

2021 - NBLL Majors 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 Majors 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 have 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. The remaining selected managers will be assigned a team. Managers with a "direct tie" to a team will be assigned based on the following criteria:

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. The Teams will consist of players league age 11 and 12.

Once assigned to teams via the Draft process (see below) returning Majors players are the property of that team except in unusual circumstances (see Special Assignment section, below). All eligible players must tryout and enter the draft system. All players league age 11 must try out for the Majors Division. Those 11 year old players not selected in the Majors draft will then be selected in the Minor League Draft. No team may have more than 8 players of either age (i.e., 11 or 12 year old.). All Majors division teams must carry 12 players on their rosters. Once rosters are set, the manager of any team losing a player for any reason during the season must notify the Majors Division VP immediately. The Majors Division VP will notify the Player Agent who will supply the manager a list of eligible players

in the Minors Division that may be called up to the Majors for the remainder of the season. In conjunction with the Majors VP and/or Player Agent, 12 year old players that were assigned to Minors teams due to late registration or circumstances not involving safety issues will be taken first to fill open Majors roster spots. Should no 12 year old players be available in the Minors, eligible Minors 11 year old players may be taken into the Majors to fill open roster positions. Eligible 11 year old players are those that have gone through tryouts and draft selection for the Majors Division.

Majors Divisions

The Majors will consist of 2 Divisions: the American Division and the National Division.

The Draft

The first pick in the draft will alternate between divisions with the American picking first in odd number years and the National division picking first in even number years. The order will be the reverse order of the end of season standings from the previous year. The team finishing in last place will pick first, and following picks will alternate between divisions working from last place team to first place team (i.e., American-last, National-last, American-next to last, National-next to last, etc.). If standings are unavailable from previous year the VP of the division will perform random drawing to determine draft order. To be eligible for draft all players must have gone through one of the scheduled tryouts by NBLL. All eligible 12 year old players will play in the Majors division unless they meet the criteria listed in the Special Assignments section (below). Players league age 12 that do not tryout will be "hat picks", in draft order, at the end of the draft and will fill out remaining rosters. Players league age 11 that do not try out are not eligible to be called up to the Majors division. The manager will pick their son/daughter in the third (3rd) round of the draft if they are league age 12 and in the fourth (4th) round of the draft if they are league age 11. In the event of expansion or contraction of the number of Majors teams by the League, procedures set forth in the Official Little League Operations Manual will be followed.

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 start on time, and exceed the time allotted (10 min., see above) for play to begin, that team will forfeit the game.

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

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 numbers of players are not present at game time the team will forfeit.

For majors Division regulation Games are 6 innings. There is a 1 hour 45 minute time limit on all games. No new inning may start after 1 hour 45 minutes, except in the case of a tie game. No inning shall be started after the 10 pm curfew on school nights; however, all innings started prior to 10 pm will be completed. Tie games must be played out in the Majors Division during tournament play only (regular season games can end in a tie). If a tie cannot be decided due to curfew the game shall resume at a later date (as in the situation of a rain-out). Games must complete 4 innings to be official or 3 1/2 innings if the home team is ahead or if time has expired. A new inning starts immediately when the third out is made in the previous inning and 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 cases 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 their warm-up routines. The officer on duty may hold players sodas until the dugouts and surrounding areas are cleaned.

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 late or has to leave the game early, the opposing Manager, Official Scorekeeper, and Umpire must be notified. A late arriving 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

No player shall sit more than one (1) consecutive defensive inning (i.e., players should rotate in after sitting an inning. However, managers may keep a player from playing for health or discipline reasons. In this case the manager must notify the player's parent, the umpire, the opposing team manager and a league official prior to the start of the game. A manager that violates this rule shall be suspended for the next game. If this rule is violated in the Championship Playoff Game, the offending manager will not be eligible to coach or manage an All-Star team.

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 4 innings (3 1/2 if the home team is ahead) one team is ahead by 10 runs or more the opposing manager will concede the game.

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 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 and 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. The Majors VP must be notified immediately if a rainout occurs. **The rainout will then be rescheduled by the Majors VP.**

Divisional Championships

At the end of the regular season a double-elimination tournament will be held consisting of all teams in each division. The winner of each division bracket will meet on championship night to determine the city champion. 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 (no if necessary 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 tournament games. There will be no time limit on the division championship game and the city championship game.

Special Assignments:

(1) All Majors teams will consist of players league age 11 & 12. Once assigned to a team via the Draft process (see above), returning Majors players are the property of that team.

(2) All eligible players must tryout and enter the draft system. All eligible 12 year old Players will play in the Majors division unless they meet the criteria listed in the Special Assignments section (below).

Should very special circumstances exist that clearly indicate following either of the above two rules is not in the best interest of the player, special assignment of that player to another team 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 President and Majors division VP of the situation and request. The NBLL President, Majors VP and Player agent must all agree the petition warrants a special assignment if one is to be granted. If the NBLL President, Majors VP or the player agent disapproves 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 MAJOR DIVISION

All Majors players that played in the regular season are eligible to be selected to an All Star team. Any Majors 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 Majors Division.

All-Star Managers

All-Star team Managers will be selected regular season managers, with board approval, based upon the final season results and their willingness to manage an All-Star team. The team 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 semi-final Games based on coin flip. After the Play-off Managers have indicated their choice to take or decline an All-Star team, Managers for the remaining teams will be selected according to the final order of the regular season standings. All All-Star manager selections are dependent on board approval.

The All-Star Teams

12 year old International All Star Teams:

One International All Star team will be formed from each of the American and National Divisions. Each team shall carry a minimum of 12 players with a max of 13 players

11 year old State Team:

One State All Star team will be formed from each of the American and National Divisions. Each team shall carry a minimum of 12 players with a max of 13 players

Special District All Star Teams:

The number of District All Star teams will be determined by the number of players eligible in a given year. District All-Star teams may be selected in both the 11 year old age group and the 12 year old age group. If more than one District All Star team is to be made within an age group (i.e., 11 or 12 year old.), 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-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 11 year old play on the 12 year old International Team.**

NBLL does recognize that on very rare occasions it is in the interest of an early developing 11-year-old player to play on a 12 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 12-year-old All Star play. In this case, by anonymous vote, a majority of the division 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 11-year-old player shall then be ranked in the managers' pool for the selection of the final 3 players to the International Team(s).

All-Star Player selection confidentiality

Managers, coaches and parents shall not discuss All-Star voting with the players before the election, nor shall they be present during the election. Only the League President, League Player Agent, and Divisional VP will know actual voting results for All Star Selections. All discussions of player's capabilities, 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.