



Lyme Old Lyme Little League Bylaws

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Board of Directors

This document outlines each of the Board of Director positions for the current year and the responsibilities associated with each position.

Participation in the Lyme Old Lyme Little League Board is not a responsibility that should be taken lightly. Each and every member can directly influence the outcome of a child's experience in baseball. We must work together to make sure this experience is a positive one.

The Board of Directors (BOD) is the governing body of the League. All rules, regulations, disputes, and affairs of the league will be vested in the BOD. The BOD will approve such decisions by a majority vote. The officers of the BOD will be determined by general election to be held at the annual meeting, usually in September. The BOD will serve an approximately one year term, commencing on the day after the annual meeting and completing on the day after the annual meeting on the following year. Greater than 50% of the BOD members must be present to vote on any league affair; in the event that the President calls for a vote via e-mail, greater than 50% of the members must cast a vote in order for a motion to be passed.

The BOD must be split with the majority not serving as Managers/Coaches.

1. League Officers will be responsible to carry out the duties as outlined in the LL International Administration Manual, the LOLLL Constitution and these by-laws.
2. Individual Board members may fill more than 1 position if necessary but shall still only have one vote on any issue.
3. Minutes of BOD meetings, excluding personnel discussions or disciplinary discussions, will be posted to the league web site within two weeks of being approved by the board.
4. Board Meeting Attendance:

-The Board of Directors shall meet at least monthly (more often during peak times); it shall be consistent throughout the year and shall be set in advance by the current BOD, during the first meeting of the year held in October.

-It is the responsibility of each Board Member to attend each and every meeting and working event. In the event that a Board Member is unable to attend a meeting, they must submit a written report prior to the meeting to the Secretary or any Board Member.

-The Secretary shall send a reminder notice 3 days in advance of each meeting to ensure attendance and collect a response of attendance from each Board Member.

-If a Board Member misses 2 consecutive meetings or a total of 3 meetings, they are subject to disqualification from the Board. They will be served with a formal written letter from the President, inquiring as to their intention to fulfill their term of office, and to warn the member that any further absences will result in a motion to dismiss them from the BOD. If a BOD member fails to participate in multiple working events required for a productive league they may be subject to disqualification. The Secretary will make a motion at the following BOD meeting.

-Monthly Board Meetings are open to the entire league and attendance by non-Board members is encouraged, this is a great way to hear what is going on, the decisions that are made and why, and it will give the league members a good idea of what it takes to actually be a Board Member. It is recommended that you attend Board meetings during the current season prior to running for a Board position for the next season

5. A short description of the Board Positions follows:

PRESIDENT: The President oversees the entire operations of the league and is the liaison between the town's league and Little League International at both District and National levels. The President will ensure that the league is being conducted in accordance with Little League International guidelines and the recommendations of the Board of Directors (BOD).

VP'S: The LOLLL has three (3) Vice President's, one for each of our divisions of play; **Baseball, Softball and Instructional.** Each of the 3 VP's is responsible for the organization and operations of their respective divisions, within the limits of the league Constitution and by laws, reporting to the President and the Board of Directors. In addition: VP.'S will be responsible for distributing all equipment to their teams, at the conclusion of the season the VP shall collect and safeguard all equipment. VP.'s need to provide a list of needed equipment to the Purchasing Agent.

COMMUNICATIONS/SECRETARY: Maintains a register of members and directors, records the minutes of meetings, responsible for sending notice of meetings, posting minutes of meetings to the web site, and records and maintains a record of the league's activities.

TREASURER: The Treasurer assumes responsibility for the league's finances. Responsibilities include dispensing league funds as approved by the BOD, reporting on the status of the league's finances, maintaining financial records of LOL Little League, and preparing budgets.

PLAYER AGENT: The Player Agent conducts evaluations and works with the President and VP in the selection process. The Player agent assists the President in confirming eligibility of players and supervises and coordinates the transfer of players from the minor to major leagues, assists in the selection of the Majors All-Star teams and any other post season tournament teams according to Little League International and local rules.

SAFETY OFFICER: The Safety Officer coordinates all safety activities, ensures safety in player training, and prepares the league's safety plan (ASAP) A Safety Awareness Program. The safety officer coordinates reporting and prevention of injuries & solicits suggestions on making field conditions safer. The safety officer must prepare a binder for each team, which includes the medical release form of every player. These forms must be collected at the end of each season to ensure they are on hand for the next playing season (All Stars/Fall Ball).

COACHING DIRECTOR: The Coaching Director will coordinate the solicitation of potential coaches and managers and serve as the League President's advisor during the Manager and Coach selection process. The Coaching Director represents all coaches/managers and serves as contact person for the League and its manager-coach education program, gaining the support and funds necessary to implement a league-wide training program, including coordination of mini-clinics as necessary.

SPONSOR/FUNDRAISING MANAGER: Prepare letters to potential sponsors and follow up to secure sponsors to financially assist in the operation of the league. Coordinate with the league VPs and Uniform Coordinator to insure that the children of sponsors play on their sponsored team. Procure and install banners around the Cross Lane Majors Field's. Distribute picture plaques to each sponsor as they are received.

CONCESSIONS MANAGER: Manage the operations of the Concessions Stand at the Cross Lane Boys Majors field and at Town Woods (If used). Maintain appropriate inventory, train volunteers, and insure that all profits are delivered to the Treasurer for deposit. Due to the work relationship required it is recommended that the CM be involved with Baseball Majors.

PURCHASING AGENT: Manage the operations of ordering and maintaining all league equipment. Shall maintain an inventory of all equipment owned by the league and provide a proposal to the BOD for an equipment budget each season including uniforms. Works directly with the VP and Safety Officer to ensure

REGISTRAR: Shall manage the enrollment of players in the league and collect information on adults interested in volunteering in the league. The Registrar shall ensure that every player has the required paperwork and will ensure accurate collecting of Little League fees. The Registrar shall maintain original copies of medical release forms and should supply copies for each player to the Safety Officer.

WEBSITE MASTER/FIELD SCHEDULER: Shall ensure that the website is current and up to date. During season will update records/pitch counts and all necessary data as a daily occurrence.

FIELD DIRECTOR: Shall ensure that all fields within the District are playable; working with the league and town to schedule workdays. Ensuring Managers and Coaches understand the fieldwork and responsibility. Works with the Treasurer to order all materials.

There are various other **COORDINATOR** positions that do not come with voting privileges, but are essential to smooth and efficient running of the league. These include, but are not limited to, Field Coordinators (baseball)(softball), Photo Coordinator, Spirit Day (Opening Day) Coordinator. As Little League is an all-volunteer organization, there is a place for everyone's talents. Please contact any board member if you would like to serve.

Selection of Regular Season Managers and Coaches

1. Solicit for Managers in November/December-Approve at January meeting.
2. The selection of those adults who will be working directly with the children is perhaps the most important task the President and the board must complete. Managing or coaching the players can be a very rewarding opportunity, which sometimes draws more volunteers than there are positions. Because of this, it is the opinion of the board that any adult who volunteers to manage or coach should be given serious consideration to serve as either a manager, game coach (only 2 per team allowed) or a practice coach (unlimited allowed). As such, it is important that people are selected that adhere to and support the Mission of Little League International. By doing so, Managers and Coaches will insure that all children have a positive and rewarding experience. No substitute can be found for good judgment of the president and board in this regard but the following process should help.
3. Areas of consideration which support selection of the candidate include (in no particular order):
 - a. Prior experience as a manager or coach
 - b. Years of service to the league
 - c. Demonstrated ability to teach the children baseball and softball
 - d. Demonstrated experience in treating all players fairly and equitably
 - e. Consistent behavior as positive role models for the children.
 - f. Demonstrated ability to teach the important qualities of Character, Courage, Loyalty and Good Sportsmanship and Fair Play.
 - g. Coaching certifications
 - h. EMT or Health Care training / professional
 - i. For Majors managers – prior experience at Majors level preferred
 - j. For Majors managers – is their child in their last year of Little League?
 - k. Coaching Philosophy
4. Areas for consideration which may disqualify the volunteer for a position include:
 - a. Derogatory or criminal information uncovered in the background check
 - b. Documented negative information received or negative experience with the candidate's

language or behavior around children, or an uncooperative attitude toward other adult volunteers.

- c. A win at all cost philosophy
 - d. A my child first philosophy (e.g., my child never sits the bench)
 - e. Others?
5. Preparation of the slate
- a. The Coaching Coordinator is responsible for preparing the list of eligible volunteers at each level and should assemble that list after all background checks have been completed. The Coaching Coordinator and VP of each division will then prepare a recommended slate to present to the president. When presenting the slate to the President, they should explain their rationale including the areas of consideration (section 2 above) for the choices made. Any volunteers that are not recommended to the President should be listed separately with the reason they are not recommended. In addition to the assessment of qualities outlined above, there are additional factors, which should be considered when putting together the slate. For example, it may not always be in the best interest of the league children to select the most experienced baseball person to be the manager. Additionally, for Managers, care should be taken to insure that many people get opportunities to experience that position. Others aspects and intangibles are listed below for considerations when preparing the slate.
 - i. Majors Level. Prefer experience coaching in the Majors level prior to managing at the Majors level. Special consideration should be given to those qualified volunteers whose child is in their final year of Little League.
 - ii. Minors Levels. Years of service to the league, years experience as a coach or manager, any certifications held, and the volunteer's reputation as one who works well with children should all be considered. Have they had the opportunity to manage in recent years?
 - b. The President, after receiving the above advice, and advice from any other sources that she or he feels is appropriate, will prepare a slate to present to the board. That slate should include all managers, coaches, and practice coaches, but could be broken up into multiple slates if that is more feasible.
6. Voting - The slate that the President presents to the board can be presented in multiple forms. Ratification of any proposed slates only requires a simple majority. The below presents 3 possible methods of selection but the LL Admin Manual gives the President much leeway in making this important decision, and these possible ideas in no way are intended to limit that authority. No matter what method the President employs, the voting should be preceded by a general explanation to the board as to the process the Coaching Coordinator, VPs, and President used in developing a slate. A discussion among the board about the managerial candidates may then be held, one at a time, with any board member who themselves is a candidate or whose spouse is a candidate, excusing themselves from the room during the discussion of that candidacy. They should re-enter the room for conversation concerning other candidates and for voting purposes.
- a. The simplest, and perhaps most efficient method, would be to present a complete slate for each league, with managers and coaches, and ask the Board to vote yes or no. The president can give any explanation that they feel is appropriate for the rationale of the slate, and ask for a vote. If that vote fails, (which it shouldn't if the development process was thorough) discussion should ensue as to why, and the President, in consultation with the board, should prepare a new slate. Alternatively, the slate could be broken down into parts (manager, coaches, practice coaches) if that facilitates the process.
 - b. Another method could be to present a partial slate to be voted up or down, with candidates

candidates to be voted on by the board, for a limited # of positions. Those final positions could then be filled by popular vote of the board.

- c. If the president feels that there are many equally qualified candidates and wants the board to make the decision to be approved by the president, he or she could present the entire list of those that she or he feels are qualified to be managers, and let the board select them by popular vote.
7. Once the Managers have been selected, the phone calls must be made. Any candidate for a Manager or Coach position that was determined to be unacceptable to the President or the board, will be called by the Coaching Coordinator and/or the President to inform him or her of that decision. The VP of each division will call each selected manager to inform them of their selection and call all manager candidates that were not selected and inform them of that fact and their selection as a coach. Once those calls are completed the VP should notify the president that all calls have been made.

UNIFORM PURCHASE, DISTRIBUTION AND COLLECTION

1. OVERVIEW

- a. **Only the league uniform coordinator will complete ALL uniform ordering.** Any decisions outside of what is already outlined in the bylaws below need to go through the President of LOLLL with the assistance of the uniform coordinator.
- b. Uniforms are kept in a rented LOLLL storage unit and are in plastic containers labeled appropriately. During the regular season, the uniform coordinator is responsible for keeping these uniforms at his or her house so that uniform needs can be met quickly and efficiently.

2. REGULAR SEASON

- a. **Majors:** the Managers will select teams during the draft based on number.
 - i. **Uniform shirts; for the 2016 Season;** LOL is transitioning to uniforms that will be kept by the players and not returned. This will allow for sponsorships to be sold.
 - ii. **Uniform pants** are purchased by the player and should be gray.
 - iii. Hats, socks and belts are given to all Majors players and are not returned
- b. **Minors:** Kid and Coach Pitch baseball, Girl's softball and tee ball teams will all receive uniform tee shirts with sponsors written on back. Sponsors need to be secured in a timely manner so that these shirts can be ready before the regular season begins. We will purchase 15 shirts per team to accommodate late registrations and insure enough flexibility with sizing. For Tee Ball teams we will purchase 12 shirts as we keep those teams smaller.

Uniform shirts, hats and socks are given to all Minors players and are not returned at the end of the season.
- c. **Tee Ball players** will receive a hat and shirt only and are not returned at the end of the season. We will typically purchase 12 shirts per team in anticipation of a team of 8-10 players and having enough size selection

3. ALL STARS/ POST SEASON TOURNAMENTS

- a. **District Baseball All Stars: Personalized** All Star shirts will be ordered which will bear the players name and number. The price for uniforms will be determined by the uniform coordinator in order to cover cost.
 - i. Previous ALL Star jerseys will be used for other post season tournaments (Sutera, etc.) -
- b. **District Softball All Stars:** All Star shirts will be ordered which will bear the players name and number. The price for uniforms will be determined by the uniform coordinator in order to cover cost.
 - i. Previous ALL Star jerseys will be used for other post season tournaments (Sutera, etc.)
- c. **Other Post Season Uniform Needs:** All Post Season uniform needs (Sutera tournament uniforms, 7/8 leagues, Norwich League, Minor league All Star games, Fall Ball) should go through the uniform coordinator. There are old uniforms in our storage facility that can be used for such tournaments or games.

Uniform coordinator will order the necessary hats and socks that might be needed for these tournament games. Please allow AMPLE time for these requests to be made, as the post season is one of the busiest times for uniform needs.

***Under no circumstances should anyone purchase uniforms for these tournament teams. There will be no reimbursement should this happen without permission from the league President and BOD. This includes commemorative shirts and hats. These decisions must be pre-approved by the league President.**

- 4. **FALL BALL** – The uniform coordinator will keep on hand a supply of T shirts and hats (approx. 30) that can be used for Fall Ball or any post season tournaments on short notice. Players will use pants left from the regular season. Each player will pay for those shirts and the player will keep hats and them after the season/tournament concludes. The uniform coordinator will replenish that supply as it is used.

Scheduling

- 1. In order to facilitate the orderly scheduling of games and practices of 7 divisions of LOLLL, as well as set reasonable limits on the numbers of games and practices, the following by law is adopted and will be carried out by the league scheduling coordinator.
- 2. Fields will be assigned to the individual divisions primarily as follows (modifications can be made as needed by the scheduling coordinator)
 - a. Cross Lane Baseball field – Baseball Majors
 - b. Cross Lane Softball field – Softball Majors
 - c. Town Woods Baseball – Baseball Majors and Minors (Kid Pitch and Coach Pitch)
 - d. Town Woods Softball – Softball Minors (Kid Pitch and Coach Pitch)
 - e. Mile Creek Baseball – Baseball Minors (Kid Pitch and Coach Pitch)
 - f. Lyme Consolidated Baseball - Baseball Minors (Kid Pitch and Coach Pitch)
 - g. Town Woods – both fields are reserved for Instructional Division from 9 – 10:30 AM on Saturday mornings; additional weeknight will be added for Tball during the week and Town Woods soccer fields or Mile Creek will be used.
- 3. The practice schedule should be made prior to the draft. The managers draw a number from a hat for the snake draft. This same number determines the teams practice schedule.

4. Pre season – The scheduling coordinator will work with league VPs to insure that all teams have adequate practice time prior to the season beginning. The Field Scheduling Coordinator shall forward a list of practice times and locations to the Major League VP.
5. The scheduling coordinator should set up the pre season practice schedule with all teams being assigned their normal weekend practice slots that will last throughout the regular season, as well as additional practice times during the week. Major and Minor league teams may begin practice no sooner than April 1st or 3 weeks before the first game of the season, whichever is earlier. Instructional division (Tee Ball) will not have practices. Any Sunday practices shall begin no earlier than noon (unless agreed upon in advance by all families).
 - a. Major League teams may have no more than 5 practices per week during the pre season phase.
 - b. Minor league teams may have no more than 3 practices per week during the pre season phase.
6. In season games and practices should be scheduled as follows (in no case may a team have a practice and a game in the same day at any level):
7. In 2016 Scheduling will be coordinated with East Lyme Little League for AAA and Boys Majors
 - a. Major league baseball – using one of the schedules in the LL Operating Manual as a template, two slots should also be reserved every weekend for make up games. Utilizing primarily Cross Lane baseball field and using Town Woods baseball for overflow major league games; each major league team should be assigned one weekend practice slot, and may opt to reserve one of the make up slots, if they are available, however if the total number of baseball activities that a team conducts in a particular week (practices AND games) would exceed four, only one practice may be held in that week.
 - b. Minor League Baseball – Kid Pitch Games will be scheduled for Monday and Wednesday as possible with East Lyme. Fridays will be reserved for make up games. Make up games can also be scheduled during one of the teams’ regular practice slots on the weekend. Each team will be assigned one weekend practice slot.
 - c. Coach Pitch Games will be scheduled for Tuesday and Thursday. Fridays will be reserved for make up games. Make up games can also be scheduled during one of the teams’ regular practice slots on the weekend. Each team will be assigned one weekend practice slot.
 - d. Major league softball – Teams will be assigned two practice slots over the weekend. If the total number of softball events during a week would exceed four, only one practice may be held.
 - e. Minor League softball – Teams will be assigned one practice slot per weekend.

Umpires

1. Although Little League prefers that all umpires be volunteers, it has become increasingly difficult to find volunteers willing to fulfill that very important role. It is most important for players at the Major and Kid Pitch (AAA) levels to have well qualified umpires.
2. In order to insure that teams at those levels have qualified umpires the following policies are in effect.
 - a. For Baseball and Softball Majors program. Local league umpires will be augmented by umpires from local Umpire boards as needed by the Umpire Coordinator/VP to ensure that well-qualified umpires cover all Majors level games. After solicitation of volunteer umpires, Professional Umpires from a local board of umpires will be hired to insure that all

paid at the same level as those umpires as long as they have completed appropriate training (as determined by the League Umpire in Chief).

- b. Local High School students will be solicited to serve as Umpires for the Kid Pitch (AAA) level for both softball and baseball; to be paid at the rate of \$25 per game.
 - c. Managers and primary coaches (2 from each team) of Major level teams will be required to attend umpire training and will be required to umpire games at the Kid Pitch (AAA) level to augment those umpires in part b as needed. Those managers and coaches may elect to exchange dates with any other qualified person on the list, and inform the Umpire in Chief of the change.
3. Managers and 1 Coach from Coach Pitch (AA) level teams will also be required to attend umpire training and will be required to provide the umpire at all home games that their team plays.
 4. The league Umpire in Coordinator/VP will develop schedules for both the major and Kid Pitch (AAA) programs. Coach Pitch (AA) level will be according to the team schedules.

Softball Minors and Majors Draft Process and League Play

Draft process

1. The Minor/Major League Softball VPs shall gather a list of eligible players, sponsor links, parental coaching interest and special requests from the registrar.
2. The AA and AAA divisions should be split according to little league age.
 - a. AA- LL age of 6-8
 - b. AAA-LL age of 9-11 (11 year olds are ineligible for post season all star play)
 - c. On the discretion of the VPs 8 year old girls who have played 2 seasons of AA may move up to AAA. These girls must be capable of playing at a higher level with no safety liabilities. Exceptions may also be made for other exceptional 8 year olds. Player evaluations for 8 year olds may be necessary to determine appropriate playing level.
3. Majors-tryouts- LL age of 9-12. Recommendation: Girls should have at least one year of AAA before trying out for majors. It is *preferred* that the majors league be composed of primarily 11 and 12 year olds.
4. For AA division notice should be taken of parent requests and potential sponsor opportunities while dividing up the players. Attempts should be made at the AA to grant most of the player requests.
 - a. For AAA division players should be split up in an equitable fashion with attempts made to divide girls with pitching experience, divide ages/experience level and maximize potential sponsor opportunities across the teams. The League VP shall discuss special requests (car pooling, teaming up with a friend, etc.) in order to make the managers aware of parent's desires. The League shall not grant such requests automatically. Through the draft process, Managers may choose to accommodate such requests; however, it is not required.
 - b. Siblings should be placed on the same team unless parents request differently.
 - c. Managers should choose their coaching staff from the listing of approved coaches- typically parents of the girls drafted to their team.
5. The League VP shall provide a spreadsheet to each Manager detailing team name, sponsor name, managers name, coach's names, and player's names. In addition, the sheet shall contain contact information for all (email, telephone, street address). League VP should work with managers to assure all necessary paperwork is completed for all players prior to season start.

6. The League VP shall forward a copy of the spreadsheets to the League Secretary for record keeping and as needed distribution to other League Officials.
7. Upon receiving the spreadsheets from the League VP the Managers shall contact each player to introduce themselves, welcome them to the league and discuss the practice schedule with the player's parent.

Season Play

1. LOL LL softball has a representative on the LL District 10W softball board. This is typically one of the VPs from the minors/majors league.
2. AAA and majors play intra-district softball in LL district league 10W. The VPs of minors AAA and majors must coordinate with the District 10W board through the LOL D10W representative to furnish the following information (this is often done prior to the draft to meet D10W guidelines):
 - a. Number of teams in each league
 - b. Field availability (typically Townwoods facility)- days and times available
 - c. Manager and coaching contact information
3. D10W schedule is set by district scheduling coordinator.
4. AAA and majors play according the rules set by D10W and little league.
5. AA league plays according the rules set by D10W and little league.
6. For all leagues post season play is governed by little league rules. Please note the strict age requirements on eligibility of play for each level.
7. VP of minors/majors should coordinate with the equipment coordinator and managers to assure each team has the appropriate equipment for the season. This should be done after draft to allow teams to have equipment for pre-season practice.

Lyme Old Lyme LL Baseball Majors Evaluations

Evaluation Proposal

It is recommended that the league determine before the evaluation how many spots are available in the major league. To do this we recommend taking 1/3 of the number of players registered in the 7-12 age brackets. Divide that number by (11) and round to the nearest whole number. That would determine the number of teams in the majors division. This coincides with Little League International recommendation, which states that the minor leagues should be 2x the size of the major league. The board recommends 11 players per team. The player agent, VP major league and league president will determine where the cut will be.

After subtracting the number of returning players from the total in the league, we will then establish how many spots are available for the players who are trying out.

Evaluations

We would like to have 4-5 evaluators. We feel it would be in the best interest of the league to eliminate managers and coaches in this process. It is recommended that they attend to observe players for the draft process. We would like the breakdown of evaluators to be the following:

1 league umpire

3 Local (past LOLLL major managers)

- a. Evaluations will consist of skill-assessments in the following areas:
 - i. Catching (ground balls and fly balls)
 - ii. Hitting
 - iii. Throwing
 - iv. Motor Skills (running, bending, hand-eye coordination)

All evaluators will complete league evaluation form for each player.

In the instance of make-up tryouts at least one of the same evaluators should be present.

In the best interest of our players the try-outs will be closed to everyone except the following:

Players

Evaluators

VP Major

Player Agent

Pres. Of league

Major league managers

Every effort should be made to conduct tryouts outside weather permitting.

Lyme Old Lyme LL Baseball Minors Evaluations

For 2016 Evaluations will be added for minors and will follow the same methods as completed for the Majors; to be completed on the same dates as Majors.

The Majors Managers and or Coaches will conduct evaluations at the Kid Pitch level, ensuring that those that just left the league the prior year contribute their time and expertise.

The Kid Pitch Managers and or Coaches will conduct evaluations at the Coach Pitch level, ensuring that those that just left the league the prior year contribute their time and expertise.

Single A Division

Upon completion of Registration and Evaluations a Single A Team may be added to allow the opportunity players to be in the correct developmental area of play. A Committee comprised of the VP/PA/ and President will determine this.

**EAST LYME LITTLE LEAGUE AND OLD LYME LITTLE LEAGUE BASEBALL
LEAGUE SPECIFIC RULES AND GUIDELINES
RULES FOR ALL DIVISIONS OF EL BASEBALL**

This section of the Local Rules was developed to highlight some of the most important national and local policies for the East Lyme Little League and Old Lyme Little League Baseball programs. East Lyme Little League and Old Lyme Little League are members of the national organization Little League Baseball, Inc.

Equipment & Attire

1. All batters, base runners and players serving as base coaches must wear a batting helmet. East Lyme players must wear a facemask on their helmet while batting or base running. Old Lyme has an optional facemask but will make at least one helmet with a facemask available for each team.
2. Players must not wear watches, rings, pins, jewelry or other metallic items. Casts may not be worn during a game. Pitchers may not wear necklaces or Phiten's or any other distracting items as discussed in the Little League handbook or at the discretion of the umpire.
3. *All male players must wear athletic supporters. Catchers must wear a protective cup. It is recommended that all players wear one (check LL book)*

Batting and Base running

1. Base runners may not leave the base until the ball becomes a hittable pitch.
2. A runner on third base may attempt to advance to home base (at their own risk), if the catcher attempts to throw out a runner attempting to steal second base.
3. Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag (the slide or avoid rule in the LL handbook).
4. The catcher cannot block the plate or baseline without possession of the ball or in the process of catching the ball to make a play.
5. Headfirst slides are not allowed other than returning to a base. If a player does so, they will be called out.
6. The on-deck position is not permitted. Players waiting to bat must wait on the bench. Players should not be holding bats in the dugout.
7. Batters are not allowed to set up to bunt then pull it back and hit away (the bunt and slash rule).

Game Preparation

1. Home team has the first base dugout in East Lyme and the third base dugout in Old Lyme, provides 2 game balls and keeps these balls after the game. The visiting team will also have 2 game balls on hand as well to be used on an as needed basis.

Pregame & Postgame

1. Prior to the start of the game, both teams will line up on their respective infield foul lines and recite, in unison, the Pledge of Allegiance and the Little League Pledge.

2. After the game, both teams will meet at home plate and shake hands.

3. Each manager shall ensure their dugout and field is clean before leaving the field.

Miscellaneous

1. Only one manager and two coaches per team are allowed inside the fences (in dugouts and on fields) during games.

2. All equipment must be kept in the dugout during games.

RULES FOR SPECIFIC DIVISIONS

MAJORS & AAA DIVISION RULES

Player Participation & Game Length

1. Every rostered player present at the start of the game shall participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. We will be using a continuous batting order, which also means that defensive free substitution is allowed each inning. Old Lyme will roster 11 per team and East Lyme 11 per team per each league's typical roster and the recent history of each league.
2. Each game has a 6-inning limit unless the game is tied, in which case extra innings are allowed.
3. No new inning shall start after 2 1/2 hours from the scheduled start time for Majors games and one hour 50 minutes for AAA/Minors games. A new inning starts when the third out of the previous inning is made.
4. A game is a complete game after the fourth inning has been completed or, if the home team is ahead, after the completion of three-and-a-half innings. A game postponed before or in the first inning will be restarted at an agreed upon time. A game postponed after the second inning is started and before the fourth inning is completed will be resumed from the point at which it stopped. Any innings pitched in incomplete games count toward a pitcher's maximums by Little League Regulations.
5. All decisions by the umpire are final
6. The standard Player Code of Conduct will be signed by PARENTS and PLAYERS and will be enforced by managers and if needed, each LL board will decide disciplinary action for their respective teams' players.

Pitching

1. In the majors and AAA, players pitch to each other.
2. The pitching rules should follow whatever is designated by the latest publication of the Official Regulations and Playing Rules for Tee Ball, Minor League and Little League Baseball and it is the responsibility of the manager to know and to follow these rules.
3. The maximum number of pitches and number of rest days must be adhered to. Failure of a manager to follow these rules may subject him/her to disciplinary action by the League. At the conclusion of each game, the score and pitch count will be sent to eastlymelittleleague@gmail.com AND oldlymelittleleague@gmail.com to be recorded on each league's website. In addition, a hard copy book will be kept on the premises to record the pitch count for each team's pitchers. The opposing manager will sign their opponent's pitch count log once all numbers are confirmed and agreed upon.
4. A player once removed, as a pitcher may not pitch again in the same game.
5. Warm-ups should not exceed 8 pitches or 1 minute. As a courtesy, the catcher of the team leaving the field between innings should stay to catch the opposing team's pitcher, unless that catcher is the first batter that inning. Managers and coaches may not warm up pitchers.

Game Preparation

1. During the week, the visiting team has the field from 4:30-4:55; and is responsible for bringing out the field equipment and setting up the bases. The home team has the field from 4:55-5:20; and is responsible for storing the field equipment after the game. Both teams are responsible for field clean up after each game.
2. Batting cages in EL are designated for Field 2 and Field 3. If you have a game scheduled for one of these fields, then your team may use the batting cage when your team has the slotted time

RULES SPECIFIC TO AAA Kid Pitch DIVISION

1. AAA Baseball is designed to give players the ability to play in a Major League atmosphere while playing at an appropriate skill level. An attempt should be made to allow all players equal playing time.
2. The focus of AAA Baseball is on continuing the development of the fundamentals of the game while introducing game strategy and competition.
3. Scoring and standings will be maintained throughout the year.
4. To encourage skill development, any player who is interested in pitching or catching should be allowed an opportunity during the course of the season. It is strongly recommended that coaches develop a pitching rotation that includes many players. However, would-be pitchers and catchers should practice with a coach or parent and demonstrate adequate skills before taking the mound or stepping behind the plate in a game.
5. Free substitution is allowed.
6. All players present for a game shall bat in a rotating order regardless of defensive assignment. If a player shows up after the game has started, they should be added to the end of batting order.
7. In the first five innings of the game, in order to keep the game moving and limit lopsided scores, any half inning is over after the fifth run has scored (the 5 run limit), regardless of the number of outs in the half inning. In the sixth inning, there is no restriction on the number of batters or runs scored.
8. No intentional walks are allowed
9. East Lyme will provide AAA/Minors Managers as well as Majors managers to umpire the AAA games. No one from the coaching staff from either team will umpire their own games except in the scenario where no other umpires are available and all possibilities for substitute umpires have been exhausted. Old Lyme will provide high school kids for umpires for the AAA/Minors games and will pay those umpires for all games at the Old Lyme field sites.

Kid Pitch League – Clarification of Rules

1. General Information

1. No parking at any time, games or practice, on blacktop area between gym and mulched playground area at Mile Creek Elementary School
2. All games begin at 5:30 pm and end at sunset. Managers must manage game time to end game as close to 7:15 as possible. A new inning should not start after 7:00pm (or sunset rule), as an inning will take approx. 15 minutes. Home team manager is responsible for keeping time.
Weekend games have no time restrictions and can be completed in full 6 innings.
3. Visiting team has field for warm-ups from 5:05 to 5:15, Home team has field for warm-ups from 5:15 to 5:25.
4. The League will not reschedule rained-out games. The managers may elect to make-up the game if they are able to arrange for an umpire and a field.
5. All players MUST leave the playing area and move to a safe location during a lightening storm. The safety of all players, coaches and spectators is goal #1 during storms.
6. Both managers will communicate on field conditions. Players' safety comes first.
7. In each half inning a team may bat a maximum of 9 times or generate 5 runs. No batter may bat twice if less than 9 players present.
8. The distance between the bases is 60 ft.
9. Umpired to be provided for each game

Coach Pitch League – Clarification of Rules

1. General Information

- a. No parking at any time, games or practice, on blacktop area between gym and mulched playground area at Mile Creek Elementary School
- b. All games begin at 5:30 pm and end at 7:15 pm (or the sunset rule). Managers must manage game time to end game as close to 7:15 as possible. A new inning should not start after 7:00pm (or based on sunset rule), as an inning will take approx. 15 minutes. Home team manager is responsible for keeping time.
Weekend games have no time restrictions and can be completed in full 6 innings.
- c. Visiting team has field for warm-ups from 5:05 to 5:15, Home team has field for warm-ups from 5:15 to 5:25.
- d. The League will not reschedule rained-out games. The managers may elect to make-up the game if they are able to arrange for a field.
- e. All players MUST leave the playing area and move to a safe location during a lightening storm. The safety of all players, coaches and spectators is goal #1 during storms.
- f. Both managers will communicate on field conditions. Players' safety comes first.
- g. In each half inning a team may bat a maximum of 9 batters or 3 outs. No batter may bat twice if less than 9 players are present.
- h. The distance between the bases is 60 ft.

2. Defense Rules

Pitching

- a. Coaches will pitch for their teams at bat; during the second half of the season players will begin to pitch; after 4 balls are thrown the coach will pitch to that batter; no walks will be given. These games should be marked on the schedule.
- b. Batter is out with 3 strikes. -
- c. Batters will not be walked. The batter will either hit the ball or strike out. If a batter is hit by a coach pitch ball, the batter can either take the base or continue his/her at bat. Let the player make their decision.
- d. **The first 4 games of the Coach Pitch season, the coach may give a batter an extra pitch if they struggle hitting the ball. After the 4 games have been played, each batter is out on 3 strikes. (Schedules should highlight these 4 games. Coaches must not field any ball hit by batter and in fair play)**
- e. The pitching distance for Coach Pitch League is 46 feet from the back of home plate to the front of the rubber. The coach can pitch in any form, standing, one knee, sitting and underhand if necessary. Remember to work with the players, all players should be able to hit an overhand pitch from the mound by the end of the season

Fielding Defense

- a. At the start of each game, managers must communicate on number of players taking the field (9 or 10 players or 3 or 4 outfielders) whichever is selected; both teams MUST comply based on inning to inning (10 players is preferred if each team has 10)
One team cannot play 9 fielders and the other team play 10 fielders; both teams need to play the equal amount of players on the field per inning. You can change as the games moves on, but both teams need to comply.
- b. Playing positions should be changed every inning or other inning.
Managers must consider safety of a player before placing a player in a position that a player cannot protect him/or herself.

- c. All safety gear must be worn in order for a catcher to take that position. A catcher must be fully protected, with a helmet, mask, dangling throat guard, chest protector, shin guards, and **protective cup**.

3. Offense Rules

- a. Every batter must bat in order (even if player is not in fielding position.) 1-12 then start line-up over.
- b. Batting line-up should be changed from game to game, giving all batters an equal chance to hit first in the line-up and also last.
- c. The half inning ends by one of the two:
 - 3 fielding outs
 - 9 batters have come to the plate

In each half inning, however, a team may bat a maximum of 9 times or 3 outs. No batter may bat twice if less than 9 players present.

- d. Sliding feet first is permitted. Sliding head first, runner will be called out.
- e. Bunting is not allowed.
- f. Fake bunting is not allowed.
- g. Stealing is not permitted.
- h. Runners cannot advance on passed balls or wild pitches.
Clarification; If the catcher makes an attempt to throw out a runner that is leading, the runners are allowed to advance one (1) base at their own risk.
- i. Base runners cannot leave the base until the ball has crossed home plate.
- j. Runners can advance one base on a ball hit in fair play.
If a player connects with a ball and hits it past all outfielders, they may take extra bases. Runners can advance bases until ball is thrown back to infield dirt, at this point the runners may advance only to the next base and at their own risk. If the runner is not past the bag, the runner must stop at that base.
- k. All bats used in Coach Pitch levels must have an approved Little League sticker attached. Any batter that uses a bat without this sticker, the manager will be given a warning. Coaches and managers must police this rule.
- l. The batter cannot have any practice swings until in the batter box area. There is no on-deck circle. All bats must be kept away from the player's bench. At no time during play should a batter have a bat in their hands, unless in the batters box.
- m. The batter and all base runners must wear a well fitting helmet.

4. Other Rules

- a. Hustle players on & off field. Please refrain from excessive between inning warm ups to get the most out of games.
- b. Players are only allowed to wear cleats of molded plastic. Steel cleats are not allowed.
- c. All players in the game will take a turn in the batting rotation, whether playing in the field in that inning or not.
- d. All substitutes must play a minimum of two full defensive innings per game. Any player not in the game for at least six consecutive outs must start the next game and continue to play for six consecutive outs plus the balance number of outs from the previous game.
- e. It is recommended that all players play a minimum of three innings per game.
- f. A runner making a head first slide into any base is out. Runners may, however dive back onto a base they have already occupied.

- g. Fielders may not block or obstruct the runners' base path until they have possession of the ball. A runner, whose path is obstructed, as determined by the umpire, shall be awarded at least one base beyond the base last touched before the obstruction. First basemen waiting for a throw must put their foot on the side of the base as to not obstruct a player running through the bag.
- h. Players, coaches or managers who are ejected from a game may not return at any point in the remainder of that game and may be prohibited from participating in the next game.
- i. Players who throw bats, balls or helmets in frustration or argue with the umpire may be ejected.
- j. Play ends when the ball is in the pitchers (player's, not coach's) glove and on the mound. There is no more base advancement and a base runner less than half way to the next base must return to the previous base. Teach the players to throw the baseball to the player playing pitcher and not the coach on all balls thrown to the pitcher.
- k. If a player is injured on the field, play stops immediately.
- l. Managers may only question an umpire's call while meeting privately with the umpire and the opposing manager and only when the call in question is a Little League Rule.
- m. Managers must rotate the batting order for all players. No players should bat in the bottom half of the order in every game.
- n. Coaches and managers are allowed on the field during play for pitching turns only.

5. Coaches /Managers

Managers are responsible for controlling the game. Both managers must agree on any and all decision made during play. Show sportsmanship for both teams. This level is instructional and every player is still learning the game of baseball.

A manager or coach suspended for any reason is not permitted to be at the game site and must not take any part in the game, nor have any communications whatsoever with any persons at the game site. Violation may result (by action of the Board of Directors) in further suspension, or disqualification of the team manager or coaches.

Baseball Minors Draft Process and Clarification of Rules

Pre-Draft Dependencies

1. The Major League tryout process must be complete and the list of player that did not make the majors and/or KP must be forwarded to the Minor League VP's.
2. A slate of managers and coaches for the Minor League Division must have been approved by the LOLLLBOD (in accordance with the Regular Season Manager/Coach Selection Process) and forwarded to the Minor League VP.
3. The sponsorship coordinator and uniform coordinator shall work together to generate a list of team names for the Minor League Division. In addition to team names the list should include the names of players that are to be linked to specific sponsors.
4. The Field Scheduling Coordinator shall forward a list of practice times and locations to the Minor League VP.
5. League Registrar should provide copies of medical releases to the VP before the meeting.
6. Equipment coordinator should provide equipment bags to the VP before the meeting.

Draft Process

8. Drafts for KP and CP will take place on the same day, 7-10 days from the Major League draft.
9. The Minor League Baseball VP shall generate a list of eligible players which includes player ranking from the prior season coach, an indication of pitching and catching experience**, sponsor links, parental coaching interest and special requests.
10. Team Managers the League VP and the Player Agent shall meet - (plan 2 hours).
11. The player list shall be distributed to all 3 days prior to the draft.
12. If any players are new to the league or unranked the Managers shall have a discussion about these players to share any information they may have about the players in order to rank them.
13. The League VP shall identify and discuss players linked to team sponsorship. Managers may not select more than 1 (one) sponsor-linked player (unless they are a sibling or co-sponsor).
14. The League VP shall discuss special requests (car pooling, teaming up with a friend, etc.) in order to make the managers aware of parent's desires. The League shall not grant such requests automatically. Through the draft process, Managers may choose to accommodate such requests; however, it is not required.
15. The Little League "Snake Draft" process shall be utilized. The "Snake Draft" process, as detailed in the Little League Operating Manual, shall be read by the League VP and discussed, if necessary, for clarity.
16. Each Manager shall pick a number out of a hat to determine draft order.

17. In an attempt to distribute talent evenly and maintain balance across the league, pitchers and catchers shall be the first players selected**.
18. Upon completion of the pitcher and catcher selection the remaining players shall be selected**.
19. If a player that is drafted has a sibling in the same division the same team must draft the sibling in the next round, unless the parent has provided a written request that the siblings play on separate teams.
20. The League VP shall keep a record of player selections and at the end of the draft will read each team back to the respective Manger to confirm accuracy. NO TRADES. DRAFT IS FINAL.
21. The League VP shall poll each Manager for the names of their Game Coaches (2) as well as any Practice Coaches.
22. Team names shall be assigned to the Managers of sponsor linked players first and then the remaining Managers in reverse draft order shall select the remaining team names.
23. Practice times and locations shall be discussed and scheduled with all disputes being solved by the blind selection from the hat or coin toss method.
24. Distribute Medical Release forms and equipment bags to the managers.

Post Draft

1. The League VP shall provide a spreadsheet to each Manager detailing team name, sponsor name, managers name, coach's names, and player's names. In addition, the sheet shall contain contact information for all (email, telephone, street address) and practice time and location information.
2. The League VP shall forward a copy of the spreadsheets to the League Secretary for record keeping and as needed distribution to other League Officials.
3. Upon receiving the spreadsheets from the League VP the Managers shall contact each player to introduce themselves, welcome them to the league and discuss the practice schedule with the player's parent.
4. Upon receiving the spreadsheets from the League VP the Managers shall contact each player to introduce themselves, welcome them to the league and discuss the practice schedule with the player's parent.

(Managers should call their teams on the same night between 6pm and 8pm-the night of the draft-if a Manager can't make the calls he must inform the PA so calls can be made) Teams will be posted to the website the night of the draft.

** For the Kid/Coach Pitch League only

1. Selection of players for Post-season tournaments is a sensitive issue. Care must be taken to insure that the process is clear and fair and that the teams are good representatives of the league. Care should also be taken to give many players an opportunity to compete, while keeping roster sizes manageable. When Old Lyme Fields 3 baseball teams during the regular season it will field 2 baseball teams for All Stars. An 11/12 team and a 10/11 team. In an effort to provide as much opportunity to play as possible 12 year olds will have special consideration to play.
2. Since there is no 10/11 softball tournament, the age breakdown for softball teams are obvious (9/10 and 11/12)
3. 7/8 or 9/10 level tournament teams will be selected by ballot votes. Managers will provide the name of their top 3 players to the Player Agent to be included on a ballot; the Manager and two coaches per team will vote on the ballots. (any 9/10 year olds in the Majors not chosen for All Stars will have right of refusal for Sutera Team)
4. Timeline
 - a. Prior to May 20th, the VP of Majors should solicit from managers the names of any players who because of an injury or missing of games for another reason, may be in need of a waiver to be eligible for tournament play. The VP should work with the President to prepare those and insure that all are submitted prior to the June 1st deadline.
 - b. Prior to June 1st, the majors VP will solicit from all majors players the names of those players who do not wish to participate in a Post-season tournament. Players and their families should be informed of the commitment involved before making this decision. All remaining players that do not opt out will be placed on a Player list; A committee comprised of the VP, PA, Manager and President will review the players and determine if there is any player who is not deserving (i.e. missed many practices or games, showed little effort, etc.) and the remaining players will be placed on a ballot for vote.
 - c. For softball, due to the typically low numbers, the managers and VPs should discuss the formation of the team together and determine the makeup of the teams, in conjunction with the Player Agent and President.
 - d. Prior to June 5th, each Manager, Coach (2 per team) and player at the major's level shall ballot vote and will be allowed to select up to nine players for each All Star Team.
 - e. All above lists will be jointly maintained and held by the President/VP and the Player Agent.
 - f. For baseball, upon completion of the Majors division season ending tournament or June 15th whichever is later, the tournament teams will be announced by posting to the league web site. Managers may then make calls and start planning practice sessions. For softball, teams may be announced in the same manner, upon completion of the final season game or June 15th, whichever is later.

5. The Ballots shall be developed as outlined above and distributed for the vote prior to June 5th at a scheduled game and / or practice. They will then be immediately collected by the League President/VP (or other board member (s) as appointed by the League President) and Player Agent and counted:
 - a. Majors: The top nine players in order of total votes received, for each team, will be entitled to be on the tournament team
 - b. For the 11/12 team; 12 year olds will be given special consideration; 11 year olds may move up based on vote and consensus of the Committee as outlined above.
 - c. Minors: The players will be ranked in total vote order and any selection to a 7/8 or 9/10 Tournament Team will be in that order. In the event of a tie, the older player will be chosen first.
 - d. Selection of the remaining players to the tournament teams will be done by consensus of the Tournament Manager, Player Agent, VP and President. Appointments to the team, by this committee, may or may not be in order of total votes and will give consideration to positional needs of each team, player character and skill.
 - e. The committee identified above with the All Star Managers will determine total number of players on each tournament team.
 - f. Replacement of players who decline to participate in tournament play will be at the discretion of the committee and the All Star Manager.
 - a. A full team will be selected (minimum of 12 players). Managers can elect to increase the number of roster players at their discretion. If there are an excess number of players qualified for All Star competition, an "All Star Alternate" category will be created that will contain the names of those players. These players can be selected to the All Star Team through attrition or injury, where the rostered All Star player will not be capable of returning to the team.
 - b. Player notifications will be held until the approved information release date established by the District Administrator. On the release date names will be posted to the league website. The Manager will hold meetings and All Star candidates will sign commitment forms. Candidates will not be considered to be assigned to a team until the Manager receives the signed commitment form. The Manager will submit the signed commitment forms to the League Secretary.
6. For the purposes of the Sutera Tournament, which LOLLL typically participates in:
 - a. The 12 yr old All Star team will represent the league in the 11-12 division, unless they are still competing in the International Tournament at the time applications for the Sutera Tournament are due. Any players that need to be replaced due to not being available to play will be replaced by bringing up players from the 11 yr. All Star team (unless they are still in the International Tournament) by a committee consisting the Sutera manager, the 11 yr. old All Star manager, the league VP,

Player agent, and President, in a manner similar to above In the event that the 11 yr. All Star team is still in the tournament, the augmenting players will be chosen from the original balloting conducted, starting with the 12yo players by the committee.

- b. If the 12 yr. All Star team is still in the international tournament, the 11 yr. All Star team will represent the league. Any players needed to augment will be chosen from the original balloting conducted, starting with the 12yo players by the committee in .c.
- c. If both 11-and 12 yr. All Star teams are still in the International Tournament, players will be selected from the remaining majors players in a manner outlined above.
- d. The 9-10 Sutura Team will be chosen by 9/10 years olds in the Majors Divisions and by following the selection of Tournament Teams for 9/10 as outlined above.

Selection of Tournament Managers and Coaches

The same guidelines that are used to select Regular Season Managers and Coaches will be used for Tournament Managers:

Areas of consideration which support selection of the candidate include:

- a. Prior Experience as a Manager/Coach in Tournament Play
- b. Years of service to the league
- c. Demonstrated ability to teach the children baseball and softball
- d. Demonstrated experience in treating all players fairly and equitably
- e. Coaching certifications

In the event of equal qualifications the following will apply:

The Managers will be given right of first refusal based on their season record, team with highest record at Major League Division team (team standings as of the date of the All Star selection meeting) will have the right of first refusal or their choice of which team to manage through the All Star competition. Managers and coaches will sign commitment forms. The Player Agent will submit the signed commitment forms to the League Secretary.