

## **2023 - NBLL Pee Wee (8) 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 Pee Wee division.**

### **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 Pee Wee 8 division teams may be split into two divisions (American and National). The Teams will consist of player's league age 8. All eligible players must tryout and enter the draft system.

### **The Draft**

The Pee Wee 8 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, Pee Wee 8 VP and Pee Wee 8 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 in the sixth (6<sup>th</sup>) round of the draft. All players, except for sons or daughters of the managers, will be assigned to a Pee Wee 8 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 teams prior to leaving the draft room. Players that do not tryout will be "hat picks", in draft order, at the end of the draft and will fill out remaining rosters.

The draft will be conducted in a "snake order" as follows: The 1<sup>st</sup> 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**

All games shall begin on time. Division managers will call all games except for Friday night games. Paid umpires will be provided for Friday night games. If umpires do not show up for Friday night games, it is the responsibility of the batting team to supply an umpire. The 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 and the Umpire in Chief. 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, either manager, the Umpire, 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 teams will occupy the the dugout that matches the scoreboard. 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 Announcer/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 on 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**

Pee Wee Division regulation Games are 6 innings. No inning shall be started after 1 hour 30 minutes. On school nights when there is a game following on the same field, absolutely no new inning may begin after 7:15 pm regardless of start time. Pee Wee curfew is 10 pm. However, all innings started prior to curfew will be completed. Games are considered complete when time expires regardless of the number of innings played. Tie games will be scored as such and counted as 1/2 credit in the standings.

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 poor 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.

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 dug-out 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 dug-outs and surrounding 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 late or has to leave the game early, after the first pitch is thrown 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.

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, and the opposing team manager, 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.

### **Defensive and Base Runners**

The infield fly rule does not apply in Pee Wee play. In Pee Wee division play base runners are not allowed to steal except from 3<sup>rd</sup> to home on a ball not caught by the catcher. If a runner steals with the ball being caught by the catcher, it will be treated as a leaving early situation. Refer to rule 7.13 (a).

If the catcher does not catch the ball, the runner on 3<sup>rd</sup> is free to advance unless the pitcher is touching the rubber while in possession of the ball or the umpire had declared timeout (dead ball).

No umpire shall call "Time" while a play is in progress. Refer to rule 5.10(h). In the event an offensive team has 2 outs and their catcher is a base runner, the Manager must use a pinch runner for the catcher. The purpose of this rule is to avoid delays between innings. The catcher should then return to the dugout and be assisted in putting on catching gear.

### **Run Limits**

Scoring 5 runs in any one of the first 3 innings will require the batting team to change from offensive to defensive position of play (as if the 3<sup>rd</sup> out had been made). 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 inning. 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**

In Pee Wee play, no batter will "walk". If a batter receives four pitches from the pitcher and not put out, the manager of the offensive team (or assistant coach designate) will throw up to two (2) overhand pitches to the batter while standing on the pitchers rubber. The number of strikes recorded on the batter will remain with him/her when the manager pitches and three total strikes will constitute an out, if by swinging or by letting 2 pitches from the manager go by. However, if the final pitch is a foul ball, the batters will get another pitch, until put out or reaching base. The umpire shall call strikes if the pitch by the coach is a strike. The defensive team pitcher will stand even with the pitchers rubber with one foot in the red dirt of the pitcher's mound. A batter hit by player pitcher will advance to first.

Players that are properly equipped 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 Umpire in Chief, 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 the pitch count allotment is a protestable offense. 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 3 coaches and the players on the roster in the dugout. All Managers and Coaches are required to wear close-toed shoes. The extra coach allowed in the dugout for the Pee Wee division is to allow one coach to serve as a pitcher should four balls be thrown to a batter. An adult may be stationed in each coach's box at first and third provided there is an adult coach in the dugout. **There must be an adult in the dugout at all times.** If a team does not have enough coaches, players with batting helmets may be used as base coaches. 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. All decisions on rainouts will be made by the NBLL Officer on Duty, or League President 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 for the Saturday following the scheduled date. The Pee Wee VP will be notified as soon as possible should a rainout occur.

In the event 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.

## **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 (no if necessary 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, including the Championship Game. Time limits will apply to playoff games and championship game. Teams will be allowed to play games with eight players, an out is called for the ninth position in the batting line-up each turn at bat.

## **NBLL ALL STARS FOR PEE WEE DIVISION**

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

### **All-Star Managers**

All-Star team Managers will be selected from regular season Managers, based upon experience, final season results, board approval, conduct and their willingness to manage an All-Star team.

### **The All-Star Teams**

The Pee Wee division generally fields three all-star teams (red, white and blue) at the 8 year old division. The decision of how many All-Star teams (1, 2, 3 or more) will be fielded will be made by the consensus between the NBLL President, NBLL Player Agent and the Pee Wee division VP. These all-star teams are comprised of players from their respective age division. All All-star teams play in district tournaments that may be in New Braunfels or out-of-town. Due to limited roster positions, it is important that parents of All-star players understand the time and possible monetary commitment they make when consenting to allow their child to play all-stars. The NBLL Board of Directors may add one additional team for each age group if their respective tournament is played locally.

### **Player selections**

Regular season team Managers will meet discuss eligible players from their teams. Following this discussion of appropriate players all Managers will anonymously produce a written list containing their votes. 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 36 players have been selected. Once the initial 36 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 extra (starting at 1 and moving to 10) should any of the top voted 36 players decide not to participate in All-Star play.

If additional All-Star teams (i.e., 2<sup>nd</sup> and/or 3<sup>rd</sup> teams) in the 8 year old age group are to be formed, an additional 12 players will be selected in the manner described above. All eligible players will then be placed in a draft pool and selected by the three All-Star 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.

### **Note**

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

**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 player's 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.

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