballot listing all eligible League Age ten (10) and League Age eleven (11) players on the roster of Major and Minor AAA Division teams. Each Minor AAA Manager vote equals half (50%) of a Major Manager vote. This list will appear in alphabetical name order.
 - The ten (10) Players receiving the most votes will be selected to the League Age 10/11 All-Star team. In the event of a tie, the selection/evaluation committee shall continue to cast votes until the tie is broken.
 - The remaining two (2) or more All-Star players will be selected by the League Age 10/11 All-Star Manager.
- The Local League will formally release the names announcing the Players selected for the League Age 10/11 All-Star Team only after the team members have been established. Additionally, the announcement of those Players selected for the League Age 10/11 All-Star Team shall not be made before the official Little League All-Star team announcement date.

SECTION 6 THE LITTLE LEAGUE (MAJOR DIVISION LEAGUE AGE 11/12) ALL-STAR TEAM

- The Little League (Major Division League Age 11/12) All-Star Team will be comprised of those eligible League Age eleven (11) and League Age twelve (12) Players from the Major Division. Consistent with local league philosophy, the Major Division League Age 11/12 All-Star Team shall be selected with the goal of advancing as far as possible in the District 54 tournament and beyond and that has the best chances to compete in and win the Little League World Series.

- Each Major Division Player will receive a ballot containing the names of all eligible League Age eleven (11) and League Age twelve (12) Players on the regular season roster of Major Division teams. This list shall appear in alphabetical Player name order, minus the names of the Players from the same team as the voting Player. Each Player may vote for not more than five (5) (or six (6) in the event there are more than eight (8) teams) Players. Players may not vote for any Player on their own team. Players' ballots will be tallied by the Division specific Player Agent and the five (5) Players who receive the most votes will be selected to the Major Division All-Star team.
- The Division specific Player Agent shall chair a Major Division All-Star Team selection meeting. Each Major Division team may be represented by its manager (or a manager's designee ONLY in the event the Manager cannot be present). All Managers in attendance shall be eligible to cast votes on a ballot listing all eligible League Age eleven (11) and League Age twelve (12) Players on the regular season roster of Major Division teams. This list will appear in alphabetical Player name order minus:
 - The names of the five (5) players already selected by their fellow players to be on the Major Division All-Star team.
 - The names of the Players from the same team as the voting Manager.
- Each Manager may vote for not more than five (5) Players who are not members of their current Major Division team. Ballots will be tallied by the Division specific Player Agent and those five (5) Players who receive a majority vote from the Major Division Managers present and voting will be selected to the All-Star team. The voting process will repeat itself until all five (5) slots are filled.
- The Major Division All-Star Manager shall select the remaining two (2) (or one (1) in the event there are more than eight teams, and the manager elects to have only twelve players on the team) or more Players.
- The Local League will formally release the names announcing the Players selected for the Major Division All-Star Team only after the team members have been established. Additionally, the announcement of those Players selected for the Major Division All-Star Team shall not be made before the official Little League All-Star team announcement date.

SECTION 7 THE INTERMEDIATE 50/70 DIVISION ALL-STAR TEAM

- The Intermediate 50/70 Division All-Star Team will be comprised of those eligible Players from the Intermediate 50/70 Division. Consistent with local league philosophy, the Intermediate 50/70 Division All-Star Team shall be selected with the goal of advancing as far as possible in the District 54 tournament and beyond and that has the best chances to compete in and win the Intermediate 50/70 League World Series.
- If League Age twelve (12) Players are allowed to play in the Intermediate 50/70 Division during the regular season, they may not be eligible for Intermediate 50/70 Division All-Star Team selection. Eligibility is determined by rules provided by District 54 and or Little League International.
- If the Local League has only one Intermediate 50/70 Division team, it will automatically advance to represent the Local League in All-Star play.

- If there are more than the maximum number of Intermediate 50/70 players allowed for All-Star selection, the Board shall specify one of the following two methods by which the Intermediate 50/70 All-Star Team shall be selected:
 - Through the holding of a tryout.
 - Ten (10) Players will be selected to the Intermediate 50/70 All-Star Team by a selection/evaluation committee consisting of all Intermediate 50/70 Division Managers from each team playing in the Intermediate 50/70 program and (2) independent raters. The Division specific Player Agent(s) shall chair the Intermediate 50/70 All-Star Team selection/evaluation committee.
 - Each member of the committee must attend the Player evaluations to participate in the selection/evaluation process.
 - The ten (10) players receiving the highest number of votes from the committee will be selected to the Intermediate 50/70 All-Star Team. In the event of a tie, the selection/evaluation committee shall continue to cast votes until the tie is broken.
 - The remaining two (2) or more Players will be selected by the Intermediate 50/70 All-Star Team Manager.
 - By Committee
 - Each Intermediate 50/70 Division team shall be represented by its Manager (or a Manager's designee ONLY in the event the Manager cannot be present). All eligible Managers in attendance shall be eligible to cast votes on a ballot listing all eligible players on the roster of Intermediate 50/70 Division teams. This list will appear in alphabetical name order.
 - The ten (10) Players receiving the most votes will be selected to the Intermediate 50/70 All-Star Team. In the event of a tie, the selection/evaluation committee shall continue to cast votes until the tie is broken.
 - The remaining two (2) or more Intermediate 50/70 All-Star players will be selected by the Intermediate 50/70 All-Star Team Manager.
- The Local League will formally release the names announcing the Players selected for the Intermediate 50/70 Division All-Star Team only after the team members have been established. Additionally, the announcement of those Players selected for the Intermediate 50/70 Division All-Star Team shall not be made before the official Little League All-Star team announcement date.

SECTION 8 THE JUNIOR DIVISION ALL-STAR TEAM

- The Junior Division All-Star Team will be comprised of those eligible Players from the Junior Division. Consistent with local league philosophy, the Junior Division All-Star Team shall be selected with the goal of advancing as far as possible in the District 54 tournament and beyond and that has the best chances to compete in and win the Junior League World Series.

- If League Age fifteen (15) Players are allowed to play in the Junior Division during the regular season, they may not be eligible for Junior Division All-Star Team selection. Eligibility is determined by rules provided by District 54 and or Little League International.
- If the Local League has only one Junior Division team, it will automatically advance to represent the Local League in All-Star play.
- If more than the maximum allowed number of Junior players allowed for All-Star selection, the Board shall specify one of the following two methods by which the Junior All-Star Team shall be selected:
 - Through the holding of a tryout.
 - Ten (10) Players will be selected to the Junior All-Star Team by a selection/evaluation committee consisting of all Junior Division Managers from each team playing in the Junior program and (2) independent raters. The Division specific Player Agent(s) shall chair the Junior All-Star Team selection/evaluation committee.
 - Each member of the committee must attend the Player evaluations to participate in the selection/evaluation process.
 - The ten (10) players receiving the highest number of votes from the committee will be selected to the Junior All-Star Team. In the event of a tie, the selection/evaluation committee shall continue to cast votes until the tie is broken.
 - The remaining two (2) or more Players will be selected by the Junior All-Star Team Manager.
 - By Committee
 - Each Junior Division team shall be represented by its Manager (or a Manager's designee ONLY in the event the Manager cannot be present). All eligible Managers in attendance shall be eligible to cast votes on a ballot listing all eligible players on the roster of Junior Division teams. This list will appear in alphabetical name order.
 - The ten (10) Players receiving the most votes will be selected to the Junior All-Star Team. In the event of a tie, the selection/evaluation committee shall continue to cast votes until the tie is broken.
 - The remaining two (2) or more Junior All-Star players will be selected by the Junior All-Star Team Manager.
- The Local League will formally release the names announcing the Players selected for the Junior Division All-Star Team only after the team members have been established. Additionally, the announcement of those Players selected for the Junior Division All-Star Team shall not be made before the official Little League All-Star team announcement date.

SECTION 9 THE SENIOR DIVISION ALL-STAR TEAM

- The Senior Division All-Star Team will be comprised of those eligible Players from the Senior Division. Consistent with local league philosophy, the Senior All-Star Team shall be selected with the goal of advancing as far as possible in the District 54 tournament and beyond and that has the best chances to compete in and win the Senior World Series.

- If the Local League has only one Senior Division team, it will automatically advance to represent the Local League in All-Star play.
- If more than the maximum allowed number of Senior players seek All-Star selection the Board shall specify one of the two methods by which the Senior All-Star Team shall be selected:
 - Through the holding of a tryout.
 - Ten (10) Players will be selected to the Senior All-Star Team by a selection/evaluation committee consisting of all Senior Division Managers from each team playing in the Senior program and (2) independent raters. The Division specific Player Agent(s) shall chair the Senior All-Star Team selection/evaluation committee.
 - Each member of the committee must attend the Player evaluations to participate in the selection/evaluation process.
 - The ten (10) players receiving the highest number of votes from the committee will be selected to the Senior All-Star Team. In the event of a tie, the selection/evaluation committee shall continue to cast votes until the tie is broken.
 - The remaining two (2) or more Players will be selected by the Senior All-Star Team Manager.
 - By Committee
 - Each Senior Division team shall be represented by its Manager (or a Manager's designee ONLY in the event the Manager cannot be present). All eligible Managers in attendance shall be eligible to cast votes on a ballot listing all eligible players on the roster of Senior Division teams. This list will appear in alphabetical name order.
 - The ten (10) Players receiving the most votes will be selected to the Senior All-Star Team. In the event of a tie, the selection/evaluation committee shall continue to cast votes until the tie is broken.
 - The remaining two (2) or more Senior All-Star players will be selected by the Senior All-Star Team Manager.
- The Local League will formally release the names announcing the Players selected for the Senior Division All-Star Team only after the team members have been established. Additionally, the announcement of those Players selected for the Senior Division All-Star Team shall not be made before the official Little League All-Star team announcement date.

SECTION 10 REPLACEMENT PLAYERS

The All-Star Manager is solely responsible for filling vacancies, drawing from eligible players that may occur on tournament teams.

SECTION 11 TEAM ANNOUNCEMENT

Selection of All-Star Players shall not be announced prior to such date designated by Little League International.

SECTION 12 ALL STAR MANAGER SELECTION

- Each All-Star team shall have one (1) Manager and one (1) or two (2) Coaches as set forth the Tournament Rules Section of the Official Regulations and Playing Rules. To be eligible for selection, All-Star Managers and Coaches must apply and shall not have been disqualified by District 54 or the Local League due to continuous violation of safety rules and standards. In the event a Board Member's spouse is a candidate for a Manager or Coach position, that Board Member will be allowed to cast vote for the candidate, but the Board Member will rescue themselves from the deliberation process among the remaining board members.

SECTION 13 SELECTION AND APPOINTMENT OF ALL-STAR MANAGERS AND COACHES

- The President shall appoint all candidates to manage and/or coach the Senior, Junior, Little League (Major Division League Age 11/12), League Age 10/11 and League Age 9/10 All-Star teams. To be eligible for selection as an All-Star Manager and/or Coach, a candidate shall have served as a Manager or Coach of a regular season team of the Local League: Juniors/Seniors (for Junior/Seniors All-Stars); Little League (for Major 11/12) or Major/Minor Divisions (for 10/11 and 9/10).
- The President may, at their discretion, consult with the Vice President Divisions, Player Agent and the Division Representative for the Division within which a proposed candidate/nominee managed or coached during the regular season prior to making an appointment. The President shall have the authority to, at their discretion, conduct interviews and/or consult with other persons with knowledge of any candidate's qualifications concerning the fitness for selection of any individual to serve as an All-Star Manager or Coach.
- Each All-Star Manager and Coach appointed by the President shall be approved by majority vote of the Board.
- Once approved by the Board, each All-Star Manager may suggest to the President, one (1) or two (2) persons to serve as All-Star Coaches for the respective All-Star Team(s). The President will be assisted in the selection process by one or more of the following: the Vice President Divisions, Player Agent, Director of Development Independent non-board member but a member of the league and the Division Representative from Division within which the suggested candidate managed or coached during the regular season. The President shall submit the names of those appointed to serve as All-Star Coaches to the Board for consideration and approval.

SECTION 14 DISCIPLINARY ACTIONS

If any Player, Manager, or Coach fails to perform/complete their All-Star commitment and obligations, unless sick or injured, that Player, Manager, or Coach may be subject to disciplinary action and sanctions by the Board, up to and including removal or replacement from the All-Star team and may include being declared ineligible for All-Star participation in any subsequent year. The Board, upon review of the circumstances related to the failure to complete such commitment, will determine the appropriate disciplinary action for any All-Star Player, Manager, or Coach.

ARTICLE XV SPORTSMANSHIP TOURNAMENT SELECTION

SECTION 1 PLAYER SELECTION

The Sportsmanship team shall consist of between 12 and 16 players, who shall be selected as follows:

- Each Manager in the AAA Minor Division shall select two Player representatives from their team who shall be nominated for participation on Local League's Sportsmanship Team. The Sportsmanship team manager is encouraged to select the team Player representative(s) after receipt of input from coaches on each team. The remaining players (14 minus 2 x the number of teams in Local League) may be selected by the Local League's Minor League Sportsmanship Team Manager, in consultation with the AAA Division Managers, the Vice President Divisions and the AAA Division Representative from those nominated to participate on the team by their regular season team Manager. In considering players to be selected as Sportsmanship Tournament team members, the Managers are strongly urged to consider the older players on their roster first, for characteristics such as leadership, sportsmanship, teamwork, effort, and thereafter, physical skills. Each manager is encouraged to select those players not expected to try out for or be selected to an All-Star team when possible.
- If any recommended Player is unable to participate for any reason, the Manager of the Sportsmanship team (in consultation with the Local League's Minor AAA Division Representative) shall select a replacement player from the remaining players on that same team when available or any team should the need become necessary.
- It is the intent of the Local League to provide non-All-Star Players on the Sportsmanship Team. However, participation on a Sportsmanship Team shall not disqualify a player from participating in the All-Star selection process.

SECTION 2 MANAGER AND COACH SELECTION

- The President shall appoint all candidates to manage and/or coach the Local League's Sportsmanship team. To be eligible for selection as a Sportsmanship team Manager and/or Coach, a candidate shall have served as a Manager or Coach of a regular season within the AAA Division of the Local League.
- Each Sportsmanship team Manager and Coach shall be approved by majority vote of the Board upon the appointment by the President. The President will at their discretion, be assisted in the appointment process by one or more of the following: the Vice President Divisions, Player Agent Independent non-board member but a member of the league and the AAA Division Representative prior to making an appointment to the Board. The President shall have the authority to, at their discretion, conduct interviews and/or consult with other persons with knowledge of any candidate's qualifications concerning the fitness for selection of any individual to serve as a Sportsmanship team Manager or Coach.

SECTION 3 ANNOUNCEMENT

- Selection of Sportsmanship team Players shall not be announced prior to such date designated by the Local League.

- The Local League shall notify, by letter, each Sportsmanship team Player of their selection and obligation.

SECTION 4 DISCIPLINARY ACTIONS

If any Player, Manager, or Coach fails to perform/complete their Sportsmanship team commitment and obligations, unless sick or injured, that Player, Manager, or Coach may be subject to disciplinary action and sanctions by the Board, up to and including removal or replacement from the Sportsmanship team and may include being declared ineligible for participation in any subsequent year. The Board, upon review of the circumstances related to the failure to complete such a commitment, will determine the appropriate disciplinary action for any Sportsmanship team Player, Manager, or Coach.

ARTICLE XVI SPORTSMANSHIP TOURNAMENT PLAYING RULES

SECTION 1 PLAYING RULES

The Operating Manual, Official Regulations and Playing Rules of Little League International, in tandem with the Constitution and Bylaws shall be binding on the Local League. In the event of a conflict between the Operating Manual and the Official Regulations and Playing Rules of Little League International and the Local League’s Constitution and/or Bylaws, the Operating Manual, Official Regulations and Playing Rules of Little League International shall prevail.

SECTION 2 DISCIPLINARY ACTIONS

Any Manager or Coach who fails to conform to the Operating Manual, Official Regulations and Playing Rules of Little League International, the Constitution and/or the Bylaws is subject to discipline. A second offense in a season will disqualify a manager or Coach from participating in All-Star play. Repeated offenses may be considered the cause for disqualification to serve as a manager or Coach within the Local League.

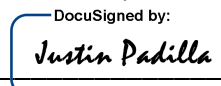
ARTICLE XVII AMENDMENTS

These Bylaws may be amended, repealed, or altered, in whole or in part, by a majority vote of the Board, at any duly organized meeting, if notice of such proposed change is included in the notice of such meeting. Notice of any proposed amendment to the Bylaws, along with the text of such amendment(s), shall be provided to each board member (via email) prior to the date of the meeting at which the Board may first consider such proposed amendment.

These Bylaws were approved by the Folsom American Little League Board of Directors on **October 23, 2024**.

President’s Signature:  _____ Date: 11-30-23

Jason Anderson, President

Secretary’s Signature:  _____ Date: 11/30/2023

Justin Padilla, Secretary

APPENDIX A LOCAL LEAGUE PITCHING AND CATCHING LIMITATIONS

SECTION 1 PITCHING LIMITATIONS

- Under no circumstance shall a player pitch in three (3) consecutive days.
- A pitcher, once removed from the mound, cannot return as a pitcher in the same game.
- A pitcher may not pitch in more than one game in a day.
- Maximum Pitch Limits:

Division	Maximum Pitches
Single A	2 Innings
AA	50
AAA	65
Majors	75 (League Age 10) 85 (League Age 11-12)
50/70, Juniors	95

- If a pitcher reaches the limit imposed above while facing a batter, the pitcher may continue to pitch to the same batter in that inning. In this case, a pitcher's pitch count when applying other pitch count rules is determined by the first pitch thrown to the last batter.
- Pitching Limitations for Catchers:
 - Any player who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.
 - A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

SECTION 2 REQUIRED REST DAYS

- Days of Rest Limitations (League Age 14 and under):

Number of Pitches	Minimum Rest Days
1 – 20	0
21 – 35	1
36 – 50	2
51 – 65	3
66+	4

- For the purposes of this rule, a Rest Day is defined as a non-game day.
 - Example: A player throws 55 pitches on Monday, requiring three (3) days rest. Tuesday, Wednesday, and Thursday are rest days. The player is eligible to pitch again no earlier than Friday.

APPENDIX B ROLES AND RESPONSIBILITIES OF EXECUTIVE BOARD MEMBERS

President: The President shall:

- Conduct the affairs of the Local League, and execute the policies established by the Board, in strict conformity to those policies and principles, of Little League, International as outlined in the Operating Manual and Official Regulations and Playing Rules as agreed to under the conditions of the charter issued to the Local League by said organization, and with this Constitution and the Local League's Bylaws.
- Give notice regarding all meetings of the Local League and the Board and preside over all meetings of the Board and Local League, as Chairperson.
- Present a report of Presidential and Board activities at each General and Special Meetings of the Local League and at the Annual Meeting.
- Communicate to the Board such matters as deemed appropriate and make such suggestions and feedback from the Board as appropriate, as may tend to promote the welfare of the Local League.
- Assume responsibility for the conduct of all Members of any class of the Local League. Ensure that all Members are conducting themselves in such a manner as to further the objective of the Local League as outlined in this Constitution.
- Designate in writing, other Officers, if necessary, to have power to make and execute for/and in the name of the Local League such contracts, leases, and agreements they may receive, and which have had the prior approval of the Board.
- Appoint all Managers, Coaches, and umpires for approval after consultation with the interview panel (if a panel was used) and by the Board. After verification of completion of the application process, the Vice President will ensure background checks are conducted. This duty may be delegated to another Director or Officer.
- Conduct, with the assistance of the Vice President of Divisions, the Annual Manager's Meeting
- Investigate complaints, irregularities, and conditions detrimental to the Local League and report thereon to the Board as circumstances warrant. Convene the Conduct Review Committee when necessary to address said detrimental conditions.
- Assess Local League strengths and weaknesses, making recommendations for change/improvement where warranted.
- Act as spokesperson for the Local League in all matters upon which the Board is authorized to act including acting as media relations liaison and community relations liaison.

Vice President of Operations: shall:

- Perform, in the case of the absence or disability of the President, the duties of the President, and when so acting, shall have all the powers of that office.
- With the assistance of the Player Agent(s) and registrar, examine the applications and support the proof-of-age documents of every Player candidate and certify the residence and age eligibility before the Player may be accepted for evaluations and selection.

- Prepare for the President's signature and subsequent submission to Little League, International: team rosters, as well as the All–Star and tournament team eligibility affidavits.
- Supervise and facilitate completion of the activities of the: Volunteer /Fundraiser /Sponsorship Director and coordinate Team Parent, Fan Fest, and Swag volunteer operations.
- Serve as the parliamentarian and Sergeant at Arms at all meetings of the Board.
- Order all uniforms, including postseason uniforms and Board Member Apparel.
- Conduct background checks on every Regular Member that completes a volunteer application who fulfills any role or responsibility that puts them in direct, repetitive contact with Player Members. Direct, repetitive contact is defined as any role that puts an individual in contact with a Player Member on more than a very occasional or one time basis.
- Perform such other duties as, from time to time, may be assigned by the Board or the President.

Vice President of Divisions: shall:

- Perform, in the case of the absence or disability of the President and the Vice President of Operations, the duties of the President, and when so acting, shall have all the powers of that office.
- Supervise and facilitate completion of the activities of the: Director of Development and Division Directors in coordination with Player Agent/s.
- Develop, with the assistance of the VP of Information, the Game Schedules (Spring and Winter) for all divisions including inter league.
- Develop, initiate, implement, operate, and maintain programs and systems for the purpose of collecting and publishing on the Local League website the win loss records and team standings in competitive Divisions and/or sub-Divisions of the Local League.
- Supervise and facilitate completion of the activities of the: Division Commissioner(s) as well as the following specifically assigned activities:
- Field Assignments (work with the City/National/Girls' Softball, etc.) in conjunction with the VP of Information and VP of Fields & Equipment.
- Assist the Division Director(s) with resolution of Division Problems
- Opening Day, if such an event is held, with assistance from the VP of Operations and the Team Parent/Volunteer/FALL Fan Fare Director.
- Develop, initiate, implement, operate, and maintain programs and systems for the purpose of collecting pitching data and eligibility statistics (e.g., dates of games appeared in, numbers of innings pitched, pitch counts, etc.) for all Divisions. Uses said data to assist the Division Commissioner(s) (Division specific), Team Managers and Coaches, and Umpires in enforcing compliance with pitching requirements and limitations as set forth in the Official Regulations and Playing Rules.
- Prepare, update, and maintain the Manager's Handbook and assist the President with the conducting of the annual Managers Meeting.
- Perform such other duties as from time to time may be assigned by the Board of Directors or the President.

VP of Fields and Equipment: shall:

- Inspect all team equipment before, during and after the season. If any compromise in integrity in equipment is found, this person will report the deficiency to the President and to the Safety Officer and Chief Umpire (or Safety Officer/Chief Umpire) of the Local League.
- Attend City meetings on behalf of the Local League, with President, Vice President of Operations and/or Vice President of Divisions, and work with the City of Folsom - Parks and Recreation Department and authorities from the local school district (FCUSD) to maintain the baseball fields used by FALL, so they are safe on which to play. Before the start of the season and during the season this person will conduct random site inspections. Any deficiencies found during these inspections will be reported, in writing, to the proper personnel at the park and Rec. office, to the President and in the minutes of the next Board meeting.
- Accept responsibility for developing, initiating, implementing, maintaining and/or overseeing the enhancement, improvement, repairs and/or modification of the Local League's playing facilities and fields.
- Order all necessary equipment for the Local League.
- Distribute to each Division Director (Division specific) the necessary playing equipment, field maintenance equipment and access keys for each team in the Local League and secure the return of all issued equipment and keys at the conclusion of the season.
- Check equipment before and after each season (Spring and Fall) and maintain appropriate levels of equipment inventories to ensure the smooth operation of the Local League.
- Prepare, prior to September 1st of each year, an annual equipment budget for Board approval.
- Prepare, prior to September 1st of each year, an annual property and equipment inventory list.
- Perform such other duties as, from time to time, may be assigned by the Board or President.

VP of Information: shall:

- Responsible for all league Digital Assets
- Manage League Website and SportConnect system
- Manage all information needs for evals and drafts
- Writes the League's schedule with guidance from the president and VP of Divisions

Secretary: shall:

- Be responsible for recording the activities of the Local League and maintain appropriate files, mailing lists, and necessary records, books, accounts, and records in condition for audit always and ready to turn over to their successor in the office of the Secretary (or Secretary/Treasurer).
- Keep the minutes of the Board meetings and annual meetings and cause them to be recorded in a book kept for that purpose.
- Conduct all correspondence not otherwise specifically delegated in connection with said meetings. Responsible for carrying out all orders, votes and resolutions not otherwise committed.

- Perform such other duties as, from time to time, may be assigned by the Board of Directors or the President.

Treasurer: The Treasurer shall:

- Receive all money and securities, and deposit some in a depository approved by the Board.
- Keep records of the receipt and disbursement of all money and securities of the Local League, including the Auxiliary. Approve all payments from allotted funds and draw checks, which must be countersigned by the Treasurer (or Secretary/Treasurer) and at least one (1) other member of the Executive Committee of the Local League in agreement with policies established in advance of such actions by the Board. Authorize electronic payment transactions through the Local League's financial institution's on-line system, which must be approved by the Treasurer and at least one (1) another member of the Executive Committee of the Local League. Prepare budget(s) (Spring and Winter). Prepare financial statements under the direction of the President for submission to the Board/Regular Members at the Annual Meeting and to Little League, International as requested. Prepare monthly financial reports for the Directors.
- Ensure that all accounts are properly designated and that there shall be no commingling of personal or non-league assets of the Local League.
- File, or cause to be filed, all annual State and Federal tax returns as required.
- Obtain an independent audit of the Local League's financial records if requested to do so.
- Perform such duties as, from time to time, may be assigned by the Board of Directors or the President.
- Manage payroll for contract workers including budget management and disbursement of required funds which includes, but may not be limited to, umpires and officials.

Player Agent(s) (Division specific):

NOTE: There may be more than one. The exact format is subject to Board approval. Such structure may include one of the following format: 1) If Board chooses it may have one that serves the entire Local League; or they may have two (2) – one that oversees T-Ball, Farm, Single A, and the Upper Divisions and one that oversees the AA, AAA, and Majors Divisions; or they may have three (3) - one that oversees T-Ball, Farm, Single A... one that oversees the AA, AAA, and Majors Divisions and one that oversees the Upper Divisions. None may act as Player Agent for any Division(s) in which their child(ren) is a/are Player(s).

As appropriate to the Division(s) served, the Player Agent(s) (Division specific) shall:

- Record all Player transactions and maintain an accurate and up-to-date record thereof.
- Assist the VP of Divisions in the verification of player residence and age eligibility.
- Supervise, facilitate, and coordinate activities surrounding:
 - all Player evaluations, with assistance from all Division Directors.
 - formation of teams with the VP of Divisions, for all non-draft divisions.
 - all Player transactions and/or selection meeting(s)/Drafts.
 - All-Star Player balloting.
 - All-Star selection meeting(s)/Drafts.

- Assist managers in resolution of Player personnel problems.
- Investigate and report to the President, Vice President of Divisions, and the Division Commissioner(s) (responsible for the Division within which the team to which the manager or coach is assigned) any written complaints or incidents involving any manager, coach, or player misconduct.
- Notify Little League, International of any subsequent Player replacements or trades.
- Participate in all Player ejection/suspension hearings.
- Notify such Player of the charges and time and place of ejection/suspension hearing.
- Perform such other duties as, from time to time, may be assigned by the Board of Directors or the President.

Safety Officer: shall:

- Coordinate and conduct safety clinics, (or cause Managers/Coaches to attend a District Clinic) prior to Opening Day. Attendance at one of these clinics is required for all approved managers and coaches of the Local League.
- Develop for Board approval the Local League's Safety Plan, in cooperation with the District Safety Officer. File said Safety Plan as required by Little League, International.
- Receive all injury notifications, completing incident or accident reports when necessary and filing same with the President and District Administrator (as warranted/required). Follow up with injured persons to assess their wellbeing. Assist injured persons with Little League, International insurance follow-up (when requested).
- Perform such other duties as, from time to time, may be assigned by the Board of Directors or the President.

Chief Umpire: shall:

- Oversee the officiating in every Division of the Local League.
- Hire, instruct and schedule all umpires. Ensure that they are properly applying the rulings found in the Little League, International Operating Manual, Official Regulations and Playing Rules and in the Local League Constitution and Bylaws.
- Perform such other duties as, from time to time, may be assigned by the Board of Directors or the President

APPENDIX C ROLES AND RESPONSIBILITIES OF BOARD DIRECTORS AND APPOINTED/NON-OFFICER BOARD MEMBERS

Equipment Manager/s: shall:

- Assist with equipment inspection, during and after the season.
- Inventory and identify equipment needed by division for the Local League on an ongoing basis.
- Check equipment before and after each season (Spring and Winter) and maintain appropriate levels of equipment inventories to ensure the smooth operation of the Local League.
- Perform such other duties as, from time to time, may be assigned by the Board or VP of Fields and Equipment.

Fields Manager/s: shall:

- Assist with developing, initiating, implementing, maintaining and/or overseeing the enhancement, improvement, repairs and/or modification of the Local League's playing facilities and fields.
- Distribute chalk and/or spray paint to assigned fields and sheds on a regular basis to ensure proper inventory levels during the playing seasons.
- Notify VP of Fields and Equipment of any ordering needs with plenty of time to allow for restocking.
- Perform such other duties as, from time to time, may be assigned by the Board or VP of Fields and Equipment.

Registrar: shall:

- Serve as the Local League's Registrar (Spring and Winter), responsible for all Player registration, Player eligibility and fee collection activities and assists the Player Agent(s) with transferring registration data into draft sheets and/or player rosters.
- With the assistance from the President, VP Operations and VP of Division, prepare, submit and/or place press releases and advertisements concerning events and activities of Local League with community print and electronic media as appropriate and in furtherance of the Local League's objectives and interests
- Perform such other duties as, from time to time, may be assigned by the Board or VP of Operations.

Webmaster: shall:

- Manage, maintain, and update the Local League's internet website.
- Maintain any necessary waitlists and assist with the Replacement Player process.
- Perform such other duties as, from time to time, may be assigned by the Board or VP of Information.

Sponsorship Director: shall:

- Work with Managers to secure sponsors for all teams.
- Ensure that all sponsors receive appropriate recognition (i.e., field banner, plaques, etc.).

- Attempt to secure signage sponsors for the Major Division field(s) and coordinate the creation and installation of sponsor signs.
- Use his or her best efforts to receive appropriate payment from all sponsors.
- Perform his or her duties by following any policies and procedures established by the Board.
- Perform such other duties as, from time to time, may be assigned by the Board or VP of Operations.
- We shall ensure all banners are put up and taken down at the start and end of each season.

Fundraising Director: shall:

- Report findings to the Board as to the available fund-raising activities/opportunities. Implement any fund-raising activity approved by the Board.
- Coordinate all fund-raising activities selected by the Board and ensure that any or all fund-raising activities comply with Little League, International's Official Regulations and Playing Rules.
- Perform such other duties as, from time to time, may be assigned by the Board or VP of Operations.

Director(s) of Development: shall:

- Oversee and be responsible for developing, initiating, and implementing programs and clinics designed to enhance the playing skills of players (including use of the Local League's Foundation Program) and/or coaching/managing skills of coaches/managers (including Instruction Materials and Binders).
- Develop, initiate, implement, and oversee programs for the purpose of assisting the President with evaluating the performance of Managers and Coaches of the Local League in all Divisions.
- Perform such other duties as, from time to time, may be assigned by the Board or President.
- Will operate as the FALL Ball commissioner with support from webmaster, VP of Operations, and the President.

Team Parent/Volunteers/FALL Fan Fest Director: shall:

- Ensure appointments and maintain a list of Team Parents for every team in the Local League.
- Facilitate Local League communications with the team parents.
- Conduct the annual pre-season team parent meeting.
- Assist the Vice President of Divisions with Opening Day if such event is held.
- Set up and run Picture Day.
- Order trophies.
- Run/staff any concession stands operated by the Local League, if any.
- Coordinate team volunteers for Local League activities (i.e., tournaments, firework sales, etc.).
- Organize the process by which teams obtain tickets for the Annual Little League Day at River Cats stadium.
- Perform such other duties as, from time to time, may be assigned by the Board or VP of Operations.

Division Director(s): As appropriate to the Division(s) served shall

- Communicate regularly with team managers and coaches in their assigned Division and advise the Board of the concerns and interests of managers and coaches. Each Division Commissioner shall assist the Equipment and Field Maintenance Director with collection, inventory and distribution of uniforms and equipment.
- Be responsible for maintaining the coaching standards that have been set up for their division.
- Organize and coordinate as Tournament Director any post season tournament within the Division to which the Commissioner is assigned.
- Coordinate and work cooperatively with the Director of Development for the purpose of evaluating the skill and performance levels of Players, Managers and Coaches of the Local League.
- Perform such other duties as from time to time may be assigned by the Board, VP of Divisions or Player Agent/s