

## **2020 - NBLL Junior 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 Junior 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.

### **Manager Assignment to Teams**

Once the number of teams has been determined and an equal number of managers has been approved, the President and Vice-President will determine which managers are paired with which teams. Returning managers with a team from the previous year will automatically be assigned to their team. Of the remaining selected managers, a random drawing will be conducted to determine which managers are assigned to which teams, unless a manager has a **direct tie** to one of the open teams. The following two criteria will establish a direct tie:

1. served as an "official", uniformed assistant coach of an open team the previous year **OR**
2. has a child that is a returning player to an open team

If it is determined that a selected manager has a direct tie to an open team, said manager will be assigned to that team.

If a selected manager has a child on existing roster that has an approved manager returning to it, said child will remain on their previous year's roster until the draft is completed, at which time a trade will be agreed upon by both managers, bringing the child to the parent's team.

### **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 Junior division teams may be split into two divisions (American and National). The Teams will consist of player's league age 13 and 14. Once assigned to a team through the draft process returning Junior players are the property of that team (unless a specific exception is granted as a "Special Assignment", see below). All eligible players must tryout and enter the draft system. No team may have more than 8 players of either age 13 or 14. All Junior division teams will have no more than 12 players. Teams may have less depending on the number of players that register. Should a returning Junior player sign up late and if a position on the 12 man roster for his/her team is open, that player will be assigned to his/her previous team. If a spot is not open that late registrant may be placed on any team having

an open roster position. 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 Junior team's 12 man roster is open.

### **DRAFT**

The draft will be the reverse order of the standings of the previous year. The team finishing the previous season in last place team will pick first, and the first place team will pick last. Players that are league age 14 and do not tryout will be hat picks. A son/daughter of a Manager in the draft will be that managers third round pick, if league age 14, or fourth round pick if league age 13. In the event of expansion or contraction of the number of teams the draft will occur according to procedures set forth in the Official Little League operational manual.

### **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 1<sup>st</sup> base dugout and the Visiting team the 3<sup>rd</sup> 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**

Junior Division regulation games are 7 innings. There is a 1 hour 45 minute time limit on all games. A Junior 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 Junior 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. The Championship Game home team will be the team with an undefeated tournament record. Regular season pitching rules and run limits will apply during all playoff games. Time limits will apply to playoff games. The championship game will have no time limit. The championship game is winner take all – no if necessary game.

### **Special Assignments:**

(1) All Junior teams will consist of player's league age 13 & 14. Once assigned to teams via the Draft process (see above) returning players are the property of that team.

Should very special circumstances exist that clearly indicate following the above rule is not in the best interest of the player, special assignment of that player to another team, division, or league may be made. The process will entail the parent of the player petitioning the NBLL Player Agent in writing clearly stating the reasons and/or circumstances they feel justifies their request for a special assignment. The Player agent will apprise the NBLL

Board of Directors of the situation and request. Both the NBLL Board of Directors and player agent must agree the petition warrants a special assignment. Should either the NBLL Board of Directors or the player agent disapprove the request, no special assignment will be made. It should be understood that the reasons required for consideration of a special assignment are quite strict and must transcend parental opinion of the capabilities of managers, coaches or players, including their own.

### **NBLL ALL STARS FOR JUNIOR DIVISION**

All Junior 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 Junior 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 Teams**

If the number of players allow, it is possible to field two Junior International All-Star teams. The decision of how many All-Star teams will be fielded by NBLL will be made by the consensus between the NBLL President, NBLL Player Agent and the Junior division VP. Each team will carry a minimum of 12 players and maximum of 13.

#### **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 both the 13 and the 14-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.

#### **\*\*Exception for 13 year old play on the 14 year old International Team**

NBLL does recognize that on very rare occasions it is in the interest of an early developing 13-year-old player to play on a 14 year old team. Such special cases are generally evident to all. Thus, should a manager feel a player falls into this category the manager may seek a special vote to consider the player eligible for 14-year-old All Star play. In this case, by anonymous vote, a majority of the Junior regular season managers must agree to the exception. Once a majority vote is passed, the exception is forwarded to the NBLL president, player agent, and divisional VP who all must concur. The 13-year-old player shall then be ranked in the managers' pool for the selection of the final 3 players to the International Team(s). In the event a large number of players decline to participate and the existing pool is exhausted for either the International team or the district teams, the President, in consultation with the Player Agent and Divisional VP, may place additional players of either age group in the pool based upon deserving vote totals.

#### **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.