Haverford Township Little League

ByLaws

July 10, 2020

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Section 1 – League Name

The official name of this organization is the Haverford Township No.1 Little League, Inc. The league is commonly known as the Haverford Township Little League ("HTLL").

Section 2 – Objective and League Structure

1) The objective of HTLL shall be to implant firmly in the youth of the community the ideals of good sportsmanship, honesty, loyalty, courage and reverence so that they may be finer, stronger and happier individuals and will grow to be good, healthy, caring adults.

2) These objectives will be achieved by providing supervised competitive baseball games. The supervisors shall bear in mind that the attainment of exceptional athletic skills is secondary and the molding of future men and women is of prime importance.

3) Haverford Township Little league is structured as five age-based divisions:

   a) Karakung Divisions

      i) Intermediate Baseball Division

      ii) Major League Baseball Division

      iii) Minor League Baseball Division

   b) Haverford Athletic Club (HAC) Divisions

      i) Machine Pitch Baseball Division

      ii) Tee-Ball Division

4) Intermediate Baseball Division

   a) The HTLL Intermediate Baseball program is a competitive baseball league that builds on the individual and team skills developed in previous divisions. The division expands the field dimensions to 50-foot pitching distance and 70-foot base paths. Additional baseball components are added, such as taking leads and stealing bases. This division offers a transition between the standard Little League Major League field size (46-foot pitching distance and 60-foot base paths) with the larger 60/90 foot field dimensions for those players that continue to play beyond HTLL.

   b) The Intermediate Baseball Division consists of 5-6 teams of 12-14 players (depending on registration), ages 12-13.

5) Major League Baseball Division:

   a) The HTLL Major League Baseball program is a competitive baseball league dedicated to enhancing individual baseball knowledge and skills combined with team tactics and strategy, providing higher level baseball competition, and promoting the Little League principles and sportsmanship for the youth of Haverford Township.

   b) The Major League consists of 5-6 teams of 12-14 players (depending on registration), ages 10-11.

6) Minor League Baseball Division:

   a) The Minor League Baseball Division is an instructional/competitive league dedicated to enhancing individual baseball skills and knowledge, providing friendly team competition, and promoting sportsmanship.

   b) The Minor League usually consists of 6-8 teams of 12-14 players ages 8-9.

7) Machine Pitch Division

   a) The Machine Pitch Division is an instructional program dedicated to enhancing individual baseball skills and knowledge, providing friendly team competition, and promoting sportsmanship.

   b) The Machine Pitch Division usually consists of 6-9 teams of 12-16 players ages 6-7. On a case-by-case basis, a 5 year old may be permitted to play in machine pitch at the discretion of the Director of HAC Divisions and/or the Machine Pitch Commissioner.

8) Tee-Ball Division

   a) The Tee-Ball Division is an instructional program dedicated to introducing individual baseball skills and knowledge, and promoting sportsmanship.

   b) The Tee-Ball Division usually consists of approximately 4 teams of 10-12 players ages 5-6. On a case-by-case basis, a 4 year old may be permitted to play in machine pitch at the discretion of the Director of HAC Divisions and/or the Tee-Ball Commissioner.

9) This structure may be modified as necessary by the Board of Directors (BOD) if circumstances warrant such action.

Section 3 – Board of Directors (BOD)

1) The BOD shall consist of a minimum of twenty (20) members and a maximum of thirty-five (35) members.

2) Board members shall include the Officers and such other volunteer personnel as may be duly elected by the membership according to the constitution.

3) Individuals eligible to serve as members of the Board must be at least 18 years of age.

4) Nominations for the BOD may be made by any current "member" in good standing through the Nominating Committee in advance of the annual membership meeting. Nominees shall be voted upon by the membership and selected to serve by a majority vote of the Board members.

5) The BOD shall have full authority to perform all acts and take all measures necessary to carry out the corporate purpose and the functions of the organization.

6) The BOD shall have the power to elect all Board Officers and replacement board members during the course of the operating year due to resignation or other inability to serve.

7) All matters concerning league policy or financial commitments of HTLL shall be reviewed and approved by a vote of the BOD. No motion shall be carried without a favorable vote from the

majority of those present at a duly constituted meeting. A duly constituted meeting must be comprised of a quorum of the Board. A quorum is defined as attendance by a majority of Board members.

8) Excessive unexcused absences from regularly scheduled BOD meetings (as determined by the board) will be considered grounds for removal of that Board member from the BOD. Hospitalization, employment, or like detainment and/or vacation will be considered reasons for excused absence, or any other reason accepted by the President. Board members should inform the Communications Director of his/her inability to attend a Board meeting prior to the scheduled meeting date. If necessary, the President shall notify the Board member, of his/her removal from the BOD.

Section 4 – Financial Policy

1) The BOD shall decide all matters pertaining to the finances of the League and it shall place all income in a common League Treasury directing the expenditure of same in such manner as will give no individual or team an advantage over the other as to equipment, etc.

2) The BOD shall not permit the contribution of funds to individuals or teams and shall solicit same for the common treasury of the League. The above regulation is to discourage favoritism among teams and to endeavor to equalize the benefits of the League.

Section 5 – Officers of the Board of Directors and other Elected Positions

1) During the Annual Membership Meeting in September, the BOD shall elect from its own membership a President, Vice-President, Secretary and Information Officer, Communications and Marketing Manager, Treasurer, Player Agent(s), Safety Officer, Umpire-In- Chief, League Commissioners, Concessions Manager and Sponsorship/Fundraising Manager. These positions are Officers of the BOD. The election of the officers shall occur after the board members are elected by the general membership.

2) Officers of the BOD shall be elected for a one-year term and may be re-elected in the position for additional consecutive terms.

3) If two or more candidates are nominated for an officer position, the Board shall vote by secret ballot to elect the officer.

4) Prior to the election of Officers, the President shall offer proxy privileges to any director who may be absent from the meeting for election of Officers. The President will designate a member of the Board to receive proxy instruction. In any election where proxy votes could affect the results, the election will not be deemed final until the Board has absolute verification of the proxy votes.

5) Officer Responsibilities:

a) The **President** shall act as the presiding officer at all meetings and be responsible for the administration of policies adopted. The President shall be a member, ex officio, of all committees. The President may cast a vote on matters before the Board only to break a voting deadlock.   The President shall chair the Executive, Nominating and Protest Committees.

b) The **Vice President** shall, in the absence of the President, have all the duties of the President. The Vice President shall chair the Bobby Dean and Hall of Fame Committees as well as any committees that the President chairs in his/her absence.

c) The **Secretary and Information Manager** shall keep a record of all proceedings at both regular and special meetings. The Secretary and Information Manager shall be responsible for all league filings, tracking and registering players, volunteers, team, etc.   The Information Manager shall chair the registration committee.

d) The **Communications and Marketing Manager** shall attend to all official correspondence, communications, notices of meetings, etc., unless otherwise directed by the President.   The Communications Director shall co-chair the registration committee.

e) The **Treasurer** shall keep the financial records of the corporation and shall submit an interim report (orally or in writing) at each BOD meeting. The books of the Treasury shall be audited, as necessary, by a committee appointed by the President and a fiscal year-end report is to be given at the October BOD meeting.

f) The **Player Agent – Karakung Divisions** shall conduct the annual player registration and coordinate annual Player Evaluations for the Intermediate, Major, and Minor Leagues. The Player Agent shall supervise the selection of players in the annual team draft and the selection of the Tournament Team. The Player Agent will be responsible for checking birth records and eligibility of players for the Intermediate, Major, and Minor League Divisions; shall approve all player trades and releases; and shall be responsible for addressing any misconduct of players and managers on the field of play. The Player Agent shall be a member of the Rules Committee. The Karakung player agent shall be the commissioner of the Evaluation Committee, along with the HAC player agent. The Player Agent should be a non-manager/coach unless a suitable non-manager/coach is not possible.

g) The **Director/Player Agent – HAC Divisions** shall supervise all aspects of the Machine Pitch and Tee-Ball division. The Director/Player Agent will be responsible for checking birth records and eligibility of players for the Machine Pitch and T—Ball Divisions; and shall be responsible for addressing any misconduct of players and managers on the field of play. The Director/Player Agent shall be a member of the Rules Committee. The HAC player agent shall be the commissioner of the Evaluation Committee, along with the Karakung player agent. The Player Agent should be a non-manager/coach unless a suitable non-manager/coach is not possible.

h) The **Umpire-In-Chief** shall coordinate the selection of the umpires for the Major and Minor Leagues. The Umpire-In-Chief shall coordinate the schedule of games to be covered by the umpires. The Umpire-In-Chief shall assign umpires to officiate the Major and Minor League Playoffs. If available, the Umpire-In-Chief shall act as a consultant, if such consultation is sought, to any umpire regarding a specific ruling. The umpire-In-Chief shall be the chair of the League's Rules Committee and a member of the Protest Committees.

i) The **Safety Officer** shall create awareness through education and information of the various ways to provide a safer environment for the children and all participants of Little league. The Safety Officer shall develop and implement a plan for increasing safety of activities, equipment

and facilities through education, compliance, and reporting. The Safety Officer shall fill out the annual safety report, and make sure all forms are filled out for all incidents and that these reports are followed up with the league.

j) The **Concessions Manager** shall maintain the operation of the concession facility, including the organization and purchase of concession products. The concessions manager shall manage the schedule of volunteers to work the concession facility for all events held at the field including Tournament games. The Concessions Manager shall organizes, tally, and keep records of concession sales and purchases as well as review and collect concession related offers including discounts, coupons, and bulk-purchasing opportunities.

k) The **Sponsorship/Fundraising Manager** shall solicit and secure local sponsorships to support league operations, collect and review Sponsorship of the league and other fundraising opportunities, and organize and implement approved league fundraising activities. The Sponsorship/Fundraising Manager shall coordinate participation in fundraising activities and maintain records of monies secured through sponsorship and fundraising initiatives. The Sponsorship/Fundraising Manager shall chair the Fundraising Committee as well as the Sponsor/Billboard Committee.

l) The **League Commissioners** shall be responsible for overseeing all aspects of their division. This includes scheduling (both practice and game schedules) and coordinating with others on activities surrounding registration, evaluations and draft. The league commissioners are also responsible for overseeing any special games that may occur, such as showcase games. Each league shall have one elected commissioner and should be a non-manager/coach unless a suitable non-manager/coach is not possible.

6) Other elected positions consist of chairs for committees that are not chaired by officers. These include:

a) Field Maintenance and Facilities

b) Equipment

c) Player Development

d) Tournament

Section 6 – Board Meetings

1) Meetings of the HTLL BOD shall be held on the first Monday of each month, unless rescheduled for a good reason. A meeting is not normally held in the month of August. In the event the first Monday of any month shall fall on a legal holiday, or must be rescheduled as deemed appropriate by the President, the meeting shall then be called at the discretion of the President and all members will be notified accordingly by the Communications Director.

2) It is the responsibility of each member to confirm the time and place of the meetings. This can be accomplished by contacting the Communications Director or one of the other Officers.

3) A majority of the members of the BOD shall constitute a quorum at any meeting and a majority vote of those present shall govern except when otherwise especially provided.

4) Roberts Rules of Order shall govern the proceedings at all meetings except where it conflicts with the Constitution or Bylaws of the League.

5) The order of business shall be conducted in the following sequence:

   a) President calls meeting to order;

   b) Communications Director reads the minutes and action items from previous meeting(s) and presents for approval;

   c) Treasurer presents Treasurer's Report for approval;

   d) Committee Reports;

   e) Discussion of Agenda Topics, voting as needed, and assignment of action items as needed.

   f) Old Business not covered on agenda;

   g) New Business not covered on agenda;

   h) Date of next meeting and Adjournment.

6) The attendance of board members will be reviewed by the President no less than every 6 months.

Section 7 – Committees

1) The committees of the organization shall be the standing committees and such special committees as the President may from time to time appoint.

2) The standing committees are:

   a) **Executive Committee**
      Chair: President (Vice President in his/her absence)
      Members: President, Vice President, Treasurer, Communications Director, Player Agent(s), and Division Commissioners

      The Executive Committee shall advise with and assist the Officers of HTLL in all matters concerning its interests and the management of its affairs, and shall have such other powers as may be delegated to it by the Board, but in no event will the Executive Committee have authority over the Board of Directors. The Executive Committee is responsible for overseeing capital improvements/projects. This committee is also responsible for maintaining operational aspects of the league, including maintenance of governing documents, technology and personnel.   They shall meet on a monthly basis.

   b) **Bobby Dean Award**
      Chair: Vice President
      Members: Intermediate Division Managers

The Bobby Dean Award committee is chaired by the President. The committee is responsible for nominating candidates for the Bobby Dean Award and conducting secret ballot voting to determine the winner. The shall meet on an ad-hoc basis in preparation for the award being presented at the end of the season.

c) **Procurement**
Chair: Board Member to be Elected
Members: Division Commissioners

This committee is responsible for the maintenance of all team equipment, including equipment that may be issued directly to team managers (balls) and the shared equipment in the minor and major league equipment rooms. This committee is also responsible for uniforms. This committee is responsible for evaluating current equipment for replacement, ordering new equipment and working with team managers on their equipment needs.

d) **Field Maintenance and Facilities**
Chair: Board Member to be Elected
Members: Members to be recruited by chair

This committee is responsible for maintaining the playing fields and grounds. The committee is responsible for physical maintenance, coordination with third-party contractors and organizing parent volunteers. Membership on this committee is open to current board members.

e) **Hall of Fame**
Chair: Vice President
Members: Members to be recruited by chair

This committee is responsible for determining a candidate for induction into the Hall of Fame each year and presenting the candidate to the Board of Directors. Membership on this committee is reserved for the most senior board members.

f) **Fund Raising**
Chair: Sponsorship and Fundraising Manager
Members: Members to be recruited by chair

This committee is responsible for the planning, organization and implementation of the annual HitFest fundraiser. This includes coordination with team parents, the purchase of prizes and collection of money raised. Membership on this committee is open to current board members.

g) **Nominating**
Chair: President
Members: Vice-President

This committee is responsible for accepting nominations for board members, elected officials

and managers. The committee is chaired by the league Vice President and members consist of all league commissioners.

h) **Player Development**
Chair: Board Member to be Elected
Members: Members to be recruited by chair

This committee is responsible for determining a clearly defined player training program. This includes maintaining a drill book and providing guidance to new and Minor League coaches. This committee is also responsible for the Fall Ball skills development program. Membership on this committee is open to current board members.

i) **Protest**
Chair: President
Members: Umpire-in-Chief, Player Agent(s)

Membership on this committee is reserved for the league President, Umpire-in-Chief and Player Agent.

j) **Registration**
Chair: Secretary and Information Manager
Co-Chair: Communications and Marketing Manager
Members: Division Commissioners

This committee is responsible for coordinating registration activities on the website and maintaining accurate records of registrants and payments. This committee works closely with the evaluation/draft committee, as well as the Player Agent, Treasurer, and Communications Director. Membership on this committee is open to current board members.

k) **Player Evaluations**
Chair: Player Agent(s)
Members: Division Commissioners

This committee is responsible for coordinating the activities surrounding player evaluation day. This includes schedule, check-in and the actual evaluations. This committee works closely with the registration committee. Membership on this committee is open to current board members.

l) **Umpire and Rules**
Chair: Umpire-In-Chief
Members: Vice President, Intermediate Division Managers, Division Commissioners, Player Agents

This committee is responsible for ensuring that all Little League rules are implemented and followed within the league, as well as maintaining local rules for the league. Membership on this committee is reserved for Major League Managers, the Umpire-in-Chief, Minor League

Commissioner and the Communications Director.

m) **Sponsors and Billboards**
Chair: Sponsorship and Fundraising Manager
Members: Members to be recruited by chair

This committee is responsible for raising funds for the league to help defray the costs of uniforms, equipment and other league expenses. This committee is responsible for the sponsored outfield signs, as well as team sponsors that appear on uniforms. This committee is responsible for soliciting sponsors, maintaining the signs, and collecting payment in coordination with the Treasure. Membership on this committee is open to current board members.

n) **Tournament**
Chair: Board Member to be Elected
Members: Members to be recruited by chair

This committee is responsible for overseeing the selection of tournament players and managers. The committee is also responsible for monitoring tournament activities as needed to ensure the league is represented to players, parents and the community in the best possible way. Membership on this committee is open to current board members.

Section 8 – Managers

1) Managers of competitive teams shall be approved annually by open ballot by the BOD. Candidates for open managerial positions (after complying with the provisions of Section 8(b), will be selected by open ballot by the BOD outside the presence of the candidate(s). Intermediate and Major League managers must be approved and/or selected no later than the January meeting. Minor League Managers must be approved and/or selected as early as possible, but no later than one week prior to the evaluations and draft. Machine Pitch and Tee-Ball Managers will be selected by the BOD based on recommendations from the Director of HAC Divisions and commissioners in cooperation with the Nominations Committee. Managers in the Intermediate, Major, and Minor League Divisions shall be responsible for selection of their teams. Managers at all levels will be responsible for the players' actions on the field.

2) A Manager must provide a verbal or written statement to the President prior to the December BOD Meeting, indicating that individual's desire to continue as a manager. If a Manager desires to step down from his position, he must do so in writing and present it to the President prior to the December Meeting. Open managerial positions must be advertised and candidates must present their desire to fill such a position in writing and submit it to the President prior to the January meeting. All candidates will be considered and the position will be filled in accordance with the provisions of Section 8(a).

3) Managers gain seniority status based on the year they are elected manager. If two or more new managers are approved by the BOD to manage an Intermediate, Major or Minor League team in the same baseball season, the Board will determine who has seniority. When making this determination

the Board should consider past contributions to the league (as a league manager, league coach, Board member or other volunteer service) and any other relevant factors.

4) A team manager will achieve tenure status after completing one season as a manager.

5) Coaches shall be selected annually by the team manager, no later than the April meeting. The Board reserves the right to review, discuss and reject any named coach for reasonable cause. All teams must have two, and only two, rostered coaches. Rostered coaches are identified on the team roster that is sent to Little League International each year. A rostered coach must participate in at least 60% of team games and practices, or risk being removed from the roster. As designated by the manager, other parent volunteers may assist in coaching the team (in practices or games); however these "Practice Coaches" are not considered official rostered coaches. During practice or a game, the manager may designate an official rostered coach as acting manager and/or parent volunteer as an acting coach. These designations shall be considered temporary and only on an as needed basis.

6) HTLL requires both State and Little League background checks as well as a completed Little League Volunteer Application on all managers, coaches, umpires, Board of Director members, and any other persons, volunteers, or hired workers, who provide regular service to the league and/or have repetitive access to, or contact with, players or teams.

7) Major league managers are expected to regularly attend board meetings regardless of they are a voting member of the board (see sections 3 and 6).

8) All managers are required to name at least two coaches and a team parent. Each manager is expected to provide the names of these individuals before the first team activity (practice or game). Managers must work with the safety officer to ensure that named individuals have completed their background check as well as complied with Pennsylvania State regulations.

Section 9 – Code of Conduct

1) Players

    a) The Board of Directors, Managers and Coaches of Haverford Township Little League have certain expectations of all players in regards to sportsmanship and player conduct. At a minimum we expect all players to:

    b) Practice good sportsmanship at all times and respect their opponents, teammates, coaches and parents on and off the field of play.

    c) Not to question, make gestures, scowl at, or argue with umpires

    d) Not to throw helmets, gloves, bats or other equipment in frustration or anger

    e) Not to kick the dirt, punch fences, or say anything disrespectful when frustrated or angry.

    f) Not to cheer against their opponent, but cheer for your team.

    g) Do what the coaches ask in practice and in games for the benefit of the whole team.

    h) Encourage and help teammates when they struggle.

i) Not to bicker or trash talk with opponents or teammates or complain about what they may be doing or not doing.

j) Not to bully, pick on, tease or physically hurt opponents or teammates.

k) To play every minute in practice and games at l00% of their ability.

Violating any of the above expectations may result in a warning from you manager or coach. Repeated violations could also result in benching or reduced playing time. Cases of gross misconduct, as determined by League officials, may result in suspension or expulsion from the team or the league.

2) Parents and Spectators:

The essential elements of character building and ethics in sports are embodied in the concept of sportsmanship and six core principles: trustworthiness, respect, responsibility, fairness, caring, and good citizenship. The highest potential of sports is achieved when competition reflects these "six pillars of character."

Parents and spectators therefore should:

a) Remember that children participate to have fun and that the game is for youth, not adults.

b) Be a positive role model for the children and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at both games and practices.

c) Not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent such as booing and taunting, refusing to shake hands, or using profane language or gestures.

d) Demand that the children treat other players, coaches, officials and spectators with respect.

e) Teach the children that doing one's best is more important than winning.

f) Praise the children for competing fairly and trying hard, and make them feel like a winner every time.

g) Never ridicule or yell at any children or other participant for making a mistake or losing a competition.

h) Respect the officials and their authority during games and never question, discuss, or confront officials or coaches at the game field, and take time to speak with coaches at an agreed upon time and place.

i) Refrain from coaching the children (unless I am the coach of his/her team) or other players during games and practices.

Conduct contrary to the mandates of this code, in the judgement of league officials, may result in the offender being asked to leave the premises.

3) Sexual Harassment Policy:

    a) It is the policy of the Little League International and Haverford Township Little League (HTLL) that all parties involved in the organization will be free of discrimination, including incidents of sexual harassment.

    b) Sexual harassment is defined as unwelcome or unsolicited behavior of a sexual nature which creates a hostile environment and interferes with one's ability to perform their league duties, or otherwise interferes with the full enjoyment of league participation.

    c) Anyone who believes they have been sexually harassed shall contact the Safety Officer or any other Officer of HTLL.

    d) Any member of the league who observes behavior that may be construed as sexual harassment shall report such behavior to the Safety Officer or another Officer of HTLL.

    e) Any report will be immediately channeled through the Safety Officer and to the President of the League. The President will then report to Little League International's Director of Human Resources.

    f) Little League International will then council through the Commonwealth of PA reporting guidelines located on Littleleague.org

4) Little League Child Protection Program:

    a) It is the policy of the Little League International Organization and Haverford Township Little League (HTLL) that children are recognized as the treasure of the league and therefore we must ensure that these children participate in a healthy and safe environment.

    b) Child sexual abuse is defined as the exploitation of a child by an older child, teen, or adult for the personal gratification of the abusing individual.

    c) Any parent who believes that their child may have been subjected to inappropriate behavior that may constitute child sexual abuse shall contact the Safety Officer or any other Officer of HTLL.

    d) Any member of the league who observes inappropriate behavior that may be construed as child sexual abuse shall take direct action to stop such behavior (if possible) and immediately report such behavior to the Safety Officer or another Officer of HTLL.

    e) Any report will be immediately channeled through the Safety Officer and to the President of the League. The President will then report to Little League International's Director of Human Resources.

    f) Little League International will then council through the Commonwealth of PA reporting guidelines located on Littleleague.org

    g) HTLL believes that education leads to prevention, therefore we will:

        i) Meet with volunteers to explain the above policies.

ii) Stress the role of adults in ensuring personal safety, especially to the children.

iii) Encourage the Buddy system to eliminate situations where abuse can occur undetected.

h) All HTLL volunteers must complete the Little League Official Volunteer Application so the league can perform a background check.

5) The above to policies are derived from Little League 2015 Operating Manual pp. 15-23.

6) Haverford Township Little League requires that at least two adults over the age of 18 that have had a background check completed and complied with Pennsylvania State requirements, be present at all league activities. This includes practices, games and other events.

Section 10 – Regular Season Player Registration, Evaluation and Team Selection

1) Regular season early bird player registration for new and returning players begins in December.

2) Registration ends either when all available roster spots are filled or the day before player evaluations, whichever occurs first. Available roster spots for the upcoming season are determined by the Player Agents in consultation with the Division Commisioners.

3) Player evaluations take place in early March for the Intermediate Baseball Division, Major League Baseball Division and Minor League Baseball Division.

4) Regular season teams are selected in a player draft typically held the day following player evaluations for Intermediate, Major, and Minor League Baseball Divisions. See Appendix A for details on player draft procedures. Team assignments for the Machine Pitch and Tee-Ball Divisions are handled by the Division Commissioners.

Section 11 – Tournament Team Registration, Evaluation and Selection

1) HTLL will typically field 4 tournament teams:

a) A 12/13 Year Old Team

b) A 12/11 Year Old Team

c) A 11/10 Year Old Team

d) A 10/9 Year Old Team

2) HTLL will sponsor each team in up to two tournaments; typically the PA District 19 tournament (and any subsequent Little League tournament if they win the District 19 tournament), and a second non-Little League tournament. Tournament teams may decide to play in more than two tournaments without HTLL funding. All tournament entries must be approved by the Tournament Committee. Teams that do not complete in the District 19 tournament may enter two non-Little League tournaments funded by HTLL.

3) The process for registration and selection of tournament teams is found in Appendix C.

4) The process for selection of tournament team managers can be found in Appendix D.

Section 12 – Rules

1) The Official Playing Rules and Regulations as published by Little League International, and modified by HTLL Local Rules, shall be binding on this League.

2) The HTLL Local Rules must be presented by the Rules Committee, adopted by the BOD and incorporated into these bylaws at a meeting to be held no less than one month prior to the first scheduled game of the season. No local rule shall be adopted that compromises the safety of players, coaches, volunteers or spectators.

3) HTLL Local Rules can be found in Appendix E and Appendix F, G and H.

Section 13 – Amendments

1) These Bylaws or any section thereof shall be reviewed annually by the Operations Committee and revised as necessary beginning in September. Revised bylaws must be approved by the majority of the BOD at a duly constituted meeting. Changes to the bylaws must be provided to the BOD at least fifteen (15) days prior to the meeting, at which such proposed change shall be submitted to vote.

2) Ad-hoc changes to the bylaws during the season may become necessary and shall be voted on and passed by a majority of the BOD. Ad-hoc changes shall be incorporated into the bylaws at the next scheduled review and update.

Section 14 – Territory

1) The territory of Haverford Township No.1 Little League, Inc. shall consist of the area officially approved by Little League Baseball International (last modified February 2020), as depicted on the map below.
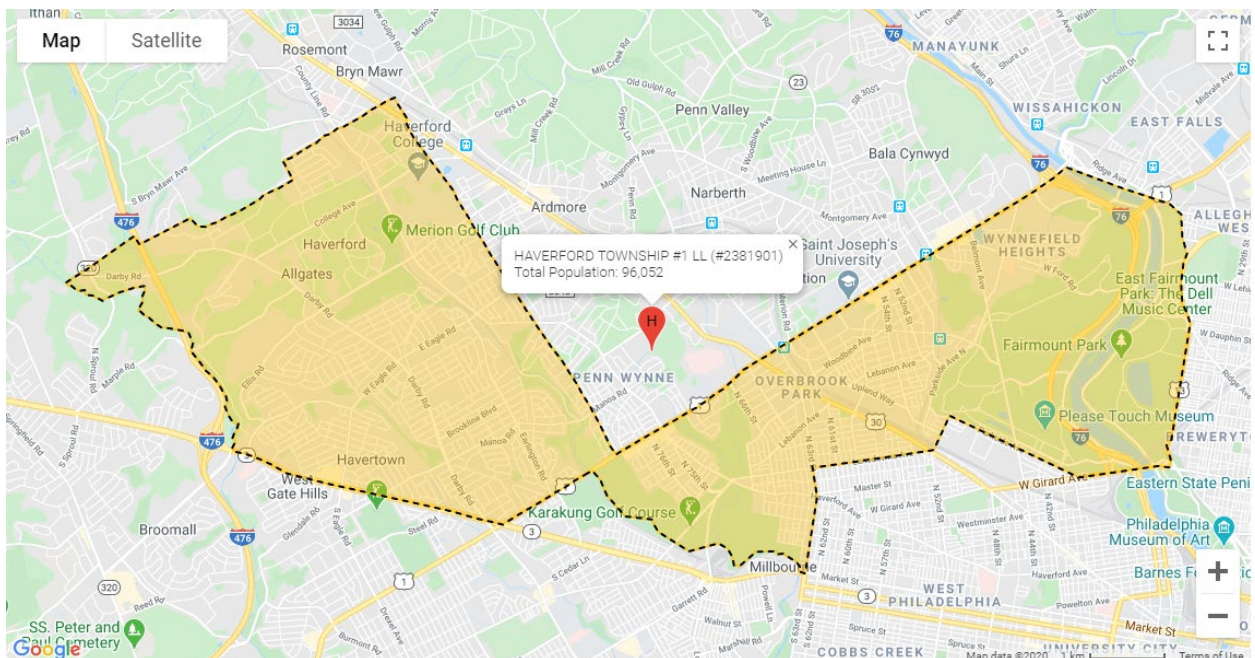
Appendix A – Player Draft Procedures: Intermediate Baseball Division

1) **Intermediate Division Selection of Players**

The Intermediate Division Draft typically takes place the day after evaluations and right before the Major League Draft. Procedures may be modified as necessary by the Player Agent after consultation with the managers and/or league commissioners to accommodate varying special situations that may arise year to year.

a) Beginning with the 2016 season, the intermediate playoff seeding from the previous year will determine the intermediate division draft order.

b) Any ties will be resolved through the approved tiebreaker procedure before the playoffs and the resulting playoff seed informs the following year draft positions.

c) The team seeded in the last position for playoffs (regardless of playoff results) selects first.

d) The team with the next to last playoff seeding selects second, and so forth.

e) Compensation rounds may be sandwiched between any of the rounds based on the procedure detailed in Section 4 below.

Round	7th	6th	5th	4th	3rd	2nd	1st	Round
R1	1	2	3	4	5	6	7	
R2	8	9	10	11	12	13	14	
R3	15	16	17	18	19	20	21	
	28	27	26	25	24	23	22	R4
R5	29	30	31	32	33	34	35	
	42	41	40	39	38	37	36	R6
R7	43	44	45	46	47	48	49	
	56	55	54	53	52	51	50	R8

2) **Age Limits on Roster**

a) Once a team has eight 13 year olds (including returning players), they may not draft another 13 year old.

b) Before the draft the Player Agent should determine how many 13 year olds are in the draft pool – and how many 13 YOs are on each roster – and determine the minimum and maximum number of 13 year olds for each team.

c) A team may not have more than eight 12 year olds (including returning players), as this would result in that team having more than eight 13 year olds the following year.

3) 12 Year Old Evaluations

a) HTLL will presume that all 12 year olds will be moving to the Intermediate Division.

b) There will be no offer to "stay down" and play in the Majors.

c) All 12 year olds must attend evaluations.

d) If a 12 year cannot make Player Evaluations, a former coach may inform the player agent of a player's appropriateness to play in the Majors, otherwise the player must be drafted to the Intermediate Division.

e) Injured players at the time of evaluations will be encouraged to attend evaluations to participate in a limited capacity or simply to observe.

4) **Uneven Number of Players on Teams**

When the Player Agent determines there are an uneven number of players in the draft he will implement the following procedures:

a) Prior to the start of the draft, the Player Agent will ask if there are any teams willing to take on an extra player (if applicable).

b) If this does not resolve the situation, the name of each eligible team (see 5c below) will be drawn by lot by the Player Agent.   This continues until all extra players are accounted for. (Example 2 extra players = 2 teams drawn). This draw is done before the draft starts.

c) When the number of players in the Intermediate Division draft pool creates an uneven number of players on teams, certain teams may be exempt from taking an extra player based on the following:

d) Primary Exemption: A team that must draft eight or more players. The team that must draft more players has a higher priority for the exemption (ex. 9 players v. 8 players)

e) Secondary Exemption: A team that took one or more additional players on their roster in the previous season

   i) Note 1: A team may voluntarily take an additional player even if they are exempt.

   ii) Note 2: When there are more extra players than exemptions – the secondary exemptions are canceled, followed by the primary exemptions.

      (1) Example 1 for Note 2: Two teams have secondary exemptions and two teams have primary exemptions but there are five extra players (89 total players). The extra players will go to the three teams without exemptions and the two teams with secondary exemptions (unless one of the two teams with a primary exemption volunteers to take an extra player).

(2) Example 2 for Note 2: Two teams have secondary exemptions and two teams have primary exemptions but there are six extra players (90 total players). The extra players will go to the three teams without exemptions; the two teams with secondary exemptions; and to the team with a primary exemption that is drafting the least amount of players. If both primary exemption teams are drafting the same amount of players – a coin flip or lot drawing will decide the team taking the extra player. (unless one of the two teams volunteers to take an extra player).

f) Team(s) will draft the extra player(s) in a Sandwich Round between the 5th and 6th round. However, the 1 pick per comp round rule (see 6b below) still applies, which may move other comp picks to lower compensation rounds.

5) **Compensation Picks**

a) If a player that was drafted to a team in the previous year, does not return to the league (or team) for any reason, that team will get a Compensation Pick in the current year draft. The Compensation Pick will be slotted in accordance with the table below:

Draft Position of Player Lost in Previous Year	Compensation Draft Position
1st Round	Between (b/w) 1st & 2nd Round
Comp. round b/w 1st & 2nd Round	b/w 1st & 2nd Round
2nd Round	b/w 2nd & 3rd Round
Comp. round b/w 2nd & 3rd Round	b/w 2nd & 3rd Round
3rd Round	b/w 3rd & 4th Round
Comp. round b/w 3rd & 4th Round	b/w 3rd & 4th Round
4th Round	b/w 4th & 5th Round
Comp. round b/w 4th & 5th Round	b/w 4th & 5th Round
5th Round or Later	b/w 5th & 6th Round

b) A team can only have one draft pick per compensation round. For example, if a team loses a 2nd round pick and 2/3 round comp pick, – they would receive a comp pick between the 2nd & 3rd round and a comp pick between the 3rd & 4th round.

c) If a team has a scheduled comp pick that will result in their last pick - they must wait to make that last pick in that scheduled comp round. For example if a team only needs to pick 4 players but has a scheduled comp pick between R5 & R6 – they draft in rounds 1-3 then wait to make their last pick between R5 & R6, they do not get their last pick in R4.

6) **Legacy Picks**

If the Player Agent determines that a team has rights to a player in the draft as a legacy pick (and a the team manager chooses to exercise that right), either because the players sibling is on the current roster or the players parent was a rostered coach on the team in the previous season, the following procedures are invoked:

a) The Player Agent will lead a discussion with all managers prior to the draft on where the legacy pick should be properly placed in the draft.

b) The Player Agent will consider all input and make a final determination on which round the team will draft the legacy pick.

c) In the absence of any known information on the player's skill level, or if the Player Agent cannot make a decision because a consensus can't be reached, the legacy pick will be drafted as follows:

    i) 12 year old – he becomes that team's 3rd round pick

    ii) 13 year old – he becomes that team's 4th round pick.

7) **Determining Legacy**

a) Sibling Legacy - the Player's sibling must be a current rostered player on the team claiming the legacy pick.

b) In a situation where a player is taken in the draft and their sibling is in the same draft pool - the team skips one round then must draft the sibling. Example - if the first sibling is taken in the 1st round – the second (legacy) sibling must be taken in Round 3.

c) Coach Legacy – the Player's parent or legal guardian must have been a named rostered coach (1 of 2 approved by the BOD) with the team for two full seasons before that team has legacy rights to that coach's child. Other relatives (grandparent, uncle, cousin) do not give the team legacy rights.

d) In certain situations – the Player Agent may determine, after consultation with the other managers, to allow or deny legacy rights - depending on the circumstances.

    i) Example 1 – A manager or coach is needed on a team in the current season but was not on the team in the previous season.

    ii) Example 2 – An approved rostered coach from the previous season did not attend a significant number of games and practices without reasonable justification.

8) **Changing Teams**

a) If a player's parents want a player to change teams, that request must be made to the Player Agent before Player Evaluations.

b) Changing teams should be a rare exception with good cause, and approved by the Player Agent.

c) If approved, that player must be reevaluated to be eligible to be drafted onto another team.

d) If this situation occurs, the player agent must announce it to the managers prior to the draft.

9) **Expansion Draft**

a) The need for an expansion draft will be decided before the draft.

b) The President and Player Agent will decide the appropriate draft procedure for expansion.

10) **Disbursement Draft**

a) The need for team disbursement (contraction) will be decided before the regular draft with the last place team from the previous year getting first pick in the disbursement draft.

b) The disbursement draft is held before and separately from the regular draft.

11) **Representation on Draft Day**

a) On the day of the draft the manager and only one coach may represent the team.

b) If the manager cannot attend draft day, the second coach may replace them.

c) Non-coaches may not attend the draft (except for the Player Agent and President).

d) Managers may consult with any other manager, league official, or another league coach (if present or by telephone) prior to making a pick as long as it does not unduly delay the draft proceedings.

Appendix B – Player Draft Procedures: Major League Baseball Division

For the 2020 season, all players will be drafted to a new team, regardless of whether they are a new or returning player. The Player Agent and Major League Commissioner will determine the draft procedures prior to the draft and communicate to all managers and league officials. The remained of this Appendix does not apply for 2020. Draft procedures for future years will be determined prior to the 2021 season.

1) **Major League Selection of Players**

   The Major League Draft typically takes place the day after evaluations and right before the Minor League Draft. Procedures may be modified as necessary by the Player Agent after consultation with the managers and/or league commissioners to accommodate varying special situations that may arise year to year.

   a) Beginning with the 2016 season, the major league playoff seeding from the previous year will determine the major league draft order.

   b) Any ties will be resolved through the approved tiebreaker procedure before the playoffs and the resulting playoff seed informs the following year draft positions.

   c) The team seeded in the last position for playoffs (regardless of playoff results) selects first.

   d) The team with the next to last playoff seeding selects second, and so forth.

   e) Compensation rounds may be sandwiched between any of the rounds based on the procedure detailed in Section 4 below.

2) **Age Limits on Roster**

   a) Once a team has eight 11 year olds (including returning players), they may not draft another 11 year old.

   b) Before the draft the Player Agent should determine how many 11 year olds are in the draft pool – and how many 11YOs are on each roster – and determine the minimum and maximum number of 11 year olds for each team.

   c) A team may not have more than eight 11 year olds (including returning players), as this would result in that team having more than eight 12 year olds the following year.

3) **10 Year Old Evaluations**

   a) HTLL will presume that all 10 year olds will be moving to the major league.

   b) There will be no offer to "stay down" and play in the Minors.

   c) All 10 year olds must attend evaluations.

   d) If an 10 year old cannot make Player Evaluations, a former coach may inform the player agent of a player's appropriateness to play in the minors, otherwise the player must be drafted to the major league.

e) Injured players at the time of evaluations will be encouraged to attend evaluations to participate in a limited capacity or simply to observe.

4) **Uneven Number of Players on Teams**

When the Player Agent determines there are an uneven number of players in the draft he will implement the following procedures:

a) Prior to the start of the draft, the Player Agent will ask if there are any teams willing to take on an extra player (if applicable).

b) If this does not resolve the situation, the name of each eligible team (see 5c below) will be drawn by lot by the Player Agent.   This continues until all extra players are accounted for. (Example 2 extra players = 2 teams drawn). This draw is done before the draft starts.

c) When the number of players in the major league draft pool creates an uneven number of players on teams, certain teams may be exempt from taking an extra player based on the following:

   i) Primary Exemption: A team that must draft eight or more players. The team that must draft more players has a higher priority for the exemption (ex. 9 players v. 8 players)

   ii) Secondary Exemption: A team that took one or more additional players on their roster in the previous season

   iii) Note 1: A team may voluntarily take an additional player even if they are exempt.

   iv) Note 2: When there are more extra players than exemptions – the secondary exemptions are canceled, followed by the primary exemptions.

      (1) Example 1 for Note 2: Two teams have secondary exemptions and two teams have primary exemptions but there are five extra players (89 total players). The extra players will go to the three teams without exemptions and the two teams with secondary exemptions (unless one of the two teams with a primary exemption volunteers to take an extra player).

      (2) Example 2 for Note 2: Two teams have secondary exemptions and two teams have primary exemptions but there are six extra players (90 total players). The extra players will go to the three teams without exemptions; the two teams with secondary exemptions; and to the team with a primary exemption that is drafting the least amount of players. If both primary exemption teams are drafting the same amount of players – a coin flip or lot drawing will decide the team taking the extra player. (unless one of the two teams volunteers to take an extra player).

d) Team(s) will draft the extra player(s) in a Sandwich Round between the 5th and 6th round. However, the 1 pick per comp round rule (see 6b below) still applies, which may move other comp picks to lower compensation rounds.

5) **Compensation Picks**

a) If a player that was drafted to a team in the previous year, does not return to the league (or team) for any reason, that team will get a Compensation Pick in the current year draft. The Compensation Pick will be slotted in accordance with the table below:

b) A team can only have one draft pick per compensation round. For example, if a team loses a 2nd round pick and 2/3 round comp pick, – they would receive a comp pick between the 2nd & 3rd round and a comp pick between the 3rd & 4th round.

c) If a team has a scheduled comp pick that will result in their last pick - they must wait to make that last pick in that scheduled comp round. For example if a team only needs to pick 4 players but has a scheduled comp pick between R5 & R6 – they draft in rounds 1-3 then wait to make their last pick between R5 & R6, they do not get their last pick in R4.

6) **Legacy Picks**

If the Player Agent determines that a team has rights to a player in the draft as a legacy pick (and a the team manager chooses to exercise that right), either because the players sibling is on the current roster or the players parent was a rostered coach on the team in the previous season, the following procedures are invoked:

a) The Player Agent will lead a discussion with all managers prior to the draft on where the legacy pick should be properly placed in the draft.

b) The Player Agent will consider all input and make a final determination on which round the team will draft the legacy pick.

c) In the absence of any known information on the player's skill level, or if the Player Agent cannot make a decision because a consensus can't be reached, the legacy pick will be drafted as follows:

   i)   10 year old – he becomes that team's 3rd round pick.

   ii) 11 year old – he becomes that team's 4th round pick

   iii) 12 year old – he becomes that team's 5th round pick.

7) **Determining Legacy**

a) Sibling Legacy - the Player's sibling must be a current rostered player on the team claiming the legacy pick.

b) In a situation where a player is taken in the draft and their sibling is in the same draft pool - the team skips one round then must draft the sibling. Example - if the first sibling is taken in the 1st round – the second (legacy) sibling must be taken in Round 3.

c) Coach Legacy – the Player's parent or legal guardian must have been a named rostered coach (1 of 2 approved by the BOD) with the team for two full seasons before that team has legacy rights to that coach's child. Other relatives (grandparent, uncle, cousin) do not give the team legacy rights.

d) In certain situations – the Player Agent may determine, after consultation with the other managers, to allow or deny legacy rights - depending on the circumstances.

   i) Example 1 – A manager or coach is needed on a team in the current season but was not on the team in the previous season.

   ii) Example 2 – An approved rostered coach from the previous season did not attend a significant number of games and practices without reasonable justification.

8) **Changing Teams**

   a) If a player's parents want a player to change teams, that request must be made to the Player Agent before Player Evaluations.

   b) Changing teams should be a rare exception with good cause, and approved by the Player Agent.

   c) If approved, that player must be reevaluated to be eligible to be drafted onto another team.

   d) If this situation occurs, the player agent must announce it to the managers prior to the draft.

9) **Expansion Draft**

   a) The need for an expansion draft will be decided before the draft.

   b) The President and Player Agent will decide the appropriate draft procedure for expansion.

10) **Disbursement Draft**

   a) The need for team disbursement (contraction) will be decided before the regular draft with the last place team from the previous year getting first pick in the disbursement draft.

   b) The disbursement draft is held before and separately from the regular draft.

11) **Representation on Draft Day**

   a) On the day of the draft the manager and only one coach may represent the team.

   b) If the manager cannot attend draft day, the second coach may replace them.

   c) Non-coaches may not attend the draft (except for the Player Agent and President).

   d) Managers may consult with any other manager, league official, or another league coach (if present or by telephone) prior to making a pick as long as it does not unduly delay the draft proceedings.

Appendix C – Player Draft Procedures: Minor League Baseball Division

For the 2020 season, all players will be drafted to a new team, regardless of whether they are a new or returning player. The Player Agent and Major League Commissioner will determine the draft procedures prior to the draft and communicate to all managers and league officials. The remained of this Appendix does not apply for 2020. Draft procedures for future years will be determined prior to the 2021 season.

1) **Minor League Selection of Players**

   The Minor League Draft typically takes place on the day after evaluations and right after the Major League Draft. Procedures may be modified as necessary by the Player Agent after consultation with the managers and/or league commissioners to accommodate varying special situations that may arise year to year.

   a) Beginning with the 2016 season the minor league playoff seeding from the previous year will determine the minor league draft order.

   b) Any ties will be resolved through the approved tiebreaker procedure before the playoffs and the resulting playoff seed informs the following year draft positions.

   c) The team seeded in the last position for playoffs (regardless of playoff results) selects first.

   d) The team with the next to last playoff seeding selects second, and so forth.

   e) There are no compensation rounds in the minor league draft.

	8th	7th	6th	5th	4th	3rd	2nd	1st	
R1	1	2	3	4	5	6	7	8	
R2	9	10	11	12	13	14	15	16	
R3	17	18	19	20	21	22	23	24	
	32	31	30	29	28	27	26	25	**R4**
R5	33	34	35	36	37	38	39	40	
	48	47	46	45	44	43	42	41	**R6**
R7	49	50	51	52	53	54	55	56	
	64	63	62	61	60	59	58	57	**R8**
R9	65	66	67	68	69	70	71	72	
	80	79	78	77	76	75	74	73	**R10**
R11	81	82	83	84	85	86	87	88	
	96	95	94	93	92	911	90	89	**R12**
R13	97	98	99	100	101	102	103	104	
	112	111	110	109	108	107	106	105	**R14**

2) **Age Limits on Roster**

a) There are no age limits on the roster of a minor league team.

3) **8 -Year-Old Declaration**

   a) If roster spots are available, all 8 year olds will be invited to try out for HTLL Minors. This tryout is optional and players can choose to stay and play in the Machine Pitch Division. Typically, there are only a limited number of 8 year old roster spots available in the HTLL Minor League.

   b) The 8's trying out for the Minors must understand that there is a possibility they may not be drafted to the Minors and will be playing in the Machine Pitch Division.

4) **9 Year Old Evaluations**

   a) HTLL will presume that all 9 year olds will be moving to the major league.

   b) There will be no offer to "stay down" and play in the Minors.

   c) All 9 year olds must attend evaluations.

   d) If an 9 year old cannot make Player Evaluations, a former coach may inform the player agent of a player's appropriateness to play in the minors, otherwise, the player must be drafted to the major league.

   e) Injured players at the time of evaluations will be encouraged to attend evaluations to participate in a limited capacity or simply to observe.

5) **Compensation Picks**

   a) There are no compensation picks in the minors.

6) **A (R1-4), B (R5-10), and C (R11-14) Slots**

   a) The assignment A,B,C draft slots is done by the Minor League Commissioner. Just like the end of season rankings, this is a subjective process. Managers will be given an opportunity to review the assignments.

   b) The returning A players on each team are placed at the bottom of the A slots, B's at the bottom of the B slots, and C's at bottom of the C slots.

   c) The remaining slots are filled in with new players drafted in the order shown in the example below.

	Red Sox	Yanks	Mets	Royals	Rockies	Brewers	Phillies	Tigers	
R1	1	2	3	4	5	6	7	8	
R2	9	10	11	Ventura	12	13	14	15	
R3	Ortiz	16	17	Holland	Morneau	Lucroy	18	19	
	Pedroia	Jeter	Wright	Davis	Dickerson	Gomez	Hamels	20	R4
R5	21	22	23	24	25	26	27	28	
	35	34	Murphy	33	32	31	30	29	R6
R7	36	37	Colon	Shields	38	39	40	41	
	Cespedes	44	Duda	Gordon	De La Rosa	43	42	Kinsler	R8
R9	Pierzynski	45	Niese	Escobar	Hawkins	46	Lee	Hunter	
	Bogaerts	Suzuki	Wheeler	Aoki	Ottavino	Peralta	Utley	Castellanos	R10
R11	Buchholz	47	48	Butler	49	50	Howard	Kelly	
	Breslow	Miller	52	Infante	Blackmon	51	Papelbon	Jackson	R12
R13	Doubrant	Leroux	Granderson	Moustakas	LeMahieu	Rodriguez	Smith	Moya	
	Carp	Cabral	Mejia	Dyson	Rosario	Gallardo	Revere	Ray	R14

7) **Uneven Number of Players on Teams**

When the Player Agent determines there are an uneven number of players in the draft he will implement the following procedures:

a) If extra player is 15th player:

   i) Prior to the start of the draft, the Player Agent will ask if there are any teams willing to take on an extra player (if applicable).

   ii) If this does not resolve the situation, the name of each eligible team (see 5c below) will be drawn by lot by the Player Agent. This continues until all extra players are accounted for. (Example 2 extra players = 2 teams drawn). This draw is done before the draft starts.

   iii) Any team that must draft 8 or more players is exempt from the draw. Also any team that took an extra player in the previous year is exempt from the draw. However, in either case those teams could still volunteer to take an extra player in step i.

   iv) Team(s) will draft the extra player(s) in a Sandwich Round between the 5th and 6th round.

b) If extra player is 14th player:

    i) Adjust draft board above as seen below:

	Red Sox	Yanks	Mets	Royals	Rockies	Brewers	Phillies	Tigers	
R1	1	2	3	4	5	6	7	8	
R2	9	10	11	Ventura	12	13	14	15	
R3	Ortiz	16	17	Holland	Morneau	Lucroy	18	19	
	Pedroia	Jeter	Wright	Davis	Dickerson	Gomez	Hamels	20	R4
R5	21	22	23	24	25	26	27	28	
	34	33	Murphy	Shields	32	31	30	29	R6
R7	Cespedes	35	Colon	Gordon	36	37	38	39	
	Pierzynski	42	Duda	Escobar	De La Rosa	41	40	Kinsler	R8
R9	Bogaerts	43	Niese	Aoki	Hawkins	44	Lee	Hunter	
	Buchholz	Suzuki	Wheeler	Butler	Ottaviano	Peralta	Utley	Castellanos	R10
R11	Breslow	Miller	45	Infante	Blackmon	46	Howard	Kelly	
	Doubrant	Leroux	Granderson	Moustakas	LeMahieu	Rodriguez	Papelbon	Jackson	R12
R13	Carp	Cabral	Mejia	Dyson	Rosario	Gallardo	Smith	Moya	
							Revere	Ray	R14

8) **Evaluations**

   a) Player Evaluation sheets are provided to each manager for rating each player on a scale of 1 to 5 in 4 categories, hitting, fielding, throwing, and running. At the end of player evaluations the sheets are collected by the Minor League Commissioner. The results are tallied, sorted by rating, and provided to all minor league managers along with the draft board prior to the draft. Highest and lowest ratings will be discarded for legacy picks.

9) **Legacy Picks**

   a) A team has rights to a player in the draft as a legacy pick, either because the player's sibling is on the current roster or the player's parent is a coach on the team. Therefore, prior to the draft the Minor League Commissioner with the approval of the Player Agent will determine the proper slot for a legacy pick* on the draft board based on the compiled results of player evaluations. The legacy pick's slot on draft board will be known to all managers prior to the draft.

   b) Definition of proper slot for a legacy pick: The lowest available slot where the team's pick number is equal to or less than the rank of the legacy pick as determined by the sorted rating of all new players.

   c) Example 1: If Breslow's brother or a Red Sox Coach's son tries out and is ranked 47th at evaluations, he is drafted at pick number 36 in Round 7 by the Sox because that is the lowest available slot less than or equal to his rank of 47.

d) Example 2: The Tigers want to add Coach Cabrerra, so they have rights to his son Miguel. However, as per evaluations Miguel is ranked 4th overall amongst new players. The Tigers first pick is pick number 8 which is not less than or equal to his rank of 4. Hence, the Tigers cannot have the rights to Miguel because he will most likely get drafted before the Tigers pick. On the other hand, if Miguel was the brother of an existing player, he would be slotted as the Tigers first pick at #8. Sibling has priority over new coach's son.

10) **Determining Legacy**

a) Sibling Legacy means the player's sibling is a currently rostered player on the team claiming the legacy pick.

b) If a player is taken in the draft and his sibling is in the same draft pool, apply the Legacy Pick Rule stated above for the sibling.

c) Coach Legacy applies to the player's parent or legal guardian not other relatives (grandparent, uncle, cousin).

11) **Changing Teams**

a) If a player's parents want a player to change teams, that request must be made to the Player Agent before Player Evaluations.

b) Changing teams should be a rare exception with good cause and approved by the Player Agent.

c) If approved, that player must be reevaluated to be eligible to be drafted onto another team.

d) If this situation occurs, the player agent must announce it to the managers prior to the draft.

12) **Expansion Draft**

a) The need for an expansion draft will be decided before the draft.

b) The President and Player Agent will decide the appropriate draft procedure for expansion. This may include a re-draft if the President and Player Agent agree that a competitive team cannot be fielded.

13) **Disbursement Draft**

a) The need for team disbursement (contraction) will be decided before the regular draft with the last place team from the previous year getting first pick in the disbursement draft.

b) The disbursement draft is held before and separately from the regular draft.

14) **Representation on Draft Day**

a) On the day of the draft the manager and only one coach may represent the team.

b) If the manager cannot attend draft day, the second coach may replace them.

c) Non-coaches may not attend the draft (except for the Player Agent, League Commissioners, Communications Director and President to provide support to the process).

d) Managers may consult with any other manager, league official, or another league coach (if present) prior to making a pick as long as it does not unduly delay the draft proceedings.

15) **9 Year-Old Draft Picks**

a) A team that enters the draft with 9 or more rostered 9-year old players will not be permitted to draft a 9-year old player provided that there are eligible 8 year old players remaining on the draft board. This restriction does not include legacy picks.

b) If the draft incudes expansion team(s), up to 4 9-year old players can be placed onto each team. If there are multiple expansion teams, a 9-year old supplemental draft will be conducted prior to the draft to select up to 4 9-year old players per team. The draft slots will be determined by the Minor League Commissioner when setting the draft board.

c) If this restriction creates a situation that the Minor League Commissioner considers unfair, he/she can alter this rule with the concurrence of the Player Agent.

Appendix D - Registration and Selection of Tournament Teams

1) **Player Ballots**

   a) All 9, 10, 11, 12, and 13 Year Old Players are eligible to be voted to one tournament team, even if they are eligible for more than one.

   b) On or about May 15 of each year, the HTLL Communications Director will send an email to all player's parents explaining the tournament team ballot nomination process.

   c) Parents complete an online ballot nomination form which must be submitted by the specified deadline.

   d) As part of this nomination, parents must identify any potential conflicts with practice or games in the timeframe of the tournament season (typically June 15 – July 31).

   e) If conflicts are listed on the ballot, the tournament team manager must:

      i)   Discuss the conflicts with the parents to see if they can be mitigated.

      ii) Decide if those conflicts or mitigation are/is acceptable.

      iii) Consult with the player agent to decide if that player should or should not be placed on the ballot.

   f) Under no circumstances should a player be placed on a ballot if conflicts are not acceptable to the manager, or if it is unknown if they can be mitigated.

   g) A player may be excluded from one team ballot but included on another team ballot, if eligible, if those conflicts are acceptable to the other tournament team manager.

   h) The parents must be notified by the Player Agent before voting if their child will not be placed on a team ballot(s).

   i) After nominated by the player's parent(s) or guardians(s) and reviewed by the Player Agent and team manager for conflicts, the Player Agent places a player on:

      i)   The 13 YO ballot

      ii) The 13 and 12 YO ballot (if eligible for both)

      iii) The 12 YO ballot (if parents so designate)

      iv) The 12 and 11 year old ballot (if eligible for both)

      v)   The 11 YO ballot only (if parents so designate)

      vi) The 11 and 10 YO ballot (if eligible for both), or

      vii) The 10 YO ballot only (if parents designate or if the player is 9 YO)

   j) The Player Agent finalizes the ballots for all the teams prior to voting.

2) **Manager Voting**

a) The 13YO team is selected before them 12YO team. The 12YO team is selected before the 11 YO team. The 11 YO team is selected before the 10 YO team.

b) Input on player ability should be discussed by the major and minor league managers in meetings prior to the voting. The meeting for the 12 and 13 YO teams can take place separate from the meeting for the 10 and 11 YO teams. Those meetings should be facilitated by the Player Agent and the Chair of the Tournament Committee and attended by the tournament team managers.

c) Managers vote for 9 players placed into 3 tiers (exactly 3 players in each of the 3 tiers). The tiers are 1) no brainers, 2) tournament caliber, and 3) bubble players and return to ballot to the player agent within the designated time frame.

d) A manager cannot vote for players on their own team.

e) The player agent will either accept or return the ballot – if the conditions if the ballot are not followed.

3) **Player Voting (13 & 12 YO Teams Only)**

a) The Player Agent will develop the Player Voting Ballots and distribute and collect the votes on a team by team basis (typically after a game or practice).

b) All Major League Players can vote for up to 9 players (not tiered). Less than 9 player votes per ballot is acceptable.

c) Each vote is worth 1 point.

d) Player votes will receive a 25% weighted factor as compared to manager votes (75%).

e) Players cannot vote for players on own team.

f) There is no player voting for the 10 or 11 YO team.

4) **Selecting Teams**

a) The Player Agent will tabulate the votes on a point-weighted basis:

   i) Tier A – No brainers (3 players - getting 5 points each)

   ii) Tier B - Tournament Caliper – (3 players getting 3 points each.

   iii) Tier C – Bubble Picks – (3 players getting 1 point each)

b) Manager votes will receive a 75% weighted factor as compared to player votes (25%).

c) The Player Agent sends the list to the tournament team manager.

d) Each tournament team will consist of 11 to 14 players. (Note: if a manager decides to roster only 11 players – this must be approved by the District Administrator).

e) The number of players on the team shall be decided by the tournament team manager with input from the major and minor league managers.

f) The top nine (9) players in total votes are automatically on the team.

g) The tournament team manager then rounds out the team by selecting:

   i) 2 of the next 5 vote getters, or ;

   ii) 3 from the next 6 or;

   iii) 4 from the next 7; or

   iv) 5 from the next 8.

h) If a player voted in the top nine becomes injured prior to announcing the team (or chooses not to play for any reason), the next player in total votes becomes eligible for the team.

i) Once the 13YO team is finalized, the Player Agent creates the 12YO team ballot (deleting any 12 YO player that made the 13 YO team) and repeats the voting process.

j) Once the 12YO team is finalized, the Player Agent creates the 11YO team ballot (deleting any 11 YO player that made the 12 YO team) and repeats the voting process.

k) If any player elected to a Tournament Team does not fulfill their commitment to the team (quits the team or excessively misses practices or games), and such information was not provided on the tournament ballot as a potential conflict, the HTLL Tournament Committee may vote to exclude that player from tournament team ballots in future years.

5) **Communications**

   a) All discussion of player ability and voting must be kept strictly confidential.

   b) After all teams are finalized, the Player Agent contacts the major league managers to let them know who from their regular season team did not make a tournament team.

   c) Within 24 hours, the major league managers must contact those players to let them know they did not make a tournament team.

   d) After all players who did not make a team are contacted, the tournament team managers then contact those players who made their tournament team.

   e) Tournament Teams may be announced on or after June 1 (or 2 weeks prior to the start of District tournament play, whichever is sooner).

   f) Any inquiries concerning the Tournament Team selections or the process are to be directed to the Player Agent.

Appendix E – Select of Tournament Team Managers

1) **The "Rotating Right of First Refusal" process will be used to select the tournament team manager.**

   a) The 13 year old TT manager will be selected first; 12 year old team next; 11 year old team next and 10 year old team last.

   b) Based on seniority – the next tenured Intermediate Division manager on the list down from the previous year's TT manager (in the relevant age group) will have first right of refusal. A tenured manager is one who has completed one year as a manager (i.e. in 2nd year as manager at the time of the tournament team manager selections).

   c) If the TT manager from the previous year was not a Intermediate Division manager, the first right of refusal goes to the highest senior tenured Intermediate Division manager on down.

   d) If no tenured manager accepts the tournament team – non-tenured managers in order of their Board given seniority status shall be offered the tournament team the next time around.

   e) If any Intermediate Division manager accepts the position, it is not official until the Board approves the nomination.

   f) If no Intermediate Division manager (tenured or non-tenured) accepts a team, the Board will accept nominations from other qualified candidates, such as

      i) Intermediate Division Rostered Coached

      ii) Major League Managers

      iii) Major League Rostered Coaches

      iv) Minor League Mangers

      v) Minor League Rostered Coaches

      vi) Board Members

   g) If two or more candidates are nominated (or self-nominated) the Board shall vote by secret ballot to elect the manager.

   h) If only one candidate is nominated – the board must still approve this nomination.

2) **Tournament Team Manager Commitment**

   a) Tournament team managers so elected – are expected to give full commitment and dedication to their team throughout the tournament season.

   b) TT managers may work out a compromise commitment – but this must be done prior to their election as the manager – and approved by the Board.

   c) Any TT manager not fulfilling their obligations of the tournament season without due cause – may by recommendation of the Tournament Committee and approval of the Board - be suspended or barred from future tournament manager selection.

Appendix F – HTLL Local Rules: Intermediate Baseball Division

1) **Number of Innings**

    a) Games are limited to 6 innings.

    b) Supporting Information:

        i) **Change from Previous Year(s), if any**: None – New Division in 2020.

        ii) **Deviation from LL Rule**: Little League specifies 7 innings for the Intermediate Division.

        iii) **Rationale for Deviation**: Field management and completing games prior to darkness

2) **Supplemental Player Rule**

    a) The League's Player Agent will create and run the pool. The Player Agent, along with the Division Commissioner and Team Managers will create a list of players (Player Pool) for each Division to call upon when needed to fill roster spots for specific games.

    b) The League's Player Agent will use the Player Pool to assign players to teams that are short of players for an individual game on a rotating basis.

    c) Managers and/or Coaches will not have the right to randomly pick and choose players to fill empty/missing roster spots.

    d) Pool Players are not permitted to pitch or catch in the game.

    e) Pool Players that are called and show up at the game site must start the game and play a minimum of nine (9) consecutive defensive outs and bat once.

    f) Pool Players must bat at the bottom of the order.

    g) If a Manager and/or Coach finds out at, or just before game time the team will be short one (1) player (less than the required 9), one (1) player from the opposing team may be used in the field only when the short team is on defense. Team Manager donating the player gets choice of which player to utilize per inning. Innings played in the field by the donated player may be applied to minimum play requirements. Minimum at-bat requirement must be met by the original team. Various players may be donated to fill a field position.

    h) The batting order for the short team must reflect the missing player at the bottom of the batting order and record the at-bat as an "out" whenever the at-bat occurs during an inning.

    i) Managers can still utilize the Player Pool to fill any missing roster spots by contacting the Player Agent up until the scheduled start of the game without delaying the start of the game.

    j) If the missing player or a Pool Player arrives after the game has started making the donated player from the opposing team no longer needed, the missing player or Pool Player must remain at the bottom of the batting order.

k) Players can be exchanged at any time if and when the donated player's at-bat occurs. The donated player can be a bench player or the player who made the last out on the offensive team.

l) If a Rostered Player arrives late or is at the game unexpectedly making the Pool Player unneeded, the Pool Player must still start the game and play a minimum of nine (9) consecutive defensive outs and bat one (1) time.

m) Pool Players should be utilized when a team manager knowingly has eight (8) or fewer players committed to play a specific game or if a team manager is doubtful that 9 players will be present for the game. Said manager should be proactive and request a Pool Player from the Player Agent as soon as the Team Manager is made aware of being short players for a specific game.

n) At the scheduled game time, if a team has less than 8 players, the game will result in a forfeit and count as a loss for the short team. If both teams have 8 or less players, the game must be rescheduled according to rescheduling rules. A scrimmage game may be played with present players. Scrimmage format to be determined by Team Managers.

o) If a team will be or is at the scheduled game time, short a player(s), the Player Agent and Division Commissioner must be notified as soon as possible.

p) Any player who does not want to participate in the Player Pool may be removed by contacting the Player Agent.

q) Supporting Information:

   i) **Change from Previous Year(s), if any:** None – New Division in 2020.

   ii) **Deviation from LL Rule:** This is more in line with LL Regulation V(c) which provides a pool player option to supplement short-handed teams:

   iii) **Rationale for Deviation:** Defines how the player pool operates.

3) **Mercy Rule**

   a) When a team is winning by 15 or more runs at any point during the game; the score on the scoreboard shall be frozen that reflects a score margin no greater than 15.

   b) The actual score will still be kept in both the home and visitor's team scorebooks.

   c) If one team is winning by 15 or more runs after 4 innings (3 ½ innings if home team is winning) the manager of the team that is losing has the option of continuing play or conceding the game.

   d) If the game subsequently becomes more competitive (less than 15 run deficient), the score on the scoreboard may reflect the actual score.

   e) **Change from Previous Year(s), if any**: None – New Division in 2020.
   Deviation from LL Rule: Mercy rule in Little League is 10 runs or more after 3 ½ or 4 innings.
   Rationale for Deviation: The object is to play as much baseball as possible without embarrassing or demoralizing players. Managers are directed by the BOD not to purposely run up the score.

4) **Extra Hitter Rule**

   a) EH is optional for each team (regardless of whether the other team uses it or not) but a manager must make his decision at the beginning of the game and cannot change it once the game starts.

   b) For batting order purposes, the EH position should be treated and used no differently than other field position.

   c) Player may only bat in the EH position once during the game (unless a team bats around in an inning).

   d) All players must still play at least 6 consecutive defensive outs in the field during the game (meets Little League minimum play requirement)

   e) A new EH can't be used until the current EH has batted once, unless there is an injury that forces the EH to play in the field.

   f) EH must be announced to the other manager at time of change.

   g) If at any point during the game a team is reduced to 9 players – the EH position is vacated and skipped in the lineup.

   h) Supporting Information:

      i) **Change from Previous Year(s), if any:** None – New Division in 2020.

      ii) **Deviation from LL Rule:** Little League does not have a provision for the EH at the Intermediate League level.

      iii) **Rationale for Deviation:** Creates additional at bats for non-starters.

5) **Courtesy Runner for Catcher Rule**

   a) Courtesy runner for the catcher after two outs (not mandatory but highly encouraged). Courtesy runner may also be used in the event of an injury to a runner even if not a catcher.

   b) Supporting Information:

      i) **Change From Previous Year(s), if any:** None – New Division in 2020.

      ii) **Deviation from LL Rule:** Courtesy runners are not an option under LL Rules (only pinch runners). Note: Special runner Rule 7.14 is not in effect in Minor League because of use of continuous batting order (CBO).

      iii) **Rationale for Deviation:** Speeds transition between innings. Managers using a courtesy runner should make sure that the catcher starts putting on his/her gear before the end of the inning.

6) **Warm-Up Pitcher Rule**

   a) Coaches/managers are permitted to warm up pitchers prior to start of the game or to an inning and in the "bullpens" during an inning. As always, uniformed players properly equipped can also warm up pitchers.

b) Supporting Information:

    i) **Change From Previous Year(s), if any**: None – New Division in 2020.

    ii) **Deviation from LL Rule**: Only a uniformed player properly equipped can warm up pitchers.

    iii) **Rationale for Deviation**: Speeds up the game.

7) **Hit Batter Rule**

a) A manager must replace the pitcher (who may stay in the game at a different position) if they hit 3 batters in one inning; or 4 batters in one game.

b) Supporting Information:

    i) **Change From Previous Year(s), if any:** None – New Division in 2020.

    ii) **Deviation from LL Rule**: Not restricted under LL Rules.

    iii) **Rationale for Deviation**: Safety

8) **"Butcher Boy" Prohibition Rule**

a) If a batter squares to bunt, then swings away, the batter is out whether contact with the ball is made or not.

b) Supporting Information:

    i) **Change From Previous Year(s), if any**: None – New Division in 2020.

    ii) **Deviation from LL Rule**: Not restricted under LL Rules.

    iii) **Rationale for Deviation**: Safety

9) **Throwing the Bat Rule**

a) If, in the umpire's judgment, a player releases the bat in a manner that creates a safety concern - the umpire shall warn that player after play relaxes. The umpire will inform both managers of the warning and ask them to notate it in their scorebooks. The same player will be warned no more than twice in a game. If the same player releases the bat a third time in a game in a manner that creates a safety issue – the umpire shall call time (immediately with no runners on base or when play relaxes with runners on base). The batter is out and the runners return to their "time of pitch" bases. However, the defensive manager will have the option to accept the result of the preceding play.

b) Example: The batter has been warned twice in a game for throwing the bat. The next at bat there is a runner at first and 1 out – the batter hits a line drive back to the pitcher and throws the bat again. The pitcher catches the line drive and throws the ball to first to catch the runner off base for a double play. The defensive manager decides to take the result of the play – double play – inning over.

c) Supporting Information:

    i) **Change From Previous Year(s), if any:** None – New Division in 2020.

    ii) **Deviation from LL Rule:** LL penalty is ejection from game

    iii) **Rationale for Deviation:** Safety

10) **Stealing Signs**

    a) The stealing and relaying of signs related to pitch selection and location of the pitch by the offensive team are considered unsportsmanlike. Manager, coaches and players shall be warned when players are observed stealing and relaying signs or pitch location.

    b) The umpire shall have the authority to disqualify and eject managers or coaches that directly stealing signs or pitch location, or directing players to do so. Players shall only be warned.

    c) Supporting Information:

        i) Change From Previous Year(s), if any: None – New Division in 2020.

        ii) Deviation from LL Rule: LL penalty is ejection from game

        iii) Rationale for Deviation: Safety

11) **Rescheduling Rule**

    a) When a game needs to be rescheduled, the game shall be schedule in earliest open slot that does not result in back to back games.

    b) It is the responsibility of the Home team manager to contact the Concessions Manager (Snackbar); Communications Director (website) and all other managers in your division about the rescheduling.

    c) Note 1: The only criterion for rescheduling is that a team can field 9 players; individual player or manager/coach availability should not be considered.

    d) Note 2: Later in the season some back to back games may be unavoidable

12) **Time Limit**

    a) For weekend games where additional games or practices take place after the scheduled game, no inning may start later than two hours after the game's actual start time (based on the first pitch).

    b) Example: If a Saturday game is scheduled to begin at 12 PM and the first pitch is thrown at 12:10PM, the 12 PM game may not have an inning start after 2:10 PM.

    c) Supporting Information:

        i) **Change From Previous Year(s), if any**: None, New Local Rule in 2020

        ii) **Deviation from LL Rule**: Regulation X – Local Leagues may impose time limits on games

        iii) **Rationale for Deviation**: Time Management

13) **Number of Coaches**

   a) A manager and no more that three coaches may be present in the dugout during a game.

   b) Coaching from additional adults outside the dugout/field is not permitted other that a scorekeeper or pitch counter.

   c) All manager/coaches must be inside the dugout with the exception of base coaches or when a mound visit is granted.

   d) Supporting Information:

      i) **Change From Previous Year(s), if any:** None, New Local Rule in 2020

      ii) **Deviation from LL Rule:** Rule 1.01 states that only the manager and two rostered coaches may participate.

      iii) **Rationale for Deviation:** Provide more thorough instruction to players on the bench and field.

14) **Pitched May Not Re-Enter Game**

   a) Once a pitcher is removed from the pitcher's position, he/she may not return to the position of pitcher in the same game.

   b) Supporting Information:

      i) **Change From Previous Year(s), if any:** None, New Local Rule in 2020

      ii) **Deviation from LL Rule:** Regulation VI (b) states that a pitcher that is removed and remains in the game defensively may return to the position of pitcher once during the remainder of the game.

      iii) **Rationale for Deviation:** Safety

15) **Metal Cleats are Not Permitted**

   a) Metal cleats are not allowed for any player, manager, or coach.

   b) Supporting Information:

      i) **Change From Previous Year(s), if any:** None, New Local Rule in 2020

      ii) **Deviation from LL Rule:** Rule 1.11 (g) states that metal cleats are allowed.

      iii) **Rationale for Deviation:** Safety

16) **Head First Sliding**

   a) Head first sliding is not allowed except when returning to a base.

   b) Supporting Information:

      i) **Change From Previous Year(s), if any:** None, New Local Rule in 2020

ii) **Deviation from LL Rule:** Rule 7.08 (a) (4) only eliminates head first sliding for Major League Baseball and below.

iii) **Rationale for Deviation:** Safety

17) **Pitch Count for 13 Year Olds**

a) 13 year old players are limited to 85 pitches per day, consistent with 11-12 year olds.

b) Supporting Information:

i) **Change From Previous Year(s), if any:** None, New Local Rule in 2020

ii) **Deviation from LL Rule:** Regulation VI (c) states that players ages 13-16 may throw up to 95 pitches.

iii) **Rationale for Deviation:** Safety and consistency amongst players in the division.

18) **Leads, Stealing Bases and Pick Off Attempts**

a) Runners on 1st and 3rd base may leave the base, but leads are limited to a maximum distance marked by chalk line on the field. Runners may not go beyond the maximum distance/marked line until the pitcher releases the ball. As a result, the pitcher may not hold the runner and may not attempt a pick-off of a runner on 1st or 3rd base.

b) The runner on 2nd base is not held to a maximum lead distance and a pick-off attempt can be made by the pitcher. A runner on 2nd base has the option to outright steal 3rd base at any time, but only if 3rd base is not occupied.

c) If the pitcher makes a throw to 3rd base in attempt to throw out a runner stealing 3rd base from 2nd base, a runner on 1st base may attempt to steal 2nd base.

d) If a pitcher attempts to pick-off a runner on 2nd base, runners on 1st and 3rd base may attempt to steal at their own risk.

e) Supporting Information:

i) **Change From Previous Year(s), if any:** None, New Local Rule in 2020

ii) **Deviation from LL Rule:** There are no specific rules about leads in the Intermediate Division. However, Rule 7.13 speaks to runners needing to remain on the base until the ball reaches the batter in other divisions.

iii) **Rationale for Deviation:** Safety related to Covid-19 as well as simplification as a result of a shortened practice period and game schedule.

19) **Balks and Illegal Pitches**

a) If an illegal pitch/balk is made by the pitcher with no runner on 2nd base, this shall be considered a "ball", consistent with lower division play.

b) If a runner occupies 2nd base (regardless of any other base occupied), the penalty shall be as stated in rule 8.05, with each runner advancing one base without penalty of being put out unless

the batter reaches on a hit, walk, hit batter, or otherwise and all other runners advance at least one base.

c) Supporting Information:

   i) **Change From Previous Year(s), if any:** None, New Local Rule in 2020

   ii) **Deviation from LL Rule:** Modified from rule 8.00 and all rules contained within governing the pitcher and illegal pitches.

   iii) **Rationale for Deviation:** Modified to be consistent with the local rule on leads, stealing and pick-off attempts.

Appendix G – HTLL Local Rules: Major League Baseball Division

1) **Supplemental Player Rule**

   a) The League's Player Agent will create and run the pool. The Player Agent, along with the Division Commissioner and Team Managers will create a list of players (Player Pool) for each Division to call upon when needed to fill roster spots for specific games.

   b) The League's Player Agent will use the Player Pool to assign players to teams that are short of players for an individual game on a rotating basis.

   c) Managers and/or Coaches will not have the right to randomly pick and choose players to fill empty/missing roster spots.

   d) Pool Players are not permitted to pitch or catch in the game.

   e) Pool Players that are called and show up at the game site must start the game and play a minimum of nine (9) consecutive defensive outs and bat once.

   f) Pool Players must bat at the bottom of the order.

   g) If a Manager and/or Coach finds out at, or just before game time the team will be short one (1) player (less than the required 9), one (1) player from the opposing team may be used in the field only when the short team is on defense. Team Manager donating the player gets choice of which player to utilize per inning. Innings played in the field by the donated player may be applied to minimum play requirements. Minimum at-bat requirement must be met by the original team. Various players may be donated to fill a field position.

   h) The batting order for the short team must reflect the missing player at the bottom of the batting order and record the at-bat as an "out" whenever the at-bat occurs during an inning.

   i) Managers can still utilize the Player Pool to fill any missing roster spots by contacting the Player Agent up until the scheduled start of the game without delaying the start of the game.

   j) If the missing player or a Pool Player arrives after the game has started making the donated player from the opposing team no longer needed, the missing player or Pool Player must remain at the bottom of the batting order.

   k) Players can be exchanged at any time if and when the donated player's at-bat occurs. The donated player can be a bench player or the player who made the last out on the offensive team.

   l) If a Rostered Player arrives late or is at the game unexpectedly making the Pool Player unneeded, the Pool Player must still start the game and play a minimum of nine (9) consecutive defensive outs and bat one (1) time.

   m) Pool Players should be utilized when a team manager knowingly has eight (8) or fewer players committed to play a specific game or if a team manager is doubtful that 9 players will be present for the game. Said manager should be proactive and request a Pool Player from the Player Agent as soon as the Team Manager is made aware of being short players for a specific game.

n) At the scheduled game time, if a team has less than 8 players, the game will result in a forfeit and count as a loss for the short team. If both teams have 8 or less players, the game must be rescheduled according to rescheduling rules. A scrimmage game may be played with present players. Scrimmage format to be determined by Team Managers.

o) If a team will be or is at the scheduled game time, short a player(s), the Player Agent and Division Commissioner must be notified as soon as possible.

p) Any player who does not want to participate in the Player Pool may be removed by contacting the Player Agent.

q) Supporting Information:

   i) **Change from Previous Year(s), if any:** None – New Division in 2020.

   ii) **Deviation from LL Rule:** This is more in line with LL Regulation V(c) which provides a pool player option to supplement short-handed teams:

   iii) **Rationale for Deviation:** Defines how the player pool operates.

2) **Mercy Rule**

   a) When a team is winning by 15 or more runs at any point during the game; the score on the scoreboard shall be frozen that reflects a score margin no greater than 15.

   b) The actual score will still be kept in both the home and visitor's team scorebooks.

   c) If one team is winning by 15 or more runs after 4 innings (3 ½ innings if home team is winning) the manager of the team that is losing has the option of continuing play or conceding the game.

   d) If the game subsequently becomes more competitive (less than 15 run deficient), the score on the scoreboard may reflect the actual score.

   e) Supporting Information:

   i) **Change from Previous Year(s), if any**: Changes action from turning off the scoreboard to freezing the score at a 15 run deficit shown on the scoreboard.

   ii) **Deviation from LL Rule**: Mercy rule in Little League is 10 runs or more after 3 ½ or 4 innings.

   iii) **Rationale for Deviation**: The object is to play as much baseball as possible without embarrassing or demoralizing players. Managers are directed by the BOD not to purposely run up the score.

3) **Extra Hitter Rule**

   a) EH is optional for each team (regardless of whether the other team uses it or not) but a manager must make his decision at the beginning of the game and cannot change it once the game starts.

   b) For batting order purposes, the EH position should be treated and used no differently than other field position.

c) Player may only bat in the EH position once during the game (unless a team bats around in an inning).

d) All players must still play at least 6 consecutive defensive outs in the field during the game (meets Little League minimum play requirement)

e) A new EH can't be used until the current EH has batted once, unless there is an injury that forces the EH to play in the field.

f) EH must be announced to the other manager at time of change.

g) If at any point during the game a team is reduced to 9 players – the EH position is vacated and skipped in the lineup.

h) Supporting Information:

   i) **Change from Previous Year(s), if any**: Same as last year; added in 2011.

   ii) **Deviation from LL Rule**: Little League does not have a provision for the EH at the Major League level.

   iii) **Rationale for Deviation**: Creates additional at bats for non-starters.

4) **Courtesy Runner for Catcher Rule**

a) Courtesy runner for the catcher after two outs (not mandatory but highly encouraged). Courtesy runner may also be used in the event of an injury to a runner even if not a catcher.

b) Supporting Information:

   i) Change From Previous Year(s), if any: Changed from after one out to after two outs.

   ii) Deviation from LL Rule: Courtesy runners are not an option under LL Rules (only pinch runners). Note: Special runner Rule 7.14 is not in effect in Minor League because of use of continuous batting order (CBO).

   iii) Rationale for Deviation: Speeds transition between innings. Managers using a courtesy runner should make sure that the catcher starts putting on his/her gear before the end of the inning.

5) **Warm-Up Pitcher Rule**

a) Coaches/managers are permitted to warm up pitchers prior to start of the game or to an inning and in the "bullpens" during an inning. As always, uniformed players properly equipped can also warm up pitchers.

b) Supporting Information:

   i) **Change From Previous Year(s), if any**: Same as previous year

   ii) **Deviation from LL Rule**: Only a uniformed player properly equipped can warm up pitchers.

   iii) **Rationale for Deviation**: Speeds up the game.

6) **Hit Batter Rule**

   a) A manager must replace the pitcher (who may stay in the game at a different position) if they hit 3 batters in one inning; or 4 batters in one game.

   b) Supporting Information:

      i) **Change From Previous Year(s), if any**: Same as previous year

      ii) **Deviation from LL Rule**: Not restricted under LL Rules.

      iii) **Rationale for Deviation**: Safety

7) **"Butcher Boy" Prohibition Rule**

   a) If a batter squares to bunt, then swings away, the batter is out whether contact with the ball is made or not.

   b) Supporting Information:

      i) **Change From Previous Year(s), if any**: Same as previous years

      ii) **Deviation from LL Rule**: Not restricted under LL Rules.

      iii) **Rationale for Deviation**: Safety

8) **One Foot in Batter's Box Rule**

   a) The batter shall keep at least one foot in the batter's box throughout the batter's time at bat, unless one of the exceptions applies from rule 6.02(c).

   b) Supporting Information:

      i) **Change From Previous Year(s), if any**: This is now an official little league rule. Previously was a local rule only.

      ii) **Deviation from LL Rule**: None.

9) **Throwing the Bat Rule**

   a) If, in the umpire's judgment, a player releases the bat in a manner that creates a safety concern - the umpire shall warn that player after play relaxes. The umpire will inform both managers of the warning and ask them to notate it in their scorebooks. The same player will be warned no more than twice in a game. If the same player releases the bat a third time in a game in a manner that creates a safety issue – the umpire shall call time (immediately with no runners on base or when play relaxes with runners on base). The batter is out and the runners return to their "time of pitch" bases. However, the defensive manager will have the option to accept the result of the preceding play.

   b) Example: The batter has been warned twice in a game for throwing the bat. The next at bat there is a runner at first and 1 out – the batter hits a line drive back to the pitcher and throws the bat again. The pitcher catches the line drive and throws the ball to first to catch the runner

off base for a double play. The defensive manager decides to take the result of the play – double play – inning over.

c) Supporting Information:

    i) **Change From Previous Year(s), if any**: New rule

    ii) **Deviation from LL Rule**: LL penalty is ejection from game

    iii) **Rationale for Deviation**: Safety

10) **Stealing Signs**

a) The stealing and relaying of signs related to pitch selection and location of the pitch by the offensive team are considered unsportsmanlike.   Manager, coaches and players shall be warned when players are observed stealing and relaying signs or pitch location.

b) The umpire shall have the authority to disqualify and eject managers or coaches that directly stealing signs or pitch location, or directing players to do so. Players shall only be warned.

c) Supporting Information:

    i) **Change From Previous Year(s), if any**: New Little League Rule, 9.01(d)

    ii) **Deviation from LL Rule**: LL penalty is ejection from game

    iii) **Rationale for Deviation**: Safety

11) **Rescheduling Rule**

a) When a game needs to be rescheduled, the game shall be schedule in earliest open slot that does not result in back to back games.

b) It is the responsibility of the Home team manager to contact the Concessions Manager (Snackbar); Communications Director (website) and all other managers in your division about the rescheduling.

c) Note 1: The only criterion for rescheduling is that a team can field 9 players; individual player or manager/coach availability should not be considered.

d) Note 2: Later in the season some back to back games may be unavoidable

12) **Time Limit**

a) For weekend games where additional games or practices take place after the scheduled game, no inning may start later than two hours after the game's actual start time (based on the first pitch).

b) Example: If a Saturday game is scheduled to begin at 12 PM and the first pitch is thrown at 12:10PM, the 12 PM game may not have an inning start after 2:10 PM.

c) Supporting Information:

    i) **Change From Previous Year(s), if any**: None, New Rule in 2020

       ii) **Deviation from LL Rule**: Regulation X – Local Leagues may impose time limits on games

       iii) **Rationale for Deviation**: Time Management

13) **Number of Coaches**

    a) A manager and no more that three coaches may be present in the dugout during a game.

    b) Coaching from additional adults outside the dugout/field is not permitted other that a scorekeeper or pitch counter.

    c) All manager/coaches must be inside the dugout with the exception of base coaches or when a mound visit is granted.

    d) Supporting Information:

       i) **Change From Previous Year(s), if any:** None, New Local Rule in 2020

       ii) **Deviation from LL Rule:** Rule 1.01 states that only the manager and two rostered coaches may participate.

       iii) **Rationale for Deviation:** Provide more thorough instruction to players on the bench and field.

14) **Continuous Batting Order Option**

    a) A manager may choose to adopt a continuous batting order lineup. This must be announced to the opposing team's manager and umpire(s) prior to the start of the game.

    b) Each player is required to bat in his/her respective spot in the batting order.

    c) Players may be entered/re-entered in the game anytime, provided he/she meets the requirements of mandatory play.

    d) The opposing team is not required to adopt a continuous batting order.

    e) Supporting Information:

       i) **Change From Previous Year(s), if any:** None, New Local Rule in 2020

       ii) **Deviation from LL Rule:** Rule 4.04 states that continuous batting order may be adopted by the league, not on a game-by-game basis.

       iii) **Rationale for Deviation:** Provide flexibility to the manager to allow maximum playing time for the team and an alternative to the normal substitution rules.

Appendix H – HTLL Local Rules: Minor League Baseball Division

Any disputes will be settled quietly and privately by a meeting of the umpire and the manager of each team, not anyone else, not even the assistant coaches.

1) **Supplemental Player Rule**

a) When a team is unexpectedly short players for a game, the procedure will be to borrow players from the team you are playing that day.

b) The lending manager will designate the player(s) to be borrowed for each of the half innings in the field.

c) The player(s) will not bat for the other team.

d) A borrowed player cannot pitch for the short team.

e) That player must still meet the LL minimum play requirements for their own team (1 AB and 6 consecutive defensive outs).

f) If the opposing team has only 9 players or is also short players - the two managers will confer and agree to an equitable solution, including rescheduling the game. This can only happen in the limited situation that both teams are short players. If one team has 10 players and the other 8 - the short team will borrow one player from their opponent.

g) Supporting Information:

   i) **Change from Previous Year(s), if any**: None

   ii) **Deviation from LL Rule**: Little League allows for Pool Players.

   iii) **Rationale for Deviation**: Historically, the minor league has not got enough volunteers for pool play.

2) **Dead Ball Rule**

a) Time will be called at the umpire's discretion when play relaxes. Runners may not advance nor be put out after the umpire declares time.   Play is relaxed when both of the following conditions are met:

   i) The defense is not trying to make a play on the runner.

   ii) The offense has stopped advancing. Standing still between bases or on bases is considered to be not advancing.

b) Supporting Information:

   i) **Change From Previous Year(s), if any**: Same as last year.

   ii) **Deviation from LL Rule**: Little League plays live ball until umpire calls time. This change better aligns local rule with LL Rule of live ball play – with one exception (see rationale)

   iii) **Rationale for Deviation**: The "Dead Ball Rule" in previous years (before 2010) was complicated and not consistently applied because of the multiple variables in the rule. This rule is now a judgment call by the minor league umpires as to when play "relaxes". The UIC will instruct minor league umpire's to proactively call time out as soon as play relaxes (as opposed to the Major League where time is not necessarily called when play relaxes). According to authoritative opinion (Jaksa/Roder etc.) play is relaxed when - "the offense is

no longer advancing to the next base and the defense is no longer attempting to put out a runner."

3) **Modified Infield Fly Rule (IFR)**:

   a) When all conditions for the IFR are met and the umpire invokes the infield fly rule - the batter is out, but the ball is dead and runners cannot advance if the ball is uncaught. The umpire will call "Infield Fly (if fair) – the batter is out and the ball is dead". If the IFR is not called by the umpire, all players should assume that the ball is live and in play, however an umpire is allowed to call IFR retroactively if the conditions were met for an IFR and the umpire failed to call it (brain freeze provision).

   b) Supporting Information:

   i) **Change From Previous Year(s), if any**: Same as 2010.

   ii) **Deviation from LL Rule**: In LL Rules, the ball stays live when the IFR is called.

   iii) **Rationale for Deviation**: The IFR is to protect the offense against the defense getting a cheap double play. Having no IFR in the minors potentially exposes the offense. This change protects the offense as intended by the rule but provides that the runners cannot be liable if they become confused by an uncaught infield fly.

4) **Limited Bunting Rule**

   a) Any batter may attempt to bunt, but each team is permitted THREE SUCCESFUL bunts per inning. A "successful bunt" is a bunt that stays fair; regardless of the batter-runner being safe or out on the play.

   b) If a team attempts a bunt after already having 3 successful bunts in the inning, it will be counted as a strike and a dead ball even if it goes in fair territory. If the batter already had 2 strikes, it will count as a strike out. Fake bunts are allowed after 3 successful bunts as long as the player does not actually bunt.

   c) Supporting Information:

   i) **Change From Previous Year(s), if any**: None

   ii) **Deviation from LL Rule:** Bunting not restricted under LL Rules

   iii) **Rationale for Deviation**: The HTLL Minor League is an instructional league with a wide age range (8-11). Allowing unlimited bunting has the potential of disrupting other important elements of the game and could significantly delay games. However, HTLL realizes that bunting is obviously an important strategic element in baseball, and will be used often in the major league. It is critical that proper bunting techniques are introduced and allow the minor league players to have opportunities to bunt in practices as well as during competition. It is just as important for the minor league infielders to learn proper techniques to defend the bunt.

5) **Limited Base Stealing Rule**

a) A team is permitted only three successful stolen bases per inning;

b) On any pitch, a base runner may steal 2nd or 3rd base if the base is unoccupied. Advancing to home is not allowed, either by a straight steal or advancing when a play is being made on a runner trying to steal (see e below).

c) A runner(s) may attempt to steal on a throwback to the pitcher (similar to a delayed steal) as long as the limitations in 1 and 2 do not prohibit the steal. This does count as a stolen base(s).

d) A runner(s) may attempt to steal 2nd on a walk as long as runner keeps moving and as long as the limitations in 1 and 2 do not prohibit the steal. This does count as a stolen base(s).

e) Double steals (runners on 2nd and 1st attempt to steal 3rd and 2nd simultaneously) shall be permitted if the offensive team has NOT yet recorded more than one successful stolen base in the inning;

   If a team that already has 2 successful steals completes a double steal, the runner at third will remain, but the runner at second will be sent back. Both runners are at their own risk of getting put out.

   If a team that already has 2 successful steals tries a double steal and the runner attempting third gets thrown out, then the runner at second can remain.

f) If the defensive team attempts to make a play on a steal attempt (a throw is made to a base by the pitcher or catcher), the runners may advance a maximum of one additional base (except home) at their own risk (even if the defensive team attempts to make another play on a runner making the further advance); Further advances in this situation is not considered a stolen base.

   Runner(s) getting off base after ball reaches batter can be picked off.   Furthermore, runner(s) can advance at their own risk on pickoff attempts as long as the base ahead of them is unoccupied. However, runners still cannot advance from 3rd or through 3rd. If the bases ahead of them are occupied, the runner(s) is getting off base at his own risk.

g) A runner on third can only score on a hit, a sacrifice, or a bases loaded walk/HBP.

h) There is no "per player" limit on stolen base attempts in a game.

i) Supporting Information:

   i) **Change From Previous Year(s), if any:** See blue text above for changes.

   ii) **Deviation from LL Rule**: Stealing not restricted under LL Rules.

   iii) **Rationale for Deviation**: The HTLL Minor League is an instructional league with a wide age range (8-11). Allowing unlimited stealing has the potential of disrupting other important elements of the game and could result in a significant amount of runs being scored only through steals – not hits. However, HTLL recognizes that stealing a base is obviously an important strategic element in baseball, and will be used often in the HTLL major league. It is critical that proper stealing techniques are taught and that minor league players have

opportunities to steal a base during competition. It is just as important for the minor league catchers and infielders to learn proper techniques to defend the stolen base attempt. Last year's rule did not offer enough opportunities to practice stealing, nor did it offer enough incentive for the defensive team to attempt to make a play on a stolen base attempt.

6) **Pitching Maximum of 3 Innings per Game Rule**

   a) In addition to the Little League pitch count rules, a minor league pitcher may only pitch a maximum of 3 innings, 9 consecutive outs, in a game. (Note: a pitcher once removed from the mound cannot return to pitch that game even if they are removed before they pitch 3 innings). The days rest requirement is totally based on the number of pitches thrown using Little League regulations regardless of the number of innings pitched.

   b) If 5 runs are scored in an inning, the pitcher is charged with 3 minus the number of outs that were already recorded, when he came into the inning. So, if he started the inning, 3outs. If he came in with 1 out, 2 outs are recorded. If he came in with 2 outs, 1 out is recorded.

   c) If there are 2, 3, etc. pitchers in a 5 run inning, the last pitcher gets charged as stated above.

   d) Supporting Information:

      i) **Change From Previous Year(s), if any**: Same as previous years

      ii) **Deviation from LL Rule**: Little League only restricts pitching based on number of pitches thrown in a game by age.

      iii) **Rationale for Deviation**: Additional protection of pitching arms of younger players plus controls the possibility of a dominant pitcher from dominating an entire game. Also helps develop more pitchers.

7) **Five Run Rule**

   a) The 5-run maximum rule per inning are enforced for all innings, including the last inning and extra innings.

   b) Supporting Information:

      i) **Change From Previous Year(s), if any**: Same as previous year.

      ii) **Deviation from LL Rule**: Little League allows BOD to invoke suspension of 5-run maximum rule in the last half inning for each team in a game and all extra innings.

      iii) **Rationale for Deviation**: Fairness. All half innings should be equivalent. Otherwise a team that rallies in the 5th inning is penalized and a team that rallies in the 6th inning is not.

8) **Mercy Rule**

   a) When a team is winning by 15 or more runs at any point during the game; the scoreboard must be shutoff

   b) Scoring will still be kept in both the home and visitor's team scorebooks.

c) Manager, coaches or scorekeepers in this situation should refrain from announcing or verbalizing the actual score to the players or parents (just say you are winning (or losing) by about 10 runs)

d) If one team is winning by 15 or more runs after 4 innings (3 ½ innings if home team is winning) the manager of the team that is losing has the option of continuing play or conceding the game.

e) Supporting Information:

   i) **Change From Previous Year(s), if any**: Slight deviation from rule invoke at the end of last season.

   ii) **Deviation from LL Rule**: Option provided under Rule 4.10(e) to not utilize the "Mercy" rule.

   iii) **Rationale for Deviation**: The object is to play as much baseball as possible. Managers are directed by the BOD not to purposely run up the score

9) **Four Outfielders Rule**

   a) Four outfielders can be used (no short fielder; must be spread somewhat evenly).

   b) Supporting Information:

      i) **Change From Previous Year(s), if any**: Same as previous years

      ii) **Deviation from LL Rule**: LL Rules do not allow for a fourth outfielder.

      iii) **Rationale for Deviation**: Provides additional field time for players.

10) **Courtesy Runner for Catcher Rule**

   a) Courtesy runner for the catcher after one out (not mandatory but highly encouraged). Courtesy runner may also be used in the event of an injury to a runner even if not a catcher.

   b) The courtesy runner is the last player to bat in the inning who is not already on base.

   c) Supporting Information:

      i) **Change From Previous Year(s), if any**: Change to use after one out to speed inning transition.

      ii) **Deviation from LL Rule**: Courtesy runners are not an option under LL Rules (only pinch runners). Note: Special runner Rule 7.14 is not in effect in Minor League because of use of continuous batting order (CBO).

      iii) **Rationale for Deviation**: Speeds transition between innings. Managers using a courtesy runner should make sure that the catcher starts putting on his/her gear before the end of the inning.

11) **Warm-Up Pitcher Rule**

a) Coaches/managers are permitted to warm up pitchers prior to start of the game or an inning and in the "bullpens" during an inning. As always, uniformed players properly equipped can also warm up pitchers.

b) Supporting Information:

   i) **Change From Previous Year(s), if any:** Same as previous year

   ii) **Deviation from LL Rule**: Only a uniformed player properly equipped can warm up pitchers.

   iii) **Rationale for Deviation**: Speeds up the game.

12) Hit Batter Rule

a) A manager must replace the pitcher (may stay in the game at a different position) if they hit 3 batters in one inning; or 4 batters in one game.

b) Supporting Information:

   i) **Change From Previous Year(s), if any**: Same as previous year

   ii) **Deviation from LL Rule**: Not restricted under LL Rules.

   iii) **Rationale for Deviation**: Safety

13) "Butcher Boy" Prohibition Rule

a) If a batter squares to bunt, then swings away, the batter is out whether contact with the ball is made or not.

b) Supporting Information:

   i) **Change From Previous Year(s), if any**: Same as previous years

   ii) **Deviation from LL Rule**: Not restricted under LL Rules.

   iii) **Rationale for Deviation**: Safety

14) **Rescheduling Rule**

a) When a game needs to be rescheduled, the game shall be schedule in earliest open slot that does not result in back to back games.

b) It is the responsibility of the Home team manager to contact the Concessions Manager (Snackbar); Communications Director (website) and all other managers in your division about the rescheduling.

c) Note 1: The only criterion for rescheduling is that a team can field 9 players; individual player or manager/coach availability should not be considered.

d) Note 2: Later in the season some back to back games may be unavoidable

15) **Minimum Play Requirement**

a) All players must meet minimum play requirements (MPR) for every 6 (or 5½) inning games. MPR is:

 i) One at bat; AND

 ii) Either 6 consecutive defensive outs or 9 total defensive outs

b) If a game is shortened for any reason, but is an official game (3½ or 4 innings), MPR is:

 i) One at Bat (exception: if the game is called before a team bats through the lineup once); AND

 ii) 3 consecutive defensive outs

c) MPR does not apply in the following situations:

 i) The game is suspended (MPR can be met when the game is rescheduled)

 ii) When the 5-run maximum in an inning rule is invoked and a defensive player was in the field during the entire inning. This would count as 3 consecutive defensive outs no matter how many outs were actually recorded.

d) Supporting Information:

 i) **Deviation from LL Rule:** MPR is one at bat and 6 consecutive defensive outs except if the game is shortened for any reason.

 ii) **Rationale for Deviation:** Added (0).1.i above to allow managers flexibility in getting players in and out of a game. Added (0).2.ii above to ensure that any player coming to a game that goes at least 3½ or 4 innings will get to play the field in that game.

16) **Suspended Games**

a) Any pitcher removed from a suspended game cannot pitch again in the resumed game.

b) Any pitcher of record when the game was suspended can pitch in the resumed game IF he doesn't require rest from a previous pitching appearance before the resumed game.

c) His pitch count would start at zero but his innings from the suspended game would still count.

d) If a player pitches in the resumed game, they cannot pitch a second game (i.e. doubleheader) no matter how many pitches or innings they threw (i.e. 1 pitch in the resumed game then they cannot pitch in the second game).

e) Supporting Information:

 i) **Deviation from LL Rule:** LL does not have a maximum innings rule (pitch counts only)

 ii) **Rationale for Rule Deviation:** Additional protection of pitching arms of younger players plus controls the possibility of a dominant pitcher from dominating an entire game. Also helps develop more pitchers.

17) **Pitch Counts**

Note: Pitchers cannot wear long white sleeve shirts.

a) **Maximum Pitch Counts:**

    i) Age 11-12:   85 pitches max per day

    ii) Age 9-10:   75 pitches max per day

    iii) Age 8:   50 pitches max per day

Note: A pitcher can go over his max pitch count for the day, if it happens in the middle of an at bat. For example, if a 9 year old has thrown 74 pitches, he can still pitch the full at bat of the next batter.

All ages: Maximum of three innings per day

b) **Rest**

    i) 1 – 20 pitches (plus, if finishing a batter): no rest, can pitch next day, but not in another game on same day

    ii) 21 – 35 pitches (plus, if finishing a batter): 1 calendar day

    iii) 36 – 50 pitches (plus, if finishing a batter), 2 calendar days rest

    iv) 51 – 65 pitches (plus, if finishing a batter), 3 calendar days

    v) 66+: 4 calendar days.

c) Please remember to keep an accurate pitch count (foul balls count as a pitched ball) for your pitcher. You can also keep a pitch count of the opposing pitcher. If you do, you can compare pitch count with the opposing manager between every inning.

d) A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. *NOTE: You cannot do 40 plus, if finishing a batter. This is a hard 40.*

e) A player who has played the position of catcher in any part of four or more innings (e.g. three and a third) in a game is not eligible to pitch for the remainder of that day. *NOTE: A catcher could catch innings 1 & 2, pitch inning 3, and go back to catcher (if 40 pitches or less) innings 4, 5, and 6.*

18) **One Foot in Batter's Box Rule**

a) The umpire will remind the batter to stay in the batter's box unless any of the exceptions from Little League Rule 6.02(c) apply.

b) Supporting Information:

    i) **Change From Previous Year(s), if any:** Now a Little League Official Rule

    ii) **Deviation from LL Rule:** Only warnings apply, there is no "strike" penalty.

    iii) **Rationale for Deviation:** Speed of game

19) **Throwing the Bat Rule**

a) If in the umpire's judgment a player releases the bat in a manner that creates a safety issue - the umpire shall warn that player after play relaxes. The same player will be warned continuously if the behavior continues. If the subject player continues to release the bat that creates a safety issue – the umpire may request that the manager sit the player for a defensive inning and instruct the player on the proper method of dropping the bat.

b) Supporting Information:

i) **Change From Previous Year(s), if any**: New rule

ii) **Deviation from LL Rule**: LL penalty is ejection from game

iii) **Rationale for Deviation**: Safety

20) **Stealing Signs**

a) The stealing and relaying of signs related to pitch selection and location of the pitch by the offensive team are considered unsportsmanlike. Manager, coaches and players shall be warned when players are observed stealing and relaying signs or pitch location.

b) The umpire shall have the authority to disqualify and eject managers or coaches that directly stealing signs or pitch location, or directing players to do so. Players shall only be warned.

c) Supporting Information:

i) **Change From Previous Year(s), if any:** New Little League Rule, 9.01(d)

ii) **Deviation from LL Rule:** LL penalty is ejection from game

iii) **Rationale for Deviation:** Safety

21) **Number of Coaches**

a) A manager and no more that three coaches may be present in the dugout during a game.

b) Coaching from additional adults outside the dugout/field is not permitted other that a scorekeeper or pitch counter.

c) All manager/coaches must be inside the dugout with the exception of base coaches or when a mound visit is granted.

d) Supporting Information:

i) **Change From Previous Year(s), if any**: None, New Local Rule in 2020

ii) **Deviation from LL Rule**: Rule 1.01 states that only the manager and two rostered coaches may participate.

iii) **Rationale for Deviation**: Provide more thorough instruction to players on the bench and field.

22) **Time Limit**

a) For weekend games where additional games or practices take place after the scheduled game, no inning may start later than two hours after the game's actual start time (based on the first pitch).

b) Example: If a Saturday game is scheduled to begin at 12 PM and the first pitch is thrown at 12:10PM, the 12 PM game may not have an inning start after 2:10 PM.

c) Supporting Information:

    i) **Change From Previous Year(s), if any**: None, New Rule in 2020

    ii) **Deviation from LL Rule**: Regulation X – Local Leagues may impose time limits on games

    iii) **Rationale for Deviation**: Time Management

Appendix I – HTLL Local Rules: Machine Pitch Division

Any disputes will be settled quietly and privately by a meeting of the manager of each team, not anyone else, not even the assistant coaches.

1) **Suspended/Complete Games**

   a) A game is official after thee-and-one half innings if the home team is ahead, or four innings if the home team is behind. All playoff games must be played for the full six innings (they will be resumed from the point of stoppage if interrupted).

2) **Pitching Machine**

   a) The position of pitcher is for fielding purposes only and does not pitch the ball.

   b) The batting team will provide an adult coach to operate the pitching machine. This coach will also act us umpire (when an official umpire is not available) and will be responsible for all calls on the field.

   c) The pitching machine may not be left unattended at any time and all players must be kept at a safe distance from the machine.

   d) Any ball that hits the pitching machine or a coach in fair territory is a live ball and will be in play, however runners may only advance one base.

3) **Five Run Rule**

   a) There is a five run limit per inning, with the exception of the final inning (play until 3 outs in 6th inning). In innings 1-5, Teams will switch from fielding to batting after three outs or five runs whichever comes first.

4) **Umpires**

   a) When an official umpire is not available, the batting team coach that is operating the pitching machine will serve as umpire and will be responsible for all calls on the field with the exception of fair/foul calls.

   b) The fielding team will provide an adult coach that will stand behind the catcher and will be responsible for calling fair or foul balls down the first and third baselines. This coach is responsible for maintaining a safe batter's box area and will assist the catcher with equipment.

5) **Continuous Batting Order**

   a) All players will bat in order, regardless of whether or not they played in the field in the previous inning.

6) **Minimum Play Requirement**

   a) Players should play an equal number of innings in the field. Coaches will try to move the players to as many positions as they may safely and willingly plan during the course of the game.

b) Additionally, all players must meet minimum play requirements as defined by Little League International (MPR) for every 6 (or 5½) inning games. MPR is:

   i)   One at bat; AND

   ii) Either 6 consecutive defensive outs or 9 total defensive outs

c) If a game is shortened for any reason, but is an official game (3½ or 4 innings), MPR is:

   i)   One at Bat (exception: if the game is called before a team bats through the lineup once); AND

   ii) 3 consecutive defensive outs

d) MPR does not apply in the following situations:

   i)   The game is suspended (MPR can be met when the game is rescheduled)

   ii) When the 5-run maximum in an inning rule is invoked and a defensive player was in the field during the entire inning. This would count as 3 consecutive defensive outs no matter how many outs were actually recorded.

e) Supporting Information:

   i)   **Deviation from LL Rule:** MPR is one at bat and 6 consecutive defensive outs except if the game is shortened for any reason.

   ii) **Rationale for Deviation:** Allow managers flexibility in getting players in and out of a game. Ensure that any player coming to a game that goes at least 3½ or 4 innings will get to play the field in that game.

7) **Shortage of Players for Game**

a) If a team is short the required (10) players, an extra player from the opposing team can be used.

b) If an extra player from the opposing team is not available, another player from another HAC Division team may be used, including Tee-Ball call-ups.

c) If there are no extra-players available, the team with (9) players may play the game with only nine players, leaving one field position empty, except catcher.

d) A team may plan with only 8 players, but the ninth spot in the batting order will be an automatic out.

8) **Balls and Strikes**

a) Balls and strikes will not be called. Strikes will only be assessed when the batter swings and misses, or fouls the ball. There is an 8-pitch limit per batter (more pitches will be allowed at the discretion of both coaches).

9) **Advancement of Runners**

a) Players may not advance on overthrows at any bases, either from balls being thrown from the infield or outfield.

b) Runners may only advance more than one base if the ball is in the outfield from a batted ball. If a ball enters the outfield from a throwing error, advancement of bases is not allowed.

c) Base coaches will hold runners from advancing when the ball is brought into the dirt area of the infield. The ball does not need to be in control in the infield but in the infield (touching the ground or in the glove of a player). Once the ball is in the infield on the ground or in a glove, the runner may take the base he is going to at his risk, but no additional bases. At this point, the ball is dead and no player may be tagged out until the next pitch restarts play.

10) **Chestnutwold Field - Parking Lot/Basketball Court**

a) Batted balls entering the parking lot or basketball court will result in a ground rule double. All base runners advance 2 bases. In the event the a batted ball lands in the parking lot or basketball court in the air, without bouncing, it will be ruled a home run and all base runners and the batter will be permitted to score.

11) **Base Stealing**

a) Base stealing is not permitted. A runner will not be permitted to leave base until the ball is batted (no leads).

12) **Limited Bunting Rule**

a) Intentional bunting is allowed. Maximum is 2 per game, 1 per inning. No intentional bunting is allowed when a runner is on 3rd base. Swinging bunts (unintentional bunts) are always permitted.

13) **"Butcher Boy" Prohibition Rule**

a) If a batter squares to bunt, then swings away, the batter is out whether contact with the ball is made or not.

b) Supporting Information:

   i) **Change From Previous Year(s), if any**: Same as previous years

   ii) **Deviation from LL Rule**: Not restricted under LL Rules.

   iii) **Rationale for Deviation**: Safety

14) **Four Outfielders Rule**

a) Four outfielders are used (no short fielder; must be spread somewhat evenly).

b) Supporting Information:

   i) **Change From Previous Year(s), if any**: Same as previous years

   ii) **Deviation from LL Rule**: LL Rules do not allow for a fourth outfielder.

iii) **Rationale for Deviation**: Provides additional field time for players.

15) **Interference/Obstruction**

   a) The player (fielder in the case of obstruction or runner in case of interference) should be given a warning. No penalty shall be assessed.

16) **Out of the Base Path**

   a) If a runner clearly runs out of the base path to avoid being tagged, then the runner can be called out. It is suggested that the head coaches of both teams consult after the play to discuss. But the final call lies with the umpire (the coach that is pitching). The runner going to first base must avoid contact with the first baseman and is to run on the outside of the base path.

17) **Throwing the Bat Rule**

   a) If in the coaches judgment a player releases the bat in a manner that creates a safety issue - the umpire shall warn that player after play relaxes. The same player will be warned continuously if the behavior continues. If the subject player continues to release the bat that creates a safety issue – the manager may sit the player for a defensive inning and instruct the player on the proper method of dropping the bat.

   b) Supporting Information:

   i) **Change From Previous Year(s), if any**: New rule

   ii) **Deviation from LL Rule**: LL penalty is ejection from game

   iii) **Rationale for Deviation**: Safety

Appendix J – HTLL Local Rules: T-Ball Division

1) **Length of Game**

   a) Each game will be three (3) innings in length.

2) **Continuous Batting Order**

   a) All players will bat in order, regardless of whether or not they played in the field in the previous inning.

   b) Teams will switch from fielding to batting after three outs, or after each player has batted, whichever comes first.

3) **Advancement of Runners**

   a) Runners will advance only one base on balls hit to the infield.

   b) On balls hit to the outfield, the batter may try to advance to second base. Runners may advance a maximum of two bases only. Once the ball returns to the infield, the runner must stay at the base they are on.

   c) No advancing on overthrows is permitted.

4) **Ball In Bushes**

   a) In the event a ball is hit in the air to the outfield bushes, it will be considered a home run and all bases will clear.

   b) In the event a ball is hit on a bounce to the outfield bushes, it will be considered a double.

5) **Four Outfielders Rule**

   a) Four outfielders are used (no short fielder; must be spread somewhat evenly).

   b) Supporting Information:

      i) **Change From Previous Year(s), if any:** Same as previous years

      ii) **Deviation from LL Rule:** LL Rules do not allow for a fourth outfielder.

      iii) **Rationale for Deviation:** Provides additional field time for players.

6) **Minimum Play Requirements**

   a) The players, when possible, will play an equal number of innings each game. Coaches will try to move the players to as many positions as they may safely and willingly play during the course of the game.

7) **Coaches in the Field**

   a) Coaches may take the field during the game for instruction purposes. Coaches in the field should encourage the player closest to the ball to field the ball while encouraging other players from interfering.

8) **On Deck Batter**

   a) There is no on deck batter. All players not in the game must remain on the bench at all times. When a team is batting, only the batter may leave the bench.

9) **Throwing the Bat Rule**

   a) If in the coaches judgment a player releases the bat in a manner that creates a safety issue - the umpire shall warn that player after play relaxes. The same player will be warned continuously if the behavior continues. If the subject player continues to release the bat that creates a safety issue – the manager may sit the player for a defensive inning and instruct the player on the proper method of dropping the bat.

   b) Supporting Information:

      i) **Change From Previous Year(s), if any:** New rule

      ii) **Deviation from LL Rule:** LL penalty is ejection from game

      iii) **Rationale for Deviation:** Safety

10) **Out Of The Base Path**

   a) Runners to first base must avoid contact with the first baseman and run on the outside of the base path. Base runners must avoid contact with fielders. Fielders at bases must avoid contact and interference with runners.