



A Softball Division of  
Little League Baseball, Inc.

# BYLAWS

# LOCAL BYLAWS

Revision 19: 2/22/2021

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## SECTION 1 LITTLE LEAGUE SOFTBALL:

Smyrna Clayton Little Lass (SCLL) will adhere to all rules, regulations, and operating procedures as set forth by Little League Baseball, Inc. All managers, coaches, and umpires are responsible for knowing and adhering to said rules, as well as, the Local Bylaws approved by the SCLL Board of Directors. The Board of Directors voted and passed these Bylaws on February 5, 2020.

## SECTION 2 RULE CHANGE

The Board of Directors may add, drop, or change a local rule by a majority vote, at any time during the season. No part of these Bylaws shall supersede any Little League rule, regulation or policy.

## SECTION 3 PLAYER ELIGIBILITY

- A. Players 4 – 16 years of age are eligible to play in the SCLL. The SCLL will follow the current year Little League Age Chart for Softball. A player's age shall be determined by their age as of December 31<sup>st</sup> of the prior calendar year.
- B. Age brackets for players to participate are as follows:
  - a. Tee Ball/Pitching Machine Division (Ages 4 – 7)
    - a. Based on registration numbers the Tee Ball Division and Pitching Machine Division shall be combined to form one Division: Tee Ball/Pitching Machine Division
  - b. Minor League Division (Ages 6 – 10)
    - a. 6 & 7 year olds, with at least one year playing experience in the Tee Ball/Pitching Machine Division and parental approval, will be evaluated for advancement to the Minor League Division.
  - c. Major League Division (Ages 8 -12)
    - a. 8, 9 & 10 year olds, with parental approval, may be evaluated for advancement to the Major League Division.
  - d. Junior/Senior League Division (Ages 12 – 16)
    - a. All players ages 13 – 16 must participate in the Junior/Senior League Division. All 12 year olds, with parental approval, may be evaluated for advancement to the Major League Division.

## SECTION 4 REGISTRATION

- A. All players that desire to play softball in SCLL must register, including those players who were previously on a team roster.
- B. The President will set the registration dates and times each season. The League will present a notice of registration via school flyers, website, and social media so that all eligible players and parents/guardians can be aware of the registration dates and have the opportunity to register.

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- C. The SCLL Board of Directors will establish a cut-off date for registration. Those players registering after the established date may incur a late fee and team placement may be jeopardized.
- D. All parents/guardians must sign a medical waiver before their child may participate in any practices or games.
- E. All hardship waivers and deferred payment options are on a case-by-case basis and will be determined by the Hardship Committee.
  - a. All stipulations presented in the hardship waiver or deferred payment form must be satisfied by the specified date.
  - b. If requirements are not fulfilled as stated, a player's status could be affected the following year.

## SECTION 5 PLAYER RELEASE

- A. Managers may request to release players, and parents of players may request their child be released, from a team for any justifiable reason.
  - a. The request must be in writing and delivered to the President of the League (email shall be acceptable) at any time between the conclusion of the prior season and end of registration of the upcoming season. No requests will be considered if not received within this timeframe.
  - b. All player releases are subject to Board of Director approval. The Board will have sole discretion in determining what constitutes a "justifiable reason".
  - c. The President of the League shall notify the player agent, manager and the player (parent/guardian) in writing of the Board's decision. Such written notice will be given in time for the player to participate in evaluations and be selected by another team.

## SECTION 6 PLAYER EVALUATIONS

- A. The President will select the dates and times for player evaluations and adequate notice will be given to all eligible players.
- B. It is **MANDATORY** for the following players to attend player evaluations:
  - a. All new players to SCLL.
    - i. Exception new 4 – 7 year olds
  - b. All players advancing to the next upper division due to age.(i.e. 11 year old advancing to the Major League Division)
  - c. All players attempting to be advanced to the next upper division. (i.e. 6 & 7 year olds to Minor League Division or 8, 9 & 10 year olds to the Major League Division or 12 year olds to the Senior League Division).
  - d. All players released, with Board approval, from a prior team.
- C. Failure to attend player evaluations will be handled on a case-by-case basis by the League President and Player Agent. Non-compliance will impact player placement.

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## SECTION 7 TEAM DRAFTS

- A. The President will select the dates and times for team drafts and adequate notice will be given to Managers.
- B. The Player Agent, President, or assigned Board Member will preside over all drafts.
- C. Managers will draft for their respective division in the reverse order of finish of the previous regular season. The board has discretion to change this process as situations dictate it is in the best interest of the league to do so.
- D. The maximum number of players per team is 13. Whenever registration indicates the players in any division will exceed 13 players per team and there are enough non-committed players in the pool to establish a new team in that division (minimum of 11), an expansion team will be created. (See Little League Operating Manual and Attachment 2 of local bylaws)
- E. If registration indicates the number of players per team will drop below 11, the Player Agent will advise the Board of Directors. They may consider disbanding a team, moving it, or restructuring the Divisions. (See Little League Operating Manual for available options).
- F. Junior/Senior League Division
  - a. All players in the Junior/Senior League Division draft may be drafted in any round regardless of their age.
  - b. Those players not attending player evaluations will be drafted last.
- G. Major League Division
  - a. Draft order as follows:
    - i. 8, 9, 10, 11 & 12 year olds attending player evaluations
    - ii. 8, 9, 10, 11 12 year olds not attending player evaluations
    - iii. All 11 & 12 year olds MUST be drafted.
- H. Minor League Division
  - a. Draft order as follows:
    - i. 6, 7, 8, 9, & 10 year olds attending player evaluations
    - ii. 6, 7, 8, 9, & 10 year olds not attending player evaluations year olds attending player evaluations
    - iii. All 8, 9 & 10 year olds MUST be drafted.

## SECTION 8 PLAYER OPTIONS

- A. All draft options, except C (below) MUST be in writing (email shall be acceptable) and must be submitted to the Player Agent at least 48 hours prior to the draft.
- B. A manager may use an option during the draft under the following circumstances:

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- a. Daughter of the Manager
    - i. Manager will forfeit their 3<sup>rd</sup> round pick and their daughter will automatically be placed on their team.
    - ii. If the manager does not want their daughter on their team, a manager must submit in writing the desire to not draft his or her daughter prior to player evaluations.
  - b. Sister of Player(s) Currently on a Team
    - i. A manager must submit in writing the desire to draft the sister of a player currently on their team. The manager must draft the sister by the 3<sup>rd</sup> round of the draft.
  - c. Sisters in the Draft
    - i. When there are siblings in the draft, & a manager drafts the first sister, he/she has the option to draft the second sister in the following round of the draft. If the manager does not exercise this option, the second sister becomes available to be drafted by any team. Keeping sisters on the same team is strongly encouraged unless the parents request otherwise.
  - d. Daughter of a Returning Coach
    - i. A returning coach, through the manager, may request in writing the desire to draft his/her daughter provided the coach meets **BOTH** the following requirements:
      - 1. The coach has served as a manager or a coach in the League for the past year, AND
      - 2. The coach is returning to the same manager as last year.
    - ii. Manager will forfeit their 3<sup>th</sup> round pick and the daughter will be automatically placed on that team.
  - e. Multiple sibling/daughter options in draft
    - i. If there is a combination of daughters/siblings of returning managers/coaches in the draft, players must be chosen by the 4<sup>th</sup> round, and so on, if there are more daughters/siblings. (ex: Manager's daughter is selected as the 3<sup>rd</sup> round pick, returning coach's daughter/sibling on team, must be selected in the 4<sup>th</sup> round.)
- C. To avoid the possibility of selective coaching appointments as a way to draft certain players, no new coaches shall be appointed or approved by the Board of Directors until after the draft. NO EXCEPTIONS.

## SECTION 9 COMPLEX REGULATIONS

- A. The SCLL complex is a smoke free, including electronic cigarette devices, vapor, alcohol free, and firearms free environment. Any violation should be brought to the attention of the Director on Duty, or any Board Member on site. If violation is not immediately discontinued, violator will be requested to leave the complex.
- B. Bicycles, hover boards, skateboards, scooters and pets are prohibited on complex grounds.
- C. Use of drones during practices, games, or events is strictly prohibited without prior permission and coordination with the Board of Directors.

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- D. Spectators are expected to support their team from the bleachers and are not permitted behind the dugouts or backstop.
- E. Only the manager, two (2) approved coaches (3 for minor and Tee Ball/Pitching Machine Division), scorekeeper and roster players are permitted inside the dugouts. A team parent, in lieu of a scorekeeper, is permitted for the Tee Ball/Pitching Machine Division only.
- F. Players are to remain with their team at all times.
- G. Parents/Guardians should address all questions/concerns with the team manager (not coaches) after the completion of games or practices.
- H. Any use of the complex, facilities or fields outside the normal day-to-day operations will be coordinated through the President and/or Player Agent.
- I. All volunteers for the League must submit a Volunteer Application form to the League President. The League will, without cost to the individual, have a Criminal History Background screening done by the preferred vendor approved by Little League International. As a condition of service to the League, no adult shall be permitted to have access to, or contact with, players or teams until they have had a criminal background screening completed **and** have been approved by the Board of Directors. Information gathered for background checks and results shall be considered confidential, protected from public disclosure, and not used for any purpose beyond determining volunteer eligibility. All adults within the field of play **MUST** be approved by the Board of Directors.
- J. There will be no batting or throwing drills against any fences.
- K. All trash is to be placed in the trash receptacles located throughout the complex.
- L. As part of the registration process, parents and/or family members will pay a "volunteer fee". Parents/Family Members will have the opportunity to receive a "refund" of their volunteer fee by completing one of the following volunteer opportunities:
  - a. Work the concession stand on scheduled evening beginning at 5:30pm until approximately 8:00pm.
    - i. Concession stand volunteers must be 13 years of age or older.
    - ii. With the approval of the Concession Stand Manager, children ages 10-12 may work in the concession stand under their parent/family member's supervision.
  - b. Attend a free, Little League approved, umpire clinic and umpire one "complete" game.
    - i. A complete game is considered the completion of at least 4 innings.
    - ii. Must be 18 years of age or older to qualify for this refund opportunity.
  - c. Work one of the scheduled field cleanup events. Sign up is mandatory for these events as there will be a limited number of time slots available.
  - d. Volunteer at a Little Lass sponsored event for at least 2.5 hours.
- M. Two dates will be scheduled for those who have met their volunteer obligation and wish to receive their refund. One date will be midway through the season and the other will be at the end of the

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season. After June 30<sup>th</sup>, all volunteer fees that have not been refunded, will be considered a donation to the League, and no longer available for refund.

## **SECTION 10 GAME/PRACTICE REGULATIONS**

- A. All fields will be dragged and raked **AFTER EVERY PRACTICE AND GAME.**
- B. Scheduled use of the fields for practices must be coordinated with the Player Agent.
- C. Unexcused Game or Practice Absences
  - a. Definition of Unexcused Game or Practice Absence:
    - i. Not contacting a Team Manager or Coach at least one hour prior to a scheduled game/practice with a legitimate, parentally approved, reason for not being able to attend a scheduled game/practice.
  - b. If a player accumulates 3 unexcused absences, the player and a parent/guardian will have the option to appear before the board of directors and the team manager to explain why they should remain on the team roster.
  - c. If the player and parent/guardian do not meet with the board and team manager, the player will be removed from the team roster, and signup fees will be forfeited.
  - d. If after meeting with the board and team manager, it is determined that the player will remain on the team roster, no further action will be taken.
  - e. If after meeting with the Board of Directors, a fourth unexcused absence occurs, the player will automatically be removed from the team roster and signup fees will be forfeited.
- D. All weeknight games will begin at 6:00pm, with the exception of the Senior League Division during the high school softball season. These games will begin at 6:45pm until the conclusion of the high school season.
- E. Home team responsibilities:
  - a. Place bases and line field prior to the game
  - b. Provide game balls
  - c. Keep the scoreboard current during the game
  - d. Return scoreboard equipment to storage facility
  - e. Pick up all trash in their dugout and surrounding areas following the game
  - f. Complete a game summary sheet and submit to the concession stand following the game
- F. Visiting team responsibilities:
  - a. Remove the bases following the game
  - b. Rake and drag the field
  - c. Pick up all trash in their dugout and surrounding areas following the game
  - d. Lock the shed after storing bases and any field equipment used.
- G. Volunteer umpires, assigned by the Chief Umpire, will be provided for all Major & Junior/Senior Division games.



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- a. Umpires must be at least 18 years of age to be behind the plate. 16 & 17 year olds who wish to volunteer, are only permitted to umpire on the bases & must be approved by the Chief Umpire.
  - b. Umpire equipment will be provided by the League.
- H. A fifteen (15) minute grace period from the scheduled start time may be granted for fielding a team. If a team is not able to field a team, the game will be rescheduled.
- I. Metal cleats are only permitted in the Senior Division.
- J. All divisions will have each player play at least two innings (6 outs) defensively and have one complete turn at batting in every game except those called for darkness, time limits, run rule, or weather. (See Regulation IV – (i) Mandatory Play)
- K. For the Major League Division and above, the batter must keep at least one foot in the batter's box throughout their at bat. (Playing Rule 6.02(c) and exceptions for this rule)
- L. For the Major and Junior/Senior League Divisions, the pitcher shall have no more than one minute to deliver not more than 8 warmup pitches to the catcher at the beginning of each inning. (Playing Rule 8.03) The umpire shall have sole discretion in this area.
- M. Due to the frequency of defensive position changes at the Minor League level, there shall be no time limit for the pitcher to deliver no more than 5 warmup pitches to the catcher at the beginning of each inning. The pitcher/coach shall be responsible for enforcing this.
- N. SCLL will use the Alternate Method of Operation to create a pool of players willing to participate in extra games during the season when teams face a shortage of rostered players for a particular game. (Regulation V (c))
  - a. The Player Agent will create and run the pool
  - b. When a pool player participates in a game on a team other than her own team, the player will not be permitted to pitch in that game.
  - c. Pool players must play at least nine consecutive defensive outs and bat once per game they are called to participate in.
  - d. Manager cannot request a specific pool player.
- O. Make-up Games
  - a. Make-up games shall be rescheduled by the Player Agent based on the availability of fields and umpires.
  - b. A minimum of one day's notice shall be given to team managers for games rescheduled on weekdays and two days' notice shall be given for games rescheduled on weekends.
  - c. Failure to field a team at the scheduled time of play shall result in rescheduling the game. A grace period (15 minutes) is allowed.
  - d. Substitution rules shall be waived for games being continued whenever it is necessary to prevent a second rescheduled game.

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## P. Ties and Playoff Games

- a. In case of a tie for First Place position in the standings at the end of the regular scheduled season, First Place will be determined by the teams "Head To Head" record.
- b. If the teams are still tied, a single playoff game will be scheduled by the Player Agent and coordinated with the Chief Umpire.
- c. Home team will be determined by the flip of a coin. The game will be played without the run rule and no time limit.
- d. In case of a tie for any other position in the standings at the end of the regular scheduled season the winning team shall be determined first by head-to-head record and if still tied then total runs scored head-to-head.

## SECTION 11 CONDUCT & EJECTIONS

- A. The actions, on or off the field, of players, managers, coaches, umpires, and league officials must be above reproach. Regulation XIV(a)
- B. The home plate umpire will notify the Chief Umpire and President or Vice President, in writing, within 24 hours of the ejection of a manager, coach or player from a game.
- C. If a player, manager, or coach is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. A manager or coach ejected from a game must not be present at the game site for the remainder of that game. Any manager, coach, or player ejected from a game is suspended for his/her team's next physically played game and may not be in attendance at the game site. This includes pregame and postgame activities.
- D. All ejections will be reviewed by the Board of Directors to determine if additional action is required.
- E. Failure of an umpire to eject a player, manager, or coach from a game does not exempt the individual from disciplinary action by the Board of Directors.
- F. If a manager encounters a problem with an Umpire the procedure for filing a complaint is to call the Chief Umpire, President or Vice President, respectively.
- G. Any unsportsmanlike behavior or conduct of any player, manager, or coach while engaged in any practice, game, or function associated with SCLL, will come under the discretion of the Board of Directors. Any such conduct will be brought to the President's attention immediately.
- H. Spectators using abusive or improper language and/or action toward an umpire, player, coach, or another spectator should immediately be brought to the attention of the Director on Duty or any Board Member on site. The Director/Board Member shall handle the situation as necessary up to and including requesting that the individual immediately leave the SCLL complex. All incidents of this nature shall be documented in writing and submitted to the League President (email shall be acceptable).

## SECTION 12 MANAGER SELECTION & RESPONSIBILITIES

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- A. Anyone wishing to manage a team for SCLL must submit a request in writing to the President or Player Agent no later than the last day of player registration of the current year (email shall be acceptable). Managers will be approved by the Board of Directors at the next Board Meeting & will be notified in writing (email shall be acceptable) of the Board's decision.
- B. All managers, coaches, and individuals that interact with players must complete a Volunteer Application and pass a background check.
- C. Depending on the needs of a team, additional coaches can be approved by the League President and/or Player Agent after submitting to the required background check.
- D. All Coaches must be approved by the Board of Directors.
- E. All Managers and Coaches must read, understand and support the Little League Rules & Regulations, as well as the Bylaws of the League.
- F. Managers, for all age brackets must be at least 18 years of age.
- G. Managers and coaches are expected to attend SCLL and/or Little League sanctioned training as it becomes available, and participate in all League functions.
- H. All managers and coaches in all Divisions are encouraged to volunteer to umpire at least one game during the regular season. Arrangements can be made with the Chief Umpire to umpire either a Major or a Junior/Senior Division game.
- I. Only the manager or scorekeeper shall be permitted to interact with the umpire during a game. If the manager is not present, an acting manager will assume the managers duties.
- J. Manager and/or coaches are not permitted to argue judgment calls by the umpire.
- K. Managers and Umpires will attempt to resolve all problems on the spot without a protest being filed.
  - a. Protests shall be considered only when based on violation or interpretation of a playing rule, or use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. (Rule 4.19)
  - b. In the event of a protest, the protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest and the basis for the protest. The umpire shall instruct scorekeepers to note in their scorebooks the time/play when the protest was lodged. The game will continue.
  - c. Any protest must be submitted by the Manager in writing to the League President and Chief Umpire within 24 hours. The Umpire must also submit a report within that time frame. (Reports may be submitted via email)
  - d. A committee of designated Board Members will hear and resolve all protests.
- L. Managers **must**, and coaches are strongly encouraged to participate in SCLL sponsored First Aid and CPR/AED training as available.
- M. Managers must advise the Player Agent immediately if any player on their team quits.

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- N. Managers or Coaches may not verbally abuse or threaten a player with removal from a team. Any disciplinary problems will immediately be brought to the attention of the President.
- O. The Equipment Manager shall be responsible for documenting the issuing and returning of all League provided equipment. Managers shall return all League provided equipment within seven (7) days of the end of the season. (Exception: All Star Managers shall return equipment within seven (7) days of completion of tournament play). If a manager fails to return equipment after being contacted by the Equipment Manager, he/she may be required to reimburse the League for the cost of the equipment.

## SECTION 13 TEE BALL/ PITCHING MACHINE DIVISION

- A. Philosophy
  - a. Tee Ball/Pitching Machine Division is considered an instructional division with emphasis on learning the game of fastpitch softball and the mechanics associated with hitting, fielding and throwing. This is a **non-competitive division** in which no score should be kept, and no umpires are used.
- B. Managers and their coaches will be expected to follow the Little League Softball rules and the local bylaws for the Tee Ball/Pitching Machine Division, without deviation. There are no protests in this Division.
- C. Game Rules
  - a. All practices and games will be played utilizing an 11-inch Incred-A-Ball (safety ball) or dimpled pitching machine ball. Regulation leather covered softballs will not be used at this level.
  - b. The game should be played for a minimum of 1 hour. No new inning shall **begin** after 1 hour and 30 minutes, but the current inning will be completed. The Home Team Manager will be the official timekeeper.
  - c. An inning is complete after:
    - i. All batters in the lineup have batted.
      - 1. When the last batter comes up to bat, the Manager will call “two (2) outs” regardless of how many outs there are at the time.
      - 2. The inning ends when the next out is made or when the last batter runs all the bases and has crossed home plate.
  - d. Defense:
    - i. A minimum of 10 players will be in the field each inning in defensive positions. If managers agree, additional players may assume fielding positions on the grass.
    - ii. The catcher must wear full protective equipment and **stand off to the side** of home plate. After a ball is hit, the catcher may move to the home plate position to make any plays required.
    - iii. To give players exposure to all positions, players’ defensive positions shall be changed at the Managers discretion at any time during the game.
    - iv. It is mandatory that all pitchers and 1st baseman wear a helmet with an attached face guard during games and practices. It is mandatory that all players wear face guards.

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- v. Players will not field balls hit into the pitching circle when a pitching machine is being used. Adult machine operators will field the ball hit into the circle and the batter will be awarded first base.
- vi. Defensive substitution of players is allowed without regard to the batting order.
- e. Offense:
  - i. Teams will play with the bat-around rule. The batting order is to be continuous for the entire game. Every player on the roster is to be listed in the batting order for the entire game.
  - ii. As each batter comes to bat, a manager or a coach, using the pitching machine, will pitch as many as four balls for the batter to hit. If the player fails to hit one of the four pitched balls, the batter will use a batting tee for the remainder of the at bat.
  - iii. There are no strikeouts in this Division
- f. Runners:
  - i. On a ball hit into the outfield, runners may advance until an out is made or the ball is returned to the infield.
  - ii. On an infield hit, runners may only advance one base.
  - iii. Runners may not advance on an overthrow.
  - iv. No stealing or sliding
- g. Field of Play:
  - i. If a ball passes a white line drawn from the end of the 1st base fence line to the front corner of the bleachers, the batter is awarded a double and all base runners are advanced two bases. Fielders should be instructed not to cross the white line for safety reasons.
  - ii. When a ball is hit under the bleachers the batter is awarded a double and all base runners are advanced two bases.

## SECTION 14 MINOR LEAGUE DIVISION

- A. The Minor League Division is to provide training and instruction for those players who by reason of age or other factors do not qualify for selection to the Majors division. This division may use machine or player/coach pitch with Board approval.
- B. Managers and their coaches will be expected to follow the Little League Softball rules and the local bylaws for the Minor League Division, without deviation.
- C. Game Rules
  - a. The game should be played for a minimum of 1 hour and 30 minutes. No new inning shall **begin** after 1 hour and 45 minutes, but the current inning will be completed. The Home Team Manager will be the official timekeeper.
  - b. Games can end in a tie – If time has expired and the inning is complete, the game is over.
  - c. The run rule is 10 runs after 4 innings, (3½ if the Home Team is ahead). If the Visitors lead in the 4th inning the Home Team must bat in their half of the inning.
  - d. The coach/pitcher will be considered the umpire during their ½ inning in the field. They shall call balls and strikes and make all calls on the bases.

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- e. An inning is over when any of the following have occurred:
  - i. The traditional three out have been recorded.
  - ii. When a team scores 4 runs during an at-bat in the first 4 innings. A team may score unlimited runs in the fifth inning and above until they reach 3 outs, or they have batted around their lineup.
  - iii. All batters in the line-up have batted one time.
- f. Injured Players
  - i. An injured player may be skipped over in the batting order without penalty, when they return they must go back into the same batting order position.
  - ii. If a player is unable to run, the player that made the last out can run for the injured player.
- g. Offense:
  - i. The batting order is to be continuous for the entire game.
  - ii. Every player on the roster is to be listed in the batting order for the entire game.
  - iii. Batters may not advance to first base on a dropped third strike.
  - iv. Players may advance one base per overthrow on a batted ball.
- h. Defense:
  - i. Teams may play using 10 players defensively.
  - ii. It is mandatory for all defensive positions to use a face guard during games and practices.
  - iii. Defensive substitution of players is allowed without regard to batting order.
- i. Base Runners:
  - i. Runners may steal bases under the following rules:
    - 1. Runners may steal only if the ball passes the catchers heels.
    - 2. Runners on first or second base are entitled to steal only one base per pitch with liability to be put out.
    - 3. Runners are not entitled to advance more than one base per pitch even in the event of an overthrow at any base.
    - 4. Runners on third base may not steal home but are liable to be put out if they are off the base.
    - 5. Runners can only score on a batted ball.
  - ii. Runner is out when the runner slides head first while advancing. Rule 7.08 (4)
- j. Pitching
  - i. The pitching regulations for this Division shall follow Rule 8.01 Sections (a) through (v), and Note 1. The penalty for all subsections of rule 8.01, with the exception of subsection (i) is an illegal pitch.
  - ii. The penalty for a pitching violation in this Division shall follow these guidelines:
    - 1. If one of the managers sees that a pitcher is pitching illegally, they shall immediately call "Time" and bring it to the attention of the other manager and the pitcher.
    - 2. If both managers agree the pitcher made an illegal pitch, the pitch shall be called a ball (see exception below), and a "Violation Conference" between the managers and the pitcher will be held. After explaining the violation to the pitcher, the pitcher shall be allowed no more than three (3) practice pitches to make corrections before the game proceeds.

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3. **Exception** to the pitch being called a ball to the batter: If a play followed the illegal pitch, the manager of the offense has the option to accept the play. Such election shall be made immediately at the end of the play. However, if the batter hits the ball and reaches first base safely, and if all base runners advance at least one base on the action resulting from the batted ball, the play proceeds.
4. If, at any point in the game after the "Violation Conference", the Managers agree that the pitcher is still in violation, the pitcher shall be removed from the pitching position for the remainder of the inning.
5. The pitcher may return to the pitching position in a later inning, but will immediately be removed from the pitching position for the remainder of the game in the event of another violation.
- iii. The player/pitcher may strike out a batter on three strikes.
- iv. A player/pitcher may not walk a batter.
  1. If the player/pitcher has thrown 3 balls to the batter, the coach/pitcher will pitch to the batter until the ball has been hit or the batter strikes out. The player/pitcher will then return and pitch to the next batter.
- v. A batter hit by a pitch thrown by a player/pitcher will not be awarded first base.
  1. The pitch shall be counted as a ball to the batter, and the coach/pitcher will come in and pitch for the remainder of that batters at bat.
  2. The player/pitcher will return to pitch to the next batter.
  3. For batter safety, should the player/pitcher hit two batters in an inning, another player shall pitch the remainder of the inning. The original player/pitcher may return in a later inning and continue to pitch.
- vi. The pitcher must assume a defensive position within the pitching circle when the coach/pitcher is pitching.

## SECTION 15 MAJORS DIVISION

- A. Managers and their coaches will be expected to follow the Little League Softball rules and the local bylaws for the Major League Division, without deviation.
- B. Game Rules
  - a. The game should be played for a minimum of 1 hour and 30 minutes. No new inning should begin after 1 hour and 45 minutes, but the current inning will be completed. The umpire will be the official timekeeper.
  - b. Games are limited to 6 innings if time permits.
  - c. Continuous batting order will be utilized in this division.
  - d. It is mandatory that all defensive players use a face guard during games and practices.
  - e. Games can end in a tie – If time has expired and the inning is complete, the game is over.
  - f. If after three innings, two and one-half innings, if the home team is ahead, one team has a lead of 15 runs or more, the team with the lead will be the winner and the game will end.
  - g. The run rule is 10 runs after 4 innings, (3½ if the Home Team is ahead). If the Visitors lead in the 4<sup>th</sup> inning the Home team must bat in their half of the inning.

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- h. If a player does not meet the mandatory playing time requirement time due to a game shortened by a 10 or 15 run rule, those players must start the next game that the team plays, in which the player is present, and play any previous mandatory play requirements not fulfilled in addition to the new mandatory play requirement for the new game.
- i. Runners are permitted to steal home.
- j. Batters may advance to first base on a dropped third strike providing:
  - i. first base is not occupied, or
  - ii. first base is occupied with two outs.
- k. Runners may steal or take a lead when a pitched ball leaves the pitchers hand.
- l. Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.
- m. Any runner is out when the runner slides head first while advancing. Rule 7.08 (4)
- n. An inning is over when any of the following have occurred:
  - i. Three outs have been recorded.
  - ii. All batters in the line-up have batted one time.
  - iii. When a team scores 6 runs during an at-bat in the first 3 innings. A team may score unlimited runs in the fourth inning and above until they reach 3 outs, or they have batted through their entire lineup..
- o. The In-Field Fly rule applies in this division.
- p. If a player is late, add her to the end of the lineup upon her arrival. If a player is injured, skip her spot in the batting order and do not count it as an out. If she is able to return to the game, put her back in her original spot in the batting order.

## **SECTION 16 JUNIOR/SENIOR DIVISION**

- A. Managers and their coaches will be expected to follow the Little League Softball rules and the local bylaws for the Junior/Senior League Division, without deviation.
- B. Game Rules
  - a. The game should be played for a minimum of 1 hour and 30 minutes. No new inning should begin after 1 hour and 45 minutes, but the current inning will be completed. The Umpire will be the official timekeeper.
  - b. It is mandatory that all defensive infield players use a face guard during games and practices.
  - c. Continuous batting order will be utilized in the senior League division.
  - d. Games can end in a tie – If time has expired and the inning is complete, the game is over.
  - e. If after four innings, two and one-half innings, if the home team is ahead, one team has a lead of 15 runs or more, the team with the lead will be the winner and the game will end.
  - f. The run rule is 10 runs after 5 innings, (4½ if the Home Team is ahead). If the Visitors lead in the 5<sup>th</sup> inning the Home team must bat in their half of the inning.
  - g. If a player does not meet the mandatory playing time requirement time due to a game shortened by a 10 or 15 run rule, those players must start the next game that the team plays, in which the player is present, and play any previous mandatory play requirements not fulfilled in addition to the new mandatory play requirement for the new game.
  - h. Runners are permitted to steal home.



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- i. Batters may advance to first base on a dropped third strike providing: (1) first base is not occupied, or (2) first base is occupied with two outs.
- j. Runners may steal or take a lead when a pitched ball leaves the pitchers hand.
- k. Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.
- l. There is no run per inning rule for the Junior/Senior League Division.
- m. The In-Field Fly rule applies in this division.

## **SECTION 17 FALL BALL**

- A. All Regular season rules and Bylaws will be followed for Fall Ball.
- B. Age brackets for players shall be the same as during the regular season with the following exception:
  - a. If a player is eligible to try out for the next age level in the following spring season, the parent/guardian may opt to sign their child up for the advanced age level for Fall Ball.
- C. Team Selection
  - a. Players will be assigned to teams by the Fall Ball Director in the following order: according to position (attempting to insure that all teams have a pitcher and catcher), player/parent requests, and player's age.
  - b. It is the Fall Ball Director's responsibility to ensure that all teams are properly balanced with regard to age as stated in the regular season rules.
  - c. Roster trades between teams will be considered by the Fall Ball Director as long as they are received prior to the ordering of shirts. After shirts have been ordered, trade requests will be considered only for extenuating circumstances and decided on a case-by-case basis.
- D. The Fall Ball Director will be responsible for creating a game schedule for each Division.
- E. If two teams of 12 players each, cannot be created within a single Division, the Fall Ball Director may opt to dissolve that Division and refund any monies received from registration.

## **SECTION 18 TOURNAMENT ALL STAR & SPECIAL GAMES TEAMS**

- A. Eligibility
  - a. Eligible players are any player who has participated as an eligible player in 60% of the regular season games played as of June 15th.
  - b. All Star selections are confidential and may not be released until June 1<sup>st</sup>.
- B. Manager Selection Process
  - a. The manager of the team that finishes in first place in their respective division will get the first right of refusal of managing the All Star team in the division in which they manage. If the manager refuses, the option will go to the next placed team, and so on from there.
  - b. The Board of Directors shall have sole discretion in approving Tournament team Managers.

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- c. If there are no interested managers within the division, the option will go to other division managers, and then coaches if no managers are interested.
  - d. Once approved, Tournament team Managers are encouraged to ask other regular season Managers/Coaches to join their Coaching staff.
  - e. Managers must be willing to manage a team that may not include his/her child.
  - f. The Manager and coaches must follow the same commitment policy as required of the players.
- C. All Star Teams
  - a. 12 – 16 year olds
    - i. The Board of Directors may elect to enter one or two teams from this Division.
      - 1. Junior League
      - 2. Senior League
  - b. 8 – 12 year olds
  - c. 8 – 10 year olds
- D. Special Games Teams
  - a. The Board will determine whether to enter team(s) into Special Games Tournaments.
    - i. Lynn Deakins
    - ii. 7 – 9 year olds
- E. Player Selection
  - a. The Tournament All Star teams shall be selected before any Special Games teams are selected.
  - b. Team Managers must submit his/her team's nominations to the Player Agent at the Tournament Teams Selection Meeting. If a manager is unable to attend the selection meeting, a Board approved coach for that team may submit nominations on the manager's behalf. Either the coach, or in the absence of a coach, a member of the Board of Directors may vote for players on behalf of the excused manager.
  - c. All managers will nominate players from their individual team who they consider to be All Star caliber players.
  - d. All managers will be given a ballot after all player nominations are complete. Managers shall complete the ballot by writing the names of their top ten (10) picks from all the nominated players.
  - e. The Player Agent will perform tabulations of the ballots and these tabulations will be verified by at least one other Board member.
  - f. The ten players in each All Star age group with the most votes will be the All Star players for that Tournament team.
  - g. All Star managers will then select a minimum of two, but not more than four, additional players from the pool of nominees.
  - h. After the All Star Tournament teams have been selected, the League will determine how many (if any) Special Games teams will be selected. A minimum of 11 and a maximum of 13 players per team are required.
  - i. The selection for the Special Games team(s) shall be the same procedure used to select the All Star teams.
    - i. If a player has already been selected for an All Star team, they cannot be selected for a Special Games team.

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## TABLE OF ORGANIZATION

Attachment 1

### Board of Directors and Committees

Board at Large*	League Officers*	Committee Members
Minimum of Three Positions	President	Public Relations
	Vice President	Training Manager
	Secretary	
	Treasurer	
	Player Agent	
	Chief Umpire	
	Fundraising Manager	
	Concession Manager	
	Safety Manager	
	Complex Manager	
	Equipment Manager	
* Voting Position		

### Attachment 2

#### **One Team Expansion:**

SCLL will utilize Expansion Option Three as noted in the Little League Operating Policies:

The team with the least amount of returning players will submit one player into the expansion pool and in doing so will establish the key to the number of players all other teams can retain.

Example:

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- Team One has four returning players: they will submit one player to pool
- Team Two has five returning players: they will submit two players to pool
- Team Three has five returning players: they will submit two players to pool
- Team Four has six returning players: they will submit three player to pool

The expansion team manager will pick three players from the expansion pool and all other players will return to their existing team.

## Expansion Team Example

Draft Round	New Team	Team 2	Team 3	Team 4	Team 5
Preliminary Round	Pick from Player Pool				
	Pick from Player Pool				
	Pick from Player Pool				
1	Pick	Pick	Pick	Pick	Pick
2	Pick	Pick	Pick	Pick	Pick
3	Pick	<b>Sister</b>	Pick	<b>Sister</b>	<b>Daughter (Minor)</b>
4	Pick	Pick	Pick	<b>Sister</b>	Pick
5	Pick	Pick	<b>Daughter</b>	Pick	Pick
6	Pick	Pick		Pick	Pick
7	Pick	Pick		Pick	Pick
8	Pick			Pick	Pick
9	Pick			Pick	Pick
10	Pick			Pick	
11	Pick				
12	Pick				

NOTE: Only managers (see Operating Policy of Draft Options (4)) have the option to automatically have daughters & sisters placed on their team. Daughters of potential coaches do NOT have this option.

### Team Reduction:

Returning players from teams being eliminated will need to attend player evaluations and identified as "returning players" All "returning players must be drafted prior to any new 6 or 7 year old.