

RC LITTLE LEAGUE INC.

BY-LAWS

I. VOTING RULES

1. To be eligible to vote on the selection of the executive board, an individual must attend 50% of the General Membership meetings from the prior year.
2. Open executive board positions not filled by regular election will be filled by appointment from the President and approval by the executive board.

II. RULES FOR SELECTING LITTLE LEAGUE MANAGERS

1. All managers will be selected by the President and approved by the Executive Board, under the following consideration:
 - a) The candidate must have demonstrated knowledge of the game and ability to teach the players and attended work parties and league meetings on a regular basis. A candidate's longevity in the league and consecutive years in the league will also be considered albeit no manager has tenure.
2. All decisions by the Executive Board are final.

III. PLAYING RULES

ALL DIVISIONS

1. All rules as set forth in the "Official Rules and Regulations" Little League Rule Book will be adhered to.
2. Children under 16 are not allowed in the concession stands or the press box unless they are working as announcer.
3. The team roster and line-up must be ready to hand to the official scorer and opponents by the time which the game is scheduled to begin.
4. The team roster must carry the first name, last name, and jersey number of every child. If a child is absent, the roster should note it.
5. All divisions will wear BLACK pants as part of their uniform for Regular season play and WHITE pants for All Stars.
6. Children are not allowed to throw bats, helmets, or in any way be unsportsmanlike, and should be reprimanded if this occurs.
7. Children will not be allowed to eat food or have soda in the dugout, sunflower seeds are allowed per team manager's discretion.

8. In case of a dispute, only the designated manager appointed prior to the game will be allowed to the foul line.
9. Any child who is absent for two games or three practice sessions in a row, without notifying his manager or coaches, will be subject to suspension, after the approval of the Executive Board.
10. Both teams shall be responsible to see that all equipment including field equipment is put in their proper places before and after each game. Both are also responsible to close up the clubhouse, concession stand and equipment sheds when the final game is over.
11. All games will be scheduled to start no later than 6:00 p.m. on weeknights. All pre-game practice must be completed by 5:30 p.m. No inning shall be allowed to commence after 8:00 p.m. on a school night.
12. No on deck batter will be allowed out of the dugout.
13. Any child caught destroying Little League property will be subject to immediate dismissal from RC Little League on approval of the Executive Board.
14. Any manager or coach displaying unsportsmanlike conduct will be subject to disciplinary action by the RC Little League Board. Ejection from a second game during the season shall result in a 2-game suspension and a meeting with the Executive Board. Any suspension is from attendance at RC Little League properties for the next scheduled game or games.
15. All postponed games will be rescheduled by the Division VP and will be coordinated with the managers of the two teams. The Division VP will then provide the rescheduled information to the League Information Officer to post to the website.
16. Once assigned to a team, children will not be allowed to shuffle from team to team, or division to division, unless the Executive Board approves.
17. All protests must be in writing and presented to the President and Division Vice President within twenty-four hours.
18. Each team is allowed one manager, two coaches and a scorekeeper. The T-Ball division and modified division will be allowed additional coaches on the field.
19. Prior to the regular season, all managers must sign a sheet which states he has received, read, and understands the playing rules. They are then responsible to inform their coaches.
20. There shall be no practices held before 11:00 am on Saturdays for the purpose of work details.
21. All players are to remain within the confines of the playing field during the game, except when excused by the Manager.
22. There shall be no waving of the rules without Executive Board approval.
23. All new registrants from seven to twelve years of age, as determined by Little League Rules, will be informed at the time of registration that they must attend tryouts in order to play RC Little League Baseball. Ten-year old's wishing to play in the Major division that have not played in the Minor division must also tryout.
24. All twelve-year-old shall play in the Major division unless they are excused by the Executive Board for a justifiable reason.

25. Returnee's must play one year in the Minor division. Twelve-year old's exempt.
26. 10 Run Rule - If after 3½ innings of play a team is losing by 10 runs or more, they may concede the game.
27. At the first sign of lightening, play shall be suspended at the determination of the Umpire/Manager. Play will be resumed only when determined it is safe to play by the Umpire/Manager, in accordance with Little League Inc., Lightning Safety Guidelines.
28. A continuous batting order will be used for all play.

MAJORS DIVISION ONLY

1. The dugout gate is to remain closed during the course of game. ALL managers, coaches and players not occupying a playing position on the field are to remain in the dugout during game.
2. The official book and pitch count will be maintained by the announcer/scorekeeper. The scorekeeper is responsible for notifying the League Information Officer with the results of the game. The scorekeeper is also responsible for contacting any newspaper as determined with the results of the game.
3. There is no 2 Hour Rule in Majors only.
4. Dropped 3rd strike is in effect per Little League Rules.
5. There is (NO) 5 Run Per Inning Mercy Rule in Majors only.

MINORS DIVISION ONLY –

The minors will follow all Major rules except as describe below:

1. A player who has attained the League age of twelve is not eligible to pitch. Refer to Little League Rule VI- Note: Minors.
2. 2 Hour Rule – No new inning will be started after 2 hours after the start of a game.
3. There (IS) a 5 Run Per Inning Mercy Rule.
4. Dropped 3rd strike is NOT in effect for this division.

FARM DIVISION ONLY

1. No eleven-year-olds shall be allowed to play in the Farm division.
2. Bunting is not allowed.
3. Players cannot steal (Players can only advance when there is a batted ball). until after both teams have played 5 games (game 6). Managers should confirm with each other prior to the start of the game.

- a. Once players are allowed to steal (after 5 games played by both teams), there will be no advance to another base on an overthrow by the catcher attempting to throw the player stealing out.
- b. Once players are allowed to steal (after 5 games played by both teams), there will be no stealing of home on any situation, a player may only advance to home on a batted ball put into play.
- 4. A manager and 1 coach are the only persons allowed outside the dugout during play.
- 5. Pitching plate will be forty feet from home plate.
- 6. A league approved pitching machine will be used for the first 2 innings for the entirety of the season, including playoffs and championship games.
- 7. A maximum of 2 innings, or 50 pitches (whichever comes first) are allowed per pitcher, at that point the manager must use another pitcher.
 - a. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
 - b. If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
 - c. If a player pitches 1-20 pitches in a day, no (0) calendar days of rest is required.
 - d. If a player throws more than 40 pitches in a game, they are not eligible to catch the remainder of the game.

EXCEPTION: If a pitcher reaches the daily pitch limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1) That batter reaches base; 2) That batter is put out; 3) The third out is made to complete the half-inning.

EXCEPTION: If a pitcher reaches the daily pitch limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1) That batter reaches base; 2) That batter is put out; 3) The third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed, or the game is completed before delivering a pitch to another batter.

To be clear, calling last batter is not required to follow these guidelines.

- 8. After four balls has been pitched to a batter by the pitcher, Coaches will pitch to the batter until the ball is either put into play or there is a strikeout.
- 9. Infield fly rule is not applicable.
- 10. If a batted ball hits the league approved pitching machine, then a call of a dead ball will be given and all runners, including the hitter will advance to the next base.
- 11. One (1) base will be allowed on an overthrow to a base
- 12. A ball in play will be considered a dead ball (No more advancing), after the ball in play has left the hand of the infielder that is throwing the ball back into the pitcher. (i.e., the play is over, and the ball is being returned to the pitcher for another batter.)
- 13. 2 Hour Rule – No new inning shall be started after 1 hour 45 minutes from the start of the game. At 2 hours 15 minutes the game will stop immediately, and the score will revert to the prior completed innings score.

14. There (IS) a 5 Run Per Inning Mercy Rule.

MODIFIED DIVISION ONLY

The Modified Machine Pitch Division is considered an instructional division with an emphasis on learning the game of fast pitch baseball and the mechanics associated with hitting, fielding, and throwing. This is a non-competitive division in which no score should be kept, and no umpires are used.

Managers and their coaches will be expected to follow the Little League Softball rules and the local bylaws for the Instructional/Modified Machine Pitch Division, without deviation.

The purpose of the Instructional division will be to develop second year players graduating from T-ball.

Game Rules:

- All practices and games will be played utilizing RCLL supplied regulation leather covered baseballs.
- The game should be played for a minimum of 1 hour. No new inning shall begin after 1 hour and 30 minutes, but the current inning will be completed. The Home Team Manager will be the official timekeeper.
- A coach from the hitting team will run the pitching machine or designate a volunteer to do this.

An inning is complete:

- 1) When 3 defensive outs including strikeouts are made or the complete lineup has batted.
- 2) When the last batter comes up to bat, the Manager will call "two (2) outs" regardless of how many outs there are at the time.

Defense:

- 1) A maximum of 10 players will be in the field each inning in defensive positions. If managers agree, additional players may assume fielding positions on the grass.
- 2) The catcher must wear full protective equipment and stand off to the side of home plate. After a ball is hit, the catcher may move to the home plate position to make any plays required.
- 3) After 5 completed games more advanced players may be encouraged to catch the pitching machine's pitch and return the ball to the Pitcher. If the catcher is not able to catch and throw the ball back to the pitcher, the coach standing behind the catcher can assist. Coaches shall ensure that the catcher is in the catcher's box area and can protect themselves at all times. The catcher must use a catcher's glove and may not use a regular fielder's glove at the catcher's position.
- 4) Players should be moved to different defensive positions during subsequent innings to allow for an equal mix of infield time however the players' defensive positions can be changed at the Managers discretion at any time during the game.
- 5) It is mandatory that all pitchers wear a helmet with an attached face guard during games and practices.
- 6) Players will not field balls hit into the pitching circle when a pitching machine is being used. Adult machine operators will field the ball hit into the circle and the batter will be awarded first base.
- 7) Defensive substitution of players is allowed without regard to the batting order.
- 8) The pitcher will stand directly to either side of the mound opposite to the hitter and in-line with the pitching rubber.
- 9) Outfielders may not come inside the fringe between infield and outfield (i.e., they are not allowed to play in on the dirt).

Offense:

- 1) Teams will play with the bat-around rule. The batting order is to be continuous for the entire game. Every player on the roster is to be listed in the batting order for the entire game.
- 2) As each batter comes to bat, a manager, or a coach, using the pitching machine, will pitch as many as six balls for the batter to hit. If the player fails to hit one of the six pitched balls, the batter is out and must return to the dugout.
- 3) Hitters are under no obligation to swing at "bad" pitches however a max of six pitches will be allowed per batter.
- 4) A ball hit cleanly over the fence in fair territory constitutes a "Home Run." All base runners advance to home plate.
- 5) There are no walks.
- 6) The batter gets three strike swings before being called out.
- 7) There will be no bunting.
- 8) Ball must pass the dead ball radius otherwise it is considered a foul ball.

Runners:

- 1) On a ball hit into the outfield grass, runners may advance two bases.
- 2) On an infield hit, runners may only advance one base.
- 3) Runners may not advance on an overthrow or passed ball.
- 4) No stealing or sliding.
- 5) If batter is put out at first base or runner is forced out, they must return to the dugout, (close plays go to the runner).
- 6) Ball must pass the dead ball radius otherwise it is considered a foul ball.
- 7) There will be no leading off. Base runners cannot leave their bases until the ball has been hit.

T-BALL DIVISION ONLY

1. T-ball will be for first time players to RC Little League ages 4 -6- or second-year players who need additional development.
2. T-ball will follow the new T-ball program created in 2013 as put forth on the Little League website, LittleLeague.org.

IV. RULES FOR ALL-STARS

1. Each All-Star Committee shall be chaired by the President, Division VP and Player Agent. Every manager shall be a member of their respective division.
2. All-Star team roster sizes:
 - a. Every All-star team shall have at least 12 players with no alternates.
 - b. The players that receive unanimous votes will automatically be on the All-Star team. The Managers and Committee will then discuss the players with the next highest number of votes and re-vote for the remaining players up to 10 players. The All-Star Manager will pick the remaining 2 players based on the needs of the team selected.
3. Each manager should submit an All-Star list consisting of twelve players to the All-Star Manager.
4. All-star players must be available for practice for the two weeks prior to the tournament and through the completion of the team's tournament play.
5. Any child who is absent for two games or three practice sessions, without notifying his manager or coaches, will be subject to removal, after the approval of the Executive Board.

Team Selection Guidelines- Majors and Minors 2022

- The "Team Placement" model is being used to select teams as equally as possible. Teams will be created before assigning managers and their children to a given team. No managers child will be placed until the final round of the placement.
- To create teams a discussion will be had when placing players onto teams. All in attendance can share thoughts about a players skill level, ability or position played. Attendance may consist of; the appropriate division managers, an appointed three-member team assignment group, and the current RCLL President, Player Agent(s), and appropriate Division VPs.
- The appointed three-member team assignment group will consist of three individuals chosen by the current RCLL Executive Board for the purpose of assisting with final team placements for the Major and Minor Divisions. The members of this group will have no personal stake in final team placements meaning that at minimum they cannot have a child playing in the current year Major or Minor divisions. The team assignment group must consist of individuals with knowledge of the players in each division (Major and Minor) including their skill level, ability and positions played. The team assignment group may consist of former managers or coaches from the previous seasons Major, Minor or Farm divisions and current or the previous year's RCLL Officers (President, Vice President, Player Agent(s), or any Division VP).
- Players will be placed onto teams in rounds. The overall skill level of all available players will be discussed each round. The agreed upon top skill players will be placed in the first round, players will continue to be placed in rounds based on the remaining highest valued players available.
- Starting with the second round, selected players should be placed based on skill level, ability and position played. Every attempt should be made to group players who play different positions on the same team.
- Pitchers and Catchers should be evenly distributed among the teams as much as possible. During team placements, players should be identified as a pitcher and or a catcher if applicable, if they are considered a pitcher their name will be placed with a circled P, if they are considered a catcher their name will be placed with a circled C, if they are a pitcher and catcher their name will be placed with a circled C and a circled P.

- When team placements have concluded all teams should be scrutinized and compared to each other to ensure that each teams skill level, ability, and positions played are as equal as possible. Each team should have an equal number of pitchers and catchers to the greatest extent possible. Players may be traded from team to team at this point to ensure each teams skill level, ability and positions played are as equal as possible.
When all in attendance have concluded that all teams are as equal as possible, managers will draw a number from a hat. The number they draw will be their team.
- Due to the fact that the managers children will also have varying skill sets, after all managers players have been placed, there will be a chance to make agreed upon trades to create more even team. Trades at this point are only allowed with the interest of creating even teams. No trades for manager preference purposes will be granted.
- The Player Agent(s), (if not on the three-member team assignment group) will inform all in attendance of any player/manager conflicts and then all participants will exit the room with the exception of the three-member team assignment group.
- The three-member team assignment group will be responsible for completing the final round of placements by placing managers and their children to a specific team. The three-member team assignment group will place the managers children based on skill level, ability and position played with the goal of making all teams equal to the greatest extent possible. Due to varying skill levels and positions played among the children of managers the three-member team assignment group will have the ability to make trades between teams in order to ensure that each team is as equal as possible.
- When all managers and their children have been placed on to a specific team the three-member team assignment group will scrutinize and compare each team to ensure that each teams skill level, ability, and positions played are as equal as possible.
- When the three-member team assignment group agree that all teams are as equal as possible by a simple majority vote they will ask all participants to reconvene back to the room and managers will be notified of their team assignments and final rosters. There will be no additional trades allowed.
- Assign team Sponsors and colors
- Rosters will be emailed out ASAP after the draft. They will not be created onsite due to lack of Wi-Fi

All late registrant players will be added to a pool and will be assigned to teams prior to the start of the spring season as determined by the league Player Agent(s). It is possible that late registrants will miss some practices. The Player Agent(s) will place late registrants based on skill level, ability and position played with the goal of making all teams equal to the greatest extent possible. When the time arrives to add players the entire group of managers will again be brought together for the placement of the pool players. These players will be added to teams based on luck of the draw. The exact format for the draw will be discussed and agreed upon by the Executive Board prior to the draw and placement of the players.

FARM

The selection shall be as follows - Each manager shall draw a number and then the draft will commence, the last pick of the first round shall have the first pick of the second round.

For example, for six teams:

- > 1st (#1) number drawn to have first pick
- > 2nd number drawn to have second pick
- > 3rd number drawn to have third pick
- > 4th number to have forth pick
- > 5th number to have fifth pick
- > 6th number to have sixth pick
- > 6th number to have seventh pick
- > 5th number to have eighth pick and continue on in that procedure

INSTRUCTIONAL / T-BALL

- The remaining players shall be selected by random distribution of names. Each manager shall draft an equal number of each age bracket.
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2. If a player is not able to play two consecutive games, his/her name shall be submitted to the Executive board, and they shall decide what action will be taken. If the Executive Board allows a manager to draft from a lower division, the draft must take place immediately and the new player shall be playing with the new team no later than the third scheduled game from the date of notification. If a child is drafted, he must go to the higher division. If he refuses to go, he will not be eligible to be drafted up for the rest of the current playing year and will not be eligible for All-Star competition.
 3. Exceptions to the rules are made only when a child has been legally excused by the President, prior to the draft, or when a child moves into the area after the teams have been made up.