East Orange County Little League

Local League Rules/Bylaws



Last Updated

01/15/2020

East Orange County Little League (EOCLL)

Local League Rules

As adopted by the EOCLL Board of Directors on 01/13/20

 This document expires at the end of every fiscal year and must be renewed annually. It includes the local board's specific ground rules for the separate divisions as well as their procedures for selection of the All-Star Tournament Teams. The local rules/bylaws are to be distinguished from the Little League Constitution of the which spells out the duties and responsibilities of the individual officers of the board, definitions of membership, election procedures, meeting requirements, etc. Because each local Little League Board of Directors has the authority to change these types of procedures, they require consent only from a Board majority themselves, without general membership approval to do so. No part of the local rules/bylaws can conflict with or supersede any Little League rule, regulation, or policy.

***The various items in this document contain information that is pertinent to the Managers, Coaches, and Players. It is the Team Manager's responsibility to make sure his/her Coaches and Players are aware of the By-laws. The Head Coach and /or Manager can be the same person during the regular season.***

**Mission:** To provide a completely volunteer run program that can firmly implant in the children of the community the ideas of good sportsmanship, honesty, loyalty, courage, and teamwork. The League's goal is to teach players to become better young men and women, to respect authority, to respect others, and to respect themselves. To learn to work together and help each other regardless of their differences. To instill a sense of community and pride, that they will grow up to be happy, healthy, decent, well adjusted, and trustworthy citizens who can be a productive part of their community and nation. Who may want to give back to their League or Community in the future.

**10 and 15 Run Rules:** (Little League rule 4.10(e))

**Rainouts / Rescheduling:**

The President, Vice-President, Umpire, or their designee will determine field playability before all scheduled games. Every effort will be made to notify all affected team managers as soon as possible if the determination is made that the field conditions are unplayable or unsafe. ***It is the Managers and Parents responsibility to follow the League Facebook page for updates.***

 Once a game is started, the umpire will determine if conditions become unplayable, primarily from a safety perspective. Game rescheduling will be determined by the next available open time / date on the master schedule. **Exceptions: If rescheduling causes any one team to have more than three games in one week** (Monday thru Sunday). Program Directors will make every effort to accommodate those affected teams through rescheduling. Minor Coach Pitch and T-Ball Managers will determine conditions if there are no umpires for their games.

**Request to Re-Enter the Draft:**

Requests to be released from a previous team and to reenter the draft must be summited in writing to The League Player Agent, The President of the League, or the Vice-President at least two days prior to the draft. All requests made after the draft will need approval from **The Board.**

**Requests to Move Up or Play Down:**

Parents who wish to request that their child move up or play down in the next age bracket or league must comply with the following:

1. The player must be eligible for that division of play.
2. The request must be made in writing.
3. The request must be made by the last advertised registration date.
4. The player may be required to participate in a tryout.
5. A three-person committee, appointed by The League Board shall evaluate the player's skill level to determine if the player should be permitted to move up or down. A coach who may be affected by the child's movement up or down cannot be on the committee.
6. Any player who moves up can only participate on the All-Star team of the age group they moved into, if selected, and if eligible.
7. **The committee's determination is final. The committee does not need to explain their decision.**

**Late Registration:**

 The entire registration fee must be paid before a player is permitted to be registered. A limited late registration policy is utilized by the EOCLL. Late registrations can be accepted to equalize the number of players on each team in a League or increase roster(s) to 12 players.

 Late registration player applications will be accepted on a first come, first serve basis based on the time the late registration form and fee are received by the **Player Agent of the East Orange County League Board.** The entire registration fee must accompany the application in order to be considered. The registration fee will be returned if the player is not assigned to a team. The application will be kept on file for the season in the event that other slots open up on a team.

 Any Player who registers late is not guaranteed to be placed on the same team that he or she played on in the previous year. If the division the player is registering for does not have an opening the player will be put on a waiting list and contacted if/when an opening becomes available.

**Financial Aid/Refunds:**

If a family is in need of help, they may request financial assistance. They may apply to the board in writing explaining their situation and the amount they can afford to pay. Volunteering their time may be considered in lieu of payment if applicable, but must be decided by a majority vote of the board. Requests for assistance will be considered on a case by case basis as will any request for a refund. Refunds must be requested before the day of tryouts as set by the current board and will be approved or denied by a majority vote of the Board. No financial assistance will be offered to anyone filing a late registration. A committee of 4 board members may be substituted to decide these matters if the board decides to appoint them.

**League Boundaries:**

 The geographical boundaries established for Baseball and Softball teams organized through the EOCLL shall be determined by the Virginia District 14 Administrator and approved by Little League International. A player must play within the league's geographical boundaries in which the player resides. This is determined according to the legal residence of the player's legal guardian. Most recent determined league boundaries follow the Orange County Public Middle School Division Line set in 2011.

 A player is also permitted to play under EOCLL if he/she lives outside the league boundaries but attends a school within the league boundaries using a Little League School enrollment form signed by the attended school principal or assistant principal, or administrator for verification.

**Umpire Policy:**

1. All EOCLL Umpires shall be required to complete a Little League Volunteer Application and a Background Check thru the League before they may step onto the field.
2. At the discretion of the Umpire Coordinator, League President and/or the Vice President, a youth umpire may umpire a game behind the plate provided they are age 16 or older and in the field if they are age 14 or older and not umpiring a game within his or her own age group. Youth umpires must have an Adult Umpire on the field or at the field with them as an adult Game Coordinator [per rule 9.03 (d)].
3. Volunteering umpires will be instructed on basic field mechanics and rules of the game from the Umpire Coordinator. An Umpire Clinic should be provided at the beginning of the season for all to participate in to learn the basics of both plate and field umpiring.

Male Umpires must wear a protective cup [per rule 9.01 (a) note 1].

New umpires will be paired with experienced umpires in the beginning of the season to be indoctrinated in the task of umpiring Little League games when possible.

A basic set of plate gear consisting of a mask, chest protect/pad, shin guard, ball bag and plate brush are available in the press box sheds for use during a game.

Plate umpires are highly encouraged to wear plates shoes or steel toe footwear.

Umpires will volunteer for games by signing up to umpire scheduled games on a posted game schedule. If for any reason an umpire cannot make a game that he/she volunteered to call, they must contact the Umpire in Chief so another umpire can be found to cover the game.

**PLAYER/COACH/PARENT/FAN EJECTION**

All Managers and Coaches must adhere to the EOCLL Manager/Coach's Code of Conduct. (See page 9)

 The following behavior by a player, coach, parent or fan will warrant an immediate ejection from the game:

* The throwing of helmets, bat, gloves, or other equipment; displaying unsportsmanlike conduct on the field or in the dugout.
* Profanity
* Tobacco and/or Vapor Cigarette Device use.
* Other unacceptable behavior a determined by the Umpire.

**Penalty:** The person ejected from the game shall leave the playing field and dugout area. A Player or Coach is not allowed in the dugout or the playing field if he/she has been ejected or is serving the one game mandatory suspension. The Player or Coach shall not have any contact with the team during a game in which he/she has been ejected or is serving the one game mandatory suspension. All ejections may be subject to further disciplinary action by the Board of Directors.

**T-BALL LEAGUE (4-7 Years Old) Rules**

The primary goal of this league is to begin to instruct young players in the fundamentals of baseball in a supportive team environment. All batters will hit the ball from a tee. **NO scorekeeping** will be kept for the 4-7 years old T-Ball League. Play is for players to be introduced to the game of baseball and have fun-not to compete.

 1. In each inning, both teams bat completely through their lineup before switching positions, no matter the number of outs. All games will be played four full innings. In the event a game is stopped due to weather, the game will be considered complete if three full innings have been played or the time has reached 90 minutes. All games have a 90-minute maximum time limit.

 2. Games played regardless of the number of players.

 3. Stealing, bunting and sliding are not allowed.

 4. Each infield position including the catching and pitching position must be manned. If a player arrives after the game has started, he/she will be added at the bottom of the batting order.

5. Each player must hit from a batting tee. It shall be adjusted to a height that allows the batter to

 swing level.

6. On-deck batters will not be allowed. All players of the offensive team, except for the batter and

 players occupying a base, must remain in the dugout.

**COACH PITCH (MINOR LEAGUE) (5-8 Years Old) RULES**

The basic concept of this league is to prepare the players for Minor League ball while making the game safer, more fun and interesting for young players. The ball is to be thrown at a safe speed **only by the coach (no player pitch)** to provide controlled pitches and diminish the fear of being hit by a fast pitch ball. **NO scorekeeping** will be kept for the 5-8 years old Coach Pitch League. All games have a 90-minute maximum time limit.

1. The game length will be 6 innings or a 90-minute time limit, whichever is reached first. The side is retired by 3 outs or going through the lineup in an inning. The 90-minute time limit starts at the scheduled start time not the first pitch.

2. Each player will receive 5 pitches. If the batter fails to hit the ball in 5 pitches, the tee is set up and the batter has 1 swing. If the tee is hit, the batter gets 1 additional swing at the tee. If the 5th pitch is fouled, the batter is allowed another. Balls and strikes are not called but the batter can strike out by swinging 3 times and not hitting the ball.

 3. Stealing, bunting or sliding is not allowed.

 4. Coaches need to jointly agree where to pitch from before the game begins.

 5. Ten (10) players are allowed on the field defensively (4 each in the outfield and infield, 1 pitcher and 1 catcher).

 a. The defensive pitcher must be positioned on either side of the Pitching Coach but not in front of or directly behind.

 b. The catcher takes his/her normal position in full gear (BOYS MUST WEAR A CUP!)

 6. A team cannot play with less than 8 players. Each infield position including the catcher and pitcher positions must be manned if a team only has 8 players.

 7. Each player must play 2 innings defensively.

 8. All players present for the game will be entered in the lineup to bat. All batters in the order they appear on the line-up throughout the game. If the player arrives after the game has started, he/she will be added at the bottom of the batting order. The opposing coach must be notified in the event of a late arrival. If a player leaves a game before its completion, all players blow that player in the order will be moved up in one position.

 9. Each batter receives a maximum of 5 pitches. If the batter strikes out or if the ball has not been hit into play after 5 pitches, the batter is out. If the batter fouls the 5th pitch, batter will receive pitches as long as batter continues to foul the pitch.

 10. The first time the batter throws the bat in the act of hitting, the umpire/coach shall issue the player a warning. If the same player throws the bat a second time in the act of hitting the ball during the game, the umpire shall call the batter out. The batted ball will be called a "dead ball" and all runners shall return to the base they occupied prior to the play.

 11. On-deck batters will not be allowed. All players of the offensive team, except for the batter and players occupying a base, must remain in the dugout.

 12. Pitcher must be at least 46 feet from home plate on either side of the pitching coach.

13. The offensive team can have 2 coaches on the field (a first and third base coach are allowed but shall be confined to a coach's box). The defensive team will be allowed to have 1 coach on the field. The defensive coach on the field must remain in the outfield grass while the ball is in play.

14. Special Dead Ball Situations (Time shall be called):

 a. The ball will be declared dead when the defensive team stops the lead runner or the lead runner abandons the effort to advance.

 b. The ball will be declared dead when a player is injured and in the coaches judgment is unable to continue the play.

 c. The coach shall call "Time" when, in his/her judgment, any of these situations occur.

**RULES FOR ALL DIVISIONS OF BASEBALL AND SOFTBALL**

1. League opts to Mandate Rule 6.02 (c) (page 92 in the 2019 Baseball rule book; page 90 in the 2019 Softball)- for All Baseball and Softball Divisions: batters must keep one foot in the batter's box during their at-bat.

**Summary:** Local League Option: After entering the batter's box, the batter must remain in the batter's box with at least one foot throughout the at bat.

**Exceptions:**

On a swing, slap, or check swing.

When forced out of the box by a pitch.

When the batter attempts a "drag bunt" in baseball [or attempts a "slap" or "slap bunt" in Softball]

When the catcher does not catch the pitched ball.

When a play has been attempted.

When time has been called.

**BASEBALL:** When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.

**SOFTBALL:** When the pitcher leaves the 16-foot circle or the catcher leaves the catcher's box. On a three-ball count pitch that is a strike that the batter thinks is a ball.

**Penalty:** If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning the umpire shall call a strike. Any number of strikes can be called on each batter.

2. The league opts to establish a rule to address thrown bats. The first time the batter throws the bat in the act of hitting, the umpire/coach shall issue the player a warning. If the same player throws the bat a second time in the act of hitting the ball during the game, the umpire shall call the batter out. The batted ball will be called a "dead ball" and all runners shall return to the base they occupied prior to the play.

**Rules for Both Minor and Major Baseball/Softball (7-12 Years Old - If applicable)**

1. All Inter-League games will count towards official league standings as any Inter-League games for all divisions that track wins and losses.
2. The Visiting Team is the official pitch count recorder (Baseball only). Both teams must record in their own score books the number of pitches per player. The Managers must sign each other's book, followed by the official umpire of the game. Without these signatures, the game may not be counted as an Official Game by the league player agent.
3. Home team keeps official score book.
4. A Pool Player Roster will be kept and utilized by the League Player Agent. It is to be used in the event of a team game shortage of players. Managers must notify the Player Agent as soon as they know they will have less than 9 players.
5. All games will be played as scheduled. Exceptions will be as follows:
	1. If the game is called due to bad weather, the teams involved will be rescheduled on the first available rain date.
	2. If any team is unable to field 9 players because of an Orange County Public School Function, the manager must notify the Player Agent and Scheduler at least 3 days in advance. Failure to follow this procedure may result in a forfeiture of the game by the player shortened team. If the player shortage is an Inter-League game requiring travel for either team, it will result in a forfeit.
	3. Games can only be rescheduled one time, except for weather related causes and at the Player Agents' and Scheduler’s discretion.
	4. Sunday's will be utilized for make-up games.
6. All-Star Tournament Selection Method:
	1. All managers and coaches will be selected by the Board of Directors based on a majority vote as to the coach they believe would be the best representative of the league from the divisions chartered to participate in the All-Star Tournament. Coaches must have completed the online NFHS Concussion Training Certification prior to the start of practices if not already completed and turned in to the Safety Officer as well as fulfilled their umpire requirements if any, during the regular season.
	2. Players chosen must have played in the Minor League Division to be eligible for the 8, 9-10, or 10-11 All-Star Tournament. Players chosen must have played in the Major League Division to be eligible for the 10, 11-12 All Star Tournament.
	3. A try-out evaluation process may be used to aid in the All-Star Tournament selection process if it is deemed necessary by the Board of Directors. Try-outs will be open to every player that meets the age requirements

for their division being chartered and who provides the necessary documentation required for the All-Star Tournament. The purpose of the try-out will be to evaluate and score each player's strengths to make a competitive team. Each team will be comprised of at least 12 but no more than 14 players.

* 1. Between the last two weeks of the Baseball regular season and the try-outs date, the major division team managers shall query all players on their eligibility, availability, and desire to participate on the 10, 11-12 All-Star Team. The Minimum required attendance is all games and at least 2/3 of all practices that may be held during the entire All-Star District Tournament Season. The district tournament season begins upon selection of the All Star teams (mid-June) and normally ends around the beginning to mid-July. The Regional and State levels can continue from mid-July into possibly August. The manager shall prepare a list of eligible, available players and provide it to the league Vice President prior to the try-out/evaluation date. Softball typically has one team per Division and the league managers shall select the All Stars based on their season performance and provide the All Star lists to the league Vice President.
	2. To be eligible for Baseball All Stars, a player may have to participate in the All-Star tryouts/evaluations. There may be one make-up session for any player who cannot attend the scheduled evaluation due to an emergency or prior commitment (i.e. funeral, wedding, etc.) if the Vice President of the league is notified in writing via email prior to the evaluation date and a make-up session is scheduled within 3 days with no exceptions.
	3. There will be a uniform fee to play All-Stars for both Coaches and players to be determined by the Board and subject to the specific uniform cost at the time.
	4. For the Minor League, an Inter-League All-Star Tournament may be played utilizing a set number of players chosen from each team, to be determined by the number of teams. For instance, there will be no more than 5 players from any one team when there are 3 or 4 Minor League teams. Alternatively, the same tryout selection method as stated above may be used, or the Coaches may pick their best players for consideration and the League player agent, President, and Vice president will select the Minor League All Stars.

**Minor League Baseball (7-11 years old) Rules**

1. The games length will be 6 innings with each team batting through the entire team roster/lineup.
2. Nine (9) players are allowed on the field defensively. Ten (10) in a non-competitive game only (4 in the outfield).
3. A team cannot play with less than 8 players. Each infield position including the catcher and pitcher position must be manned if a team only has 8 players.
4. Each player must play 2 innings defensively.
5. All players bat in the order they appear in the line-up throughout the game. If a player arrives after the game has started, he /she will be added at the bottom of the batting order. The opposing coach must be made aware of the late arrival ASAP.
6. The number of runs scored in an inning is capped at 5. A side is retired by three outs or 5 runs in an inning. Once 5 runs are scored their half of the inning is over, additional base runners who may score during the play are not counted. The only exception to this rule is for the last full inning of the game. If the game is going to be shortened due to the time limit or darkness, the umpire shall announce the last inning and the 5-run cap will not apply.
7. Stolen bases: A player may steal a base only if the ball gets past the Pitcher or the Catcher (catcher must take one step to retrieve the ball), or if an offensive player misses the ball trying to throw-out a runner (overthrows). Base runners may only advance one base per over-thrown base. Runners may advance at their own risk as soon as the ball crosses the plate. However, if in the umpire's opinion the catcher does not need to step to get the ball, the runner must return. The runner will not be called out for running but they will have to return to the previous base. If the player leaves before the ball crosses home plate he must return to the previous base unless the ball is hit into the field of play.
8. Base Hits to the Outfield: As soon as the ball comes back to the infield (Must be in the infielder's glove and under control) the base runners must stop at the base they are going towards.
9. Free Substitutions: Coaches need not exchange substitutions during every inning, except for pitchers and catchers.
10. Games have a maximum 2-hour time limit. No new inning is to start if the Umpire deems that it cannot be reasonably completed within the 2-hour time limit or the game is called at the time limit. In those cases, the score will revert back to the last completed inning.

**Minor League Softball (7-11 Years Old) Rules**

1. The game length will be 6 innings with each team batting through their entire lineup.
2. Nine (9) players are allowed on the field defensively. Ten (10) in a non-competitive game only (4 in the outfield).
3. A team cannot play with less than 8 players. Each infield position including the catcher and pitcher position must be manned if a team only has 8 players.
4. Each player must play 2 innings defensively.
5. All players bat in the order they appear in the line-up throughout the game. If a player arrives after the game has started, she will be added at the bottom of the batting order. The opposing coach must be made aware of the late arrival ASAP.
6. The number of runs scored in an inning is capped at 5. Once the team has scored 5 runs the inning is over. The only exception to this rule is for the last inning of the game (no run cap during the last inning). If the game is going to be shortened due to the time limit or darkness, the umpire shall announce the last inning and the 5 run cap will not apply.
7. The entire line up will be included in the batting order.
8. Stolen bases: A player may steal a base only if the ball gets past the Pitcher or the Catcher (catcher must take one step to retrieve the ball), or if an offensive player misses the ball trying to throw-out a runner (overthrows). Base runners may only advance one base per over-thrown base. Runners may advance at their own risk as soon as the ball crosses the plate. However, if in the umpire's opinion the catcher does not need to step to get the ball, the runner must return. The runner will not be called out for running but they will have to return to the previous base. If the player leaves before the ball crosses home plate he must return to the previous base unless the ball is hit into the field of play.
9. Fielding facemasks are required for defensive players at all the infield and pitcher positions.

**Major League Softball (10-12 Years Old) Rules**

1. The game length will be six (6) innings with exceptions: \*If loss of daylight or playable weather is a factor or another game is scheduled to immediately follow, a 2 hours maximum time limit is in effect\*. Four (4) complete innings is considered a complete game. The game can continue if both Coaches agree and continuing will not interfere with another game. No game will exceed six (6) innings.

**East Orange County Little League—Manager/Coach's Code of Conduct**

The East Orange County Little League Manager/Coach’s Code of Conduct enumerates basic requirements, organized under four principles. They are: Setting a good example; keeping players safe; ensuring that all participants in E.O.C.L.L. have a positive experience; and relating to game umpires in an exemplary manner and enforcing players to do the same.

1. Setting A Good Example

The manager/coach’s example is powerful and can be long lasting. If a coach insists on fair play, concentrates on players' enjoyment of the game and their overall, long-term development, and supports the umpire - players and parents will notice. If a coach discourages or allows players to play outside the rules, are overly concerned about the results and/or criticize the umpire(s) or opposing coach, players and parents will also notice and often follow suit. Above all, children deserve a coach they can respect. Coaches, in all contact with E.O.C.L.L. players, parents, officials and other coaches should:

* Strive to set an example of the highest ethical and moral conduct. Before, during, and after the game, they should be an example of dignity, patience and positive spirit. Before games, meet and exchange greetings to set the proper tone for the game. After games, the players and coaches should meet and congratulate each other in a sportsmanlike manner.
* Ensure that their players’ experience is one of fun and enjoyment while improving their skills (winning is only part of it). Players should never be yelled at, lectured or ridiculed for making mistakes or losing a game.
* Be generous with praise when it is deserved. (Positive reinforcement)
* Avoid any conduct which could be construed as physically or verbally abusive as this will not be tolerated. Completely refrain from verbal
	+ dissent during a game with an opposing coach and honor all professional relationships with colleagues, umpires and the public.
* Be a positive representative of the league. You are the link between the league and the parents so please help us by supporting the interest of
	+ the organization to help keep this program run smoothly.

2. Keeping Players Safe

Coaches should:

* have the safety of the players in their charge as their first priority at all times by being familiar with the facility(ies) and fields on which their teams practice and play and mindful of the levels of fitness and skill of each one of their players
* be familiar with the Rules of the Game, current with principles of age-appropriate coaching and keep informed of the affairs of E.O.C.L.L. by staying in tuned with the league Facebook page and website
* check players’ equipment & playing facilities frequently to ensure they meet safety standards and are appropriate for the age and ability of players.

3. Creating A Positive Experience

E.O.C.L.L. wishes to ensure that games are fair, positive and an enjoyable experience for the children and adults involved. A baseball game should be friendly & unifying - a spirited social and athletic occasion for players, coaches, umpires, & spectators.

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| Coaches should require all players and spectators to adhere to the highest level of sportsmanship at all times. During the game, the coach is responsible for the sportsmanship of the players. If a player is disrespectful, irresponsible or overly aggressive, the coach should remove the player from the game at least long enough for him/her to calm down. Coaches should explain acceptable behavior to players and parents at a preseason meeting. Encourage parents to make positive comments about good play by either team. Prohibit them from yelling at players and the umpire.  |
| 4. Relating to Officials  |
| Coaches should:  |

* demonstrate respect for the umpire and his/her role. Coaches can help umpires improve by letting them concentrate on the game, accepting their inevitable, occasional mistakes and offering constructive post- game comments
* introduce themselves to the umpire(s) before a game. During the game, they should address the umpire only as needed to continue play. After the game, they should thank the umpire(s) and ask players to do the same.
* A small disagreement should be discussed with the umpire calmly after the game. For major complaints, or if the umpire appeared to be unfair, biased, unfit, or incompetent, report opinions to the E.O.C.L.L. Umpire in Chief.

Print Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Signature:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_