

BLYTHE LITTLE LEAGUE BY-LAWS



Little League ID # 4055811

I. MISSION STATEMENT

- A. Blythe Little League (BLL) endeavors to implant in our youth the ideals of sportsmanship, honesty, loyalty, courage, and respect for leadership; so that they will grow to be good, decent, healthy, and trustworthy citizens. All BLL officers, managers, parents, and other volunteers shall bear in mind that the attainment of exceptional athletic skill or the winning of games is secondary, and the molding of future upstanding citizens is of primary importance.

II. AUTHORITY AND VALIDITY

- A. The BLL Board of Directors shall be governed by the Constitution of the League on record with Western Region Headquarters.
- B. All rules published in the most current Little League Baseball Rulebook will prevail. The rules described herein are intended to supplement, not replace, the rules and regulations of Little League Baseball Incorporated and the BLL Constitution.
- C. The BLL bylaws shall be approved annually by a majority vote of the Board of Directors. Following adoption of these rules by the Board of Directors, they may only be changed upon the concurring vote of a majority of the Board. These rules pertain to all of BLL.

III. GENERAL

- A. All Managers, Coaches, Team Parents, and anyone involved with direct contact with any child playing in the Blythe Little League baseball program will be background checked. All required training(s) in accordance with the Little League Rulebook shall also be completed.
- B. A Volunteer form with a copy of an approved photo ID will be filled out and proof of training(s) will be turned in prior to the season starting, and prior to direct contact with players.

IV. VOLUNTEER CONDUCT

- A. All Coaches, Assistant Coaches, Umpires, Team Parent and Team Volunteer helpers will need to fill out a Volunteer background Application. Once submitted, the background check will be completed and approved by the President of the Blythe Little League. These approved volunteers will be the only one's allowed within the dugout during game time.
- B. If a Manager or Coach is ejected from a game, this will be considered their first warning with a review from the Board of Directors. If there is a second time, the manager must appear before the Board of Directors. At that time, the Board will have the decision on what action to take.
- C. Prior to any coaches being ejected from a game, the umpire must give warning to both managers. If ejection occurs, a non-involved Board Member shall be notified immediately,

and proper paperwork shall be completed by the umpire.

V. GENERAL

- A. All players must be in full uniform (shirts, pants, belt, and cap) and properly dressed (shirt tucked in, belt buckled, and cap on straight) during the game. ALL UMPIRES, MANAGERS, and COACHES ARE TO ENFORCE THIS RULE.
- B. All managers, coaches, spectators and players are asked to help in keeping the facility clean and safe. NO bicycle riding, skateboard riding, or scooter riding shall be permitted at the Blythe Little League fields.
- C. Each player's parent is responsible for providing an adult or an approved Snack Shack worker. Each parent is responsible for 2 Snack Shack shifts per player.

VI. GAME PRELIMINARIES

- A. All games shall start on time. If a game starts late, the Division time limit from scheduled game time remains in effect, if there is a game scheduled to follow.

NOTE: The game may begin earlier if the field is vacant and both teams and the umpire are available. Applicable time limits remain in effect from scheduled game time.
- B. The home team is responsible for setting up the field for play. This includes raking the field, setting out the bases, and lining the field.
- C. Each home team for Minor, Major, and Senior Division games shall provide an official scorekeeper.
 - 1. This scorekeeper must use the official score book which is kept in the Snack Shack.
 - 2. Scorekeeper must note any ejection(s) or protests in the official scorebook.
- D. The visiting team is responsible for removing the bases, raking, & watering the field at the conclusion of the game.
- E. The visiting team for Minor, Major, and Senior Division games shall provide one adult to operate the scoreboard and one additional adult to act as the official Pitch Counter.
- F. Managers and Coaches are not allowed to sit in the stands, coach from the sidelines or stand behind home plate. T-Ball Managers or Coaches are allowed on the field during play.
- G. Prior to the start of the game, each manager must include the entire team roster

on the game lineup card with notations if a player is absent, sick, or sitting out of the game because of disciplinary reasons.

- H. Each team is responsible for cleaning and removing the trash (if full) from the dugout to the dumpsters and replacing the trash can liners. Each team is responsible for ensuring the trash is picked up from their respective bleacher area.

VII. INCLEMENT WEATHER

- A. In the case of inclement weather conditions (primarily rain), the League President or Vice President, Division Player Agent(s) and Field Maintenance Coordinator will determine if and when the particular field is able to be used or how long it will take to prepare the field. This may warrant canceling any given game to ensure that as many games as possible can be played after the field is prepared on that given day.
- B. Field status due to inclement weather will be communicated to parents via team managers as soon as possible.
- C. The Player Agent will reschedule games that must be rescheduled due to rain or unplayable fields.

VIII. SAFETY AND CONDUCT

- A. Managers & Coaches and any BLL volunteer for BLL shall submit a current year Volunteer Application along with a current copy of identification and must be approved by the Board.
- B. Parents are responsible for maintaining supervision of their children at the field and parking lot areas.
- C. First aid equipment is accessible at the Snack Shack and from each manager.
- D. All players and parents are required to review, understand and abide by the BLL Family Code of Conduct (posted on BLL Website).
- E. A manager, coach, player or spectator who is ejected must immediately vacate the premises for the duration of the day and refrain from maintaining contact with their team for the remainder of the game. A notification in writing from the Board will be sent to the offending party. A second ejection, regardless of role, may be cause for suspension for the remainder of the season.
- F. The manager or coach will also serve a subsequent one game suspension. After review of any extenuating circumstances, a majority vote by the BLL Board may override the one game suspension.
- G. Any player that is ejected will automatically be suspended for one (1) game. The suspension must be served at the next game with the player in full uniform and in

the dugout. The player will not be allowed to be on the field at any time. The suspension will not be lifted until the player satisfies these requirements.

IX. PLAYERS

BLL is open to all youth ages 4-16 per the current Little League Age Chart.

Player registration, including payment, must be completed before a player is eligible to be assigned or drafted onto a team. Requests for refunds must be made in writing and will not be awarded after a player is assigned to a team.

Scholarships may be accessible based on availability of funds, previous bestowment, and history of member conduct.

Each division will generate a waiting list when the maximum number of players for each team slots is satisfied

A. Tee Ball Division: Ages 4-6

1. The ages for this division shall be 4, 5 and 6 years of age as defined by Little League International League Age Charts for the current season.
2. First time players ages 4, 5, or 6 are required to play Tee Ball.
3. Exceptions to age specifications above must be approved by the BLL Board.

B. Farm Division: Ages 6-8

1. The ages for this division shall be 6, 7, and 8 years of age as defined by Little League International League Age Charts for the current season.
2. Exceptions to age specifications above must be approved by the BLL Board

C. Minor Division: Ages 8-10

1. The ages for this division shall be 8, 9, and 10 years of age as defined by Little League International League Age Charts for the current season.
2. An 8-year-old player must play Farm Division that same year to play up to Minors.

D. Major Division: Ages 9-12

1. The ages for this division shall be 9, 10, 11, and 12 years of age as defined by Little League International League Age Charts for the current season.
2. A 9-year-old player may only play in Major Division if they have played at least one year in the Minor Division.
3. All 12-year-old players must play in the Major Division.

E. Senior Division: Ages 12-16

1. The player ages for this division shall be 12 to 16 years of age as defined by Little League International League Age Charts for the current season.
2. A 12-year-old player must play Major Division that same year to play up to Seniors.

X. MANAGERS

- A. The Board of Directors or Nomination Committee will oversee the process of manager selection by reviewing applications submitted. All managers must be voted in by the board of directors.
- B. All Managers shall ensure they have access to the Little League Baseball Rulebook app and know where to find a copy of BLL Bylaws (on website). A copy of the Little League Baseball Rulebook and the BLL Bylaws will be available for Umpires and Board Members in the Snack Shack.
- C. Each team is allowed one Manager and two assistant coaches in the dugout and on the field.
- D. All Managers shall be responsible for their own and for their team's actions on the field (as set forth in the Little League Baseball Rulebook and BLL Code of Conduct). In addition, Managers will be expected to always communicate expectations of appropriate conduct to the players parents/spectators.
- E. Managers who violate the Bylaws will receive a written warning for the 1st offense and a corresponding one (1) game suspension. A second offense will warrant a written notice and a suspension for the remainder of the season. Specific consequences for manager game ejections are reviewed in the Little League Baseball Rulebook.

XI. BOARD MEMBERS

- A. Board positions and their descriptions are outlined within the BLL Constitution.
- B. Any interested adult league member in good standing may run for election to the Board.
- C. Elections will be held at the Annual Meeting. Each adult BLL league member will receive one ballot (maximum two ballots per family).
- D. The Board election will be presided over by the President or his/her designee. The sitting Secretary will supervise/conduct the counting of the ballots. In their absence, the President shall designate a replacement.

XII. PLAYER ASSIGNMENTS

A. Tee Ball/Farm Divisions

1. Tee Ball and Farm Divisions do not have to attend a try out assessment.
2. Teams will be selected by Managers via a CONFIDENTIAL draft. The draft picks/order may not be shared with persons not in attendance until the teams are locked in.
3. Except for the Division Managers, people present for the draft shall not have a child that is eligible to be drafted in the division.
4. There shall not be any official, predetermined arrangements among managers that identify assistant coaches before the draft is conducted.
5. The Division Player Agent shall then conduct a draft in accordance with one of the methods outlined by Little League Operating Policies. The managers shall randomly draw for draft order.
6. Trades can be made immediately after the draft concludes. Draft results are final after completion of the draft. The team manager will notify families after roster confirmation.

B. Minor/Major/Senior Divisions

1. All players who are not already property players of a Major or Senior Division team shall attend tryouts.
2. If a player is unable to attend the assigned tryout session, the player will only be drafted via a “hat pick” option.
3. All player rankings, draft results and trades are CONFIDENTIAL and may not be shared with persons not in attendance until the teams are locked in.
4. Except for the Division Managers, people present for the draft shall not have a child that is eligible to be drafted in the division.
5. There shall not be any official, predetermined arrangements among managers that identify assistant coaches before the draft is conducted.
6. The Division Player Agent shall then conduct a draft in accordance with one of the methods outlined by Little League Operating Policies. The managers shall randomly draw for draft order.
7. Trades can be made immediately after the draft concludes. Draft results are final after completion of the draft. The team manager will notify families after roster confirmation.

XIII. TEAM PRACTICES

- A. Tee Ball Division teams will be allowed to practice/play games a maximum of two times per calendar week.
- B. Farm, Minor, Major, and Senior Division teams will be allowed to practice/play games a maximum of four times per calendar week.

C. Practice field designations will be assigned at or following the draft.

XIV. GAME REGULATIONS

A. Pitch Count Tracking

1. Pitching eligibility will be in accordance with the Little League Baseball Rulebook.
2. The Visiting team will designate an adult to serve as the official Pitch Counter for each game.
 - a. It is ultimately the responsibility of each team Manager to keep accurate count of their own player’s pitch count.
 - b. A Manager or Coach from each team and the official Pitch Counter will meet between each half inning to validate pitch count for that inning.
 - c. The pitch count for each half inning will be logged onto the official BLL pitch count tracking form by the official Pitch Counter.
 - d. In the event of a discrepancy between teams or coaches, the count from the official Pitch Counter will be the ultimate authority.
3. Immediately following each game, the BLL pitch count tracking form will be completed and signed by each Manager and the Official Scorekeeper.
4. Once three parties have signed the BLL pitch count form, this becomes the one and only Official Record, and is not subject to change.
5. The original copy will be placed in a binder in the Snack Shack.
6. Managers will have access to the pitch count binder from the Snack Shack during Snack Shack hours.

Pitch Count:

League Age	Max # of Pitches/Day	# Pitched	# of Days Rest
<u>6-8</u>	50	1-20	0 Days Rest
		21-35	1 Day Rest
		36-50	2 Days Rest
<u>9-10</u>	75	1-20	0 Days Rest
		21-35	1 Day Rest
		36-50	2 Days Rest
		51-65	3 Days Rest
		66+	4 Days Rest
<u>11-12</u>	85	1-20	0 Days Rest
		21-35	1 Day Rest
		36-50	2 Days Rest
		51-65	3 Days Rest
		66+	4 Days Rest
<u>13-14</u>	95	1-20	0 Days Rest
		21-35	1 Day Rest
		36-50	2 Days Rest
		51-65	3 Days Rest
		66+	4 Days Rest
<u>15-16</u>	95	1-30	0 Days Rest
		31-45	1 Day Rest
		46-60	2 Days Rest
		61-75	3 Days Rest
		76+	4 Days Rest

B. Tee Ball Division

1. The Tee Ball Division will adhere to all Little League Guidelines.
2. The game time will be an hour and a half (1 ½) or 3 inning time limit, which ever happens first. Once an inning is started, it must be finished. It is the Managers/Coaches responsibility to hurry the teams in and out of the dugouts to help keep the game moving.
3. No score will be kept; games are fun and for instruction.
4. All players will bat each inning.
5. Please attempt to move players to various positions.
6. Each player is to advance one base per hit. The last batter will run all bases until reaching homebase.
7. Once all players have batted, the half inning is over.
8. All players will be on the field for the defensive outing.
9. No outs will be counted.
10. Player must use the tee when batting. One coach should be setting up the tee and instructing the batter when at bat.

C. Farm Division

1. Farm Division games will adhere to all Little League Guidelines.
2. The game time will be an hour and a half (1 ½) or 4 inning time limit, which ever happens first. Once an inning is started, it must be finished. It is the Managers/Coaches responsibility to hurry the teams in and out of the dugouts to help keep the game moving.
3. There will be a 5 run maximum per inning
4. All players will bat. Coaches shall utilize a continuous batting order.
5. The entire roster will bat or three (3) outs, whichever comes first.
6. No stealing of bases.
7. A pitching machine will be utilized by the coach. If the pitching machine fails, the coach shall pitch to the batter. Each player will get up to five (5) pitches.
8. All male catchers MUST wear a cup.
9. There must be an adult (with an approved background check) in the dugout at all times.

D. Minor Division

1. Minor Division games will adhere to all Little League Guidelines.
2. Games are 6 innings or 2 hours, whichever comes first (example- if 4 innings are completed after 1hour the game will continue until 6 innings are completed or the 2-hour time limits is up). Once an inning is started, it must be finished. It is the Managers/ Coaches responsibility to hurry the teams in and out of the dugouts to help keep the game moving.
3. There will be a 5 run maximum per inning
4. A game may be declared over if the home team is leading by 10 or more runs after 3 and 1/2 complete innings or if the visiting team is leading by 10 after 4 complete innings.

5. Coaches shall utilize a continuous batting order.
6. Managers are responsible for ensuring their pitchers do not exceed the allowed pitches (refer to "Pitch Count" chart above). Managers should be checking their pitcher's pitch count with the official pitch counter.
7. If the pitcher reaches pitch limit while facing a batter, the pitcher may continue to pitch to that batter until the batter is out or on base.
8. A pitcher who delivers 41 or more pitches may not go to the catcher position for the remainder of that day.
9. A catcher who catches more than (3) innings cannot be placed as a pitcher.
10. All male catchers MUST wear a cup.
11. Both teams must keep score during all games; however, the home team is the official scorekeeper and shall utilize the official scorebook kept in the Snack Shack.
12. The visiting team shall be the official pitch counter utilizing the official pitch count book located in the Snack Shack.
13. There must be an adult, who is background check approved, in the dugout at all times.

E. Major Division

1. Major Division games shall adhere to all Little League Guidelines.
2. Games must play the regulation number of 4 innings or 3 ½ innings if the home team is leading, in order to count towards the official standings.
3. A game may be declared over if the home team is leading by 10 or more runs after 3 and 1/2 complete innings or if the visiting team is leading by 10 after 4 complete innings.
4. THERE IS NO TIME LIMIT ON MAJOR DIVISION GAMES.
5. All tied major games that affect standings for tournament seeding must be played out until there is a victor.
6. Coaches shall utilize continuous batting order.
7. Stealing is allowed; however, stealing can only occur once the pitched ball has passed the batter.
8. Sliding must be feet first, unless the runner is returning to a base, at which time it can be hands first.
9. The Dropped Third Strike rule is applicable in the Major Division.
10. Managers are responsible for ensuring their pitchers do not exceed the allowed pitches (refer to "Pitch Count" chart above). Managers should be checking their pitcher's pitch count with the official pitch counter.
11. If the pitcher reaches pitch limit while facing a batter, the pitcher may continue to pitch to that batter until the batter is out or on base.
12. A pitcher who delivers 41 or more pitches may not go to the catcher position for the remainder of that day.
13. A catcher who catches more than (3) innings cannot be placed as a pitcher.
14. All male catchers MUST wear a cup.
15. Both teams must keep score during all games; however, the home team is the official scorekeeper and shall utilize the official scorebook kept in the Snack Shack.
16. The visiting team shall be the official pitch counter utilizing the official pitch

count book located in the Snack Shack.

17. Their must be an adult, who is background check approved, in the dugout at all times.

F. Senior Division

1. Senior Division games shall adhere to all Little League Guidelines.
2. Games must play the regulation number of 4 innings or 3 ½ innings if the home team is leading, in order to count towards the official standings.
3. A game may be declared over if the home team is leading by 10 or more runs after 3 and 1/2 complete innings or if the visiting team is leading by 10 after 4 complete innings.
4. THERE IS NO TIME LIMIT ON SENIOR DIVISION GAMES.
5. All tied senior games that affect standings for tournament seeding must be played out until there is a victor.
6. There will be nine players on the field and nine batters in batting order.
7. Stealing and leading off is allowed in the Senior Division.
8. Sliding must be feet first, unless the runner is returning to a base, at which time it can be hands first.
9. The Dropped Third Strike rule is applicable in the Senior Division.
10. Managers are responsible for ensuring their pitchers do not exceed the allowed pitches (refer to “Pitch Count” chart above). Managers should be checking their pitcher’s pitch count with the official pitch counter.
11. If the pitcher reaches pitch limit while facing a batter, the pitcher may continue to pitch to that batter until the batter is out or on base.
12. A pitcher who delivers 41 or more pitches may not go to the catcher position for the remainder of that day.
13. A catcher who catches more than (3) innings cannot be placed as a pitcher.
14. All male catchers MUST wear a cup.
15. Both teams must keep score during all games; however, the home team is the official scorekeeper and shall utilize the official scorebook kept in the Snack Shack.
16. The visiting team shall be the official pitch counter utilizing the official pitch count book located in the Snack Shack.
17. Their must be an adult, who is background check approved, in the dugout at all times.
18. Players may base coach but must wear a helmet.

XV. All Stars

A. All-Star Manager Selection

1. The team manager of the regular season championship team, as of May 31st at twelve (12) midnight, will become the All-Star team manager with Board approval.

B. All-Star Coach Selection

1. The All-Star team coach will be selected by the All-Star manager, subject to Board Approval.

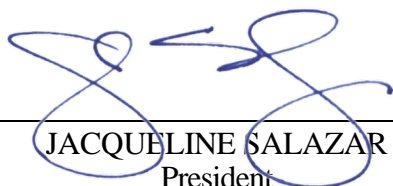
C. All-Star Player Selection

1. Team managers will nominate players through an open nomination process. Managers present at the All-Star selection meeting will have one voter per team. Managers will present their players to the other managers and tell why they feel they should be an All-Star and be the best player to represent our Local League. Then the managers **will** discuss the players and then vote by a show of hands on each player. To make the All-Star team, a player must have majority vote by the managers present. If a dead lock occurs the Board of Directors **will** make the final selection based on the testimony during the selection process.

D. All-Star Practices

1. Each All Star player must be available to be present for mandatory All Star team practices and games. If any All Star player cannot be present for mandatory All Star practices and games, the player may be replaced with an eligible league player who was not chosen during the original voting and roster selection.

These BLL Bylaws were approved by a vote of the Board of Directors and the membership on March 04, 2025 and remain in effect unless changed by a vote of the Board of Directors.



JACQUELINE SALAZAR
President

Blythe Little League

03/04/2025

Date