

2020 - NBLL Intermediate Division Operational Bylaws

Little League Baseball Official Regulations and Playing Rules apply to all NBLL activities. In addition to the above, the Local NBLL Bylaws and Ground Rules detailed below pertain to the NBLL Intermediate division.

Manager Selection

The Manager Selection Committee will be comprised of the President, the Vice-Presidents of all leagues, the Player Agent, and anyone else the President deems will be helpful in selecting the slate of managers. The Manager Selection Committee shall interview and investigate prospective managers and coaches and recommend acceptable candidates to the President, for appointment and subsequent approval by the Board of Directors. In order to be considered for a managerial position, candidates must fill out and submit a volunteer application prior to the Manager Selection Meeting.

Teams

The Managers Committee shall interview and investigate prospective managers and coaches and recommend acceptable candidates to the President, for appointment and subsequent approval by the Board of Directors. If the number of teams is sufficient the Intermediate division teams may be split into two divisions (American and National). The Teams will consist of player's league age 11, 12 and 13. All eligible players must tryout and enter the draft system. All Intermediate division teams will have no more than 12 players. Teams may have less depending on the number of players that register. If all teams have 12 players on their roster and a new player registers late, that player will be placed on a waiting list until a position on one of the Intermediate team's 12 man roster is open.

DRAFT

The Intermediate league draft will take place on the date set forth by the league. Those in attendance will be limited to the league President, Player Agent, Intermediate VP and Intermediate Managers. At the beginning of the draft meeting all managers will blindly select from a hat a slip of paper stating their position in the draft. Prior to beginning the draft process, each Manager will have their son or daughter assigned to their team as follows: If their player is league age 13, that player will be a second (2nd) round selection; if their player is league age 12, that player will be a third (3rd) round selection; if their player is league age 11, that player will be a fourth (4th) round selection. All players, except for sons or daughters of the managers, will be assigned to an Intermediate team through the draft process (i.e., no "protection" of players will occur). The draft process includes a one-time chance to attempt to work out player trades between minor teams prior to leaving the draft room.

The draft will be conducted in a "snake order" as follows: The 1st round will consist of proceeding from the #1 draft position to the last position. The second round will begin with the last position and proceed to the first position. This process will alternate until all available players from the player pool have been drafted.

GAME PRELIMINARIES

The Plate Umpire will record the starting time with the official scorekeeper. Any unavoidable delay of more than 15 minutes will result in rescheduling the game. If a team has less than nine players, teams are encouraged to play the game as scheduled. Teams may use other registered players from the division to fill in. These players are not allowed to pitch.

Prior to the start of a game each Manager must furnish a copy of their lineup to (1) the opposing Manager and (2) the Official Scorekeeper. This lineup must show (1) both first and last name for each player, (2) player number, and (3) the position each player will occupy at the start of the game. If all the above information is not supplied on the line-up, the manager, the Umpire in Chief, or the Official Scorekeeper may ask for play to be suspended until such information is supplied. Should a manager cause a game not to be started on time, and exceed the time allotted (10 min., see above) for play to begin, that team will forfeit the game.

All games shall begin on time. If an umpire is missing or late in arriving it is the responsibility of the managers to utilize volunteer umpires (even if the managers or coaches must serve as umpires). Failure of an umpire to show does not constitute rescheduling of a game. Failure to play will result in a forfeit charged to one (or both) team(s) that leaves the field due to an umpire shortage.

Player shortages do not constitute a valid reason for rescheduling a game. If the proper number of players is not present at game time the team will forfeit.

The Home team will occupy the 1st base dugout and the Visiting team the 3rd base dugout. The Visiting team must supply an adult (over 15 yrs.) to serve as Official Scorekeeper. The home team must supply two adults, one to serve as Scoreboard Operator and the second as Pitch Count Keeper. The Scorekeeper must keep the official book in the press box. Both the Scorekeeper and Announcer are neutral and must not alert anyone to either team of any infractions or if a player is batting out of order. The Officer on Duty at the field on game day will determine if these individuals are present at the beginning of the game and that they are performing their tasks during the game. Failure of a team to supply adults to provide these functions will result in game suspension until such individuals are in place. Should a game not start on time due to failure of a team to provide Scorekeeper, Score Board operator, and/or Pitch Count Keeper, and if the time exceeds the time allotted for play to begin (i.e., 10 minutes), that team will forfeit the game. Managers are responsible for the actions of dugouts, including their assistant coaches, during the game.

The Game

Intermediate Division regulation games are 7 innings. There is a 1 hour 45 minute time limit on all games. A Intermediate Division game is considered official when 5 innings (4 ½ if the home team is ahead) are completed or the time limit has expired. No new inning may start after 1 hour 45 minutes; games can end in a tie. No inning shall be started after the 10:30 p.m. curfew on school nights; however, all innings started prior to 10:30 p.m. will be completed. A new inning starts immediately when the third out is made in the previous inning. There shall be no more than 2 minutes between innings. If, in the judgment of the Umpire in charge of the game, either team intentionally delays the game, additional time may be added to the game clock. All games must be played when scheduled except in the

case of weather, light failure, or other circumstances beyond the control of the managers and NBLL. Games may be played in less than ideal conditions based on the judgment of the Umpire (i.e., light rain, cold, etc.). Only the Umpire may call or delay a game in these situations. In the event that the Lightning Prediction System's warning horn blows, teams are to immediately clear the playing field and are not to resume play until after the "all-clear" sound has been given and the Officer on Duty has declared the field safe for play.

At the end of each game teams are required to clean up the dugouts they occupied, and the stands and surrounding areas of all trash. Please exit the dugout as soon as possible to allow the teams waiting to begin the next game time to do their warm-up routines. The officer on duty may hold players' sodas until the dugout areas are clean.

Lineups

All players listed on the roster shall be in the batting lineup. The lineup submitted at the beginning of the game will be followed throughout the game. If a player arrives, after the first pitch is thrown, the player will be added to the last spot in the lineup. A player leaving early will simply be skipped over in the lineup. If that player returns during the game they will be inserted back into their original spot in the lineup.

Defensive Substitutions and Base Runners

All Players must play 6 outs defensively and bat at least once. One may intentionally walk a specific batter only one time in a game (i.e., one may not intentionally walk the same batter over and over again in the same game).

Run Limits

If after 5 innings (4 1/2, if the home team is ahead) one team is ahead by 10 runs or more the opposing manager will concede the game.

If in the first 3 innings, the team batting scores 5 runs the team will take the field as if the third out of the inning has been recorded. If an over the fence home run is hit which causes more than the 5th run to cross the plate, those runs will count for that half inning.

Pitching

Only players may warm up pitchers before or during the game. Players warming up pitchers must be appropriately attired to receive pitches. Pitchers are not to warm up on the mound before the home plate Umpire takes control of the game. The managers must announce all pitchers entering the game to the official Scorekeeper and Pitch Count Keeper. Pitchers will be subject to pitch count limits as set forth by Little League Baseball Official Rules. The official pitch count will be that of the Pitch Count Keeper, and will be recorded after each game in the Scorebook. Keeping track of pitch counts for each pitcher is the responsibility of the Manager. Allowing a pitcher to exceed pitch count allotment is eligible for protest, thus once a pitcher has met the maximum pitches allowed either Manager and/or Official Pitch Count Keeper, and or the Umpire will notify the chief Umpire, who will notify the manager the pitcher must be removed from the mound.

Coaching

Teams are allowed 1 Manager, 2 Coaches, and the players on the roster in the dugout. An adult may be stationed in each coach's box at first and third provided there is an adult coach in the dugout. If there is no adult in the dugout, players with batting helmets must be used as base coaches. There must be an adult in the dugout at all times. The umpires may allow coaches to stand outside the fence of the dugout. This is solely at the

discretion of the umpires in charge of the game. At no time will coaching be allowed from outside the playing field. This includes behind the home plate area (i.e., parents will not be allowed to call pitches from behind the home plate area). All pitches must be called from inside the playing area through the catcher.

Rainouts

Games may be played in less than ideal conditions. The NBLL Officer on Duty or League President will make all decisions on rainouts with consent from the league umpires. It may be possible to play late games even if early games have to be rescheduled. It may also be possible to play on some fields while not being able to play on others. Managers may be asked to help get their fields ready. Every attempt should be made to play games if possible. Rained out games will be rescheduled and made up as soon as possible, convenient or not. The Intermediate VP will be notified as soon as possible if a rainout occurs.

Divisional Championships

At the end of the regular season a double-elimination tournament will be held consisting of all teams in the division. Tournament bracket will be randomly assigned by draw with division VP, League President and one additional executive board member. Championship game will be a single game.

Tournament Games

Home team will be decided by a coin flip. Regular season pitching rules and run limits will apply during all playoff games, including the Championship Game. Time limits will apply to playoff games. The championship game will have no time limit. The championship game is winner take all.

NBLL ALL STARS FOR INTERMEDIATE DIVISION

All Intermediate players that played in the regular season are eligible to be selected to an All Star team. Any regular season Manager may forward any players name for discussion during the All Star team selection process. NBLL may field several different levels of All Star teams from the Intermediate Division.

All-Star Managers

All-Star team Managers will be selected from regular season managers, with board approval, based upon the final season results and their willingness to manage an All-Star team. The play-off team's Managers will have first right of refusal for the All-Star teams such that the Manager whose team won the city championship will have first choice to select an All-Star team to manage, followed by the second place Manager. Then the two other Managers with teams that made the City Playoff Games based on the best final record (as detailed above). After the Play-off Managers have selected to take or decline an All-Star team, Managers for the remaining teams will be selected according to the order of the regular season standings. All All-Star manager selections are dependent on board approval.

International All-Star Team

One team will be selected from the International Division. The team shall carry a minimum of 12 players with a max of 13 players.

District All-Star Teams

The number of players eligible in a given year will determine the number of District All-Star teams. District All-Star teams may be formed by 11, 12 and 13-year-old league age players. All district teams will carry 12 or 13 players. All eligible players will be selected from a draft pool by the respective team Managers. The order of selection shall be determined by a drawing. The draft will be conducted in a “snake” fashion until all of the eligible players are selected onto all All-Star teams. All players must play on the team to which they are selected or decline to participate in All Star competition.

Player selections

Regular season team Managers will meet by division and will sequentially discuss eligible players from their teams. Following this discussion of appropriate players all Managers will anonymously produce a written list containing their votes for a minimum of 6 to a maximum of 10 players in the age group. Managers may not vote for players on their team during the first round of voting. Should several players have the same number of votes that would place them in a tie for the last open positions on the teams, tie-breaker voting will occur among all Managers until exactly 10 players have been selected. Once the initial 10 players have been selected, the Managers will, in same manner as before, vote on and rank in order the next 10 eligible players. These players must be rank ordered as they will be alternates (starting at 1 and moving to 10) should any of the top voted 12 players decide not to participate in All-Star play. Divisions which have State or International teams, the top 10 players receiving the most votes will be invited to play on the State or international team. The manager that is selected for the team will then be able to select the final 2 or 3 roster spots from the pool of nominated players which will be provided by the league's Player Agent. The number of Specials teams will determine the pool of players required to fill all rosters.

All-Star Player selection confidentiality

Only the League President, League Player Agent, and Divisional VP will know actual voting results for All Star Selections. All Discussions of players capabilities during discussions, in the draft room, and the All-Star selection process, including where players are selected in the draft or All-Star voting are confidential. Any violation of this confidentiality may result in a Manager being removed from their team and may render them ineligible to manage or coach an All-Star team. In order to field the very best All-Star teams to represent our league Managers must be allowed to freely discuss Player potential in confidence.

Note

At the discretion of a quorum of the executive board, the by-laws can be changed at any point in time.