

# **Ponderosa Little League Bylaws**



**2023 Season**

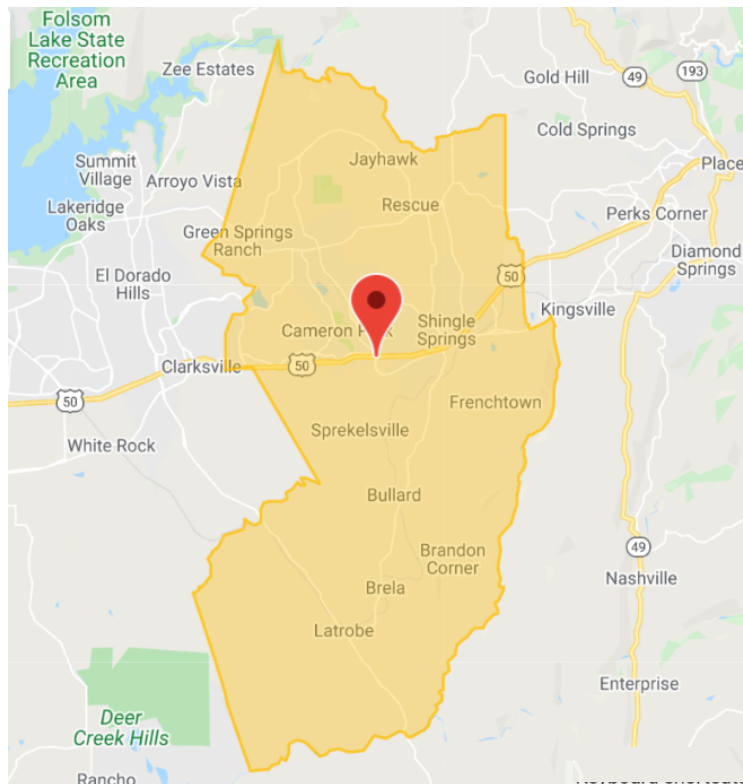
**Revised and Adopted: December 8th, 2022**

## **Purpose and Scope**

The rules and regulations described in this document are intended to supplement the Official Little League Rules and Regulations and to determine the specific operating procedures of Ponderosa Little League (PLL). Little League Baseball provides rules to assure consistency across Leagues but defers local operations to the Board of Directors for each league.

## **League Boundaries and Map**

The Little League International Charter Committee has approved the following PLL boundary map. All players who reside within the boundary must play in PLL. If a family has a question regarding what league it should register with, they should contact the PLL Registrar who will direct them to the appropriate League for registration. PLL does not have the authority to allow any player to play outside his or her legal boundary. Only the Little League International Charter Committee has the authority to allow a player to play outside their resident boundaries. League Registrar contact information can be found at [www.PondoLittleLeague.com](http://www.PondoLittleLeague.com).



## **League Information**

### **Player Eligibility**

PLL welcomes all children (boys and girls) from ages 4.5 to 18 that have legal residence or school attendance within the boundaries of the league. Families looking to participant in the league should be prepared to satisfy the proof of age, residency and/or school attendance requirements set forth by Little League.

1. Proof of player age is needed at the time of player registration. A birth certificate is required and must be an original copy with the embossed seal of the State or county to satisfy the

proof of age requirement. Further details on proof of age requirements can be found on the Little League website, [www.littleleague.org](http://www.littleleague.org).

2. Proof of residence or school attendance within the League Boundaries (as defined above) is also required at the time of registration. Further details on requirements for residency and school attendance eligibility can be found on the Little League website, [www.littleleague.org](http://www.littleleague.org).
3. Any player seeking to play within PLL who does not meet the residency or school attendance requirements may be reviewed by the Board of Directors who will follow current Little League and District policies. The best interest of the child will be taken into consideration by the Board of Directors in exercising any rights it may have under these policies.

### **Player Registration**

The Board of Directors determine registration timelines and registration fees before each season. The fees shall be initiated to defray the operating expenses of the League.

PLL does not wish to turn away any player from our League. To optimize payments, PLL offers scholarships, sponsorships, and scheduled payment opportunities to assist families who cannot pay in advance. Such options are the responsibility of the parents to request. All requests must be approved by the President and/or the Board of Directors. Relief from registration fees can be requested via a written request presented to the President and/or the Board of Directors for review.

Registrations not receiving full/optioned payments by one-week in advance of Opening Day will be dropped from the draft pool and placed on the division's waiting list. The first paid player available on the waiting list will then take the roster spot that has been released.

No refunds will be provided after registration closes. An administration fee of \$30 will be deducted from all registration refunds done prior to registration close.

Registration for the Minor AA thru Big League divisions closes prior to tryouts. All players seeking to play in these divisions should register early.

### **Sponsorships**

Sponsor donations will be collected for each team to help cover the cost of supplies, uniforms, field repairs and maintenance. Sponsor's promotional material will be established each year by the Board of Directors to best showcase local businesses and attract funding accordingly.

Managers will be asked to help procure their own team sponsors.

### **Uniforms and Equipment**

All Players will be provided with a Cap and T-Shirt/Uniform prior to the first game. Parents will be responsible for supplying pants, socks, belt, cleats, glove, helmet, and bat.

Managers will be issued balls, catcher's gear, and an extra batting helmet prior to the start of practices. All equipment will be turned in to the league Equipment Manager at the end of regular season play. Managers and coaches will be held financially responsible for any missing equipment at replacement cost or a fee amount determined by the Board of Directors.

### **Participation Trophies and Team Activities**

Participation trophies will be provided by the League to all participants in the non-competitive divisions (Tball, A, and AA).

A team trophy will be provided by the League to the Regular Season League Champion and the End of Season Tournament Champion in the competitive divisions (AAA and Majors).

Managers and/or Team Parents may request additional money from families to support team specific activities, such as parties, coaches' gifts, team socks, raffle baskets, etc.. These additional costs are not covered by the League.

## **League Decorum**

The actions of Managers, Coaches, Umpires, League Officials, Volunteers, Parents, and Players, must be above reproach at all times. Any actions that are not conducive to good moral conduct, sportsmanship or the objectives set forth by the League may be grounds for Disciplinary Action as defined under the League's Code of Conduct.

## **Code of Conduct**

All Managers, Coaches, Umpires, League Officials, Volunteers, Team Parents, Players, Family Members, and/or Spectators; by accepting either a volunteer position, a spot on a team, or attending a PLL activity (game, practice, fundraiser, event etc.) will be held to the applicable Code of Conduct policies noted below and agrees to abide by the content as stated.

Any Code of Conduct concerns or issues can be brought to the attention of the Board of Directors, by notification to a Board member or an email to the league Information Officer ([info@pondolittleleague.com](mailto:info@pondolittleleague.com)). When or where appropriate, the league encourages that Code of Conduct issues be handled first in a respectful and civil manner between parties (i.e. families speaking with coaches, coaches speaking with families, coaches speaking with other coaches). If deemed necessary by the President or the Board of Directors, a dispute and or disciplinary action committee may be formed to review and render a decision for any Code of Conduct issues raised to the league.

## **Manager and Coach Code of Conduct**

Managers and Coaches have a great effect on players and parents. No foul language, violent actions, or abuse will be tolerated. The President or Board of Directors, in working with any dispute or disciplinary action committee, will review any Code of Conduct violations or complaints to determine if disciplinary action is necessary, including game suspensions, season suspensions, or dismissal from PLL. Managers and Coaches are responsible for understanding and enforcing Little League Rules and the PLL Bylaws. For rule infractions, the Board of Directors will review all disputes in accordance with the Little League rule book and local bylaws and determine any disciplinary action for the manager or coaches based on the offense, which may include warnings, game suspensions, season suspensions, or dismissal from PLL.

To ensure that all Managers and Coaches understand the league's local rules and the role and responsibilities associated with Managing and Coaching, all Managers and Coaches MUST sign/acknowledge the Manager and Coach Code of Conduct form prior to the first practice.

Managers are responsible for their teams leaving the field clean and ready for the next game. Field grooming is the responsibility of the Manager for the Home team, including the locking of the storage shed or knock boxes, and the storage and securing of drags, rakes, and chalking equipment.

Cleanliness of dugouts and bleacher seating areas is every Manager's responsibility. Managers not adhering to their field responsibilities will be considered in violation of the code of conduct and may be subject to disciplinary actions including loss of practice field time, assignment of field maintenance tasks, or suspensions. Managers shall also be responsible for returning all equipment by the end of the season, as noted under Uniforms and Equipment..

Managers are ultimately responsible for the conduct and behavior of their teams' families and spectators and also responsible for ensuring that any issues or concerns are brought to the attention of the division coordinator, VP of Operations, and/or the Board of Directors.

### **Parent Code of Conduct**

Each family signs and acknowledges the Parent Code of Conduct when registering their child. All parents, extended family, and/or spectators will be held to the Parent Code of Conduct, which is posted and available on the website. PLL encourages any issues or concerns to be brought to the attention of the Board of Directors.

### **Umpires/Game Coordinators**

PLL has a ZERO TOLERANCE policy for any verbal or physical abuse of any umpire (youth or adult). Most of our umpires will be youth umpires who are learning the game and who are a part of our youth program. It is vital that managers, coaches, players, parents and spectators show RESPECT above competition and winning. It is expected that all adults and players conduct themselves in a manner consistent with the Code of Conduct.

To support this policy, PLL implemented the Game Coordinator role to support our youth umpires (under 18). If there is no adult umpire present, an adult will be asked to serve as the Game Coordinator. The primary function of this role is to support the youth umpires and protect them from any abuse. Game Coordinators will be provided a card with a description of their role and emergency contact info. Game Coordinators cannot be Managers or Coaches of the teams playing the game.

If the Game Coordinator needs to get involved due to improper treatment or poor sportsmanship by any coach towards a youth umpire, that coach will be suspended for the rest of the game and a minimum of one additional game, following review by the Board of Directors. In addition, all other coaches may be subject to suspension following review, if it is determined they did not act to stop the offending coach(es).

### **League and Player Safety**

#### **Excessive Heat & Unhealthy Air Quality**

PLL has adopted the following policies regarding excessively warm temperatures and unhealthy air quality events. **All Managers and Coaches must adhere to the below policies using information available no later than 1 hour prior to the scheduled activity (including early arrival times for games days).** The league reserves the right to make league-wide decisions that override or modify guidelines in working with local, state, or national health organizations to ensure the safety of our youth athletes.

#### **Heat Policy:**

Using the temperature as reported on [www.weather.gov](http://www.weather.gov) for the zip code of the location for the activity (practice, game or event), the following guidelines will be followed to help prevent health risks associated with heat illness:

1. If the temperature is 105F or higher, all activities are canceled for safety reasons.

2. If the temperature is 100-104F, the following modifications will be observed:
  - a. 4-5 min water breaks in the shade every 15 mins
  - b. Suggest limiting activity to 1 hour (for non-game related activities)
  - c. No heavy exertion activities (e.g. sprinting, base running, etc.)
  - d. Consider allowing shorts instead of full practice gear
3. If the temperature is below 100F, normal activities can be held.

All adults present (managers, coaches, parents, etc.) are responsible for monitoring players for signs of heat illness, such as weakness, fatigue, dizziness, nausea, and/or headache. If a player is exhibiting any sign(s) of heat illness they should be immediately removed from any activity, brought to the shade, cooled, and hydrated with water. If in doubt, enact emergency procedures and call 911.

Parents/families are always encouraged to keep their children home from practices and/or games if they are uncomfortable with them participating based on weather conditions.

### **Air Quality Policy:**

Using the air quality index (AQI) as reported on [www.purpleair.com](http://www.purpleair.com) for the zip code and closest available AQI reading of the location for the activity (practice, game or event), the following guidelines will be followed to help prevent health risks associated with poor air quality:

1. If the AQI level is 150 or higher, all activities are canceled for safety reasons.
2. If the AQI level is 100-149, PLL activities may be adjusted, postponed, or canceled based on local conditions and the age of players involved. Managers should consult with Division Coordinators who will be in contact with the President, VP of Operations, and Safety Officer.
3. If the AQI level is below 100, normal activities can be held.

Managers, coaches, and parents/families will always have the full support of the league to act in the best interest of their players. The safety of all youth players is the top priority. If the air quality is in doubt, managers and coaches should work with Division Coordinators or League officials to cancel/reschedule the activity.

Parents/families are always encouraged to keep their children home from practices and/or games if they are uncomfortable with them participating based on air quality conditions.

### **Manager Requirements and Safety Training:**

PLL Managers are required to complete the following prior to stepping on the field for practices or games:

- One-time LiveScan Fingerprinting with DOJ for PLL (LiveScan fingerprinting done for other organizations does not satisfy this requirement)
- Annual Background check (separate from LiveScan fingerprinting)
- Annual first aid/safety training (must attend in-person with PLL or District 54, with material also made available on website following attendance)
- Annual concussion training
- Annual review and acknowledgement of the Manager/Coach Code of Conduct

The League also reserves the right to enact further requirements or training as deemed necessary to comply with local, state, or federal laws and/or to ensure the protection of our youth athletes.

## **League Divisions**

League Age is determined by the player's age as of August 31 of the current season, in accordance with the Little League age chart, found on [www.littleleague.org](http://www.littleleague.org).

### **Non-Draft Divisions:**

#### **T-Ball**

- League age 4.5-5; league age 6 with no prior baseball experience is allowed
- Non-Competitive Instructional Division
- This division is an introduction to the baseball field, positions, and the basics of catching, throwing, and hitting using a batting tee
- Coach pitch is introduced as the kid's skills progress

#### **Minor A – “Coach Pitch”**

- League age 6-7; league age 8 with no prior baseball experience is allowed
- Non-Competitive Instructional Division
- Builds on skills learned in the T-Ball division with development of catching, throwing, and hitting off a coach
- Introduces beginning concepts such as the different positions, baserunning, force outs and other basic rules of baseball to prepare players for the Minor AA division

### **Assessment Divisions:**

***Note:** Player evaluations (“tryouts”) are **required** for all league age players within the following divisions to evaluate catching, throwing, and hitting skills for player drafts.*

#### **Minor AA – “Player Pitch/Coach Pitch”**

- League age 8-9; league age 7 who attend player evaluations
- Non-Competitive Instructional Division with intro to competitive concepts
- Builds on fundamental skills learned in the Minor A division with players learning to pitch and play the position of catcher. Coaches will also pitch when needed.
- Introduces intermediate concepts and rules such as strikeouts, limited stealing, tag outs, pop flies, defensive positioning, covering bases and backing up throws

#### **Minor AAA – “Player Pitch”**

- League age 9-10; league age 11 who are not drafted into the Major division
- Competitive Instructional Division
- All league age 10-11 not drafted into Majors will be drafted to AAA and league age 9 who are not drafted to AAA will be moved to AA
- Further develops skills learned in the Minor AA division and prepares players for the Majors division with only players pitching to batters and no coaches on the field
- Introduces more advanced concepts of baseball such as walks, bunting, stealing home, defensive rotations/coverage, and advanced rules such as the infield fly rule

### **Majors**

- League age 11-12; league age 10 who attend player evaluations and are drafted
- Competitive Division
- All League age 12 will be drafted to Majors and any league age 10-11 who are not drafted will be drafted to AAA
- Requires developed skills learned in the Minor divisions and exposes players to advanced youth baseball strategy and competition
- Players should have developed catching/throwing skills and understand basic/intermediate rules and concepts of baseball

## **50/70**

- League age 13
- Competitive Division
- Players league age 11-12 competing in the Majors Division may also play in 50/70 division
- This division requires developed skills and exposes players to advanced baseball competition on a field with a 50' pitching mound and 70' bases (50/70)

## **Juniors**

- League ages 13-14
- Competitive Division
- This division requires advanced baseball skills and is played on a full-sized diamond with 60'6" pitching mound and 90' bases

## **Local Playing Rules**

The Official Playing Rules and Regulations as published by Little League Baseball, Incorporated, Williamsport, Pennsylvania, are binding on PLL. The local rules of PLL will be adopted by the Board of Directors at a meeting to be held not less than one month prior to the first scheduled game of the spring season but will in no way conflict with the Rules and Regulations of Little League Baseball, Incorporated.

PLL's local rules are summarized to all the Managers and Coaches at the mandatory Manager/Coaches meeting.

## **League Division Rules**

### **T-ball Division**

1. INSTRUCTIONAL LEAGUE, not scored and no league standings.
2. No Outs will be recorded
3. No strike-outs. The batter will bat until he/she hits fairly. The ball is foul if it travels less than six feet from home plate or if the rubber hose is detached from the "tee".
4. Base runners may not leave a base until a ball has been hit.
5. Base runners shall take only one base on any hit ball.
6. All players on the roster may be given a defensive position.
7. The offensive side is retired when all players on the roster have batted one time.
8. Base Runners are only allowed to advance one base at a time except when the last batter hits at which time all base runners will "score".
9. Players will be rotated from the infield to the outfield during the game.

### **Minor "A" Division**

1. INSTRUCTIONAL LEAGUE, not scored and no league standings.
2. Outs will be recorded
3. Continuous batting lineup will be used (all rostered players bat in the lineup)
4. The offensive side is retired when 3 outs are recorded or 5 runs are scored
5. Coach pitch or pitching machine is used. If Batter does not put the ball in play after the 8<sup>th</sup> pitch the batter is out. Batter is allowed one foul ball on the 8<sup>th</sup> pitch. If 9<sup>th</sup> pitch is not put in play the Batter is out.
6. No walks are allowed.
7. Base runners must not leave the base until a ball has been hit.
8. Outfielders must play at least 10 feet behind edge of infield.
9. No more than 10 defensive players are placed in the field at a time.



10. Fairness:
  - a. Players should get the opportunity to play infield positions at least once during a game.
  - b. Line-ups should be juggled so all players get roughly the same number of at bats during the year.
  - c. Avoid having the same players continually placed last in the line-up. One approach is to start your first game with the line-up based on jersey number. If player number 6 makes the last out of the game, player number 7 will bat first the next game.
  - d. Make sure that you rotate which players will sit out.
  - e. No player should have to sit twice before every other player has sat at least once.
  - f. Extra bases can be taken when the ball is in the outfield grass. Once the ball is returned to the infield dirt, runners may continue advancing to a base if more than halfway at their own risk, but all other baserunners can no longer advance.

### **Minor "AA" Division**

1. INSTRUCTIONAL LEAGUE, not scored and no league standings
2. Continuous batting lineup will be used (all rostered players bat in the lineup)
3. Strike Outs are allowed (including during coach pitch.)
4. Walks are not allowed. If a pitcher throws 4 balls or hits the batter. The ball count is reset to 0. The strike count remains where it was left at the time of the walk or hit batter. An offensive coach comes in and pitches to the batter from just in front of the mound using a max of 5 pitches (batter cannot be out on foul ball). After that batter hits or is put out, the defensive pitcher resumes pitching to the next batter.
5. Pitch counts are noted under Pitch Count Rules in PLL Bylaws. No player may start pitching to a new batter after 35 pitches. If the pitcher is at 34 pitches, he can finish that batter even if he goes over 35. But if he is at 35 or more and a new batter comes up, a new pitcher needs to come in. No player may pitch more than 2 innings per game.
6. Base runners must not leave the base until the ball crosses home plate.
7. Base Runners can advance only one base on an overthrow. There is no continuation of the play if there is a subsequent overthrow to the next base.
8. Outfielders must play at least 10 feet behind edge of infield.
9. No more than 9 defensive players are placed in the field at a time.
10. There are max of 2 steals per inning. No extra bases on a catcher overthrow. No stealing home.
11. Pool Players may not play catcher (LL rules already prohibit them from pitching) and bat last in the lineup.
12. Offensive Managers or Coaches will umpire during the game for their teams at bat.
13. Fairness:
  - a. Players shall play at least two defensive positions during the game.
  - b. Players should get the opportunity at Pitching and Catching at least once during a season.
  - c. Line-ups should be juggled so all players get roughly the same number of at bats during the year.
  - d. Avoid having the same players continually placed last in the line-up
  - e. Make sure that you rotate which players will sit out.
14. If a player is pitching, and a batter hits one past the outfield, the batter can go for as many bases the player can. If a coach is pitching, the batter can only advance (2) bases even if the ball is overthrown coming back to the infield. If there was a runner on first, player may score.

### **Minor "AAA" Division**

1. COMPETITIVE LEAGUE, scores and standings posted.
2. Unlimited steals allowed. Stealing home is allowed.
3. Continuous batting lineup will be used (all rostered players bat in the lineup)
4. Outfielders must play at least 15 feet behind edge of infield.
5. Pool players may not play catcher (LL rules already prohibit them from pitching) and must bat last in the lineup.
6. Pitch counts are noted under Pitch Count Rules in PLL Bylaws

### **Majors Division**

1. COMPETITIVE LEAGUE, scores and standings posted
2. Continuous batting lineup (all players bat in the lineup)
3. Pool Players may not play catcher (LL rules already prohibit them from pitching) and must bat last in lineup.
4. Pitch counts are noted under Pitch Count Rules in PLL Bylaws

### **50/70 Division**

1. COMPETITIVE LEAGUE, scores and standings posted
2. As outlined in Little League Official Regulations and Rule Book
3. Pitch Counts are noted under Pitch Count Rules in PLL Bylaws
4. Maximum number of players per team shall be limited to 14; all others shall be placed on a waiting list or referred to another league.
5. Pool players may not play catcher (LL rules already prohibit them from pitching) and must bat last in lineup.

### **Juniors Division**

1. COMPETITIVE LEAGUE, scores and standings posted
2. As outlined in Little League Official Regulations and Rule Book
3. Pitch Counts are noted under Pitch Count Rules in PLL Bylaws
4. Maximum number of players per team shall be limited to 14; all others shall be placed on a waiting list or referred to another league.
5. Pool players may not play catcher (LL rules already prohibit them from pitching) and must bat last in lineup.

### **Local Pitch Count Rules**

PLL has adopted more stringent local rules on pitch counts than those found in the Little League Rule book. This is done for the safety of our youth players and to prevent common overuse injuries. These pitch counts **MUST BE FOLLOWED AT ALL TIMES**, even in interleague play against other leagues who may be following LL rule book. All Managers and Coaches are responsible for understanding and adhering to these rules, as well as other rules for maintaining the safety of pitchers and catchers. All pitch count rules are based on the **LEAGUE AGE** for the player.

Pitch Counts for Non-Competitive Divisions (AA):

- All pitchers in the AA division are limited to 35 pitches, regardless of age

Pitch Counts for Competitive Divisions (AAA and above):

- Age 8: 35 pitches per day
- Ages 9-10: 55 pitches per day
- Ages 11-12: 65 pitches per day
- Age 13: 75 pitches per day
- Age 14 and above: as noted in LL rule book

All Little League Rules for days of rest must be followed for all divisions. In addition, rules governing pitchers moving to catcher and catchers moving to pitcher must also be observed and followed.

### **Local Rules for Time Limits, Ties and Standings**

The League Division Rules Matrix summarizes the game time limits for each division. For those divisions with a time limit, no new inning will begin within 10 mins of the time limit (i.e. 120 min games will not begin a new inning after the 1 hr and 50 min mark). Games called due to darkness by an umpire or board member (when assisting youth umpires) will be considered final if four innings have been completed (5 innings for 50/70 and above).

Games in the competitive divisions (AAA, Majors) that remain tied at the conclusion of the time limit will be resumed at a later date determined by the division coordinator and board of directors, only if scheduling and field availability allow. In the event a tied game cannot be completed, each team will be credited with a tie in the standings and the standings will be adjusted to reflect 3 points for each win, 1 point for each tie, and 0 points for each loss.

If a competitive division has their standings adjusted for ties and/or there is an imbalance in the overall number of games played by each team (due to weather, forfeit, etc.) then win percentage will be used to determine the Regular Season League Champion, using any adjusted points as noted above for ties. For example, a team that played 10 games with 5 wins, 1 tie and 4 losses, will reflect a .533 win percentage (16 points out of a total of 30 points possible for 10 games).

## League Division Rules Matrix

The following is a summary of local playing rules for each division of PLL, including interleague play against other leagues.

Characteristics	T-Ball	Minor "A"	Minor "AA"	Minor "AAA"	Major	50/70	Junior	Senior
Division Age Range <sup>1</sup>	4.5-6	6-7	7-9	9-11	10-12	12-13	13-14	15-16
Game Time Limit <sup>9</sup>	60 min.	90 min.	120 min.	120 min.	140 mins	No	No	No
Game Score Kept	No	No <sup>2</sup>	No <sup>2</sup>	Yes	Yes	Yes	Yes	Yes
5-Run Rule <sup>3</sup>	n/a	Yes	Yes	Yes	No	No	No	No
Player mandatory game participation	n/a	n/a	6 Def Outs, & 1 AB	6 Def Outs, & 1 AB	6 Def Outs, & 1 AB	6 Def Outs, & 1 AB	6 Def Outs, & 1 AB	6 Def Outs, & 1 AB
Pitch by own coach	T/Yes <sup>4</sup>	Yes <sup>5</sup>	No/Yes <sup>6</sup>	No	No	No	No	No
Coaches allowed on field during game	Yes	Yes	Yes <sup>10</sup>	No	No	No	No	No
Bunting allowed	No	No	No	Yes	Yes	Yes	Yes	Yes
Stealing allowed	No	No	No <sup>7</sup>	Yes <sup>8</sup>	Yes <sup>8</sup>	Yes	Yes	Yes
Full team in batting order	Yes	Yes	Yes	Yes	Yes	No	No	No
Infield fly Rule	No	No	No	Yes	Yes	Yes	Yes	Yes
Max. age of pitcher	N/A	N/A	9	11	12	13	14	16
# of players on the field	All	10	9	9	9	9	9	9

<sup>1</sup> The Board reserves the right to allow players to move up and down divisions based on talent, experience, and safety considerations.

<sup>2</sup> Minor A and Minor AA will not keep official game scores, but offense will not exceed 5 runs per inning

<sup>3</sup> 5 Run Rule: The inning is over when the 5<sup>th</sup> run is scored. For purposes of scoring or giving batters credit for extra base hits when 5 runs have already scored, play will continue until the batter has scored, been tagged out, or cannot advance any further. There is no "catch up" rule in the last inning.

<sup>4</sup> Managers may elect to soft toss a limit of 5 pitches to the hitter. If the hitter fails to hit the ball fair after 5 pitches, then the hitter will hit off the batting tee.

<sup>5</sup> Coach Pitch or pitching machine is used. If ball is not put into play after the 8<sup>th</sup> pitch that batter is called out. The batter is allowed one foul ball on the 8th pitch. If 9th pitch is not put into play the batter is out.

<sup>6</sup> No walks. If a pitcher throws 4 balls or hits the batter, the ball count is reset to 0. The strike count remains where it was left at the time of the walk or hit batter. An offensive coach comes in and pitches to the batter from just in front of the mound using a max of 5 pitches (batter cannot be out on foul ball). After that batter hits or is put out, the defensive pitcher resumes pitching to the next batter.

<sup>7</sup> There are max of 2 steals per inning. No extra bases on a catcher overthrow. No stealing home.

<sup>8</sup> Unlimited steals allowed. Stealing home is allowed.

<sup>9</sup> For games with a time limit, no inning will begin within 10 minutes of the time limit expiring. Games may be called due to darkness by the umpire (or managers, for divisions without umpires).

<sup>10</sup> One offensive Manager/Coach is allowed on the field behind the pitching mound to umpire and pitch for their team.

## **Manager Selection Process**

The President, in nominating managers, shall not limit themselves to the individual's previous experience in the game, but shall also consider prospective managers who possess leadership ability, knowledge of working with children, and who can demonstrate and teach the principles of teamwork, good sportsmanship, and discipline. Those interested in managing or coaching in the league that have not done so in the past, may be subject to an interview process as directed by the league President and Division Coordinator.

## **Manager and Coaches Safety Meeting**

PLL will conduct a Safety Meeting that will address specific education on the local rules and regulations and the objectives of the league and a Safety Clinic that is required by Little League International. This annual session is mandatory for all Managers and Coaches. The League President may also use the Safety Meeting as part of consideration for selecting Managers/Coaches.

## **Player Selection Process**

Players will be placed in divisions that best suit their abilities, age and playing experience by the league and Division Coordinators. Determination is by skills evaluation, coach assessment, registration data, and/or assessments.

## **T-Ball and Minor "A" Divisions – Non-Draft Divisions**

The applicable Division Coordinator along with the League Vice President (VP) of Operations or Designee will create the Team Rosters following completion of the registration process. Consideration will be given to parent requests whenever possible. Consideration will also be given to players requesting specific Managers or Coaches whenever possible.

## **Minor "AA" thru Big League Divisions – Assessment Divisions**

Players in these divisions will be reviewed through an assessment process (commonly referred to as "tryouts"). The assessments will be conducted and overseen by the League VP of Operations or Designee and associated Division Coordinator. There will be at least two (2) assessments of which the player must attend at least one of the assessments. Managers will assess the player's skill level for determining the potential Draft order of the player. Following the last assessment, a formal Draft will be conducted by the Managers in these Divisions.

## **Drafting Process**

PLL uses the draft selection system as outlined by Little League Guidelines for selection of players to the Minor "AA" thru Big League Divisions. The draft selections process is overseen by the league VP of Operations and is administered by the Division Coordinator of each division and operates as follows:

- 1. Frequency:**
  - a. A Player Draft will occur each year (re-Draft) in accordance with Little League Guidelines. The Draft will be conducted after the completion of an assessment program that will be attended by each eligible player.
- 2. Draft Room:**
  - a. Only Managers of the drafting division and board members assigned to the draft (who do not have a player in the draft) are allowed in the draft room.
  - b. Managers unable to attend the draft may send a Coach delegate with prior approval from the Division Coordinator or VP of Operations.
  - c. The use of cell phones or other electronic devices by Managers is strictly prohibited.

- d. The Division Coordinator is allowed use of a laptop (or similar device) for purposes of conducting the draft process.
- 3. Order of selection:**
- a. The order of selection will be determined by a random drawing of numbers determined by the number of teams within that Division.
  - b. The Upper Divisions will start the draft process first.
  - c. Once the Upper Division teams have completed the formation of their teams then the next lower Division will begin the process again. The process will continue until the Minors "AA" is completed.
  - d. Draft Order will be conducted using the "snake" option. i.e. draft order for the Majors Division with 7 Teams will be conducted in this fashion:
    - i. Team 1 drafts first followed by teams 2 – 7. This will complete the first round.
    - ii. The Second Round will be in the reverse order of the First Round. Thus Team 7 picks first, followed by teams 6 – 1. This will complete the Second Round.
    - iii. The odd rounds (3,5,7,9, and 11) from this point forward will follow Section i while even rounds (4,6,8,10, and 12) will follow Section ii.
- 4. Manager's Child:**
- a. A manager who has a child eligible for the draft will be assumed to manage their child unless they state differently in writing to the Division Coordinator prior to the draft.
  - b. The Manager's child will be assigned to the draft round indicated in the Draft Round Age Matrix.
  - c. The Manager may not skip the assigned selection of their child in the assigned round, unless they have notified the Division Coordinator prior to the draft in accordance with a. above.
- 5. Coach's Child:**
- a. The Manager of a team may select one Coach to work with during the season prior to the assessment and must notify the Division Coordinator in writing prior to the assessment. It is optional for a manager to select a coach.
  - b. Managers are limited to selecting active coaches, or those who are registered with the League prior to assessments, for protecting players.
  - c. A Coach may not be selected solely to circumvent the draft process and obtain a higher draft choice.
  - d. If the Manager selects this option and the Coach is approved and has a child in the draft, then the child is assigned to the round indicated in the Draft Round Age Matrix.
- 6. Siblings:**
- a. If the Manager or Coach has siblings eligible for the draft, then each child will be assigned to a specific round as indicated in the Draft Round Age Matrix.
  - b. For all other siblings, the first sibling is drafted at the Manager's discretion in any available round. The manager is then assigned the remaining sibling(s) in each of the next subsequent rounds. Example: Sibling 1 is selected in round 7 and has two other siblings eligible in the division. Sibling 2 is assigned to round 8 and Sibling 3 is assigned to round 9.
  - c. Siblings who are eligible for the same division (based on league age) will be drafted to the same team unless parents otherwise notify the league in writing prior to the draft.
  - d. Under unique circumstances, the Division Coordinator and league officials, in working with the Managers of the draft, may review specific cases and agree to an alternative approach to siblings if it is in the best interest of the siblings and their family.
- 7. Trading:**
- a. Following the draft, Managers may trade players.

- b. There will be a session immediately following the draft for those Managers who may desire to participate in player trades.
  - c. All trades shall be made with the approval of the Division Coordinator.
  - d. All trades must be player for player only. Minor League players may not be traded for a Major League team player. Trades involving a player for draft choices are not permitted.
- 8. Over-drafting:**
- a. No overdrafting of additional players after all teams have reached their roster quotas.
- 9. Player eligibility for drafts:**
- a. A player that misses all assessments and does not notify the league in advance to confirm an excuse from assessments (i.e. excused due to injury) will not be eligible for the draft and will instead be placed on a waiting list. Players who are on the waiting list may be assigned to teams at the discretion of the League VP of Operations and the Division Coordinator.
  - b. Parent Requests:
    - i. All parent requests must be submitted in writing.
    - ii. Parents can request a specific manager may not draft their child(ren) (“Do Not Draft” request). The request must be submitted in writing to the President or League Info Officer and state the Manager’s name and reason. Do not draft requests are limited to one manager and one request per family. The President will have final approval over any requests.
  - c. All 12-year-olds will automatically be assigned to the Major Division unless the parent of the player formally requests a waiver to play in the “AAA” Division due to safety concerns. All Safety Waivers must be approved by District 54.
  - d. All 11-year-olds will be required to play no lower than the “AAA” Division unless the parent of the player formally requests a safety waiver due to extreme safety risks. All waivers will be reviewed by the President and Division Coordinator.
  - e. Any player that previously played in the Major Division will automatically be assigned to the Majors Division and may not move back down to a lower division.
  - f. Any child transferring into any division from outside of PLL, will need a letter of eligibility from the former League Board of Directors.
- 10. Secrecy:**
- a. All draft results and discussions in the draft room are confidential. Managers and Coaches should never reveal details or results of the draft, including disclosing to players the position in which they were drafted.
- 11. Replacements:**
- a. Any player becoming injured or if illness inhibits that player from playing for 15 days or four consecutive games during the regular season, will be brought before the Board by the Division Coordinator. The Board of Directors shall be the only ones who can determine that player’s eligibility for the remainder of the season. That player shall be allowed to return if given medical clearance. A team with a player deemed ineligible by the board to play or if removed from playing the remainder of the season, will have a replacement player added to the team from the League waiting list. A returning player will be in addition to any added replacement player.
- 12. Division Coordinator’s List:**
- a. Prior to the draft, each Division Coordinator will make a list showing the names and league ages of all players who have qualified as eligible candidates for the Draft. This list must be maintained and is the basis for future player replacements, and it will consist of those candidates who have completed the assessment requirements prior to the draft. In the event a replacement player is needed, the team involved must choose from the list

for their division with preference for the oldest players available on the list. Selection of the player will be by the team manager requiring a replacement player.

### **Draft Round Age Matrix**

The following matrix will be used to assign draft positions for Managers’ and Coaches’ children based on league age during division drafts. This matrix will be used by all draft divisions.

Division/Age	Draft Round Based on Player League Age					
	7	8	9	10	11	12
Majors, Manager	NA	NA	6	5	4	3
Majors, Coach	NA	NA	6	5	4	3
AAA, Manager	NA	6	5	4	3	NA
AAA, Coach	NA	6	5	4	3	NA
AA, Manager	5	4	3	NA	NA	NA
AA, Coach	5	4	3	NA	NA	NA

- If more than one player would be assigned into the same round, then one player is moved up a round based on the chart above.
  - Example (2 players): If Manager and Coach both have 12-year-olds, they would be slotted in rounds 2 and 3.
- If Manager or Coach has more than one child, the same assignment rule above applies first for children that would be placed into the same round. If multiple younger children would infringe upon an older player's draft position, then the younger players would be assigned back one round. In the event of multiple players all of the same age, no player shall be moved up beyond round 2.
  - Example (3 players): If Manager has 12-year-old twins and Coach has 11-year-old, they would be assigned in rounds 2, 3, and 4. However, if Manager has one 12-year-old and Coach has 11-year-old twins, they would be assigned in rounds 3, 4, and 5.
  - Example (4 players): If Manager has 12-year-old twins and Coach has 11-year-old twins, they would be assigned in rounds 2, 3, 4, and 5. Similarly, if both Manager and Coach have 12-year-old twins, they would be assigned in rounds 2, 3, 4, and 5.

### **Schedules**

All practice and game schedules will be created by the Board of Directors. The schedule will not be changed unless that change is approved by the Board of Directors.

### **Division Champions**

PLL recognizes two division champions for the competitive divisions, League Champions and Tournament Champions. For the Majors division, the division champions will determine representation of PLL teams in the District Tournament of Champions (T.O.Cs).

#### **Regular Season League Champions – Minor “AAA” and above**

1. Each year Regular Season League Champions will be determined by the final league standings.
2. The League Champion will be determined by best overall record, including interleague play.
3. In the event of a tie, head-to-head records will be considered.
4. In the event there is still a tie, Little League tournament tie breaker rules will apply.
5. If there is still a tie, a coin toss will decide.



## **End of Season Tournament – Minor “AAA” and Majors Divisions**

1. Following each division’s regular season, teams will be seeded into an in-house End of Season Tournament to decide a tournament champion.
2. Seeding will be based on final standings of the regular season (team with best record is the #1 seed, team in second place is #2 seed, etc.).
3. The final bracket and format of the tournament (i.e., single/double elimination) will be decided by the Division Coordinator and Board of Directors based on factors such as timing, number of teams, District TOC schedules, etc.
4. The winner of the tournament will be considered the End of Season Tournament Champion.
5. Local league rules will be adjusted for the EOS Tournament as follows:
  - a. Pitch counts and final scores must be reported to the division coordinator and VP of Operations
  - b. Home team will be determined by the higher seed for the opening round. A coin flip will determine Home team in subsequent rounds (with both teams responsible for field prep)
  - c. There will be no 5-run rule, but standard LL run rules (“mercy” rules) will apply
  - d. Time limits will be extended by 20 mins (no new inning within 10 mins of limit)
  - e. After 6 innings, if still tied, the 7th inning will utilize a runner starting the inning on 2B (last out/batter)
  - f. Pool players will be restricted to playing outfield only (and will still bat last)

## **District Tournament of Champions (T.O.C.) Selection – Majors Division Only**

1. PLL will provide as many teams as District 54 will allow to play in the T.O.C. tournament in the event there is a tournament.
2. All selection and player criteria will be in accordance with the District requirements and confirmed prior to team selection.
3. The Regular Season League champion will be determined to be the first seed from PLL.
4. The Regular Season League runner-up will be the second seed from PLL, **UNLESS** the League conducts an End of Season Tournament that includes all teams from the Major Division.
5. If the League conducts this tournament, then the PLL Major Division End of Season Tournament Champion will receive the second seed to the District T.O.C.
6. If the Ponderosa LL Major Division Tournament Champion and the Regular Season League Champion are the same team, then the second-place finisher in the End of Season Tournament will receive the second seed in the T.O.C.

## **All-Stars**

An All-Star team of players shall be selected at the end of the season to represent each division that has postseason play. The procedure for selection will be in accordance with all Little League rules of “Tournament Play”.

- 1. Player eligibility:**
  - a. League age 10-12 are eligible for Majors All-Stars
  - b. League age 9-11 are eligible for 11-year-old All-Stars
  - c. League age 8-10 are eligible for 10-year-old All-Stars
  - d. Junior and Senior All-Stars eligibility is based on Little League Official Regulations and Rule Book.
- 2. Announcement:**
  - a. The team shall not be announced prior to the date given to the League by the District.
- 3. Manager Selection Process:**

- a. Any manager/coach interested in managing or coaching an All-Star team must submit a written request directly to the VP of Operations or through the Division Coordinator or Coaching Coordinator expressing their interest in the position.
- b. Managers and coaches will be nominated by the President of the League and presented to the Board for final selection. Preference shall be given to those that have an excellent record of sportsmanship and conduct.
- c. Manager preference for each All-Star team will be as follows:
  - i. Majors All-Star team will have a Manager/Coaches from the Majors Division
  - ii. 11-year-old All-Star team will have a Manager/Coaches from the Majors Division
  - iii. 10-year-old All-Star team will have a Manager/Coaches from the AAA Division
- d. In the event a Majors division Manager or a AAA division Manager does not declare interest as noted above, the Board of Directors may determine alternative selections in the best interest of the league.

**4. Player Selection Process:**

- a. Players will be selected based on their ability. There is no obligation to have a balanced number of players from each team.
- b. The Division Coordinator or designee will conduct all player selections. The selections shall be confidential.
- c. Each team member will nominate up to three (3) representatives from their team for each of the 3 All-Star teams. The 3 players that receive the most nominations will be available for All-Star selections. The manager of each team will be allowed to select up to two (2) additional players to the All-Star nominations from their team for each of the 3 All-Star teams.
- d. The division coordinator collects nominations to create the final nominated list.
- e. Parents of nominated players must understand and agree to the required commitment of player's time prior to being considered for the All-Star team. A Player will not be nominated for the All-Star Team without this commitment.
- b. The Division Coordinator or Designee will schedule a meeting with Managers, the VP of Operations, and President to select the All-Star team. The manager for each player will provide an opinion of ability for each of the players submitted for consideration.
- c. Managers unable to attend the meeting may send a Coach delegate with prior approval from the Division Coordinator or President.
- f. Major Managers will select the Majors All-Star team and 11-year-old All-Star team. AAA Managers will select the 10-year-old All-Star team. Preference will be given to Majors division players to be placed on the 10-year-old team.
- g. Each Manager will select 10 players from the nominated list and submit an anonymous All-Star ballot that contains their selections. The ballot will contain 10 players only. The Division Coordinator or Designee will collect all the ballots from each of the teams and tally the votes from each of the teams confidentially. All Players that received unanimous votes will be automatically selected to the All-Star team. If there are any open spots left on the team after all unanimous selections have been placed on the team, new ballots will be distributed and then votes collected for the remaining roster spots and tallied. Players with next highest number of votes will be selected to the team. This process will continue until the team is filled. In the event of a tie for the last positions, the Division Coordinator or Designee will conduct a special vote for the players that are tied and will tally the votes for the remaining spots. The player(s) with the most votes will be selected to the team. In the event after this process there is still a tie then the Division Coordinator or Designee will select the remaining players to the team.
- h. Once the 10 roster spots are filled, the All-Star manager may select up to 4 remaining players from the All-Star ballot to fill the team roster.

- i. Two additional players will be selected as alternates in the same manner by all the managers after the final roster has been selected and approved. Their names WILL NOT be released unless asked to be part of the team by the manager of the All-Star team.

**5. All-Star Uniforms**

- a. The league will supply baseball cap and uniform for the All-Star teams.
- b. All-Star uniforms will be approved by the Board of Directors.
- c. The Board of Directors reserves the right to ask for donations from All-Star families to help offset the cost of All-Star expenses to the league.

**Use of Fields**

Each year the Board of Directors will determine the best utilization of fields using available parks, schools, or other locations within the boundaries of the league.

## **Amendments and Revision History**

<b>Amendment Date</b>	<b>Approved By</b>	<b>Sections Updated</b>
December 16, 2021	Board of Directors	<ul style="list-style-type: none"> <li>● Elimination of separate bylaw and local rules documents.</li> <li>● Consolidation and complete review/update of all PLL Bylaws for 2022 Spring season.</li> </ul>
December 8, 2022	Board of Directors	<ul style="list-style-type: none"> <li>● Expanded Trophies section to clarify division and additional team activities</li> <li>● Added Umpire/Game Coordinator section</li> <li>● Added League and Player Safety section, to includes heat/air quality policies and manager requirements/training</li> <li>● Added Pitch Count rules section to better summarize local pitching rules/policies</li> <li>● Added Local Rules for Time Limits, Ties and Standings to clarify league handling</li> <li>● Modified local division rules/rules matrix</li> <li>● Added local rules for end of season tournaments</li> <li>● Minor formatting changes for consistency</li> </ul>