

**COLORADO DISTRICT TWO LITTLE LEAGUE
BASEBALL INTERLOCK
BYLAWS
APRIL 1, 2011**

ARTICLE I - ORGANIZATION

The Colorado District Two Baseball Interlock is the voluntary association of American West, Centaurus, Hidden Lake, Monarch, North Boulder, North Metro, Northern Lights, Perl Mack, Platte Canyon, Shaw Heights, Sherrelwood, South Boulder and Westminster Little Leagues.

ARTICLE II - OBJECTIVE

The association was formed, for the purpose of providing integrated Minor League, Major League, Junior League, Senior League and Big League baseball programs for youth with league age between seven (7) and eighteen (18) inclusively and residing within the boundaries of one of the aforementioned leagues. The Colorado District Two Baseball Interlock shall provide a governing body which may enact rules and regulations as may be necessary to provide direction to the combined Minor League, Major League, Junior League, Senior League and Big League baseball programs of the thirteen chartered Little League entities named in ARTICLE I. Any matter not specifically addressed within these bylaws shall be referred to the Board of Directors of the individual Little Leagues.

ARTICLE III - BOARD OF DIRECTORS

SECTION 1

Definition and Voting. The Colorado District Two Baseball Interlock Board of Directors is hereby created and shall consist of thirteen members, one from each participating league and designated by each league chartered for Minor League and/or Major League and/or Junior League and/or Senior League and/or Big League baseball. Each member of this Board of Directors shall be entitled to one vote regarding any matter being considered by the Board. When two (2) or more Little Leagues combine to operate under a single Minor League, Major League, Junior League, Senior League or Big League charter, with no other independent team entry, said charter shall be entitled to one (1) vote, but no more than one (1) vote for the combined leagues. Should any Board member be unable to attend a Colorado District Two Baseball Interlock meeting, he/she may send an alternate representative in his/her place. The Baseball Interlock Coordinator or his/her representative shall vote only in the case of a tie vote.

SECTION 2

Chairperson. The Chairperson of the Baseball Interlock Board of Directors shall be the Baseball Interlock Coordinator from the Colorado District Two Little League staff.

SECTION 3

Quorum. A quorum consisting of sixty percent (60%) of the leagues participating in the Baseball Interlock programs must be represented at any Interlock meeting before voting on any matter. Any matter presented before the Baseball Interlock Board of Directors for a vote, shall be carried by a simple majority of the members or alternates present, provided the sixty percent (60%) quorum requirement has been satisfied.

SECTION 4

Board Meetings. The Colorado District Two Baseball Interlock Board of Directors shall meet in the north metro area to settle all conflicts with the exception of game protests. The Baseball Interlock Coordinator or his/her alternate shall be in attendance at the meetings.

ARTICLE IV - SCHEDULING

SECTION 1

Interlock Schedules. The Colorado District Two Baseball Interlock Board of Directors shall annually adopt interlocking schedules of games for those Minor League, Major League, Junior League, Senior League and Big League teams participating in the Interlock programs.

{A} Initial Interlock Schedule. The Baseball Interlock Scheduler will initially schedule all interlock games, but will not be responsible for the scheduling of make-up games. Originally scheduled games which become suspended, will be scheduled for completion by the Baseball Interlock Scheduler, but only once, and then at the earliest possible date.

SECTION 2

Field Availability. BY MARCH 15th, each participating league shall provide the District Baseball Scheduler with information regarding the number of fields said league will have available for scheduling interlock games and when the fields are available. Fields provided must have 60 foot (**Minors and Majors**) or 90 foot (**Juniors, Seniors and Big League**) base paths.

SECTION 3

Participation Deadline. BY MARCH 15th, each participating league shall provide the District Baseball Scheduler with FINAL NOTIFICATION of the number of Minor, Major, and Junior teams said league will have participating in the baseball interlock programs. NO CONSIDERATION WILL BE GIVEN TO ANY "LATE TEAM ENTRIES" (after March 15th) PROPOSED BY ANY LEAGUE ENTITY. BY APRIL 30th each participating league shall provide the District Baseball Scheduler with FINAL NOTIFICATION of the number of Senior and Big League teams said league will have participating in the baseball interlock programs. NO CONSIDERATION WILL BE GIVEN TO ANY "LATE TEAM ENTRIES" (after April 10th) PROPOSED BY ANY LEAGUE ENTITY.

SECTION 4

Umpire Fees Responsibility. Each home team as so listed on the Baseball Interlock Schedule is responsible for obtaining the officials (umpires) for said game(s). Each team designated as the "HOME TEAM" is also responsible for providing officials (umpires) for games played away from that team's home field(s). The home team is also responsible for paying for fees for that game, (when applicable). **NOTE: Should either team fail to appear at the scheduled game site with sufficient players (9) to start the scheduled game within the allotted time frame, (thus causing the game to be canceled), and has not notified the opposing team and has not notified the District Two answering service at 303-252-0176 at least twenty-four (24) hours prior to the scheduled game time, that team shall incur a fifty dollar (\$50.00) district fine and be responsible for the umpiring fees for said game. Exception: There will be no minimum or maximum number of players established at the Minor League and Tee Ball levels.**

{A} Collection of Fines and/or Fees. When all or any portion of the conditions of ARTICLE IV - SECTION 4 occur, Colorado District Two will collect all fines and fees from the offending team's league administration, (Board of Directors), and reimburse the opposing team's league, as applicable. **All such District Two assessed fines and fees, must be paid to the District prior to the playing of any tournament games by said leagues.**

ARTICLE V - GAME ACTIVITIES

SECTION 1

Game Balls, Line-up Cards, Home Team. Each home team shall provide a minimum of two (2) new game balls for each (**Minor and Major**) game and a minimum of three (3) new game balls for each (**Junior, Senior and Big League**) game. Upon the completion of each game, the remaining game balls shall be the property of the home team. The starting line-up cards shall be presented to the Umpire-in-Chief at home plate before the start of each game. The Umpire-in-Chief shall then provide a copy of each batting order to the opposing manager. The original copy retained by the Umpire shall be the official batting order. (RULE 4.01) The home team, (LAST TEAM LISTED ON THE SCHEDULE), shall occupy the first base dugout. Both scorekeepers shall be notified of any line-up changes.

SECTION 2

Bases. Setting of bases shall be the responsibility of the home team. Returning the bases to the proper storage facility shall also be the responsibility of the home team. If bases are not taken up after the last game and they "DISAPPEAR", the home team league will be billed for the replacement set. All participating leagues shall pay a \$100.00 base and storage box deposit to Colorado District Two Little League prior to the first scheduled game. At the conclusion of the season, any unused collected monies from the paid base and storage box deposit will be returned to each league that has paid into the fund. Each league may be directly reimbursed, or they may apply their reimbursement toward their 2010 district tournament fees.

SECTION 3

Time Limit Between Half Innings. Ninety (90) seconds shall be allowed between innings and half innings. The Umpire-in-Chief will take his/her position behind home plate and call "PLAY" at the end of ninety (90) seconds. The umpire shall call "balls" if the defense is not ready or "strikes" if the offense is not ready. The Umpire-in-Chief shall be a trained official.

SECTION 4

Rainouts. Each team shall notify the District Interlock Scheduler of all rainouts and incomplete games on the same day of the game. Unsuitable field playing conditions must be reported to the District Interlock Scheduler no later than 4:00 p.m.

{A} Umpire Notification. Each participating league shall be responsible for notifying their umpiring association of any and all rainouts or rescheduled games.

SECTION 5

Sunday Games. If necessary, suspended or rescheduled games can be scheduled on Sundays. Sunday games will be scheduled at 1:00 p.m. or later. Regular games may be scheduled on Sundays at any time depending on drought conditions.

SECTION 6

Rules. All playing rules of Little League (**Minor/Major**) and (**Junior/Senior/Big League**) Baseball, Inc. shall be used and applied except, as otherwise noted in these by-laws. All interpretations of rules shall be those of Little League Baseball, Inc. No other rule or interpretation other than Little League shall be honored.

SECTION 7

Time Limits and Curfews. No game shall be started more than ten (10) minutes after the scheduled start time, unless in the umpire's judgment, such delay is unavoidable (RULE 4.15 (1)) or the delay is caused by a previous game on the same playing field. The managers/coaches and the Umpire-in-Chief shall agree there is sufficient time before curfew, on lighted fields, or remaining daylight, on unlighted fields, to play a regulation game.

{A} Single Scheduled Games for Minors and Majors. On fields where a single game is scheduled, the following shall apply: All games shall be considered completed games at the end of the two (2) hour time limit, provided a minimum number of innings (3 1/2 home team or 4 visiting team) have been played, thereby making the game "legal". No new inning shall start after two (2) hours of playing time, **unless** the number of innings played is less than the (3 1/2 or 4) **or** the score is tied. The starting times listed on the interlock schedule shall be the official game time. No new inning shall start after curfew (10:00 p.m.), **REGARDLESS.**

{B} Single Scheduled Games for Juniors, Seniors and Big League. On fields where a single game is scheduled, the following shall apply: All games shall be considered completed games at the end of the two (2) hour time limit, provided a minimum number of innings (4 1/2 home team or 5 visiting team) have been played, thereby making the game "legal". No new inning shall start after two (2) hours of playing time, **unless** the number of innings played is less than the (4 1/2 or 5) **or** the score is tied. The starting times listed on the interlock schedule shall be the official game time. No new inning shall start after curfew (10:30 p.m.), **REGARDLESS.**

{C} Double Scheduled Games on Lighted Fields. On fields where two games are scheduled consecutively, the following shall apply: The **first** scheduled game shall be limited to two hours of playing time, with no new inning being started after said period of time. If tied or not to the point of being a "legal" game, it shall be suspended to a later date. The **second** scheduled game shall be subject to the two hour time limit rule, with no new inning to start after said period of time, unless tied or not to the point of being a "legal" game. The starting times listed on the interlock schedule for **first** games shall be the official game times. No new inning shall start after curfew (**10:00 p.m. Majors and 10:30 p.m. Juniors and Seniors**), **REGARDLESS.**

{D} Exceptions. Big League games shall have a two hour and fifteen minute time limit, in addition to an (11:00 p.m.) curfew.

SECTION 8

Fielding Nine Players. If a game cannot be played because of the inability of either team to place nine (9) players on the field before the game begins, this shall not be grounds for automatic forfeiture, but shall be referred to the District Two Baseball Interlock Board of Directors for a decision. (RULE 4.16)

{A} Minor Player Rules. In Minor games, each team will bat their entire roster. The first nine (9) batters shall be the team's starting defensive players. The batting order shall remain the same throughout the entire game. **Exception: There will be no minimum or maximum number of players established at the Minor League and Tee Ball levels.**

[1]. Any player arriving once a game has started shall be placed at the bottom of the batting order.

[2]. If at any time a player is unable to bat in his/her proper turn due to illness, injury, or disqualification, that player shall be removed from the batting order for the remainder of the game. The line-up shall then continue as if such player was never listed in the batting order.

[3]. Every player on a team roster shall participate in each game for a minimum of six (6) consecutive defensive outs and one time at bat.

SECTION 9

Player Re-entry. If during a game, either team is unable to place nine (9) players on the field due to injury or ejection, the opposing manager/coach shall select a player to re-enter the line-up. A player ejected from the game is not eligible for re-entry. If no players are available for re-entry, or if a team refuses to place nine (9) players on the field, this shall not be grounds for an automatic forfeiture, but shall be referred to the District Two Baseball Interlock Board of Directors for a decision. (RULE 4.17) **Exception: There will be no minimum or maximum number of players established at the Minor League and Tee Ball levels.**

SECTION 10

Ten Run Rule. In the (**Minors or Majors**), after four (4) innings, three and one half (3 1/2) innings if the home team is ahead, **OR** in the (**Juniors, Seniors or Big League**), after five (5) innings, four and one half (4 1/2) innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs SHALL concede the victory to the opponent. (RULE 4.10 paragraph(e))

{A} Minor Game Scoring Limitation. A half-inning is considered complete after three (3) outs have been made or a maximum of five (5) runs have scored.

SECTION 11

Pitching Record. All managers/coaches shall be required to exchange the “Pitching Record” form prior to the start of each game. The form must indicate a “Sign-off” by the opposing manager/coach of the previous game. Each team’s manager/coach of the game must sign off on the opposing team form with respect to the pitcher(s) of record for the game. If the opposing manager/coach refuses to sign the pitching record, the Umpire-in-Chief’s signature will be considered valid. Failure to abide by this regulation may result in forfeiture of the game and a two (2) game suspension for the offending manager/coach. A second violation will result in the removal of the offending manager/coach for the remainder of the regular season and any post season games.

SECTION 12

Pitch Count Regulation. It shall be the responsibility of the **Home Team Manager** to keep record of the Official Pitch Count for each team participating in the game. The Home Team Manager may designate any individual {adult} he/she deems competent to perform this duty. The Official Pitch Count Record must include the names of all pitchers used during the game and the exact number of pitches thrown by each. **Any discrepancy in the number of pitches thrown by a player must be resolved before that player’s next game or the matter must be referred to the ADA of Baseball for a decision.**

ARTICLE VI - EJECTION OF MANAGER, COACHES OR PLAYERS

SECTION 1

Ejection Provisions. Any manager, coach or player who is ejected from a baseball game will be under suspension for the next following game. The name(s) of the ejected person(s) shall be recorded on the umpire’s game card, official score book and reported to the Baseball Interlock Coordinator by the Umpire-in-Chief. If a manager and/or coach is ejected from a baseball game he/she shall leave the facility immediately, and take no further part in the game. A player ejected from a baseball game shall leave the facility immediately provided his/her parents are present at the game. A player ejected from a baseball game shall sit in the dugout for the remainder of the baseball game if his/her parents are not present at the game. In the event of any other inappropriate action by the ejected player, both the player and the manager or coach shall be required to leave the facility. **Any ejected manager, coach or player serving a suspension for the next following game, may not be in attendance at the game site from which they are suspended. (RULE 4.07)**

SECTION 2

Second Ejection. Penalty for a second ejection during the same season: Suspension for the next two (2) following games.

SECTION 3

Third Ejection. Penalty for a third ejection during the same season: Suspension for the remainder of the season and any post season games.

ARTICLE VII - PROTESTS

SECTION 1

Protest Committee. All game protests shall be resolved by a five member protest committee which shall consist of, the District Administrator, the Assistant District Administrator, the Baseball Interlock Coordinator, the Interlock Scheduler and the District Umpire Coordinator. Any three (3) of the above named members of this committee may rule on game protests.

SECTION 2

Protest Procedures. All protests shall be filed in accordance with RULE 4.19 of the Little League Rule Books and shall be submitted on the proper protest form. These forms shall be available from the Board of Directors of each league. The protesting manager must submit his/her protest in writing, **which must include the specific rule supporting the protest**, within twenty-four (24) hours following the completion of the game being protested, to their league's representative to the Baseball Interlock Board of Directors or the Baseball Interlock Coordinator. Verbal notification may be given to the aforementioned officials when written notification cannot be provided within the allotted time. All protests which are to be reviewed by the Baseball Interlock Coordinator, must be in written form to determine the validity of the protest, prior to being presented to the protest committee for action.

SECTION 3

Completing Protested Games. When a protest is upheld, the teams involved shall complete the game in accordance with the rules set forth in the Little League Rule Books. Any team or teams failing to do so will be considered to have forfeited the game.

ARTICLE VIII - ACCEPTANCE and AMENDMENTS

SECTION 1

Acceptance and Approval. These bylaws shall be read and accepted by each District Two Little League representative and each District Two Little League President desiring to participate in any District Two Minor League, Major League, Junior League, Senior League or Big League baseball interlock program as well as any non-District operated sub-interlock program. Their signature shall represent approval of these bylaws and rules not only for themselves, but also for the individual league they represent.

SECTION 2

Implied Acceptance. Any league that enters a team or teams into a District Two Minor League, Major League, Junior League, Senior League or Big League Baseball Interlock program or any non-District operated sub-interlock program, but has not signed the approval form of these bylaws, shall be considered to have accepted these bylaws by virtue of that league's entry(s).

SECTION 3

Waiver and Modification Clause. No modification or change of these bylaws shall be valid, unless it is amended in writing and duly executed by a majority of the authorized league representatives delegated the responsibility to act herein.

SECTION 4

Other Agreements. No agreement between managers and/or coaches and/or umpires shall be made which modifies, amends, or invalidates any or all of these bylaws and regulations.