



Raton Little League 2025 Board of Directors Bylaws

ARTICLE I: OVERVIEW

Section 1: Name & Business Offices The name of the corporation is Little League Baseball Inc, dba Raton Little League (RLL). The principal mailing address of the corporation shall be at 209 Castle Gate St, Raton, NM 87740. The corporation may at any time and from time to time change the location of its principal office. The corporation may have such other offices, either within or outside Raton, New Mexico, as the Board of Directors may designate or as the affairs of the corporation may require from time to time.

The following RLL bylaws/league rules shall govern in conjunction with RLL's constitution to establish the day-to-day operation of RLL. These bylaws are to be reviewed annually and can be amended, repealed or altered, in whole or in part, by a majority vote of the Board of Directors. In the event of an RLL rule/bylaw contradiction, Little League Baseball Official Regulations, Playing Rules, and Polices shall supersede and take precedent.

ARTICLE II: OBJECTIVE

Section 1 The objective of the RLL shall be to positively impact youth and communities using the power of youth baseball and/or softball to teach life lessons to build stronger individuals and communities.

Section 2 To achieve this objective, the RLL will provide a supervised program of baseball and/or softball consistent with the Rules and Regulations of Little League Baseball, Incorporated. All Directors, Officers and Members shall consider and incorporate the values of Little League: Teamwork, Community, Inclusion, Fun, and Integrity. The molding of future citizens is of prime importance and the attainment of exceptional athletic skill or the winning of games is secondary. In accordance with Section 501(c)(3) of the Federal Internal Revenue Code, the RLL shall operate exclusively as a nonprofit educational organization providing a supervised program of competitive baseball and/or softball games. No part of the net earnings shall benefit any individual or be used in any substantial part to influence legislation or intervene in any political campaign on behalf of any candidate for public office

ARTICLE III: REGISTRATION

Section 1. BOUNDARIES.

A. Children (League Age 4-7). Starting with the 2025 season, league eligibility will change. Children (League Age 4-7) are now permitted to choose, without respect to any geography -or school-related eligibility requirements. Players who register under this new option will also be fully eligible to participate in all aspects of league play, including International Tournament play, for the duration of their Little League careers provided they have continuous and unbroken participation from the time they are League Age 7 within the specific league where initially registered and provided all other participation eligibility requirements have been met.

B. Children (League Age 8-16). Starting with the 2025 season, League Age Children (8-16), who are not a sibling of a child that qualifies under Article III, Section 1 (above) will be eligible for play in the League according to respective child's Residency and/or School Boundaries.

C. Residency. Little League International determines the place of residence of a candidate for entry into a local Little League as:

- (i) the place of (legal) residence of the parents;
- (ii) the place of residence of the parent that has legal custody of the child,
- (iii) the place of residence of the guardian of the child(ren), as established by a Court of jurisdiction.

D. League Boundaries Map. A map of the boundaries for the RLL shall be placed on the league's website prior to commencement of registration. For players that reside outside of a local league or school boundaries, please refer to the current Little League rules regarding residency waivers.

E. School Boundaries. Little League International has determined that a player will be deemed to attend school in the boundaries of the league if:

- (i) The physical location of the school where they "attend" classes is within the boundaries established by the local league.
- (ii) School "attendance" refers to the (place) physical location the player in question attends school during the traditional academic year. Once established, a location of school attendance shall not be considered changed unless the child is enrolled and attends another school or is no longer enrolled or attending the previous school.
- (iii) School attendance shall be established and supported by a document indicating enrollment for the current academic year, dated prior to October 1 and with the physical location of the school, from ONE of the following categories:
 - (A) Official/Certified School enrollment record dated prior to October 1 of that school year;
 - (B) A Little League issued school attendance form completed by the principal, assistant principal, or administrator.

Section 2. Sign Ups. Regular registration shall be online and/or at announced location(s) as required and held during the months of January, February and March. The Board of Directors may, at its discretion, provide early registration discounts, and/or late registration fee increases. Open registration will be permitted until the end of the player evaluation period. After the player evaluation/assessments are held any player who registers will be considered a late sign-up.

- (a) Late Registration/Sign-Up/Waitlist. Any player who signs up after the last player evaluation will be classified as a "late sign-up" and shall be placed on a waiting list and placed on a team only if a player of the same age is, for any reason, forced to or voluntarily chooses to leave the League. This list will be based on age, and it will be managed on a first-come-first-serve basis. The League will make its best effort to place all those who desire to play on a team.

ARTICLE IV: PARENT/GUARDIAN AGREEMENTS

Section 1. Parent Code of Conduct. Parents are required to acknowledge a Parent Code of Conduct at the beginning of each season, during registration. The Code of Conduct is to be acknowledged by any parent or guardian who will be in attendance at games and/or practices.

Section 2. Volunteering. Each family is required to volunteer a designated number of shifts to be determined annually by the Board of Directors. Those families that have more than one child playing in the League may have a higher requirement. Volunteer hours will be tracked, and sign-up information will be posted in advance; each family is responsible for signing up and fulfilling the required minimum hours as well as fulfilling any background and/or safety certifications in accordance with New Mexico law.

(a) **Opt-Out.** We continue to offer the “opt out” option for volunteering, the Board of Directors will establish the fee prior to every season (fee is \$30 per player). Families can pay the “opt out” fee in lieu of having to volunteer.

(i) **Allstar Volunteer/Opt-Out.** For a child who is selected to an All-Star team and the family has not completed at least one regular season volunteer shift, the family will be required to pay the opt out fee by June 5 or make arrangements with the President.

(b) **Training.** All volunteers are required to register through the centralized registration system utilized for registering players. As part of this registration, volunteers that are in repetitive contact with players will be submitted for a background check conducted by JDP. In addition, and on an annual basis each volunteer must complete mandatory abuse awareness training provided by Little League International.

ARTICLE V: MANAGER/COACH SELECTION/APPOINTMENT

Section 1. Generally. All managers and coaches directly report to the President or his/her designated representative, as well as to the league’s Board of Directors.

Section 2. Managers/Coaches Appointments. The governing policies for appointing managers and coaches is as follows:

- (a) There is no seniority or tenure in serving as a manager or coach ,
- (b) All appointments expire annually,
- (c),All managers and coaches wishing to be considered for a position shall complete a Manager/Coach Application during registration,
- (d)) Persons are only allowed to manage one team but can be named as a coach to a second team,
- (e) The selection committee or designee creates and provides a list of applicants to the League President,
- (f) The League President reviews all applicants,
- (g) The League President nominates managers and coaches to the Board for confirmation

- (h) The Board of Directors will vote and confirm and appointment by simple majority,
- (i) There is no appeal process for reconsideration,
- (j,) Selection of managers, coaches and umpires is in the Local League jurisdiction and is not subject to intervention from the District or Region.

Section 3. Qualifications of Managers/Coaches. To ensure that the League has the best possible leadership and commitment, managers and coaches should live within the league boundaries and should have the following qualifications:

- (a) Be in good standing with the league,
- (b) Complete and pass a JDP background check,
- (c) Complete and submit certificates for the following trainings:
 - (i) Diamond Leader program
 - (ii) Abuse Awareness Training

One coaching staff member from each team must attend

- (i) A league safety clinic
- (ii) Division meeting
- (iii) Approved coaching clinic

Section 4. Baseball Expertise of Managers/Coaches. Managers and coaches are expected to understand the game of baseball, know Little League and Local League Rules, and help players improve their baseball skills while having fun. They are also tasked with knowledge of the following, categorized by division.

- (a) Senior League. Manager and coach candidates should have managed and/or coached at the Senior, Junior, or Major level (or have equivalent baseball experience).
- (b) Junior League. Manager and coach candidates should have managed and/or coached at the Senior, Junior, or Major level (or have equivalent baseball experience).
- (c) 50/70 Division. Manager and coach candidates should have managed and/or coached in Major League Division.
- (d) Major League Division. Manager and coach candidates should have managed and/or coached at the Senior, Junior, Major, or MINORS 9/10 Minor level.
- (e) Minor League Division. Managers selected should have managed or coached previously or display sufficient knowledge of baseball to perform successfully at this level.

Section 5. Manager/Coaches Length of Term. All managers, coaches, and umpires are appointed for one (1) season only and incumbents must be re-appointed on a season-by-season basis. At the conclusion of each season, the Board of Directors shall review the performance of the managers and coaches. They shall determine their ability to manage a team and members of that age group within the concepts and purposes of Little League Baseball.

Section 6. Disciplinary Action for Managers/Coaches/Players.

(a) Ejection. If a manager, coach, or player is ejected from a game, that manager, coach, or player is suspended from managing, coaching, or playing a minimum of one game, administered the next game played, up to permanent termination, at the discretion of the Board. For example, if the next game is rained out, the suspension is carried out on the next game that is played, not on the make-up game for the rain out. Failure to abide by this rule is grounds for permanent termination.

(b) Suspension. Violation of minimum play will follow Little League rules.

(c) Termination. Volunteers may be terminated by resignation or action of the Board of Directors. In the case of a manager or coach, suspension or termination of volunteers shall also suspend or terminate their duties as a manager or coach.

(d) Zero Tolerance Policy. Managers and coaches will be held to a high standard by the Board of Directors. There is a “zero tolerance” policy for inappropriate behavior, during practices or games. Failure to abide by these standards may result in disciplinary action up to and including immediate termination.

(i) If a member of the Board receives a complaint of inappropriate manager/coach behavior, whether aimed at a player, umpire, or parent, the President is to be notified within 24 hours and a prudent and timely investigation of the allegation will take place.

(ii) The President of the Local League shall appoint an Incident Review Committee (hereinafter referred to as “IRC”) which shall consist of not less than three (3) nor more than five (5) Directors, one of whom shall be the President of the Local League.

(iii) The IRC shall have authority to review all incidents brought to its attention via the President of the Board of Directors. The IRC has sole and exclusive power to determine what incidents require a hearing and which may be summarily dismissed on their face.

(e) If at the end of this investigation the Board concludes the behavior was indeed “inappropriate” and detrimental to the league, the manager or coach will be given written notice from the Board of Directors and the opportunity to address the issue before a meeting of the Board. At the discretion of the Board of Directors, the manager or coach may either be suspended or terminated with no further recourse extended by the League.

ARTICLE VI: LOCAL LEAGUE RULES

Section 1. Generally, Little League International publishes virtually via an app (found here: <https://www.littleleague.org/playing-rules/little-league-rulebook-app/>) the Little League Baseball Official Regulations, Playing Rules, and Policies (aka “Little League Rulebook”).

Section 2. Minimum Play. All Managers must play each player the minimum as stated in the league’s Divisional Rules and in the spirit of the guidelines set forth in the Little League Rulebook. A violation of minimum playing time will result in disciplinary action against the manager.

Section 3. Safe Environment. In order to promote a safe environment for all players, coaches, and spectators the league will comply with applicable Federal, State, and County Health Department requirements and standards.

ARTICLE VII: ASSESSMENT & PLAYER EVALUATIONS & PLAY UP/DOWN REQUESTS

Section 1. Default Age Division. Little League International utilizes August 31 to determine a child’s league age, the League Age Calculator <https://www.littleleague.org/play-little-league/determine-league%20age/> can be used to determine league age.

Section 2. Player Evaluations (Assessments). Player evaluations will be facilitated by the Player Agent or designee. Participation in League facilitated player evaluations/assessments is required for all players who will play above the T-ball and Minors default age division.

(a) Minor’s 7 league age players that request to play up must attend assessments for that particular season.

(b) League age 6 years old players that request to play up must have played T-ball the prior year. The player shall attend and pass a safety evaluation conducted during a assessments.

(c) Any player who is requesting to play in a division outside of their default age division will be required to attend an evaluation(s) for the default league age, and the child must also attend an assessment for the requested age division.

Section 3. Eligibility. Player candidates having completed residency qualifications must check in at player evaluations with their respective parent/guardian to receive credit for attendance. All players must attend at least one of the player evaluations to be eligible to play that particular season. Any exceptions to these rules must be approved by the Board of Directors.

Section 4. All draft protected players (sons or daughters of managers and coaches) are required to attend assessments. If a draft protected player fails to attend assessments, that player shall automatically be defaulted to a first round draft pick and the respective team shall forfeit its corresponding first round draft pick. If a team has multiple protected players that do not attend assessments, any additional non-assessed players shall automatically be defaulted to the next highest draft position the team holds and the respective team shall forfeit its corresponding pick (i.e. if a team has two protected players that do not attend assessments, the players would automatically default to the team’s first and second round draft picks and the team would forfeit its corresponding draft picks). The Player Agent or designee shall have discretion to make exceptions to this default but only in exceptional circumstances and with demonstrated good cause.

Section 5. Special Request Team Placement. A “special request team placement” is defined as a parent requesting a player not be placed on a team with a manager, coach, or player. The parents of a player not

yet drafted may request in writing to the President or his/her designated representative that their child not be drafted by a certain manager, coach or placed on the same team as another player and must specify the reason(s). This request must be submitted in time for the President to review and provide approval and notify impacted parties. The reason shall not be disclosed to the impacted parties.

Section 6. Special Division Request. A “special division request” is defined as a request to have a player evaluated to play in a higher or lower division than designated by their default age. The request must be submitted in writing to the Board of Directors prior to the player evaluation. Important: Requests will not be honored post assessment.

(a) If a child requests to play in a higher division, they must attend the assessment for their default age in addition to an assessment for the requested division. Children that request to play down will be assessed at their default division for safety, and do not need to attend the assessment for their desired division.

(b) Players will be placed/drafted to teams based upon their individual assessment score. If a request form is completed and the child does not attend an assessment, they will be placed in their default division and the special division request is voided.

(c) Requests will be granted based upon the following criteria:

(i) # of spots available for that division player pool,

(ii) League age 6-year-olds should have played TBall prior to advancing to Minors 7,

(iii) Based upon assessment score,

(iv) There is no guarantee that a special division request will be honored 100% of the time.

(d) Players will be placed / drafted to teams based upon their individual assessment score, there is no appeal process.

Section 7. Parents acknowledge by completing a special division request form that their child is required to attend an assessment for each division. Their default age division as well as the division they are requested to play in.

ARTICLE VIII: TEAM COMPOSITION

Section 1. Generally. As a policy, age requirements/limitations will be met as set forth by the Rules and Regulations of Little League Baseball, Inc.

Section 2. Divisions. Safety for all is the primary consideration in the placement of players. For this reason, RLL requires players aged 6 and upwards to participate in a skill level evaluation during pre-season. No player may be moved up more than one division level relative to the defined “default” age limits for that division without the approval of the Board of Directors. It is important to note that not only the player’s evaluation scores, but existing divisional skills mix, number of available teams, and safety all weigh into the final placement of players into any division. These are age guidelines for each division:

(a) TBall. Default ages are 5 and 6. This division is focused on the basics of catching, throwing, and hitting using an instructional batting tee.

(i) Teams are formed by the Board of Directors after all drafts have taken place.

(ii) Teams are made up by 1) manager (roster request) 2) parent request friend/carpool 4) school

(A) All requests shall be placed prior to assessment

(b) MINORS 8-10. Default age is 10. Ages 8 and 11-year-olds dependent on the number of registered players (12- year-olds only who have cleared the waiver process will play). The primary objective of this level is to develop all players' abilities towards future Majors Division play.

(i) Teams will consist of twelve (12) players per team.

(ii) Best effort should be made to ensure all teams have the same number of players.

(c) MAJORS 10-12. Players of league age 10 to 12 are eligible to play in the Majors. A 12-year-old player may play for both Majors and 50/70 divisions if drafted and agreed upon by a simple majority of the Board and manager of each team.

(i) Teams will consist of twelve (12) players per team.

(ii) Best effort should be made to ensure all teams have the same number of players.

(d) 50/70. Players league age 12-13 may attend assessments for the 50-70 division as well as the Juniors assessments. Based on the number of participants, more than one team may be drafted. If there are only enough players/managers to have one team at the 50-70 division, the remaining 50/70 kids will be eligible for Junior assessments and/or able to inter-district with surrounding leagues.

(i) Twelve (12) to fourteen (14) players may be selected.

(ii) The age for the division is league age 12 and 13-year-olds.

(e). JUNIORS. Players aged 13 and 14. Players aged 12 and attending 7th Grade have the option to "play up" in Juniors, subject to Board of Directors approval.

(i) Teams will consist of twelve (12) players per team; best effort should be made to ensure all teams have the same number of players.

(f) SENIORS. Players aged 14, 15, and 16. There will be "swing" players (age 14) that will be permitted to "play up".

(i) Twelve (12) to sixteen (16) players may be selected.

(ii) The age for the division is league age 14 to 16-year-olds.

(g) SOFTBALL LEAGUE. Players and divisions will be determined at the beginning of each season dependent upon the number of available players/teams.

ARTICLE IX: DRAFT

Section 1. Terms of Draft.

- (a) If a player is drafted to a team in any division, the player must play in that division in accordance with Little League rules unless exempted by the Player Agent, President and Coaching Coordinator or designee for a safety concern.
- (b) Any player who is in the Majors draft pool (League age 11 and 12-year-olds as well as 10-year-old who declare themselves eligible for the Majors Draft) must accept a mid-season call-up to the Majors Division if it is offered. This is required to ensure balanced team composition at the Majors level and to ensure that all Majors teams will have a legal roster size to be eligible for postseason Tournament of Champions play.
- (c) A player that declines a position on a major team, whether by draft selection or mid season call, is ineligible for future consideration for a major position for the remainder of the season and will be ineligible for nomination or selection to represent Raton Little League in the postseason All-Star tournament.

Section 2. Draft Selection-Choosing a Player.

- (a) A team will be able to choose a player from the division draft pool created by the Player Agent or designee, provided that the age bracket is not already filled on the team and falls within the approved player pool determined by the Player Agent or designee. Any child “playing up” a level must be selected within the first 5 rounds of the draft.

Section 3. Protected Players/Draft Exempt. All protected players must be declared in writing by the respective Manager prior to the beginning of the draft.

- (a) In the following situations, only, players can be protected prior to a draft and assigned to a particular team:
 - (i) Son’s and Daughters of managers are protected from the draft;
 - (ii) Sons and Daughters of two coaches are also protected per team for all DIVISIONS.
- (b) Selection of siblings on the same team in the same division will be accommodated if requested by the parent(s). Draft order of the siblings for child of the manager shall be agreed upon by the managers and Player Agent or designee prior to the beginning of the draft.

Section 4. Team Formation.

- (a) It is critical for the League Secretary (or designee) to actively participate in the roster formation for all divisions. The League Secretary (or designee) will own the “Master” draft list of all players eligible for each division (with corresponding skills evaluation

scores). This list must be updated (and communicated to Coaching Coordinator, Player Agent, and President (or designee) after each division has completed their roster formation. It is also critical that the “Master” draft list be kept confidential and that the sharing of information by board members, or any league representative is subject to disciplinary action and possible removal from the League.

(b) The registration report from the League’s registration portal is used as the ‘Document of Record’ throughout the skills assessment and team formation process. This registration report must be run on a regular basis to account for any late player sign/up or waitlist . Updates need to be communicated to the Player Agent, Coaching Coordinator and President or designee.

(c) The final team rosters shall be in the data center online by the end of April to Little League International via the Data Center.

(d) Rosters must be completed in the following sequence:

(i) Juniors

(ii) 50/70

(iii) Majors

(iv) MINORS

(v) TBall

(f) Drafted players must be contacted immediately (within one (1) to two (2) days after draft) by the Managers; after all players have been contacted, the Player Agent or designee and League Secretary must be notified. The “Master” draft list will then be updated.

Section 5. Single Team Division. If there are not enough participants for multiple teams, an assessment will be held for the division. The Manager and Player Agent or designee through the assessments will select the team members (choose up to 12-14 roster).

Section 6. Multiple Team Division. Team formation shall be via a draft if more than one team is being created.

Section 7. Majors. All players eligible to play in the Majors Division shall be placed in a draft pool for consideration and may be drafted.

(a) All league-age 12-year-olds will be expected to be drafted in Majors unless the player and player’s parents request a waiver to be placed in MINORS 8/10 and the request is approved in accordance with current District 4 waiver policies.

(b) All returning Majors players must be drafted to a Majors team prior to the completion of the draft process, regardless of age.

(c) All players remaining after the Major Draft shall be placed in the Minor Division draft pool.

Section 8. 50/70. All players wishing to play 50-70 instead of Juniors must attend the 50-70 assessments. If multiple teams are being formed, all players' names will be in the draft pool for consideration and may be drafted in any order. Players must be league age 12 or 13.

Section 9. Junior Division. All players eligible for play in the Junior Division shall be placed in a draft pool for consideration and may be drafted in any order. There can be no more than eight (8) 14-year-olds on any team roster and the number of 13-year-old players cannot exceed the number of 14-year-olds. The only exception to this rule is if the ages and numbers of players in the draft pool do not support the 8:4 ratio limitations.

Section 10. Senior Division. All players eligible for play in the Senior Division shall be placed in a draft pool for consideration and may be drafted in any order. There can be no more than eight (8) 16-year-olds on any team roster and the number of 15-year-old players cannot exceed the number of 16-year-olds. The only exception to this rule is if the ages and numbers of players in the draft pool do not support the 8:4 ratio limitations.

Section 11. Loss of a Player.

(a) If, in the Majors or MINORS, a team loses a player for the remainder of the season after the draft, or before, or during the season due to injury, change of residence, etc., the manager must immediately notify the Player Agent, Coaching Coordinator and President (or designee) to begin the process of filling the vacancy created. The vacancy must be filled, within two weeks, from the applicable waiting lists first, then from a player pool for the division, and then from the appropriate lower division if no players of the proper default division age are on the waiting list. No team will be permitted to carry more or less than the designated player counts applicable to that league Division unless the total number of players available to that Division would make it physically impossible to comply.

(b) If a player is lost with two weeks or less remaining on the schedule, no change will be required (unless needed to bring the roster to nine or to maintain eligibility for post-season tournament play). Otherwise, the team losing the player will complete the season with the reduced roster. Team composition must continue to meet any applicable Local League or National age constraints.

(c) A player lost to a prolonged injury and replaced by calling up another player as outlined above, may be allowed to return to the regular season team upon physician's release. Both players will remain on the team, the replacement player, and the returning player. The Player Agent, Coaching Coordinator and President or designee must approve this roster deviation. In such a case, this team must still comply with minimum play requirements with the expanded roster, and the returning player must adhere to Little League rules of season minimum playing time requirements to be considered for All-Star candidacy.

Section 13. The Draft System.

(a) Teams shall be formed through a draft. Draft order shall be randomly set (through drawing numbers out of a hat or similar random process). Each team is entitled, but not required, to have three representatives attend the draft (one manager and two coaches).

(b) Prior to the Draft.

(i) Managers may select a maximum of two (2) coaches prior to the draft.

(ii) The son/daughter of the manager and each coach of a respective team (“protected players”) shall automatically be placed on the same team together.

(iii) Protected Player Ranking.

(A) Upon receiving all of the coaches’ names from the participating managers, the Player Agent or designee will create round assignments for each protected player (son/daughter).

(B) Draft round assignments of protected players shall be determined by the Player Agent (or designee) through the use of multiple data points, including, but not limited to: 1) independent assessment scoring; 2) player past league history, including previous selection to all-star teams; and 3) solicitation of suggestions and observations from other managers and coaches in the league.

(C) In the event that a protected player fails to attend assessments, the Player Agent (or designee) shall proceed as set forth in Article VII Section 4.

(iv) The Player Agent’s decisions are final, and no change will be made unless there are significant extenuating circumstances that require changes in the interest of fair competition and/or safety.

(v) Any manager or coach’s child who is slotted below the 4th round will not be eligible for selection by the All-Star Manager to a postseason all-star team unless such slotting is done entirely at the discretion of the draft committee with no input from the manager or coach.

(c) At the Draft.

(i) The Manager and/or coaches may utilize any electronic devices they see fit, including cell phones, pads, and laptop computers.

(ii) The Player Agent or designee will explain the rules of the draft, and any special circumstances (such as siblings or non-protected players that failed to attend assessments).

(A) The League shall utilize a “snake” option for determining the Order of selection. For example, a Major’s Division with 7 teams will be conducted as follows:

(1) first round.

(2) Team 1 drafts first followed by teams 2-7. This will complete the First Round. The Second Round will be in the reverse order of the First Round. Thus, Team 7 picks first followed by Team 6-1. This will complete the Second Round.

(3) The odd rounds (3, 5, 7, 9, 11) from this point forward will follow section (1) above, while even rounds (4, 6, 8, 10 and 12) will follow section (2).

(iii) Unprotected players that fail to attend assessments shall be researched by the Player Agent in order to determine baseball experience and skill level. Prior to the draft, the Player Agent shall share all relevant information with Managers and Coaches, including the Player Agent's assessment as to the approximate draft round where the unprotected player should be selected in based on the Player Agent's research. In the event that the Player Agent has obtained sufficient information to offer the Managers and Coaches meaningful information about an unassessed and unprotected player, that player shall be included within the draft pool and drafted.

(iv) For any unprotected and unassessed player for which the Player Agent cannot obtain sufficient information about prior to the draft, such player's name shall be placed into a hat for a random hat draw.

(A) A Separate hat will be kept based upon league age

(B) Managers will be notified prior to the start of the draft of players in the hat.

(C) A manager may select a "hat pick" in lieu of a draft board selection during any round.

(v) A manager may select a "hat pick" in lieu of a draft board selection during 12- year-olds and returning majors players must be selected by the completion of the draft. If such players are in the hat draw, the Player Agent or designee will, before the end of the draft, ensure that those players are picked from the hat.

(vi) Any player playing up a division must be drafted by the 5th round. (vii) The draft will begin with the manager who has the #1 pick and will continue in a serpentine manner. Each manager will select the appropriate number of players up to the point the team roster is completed.

(viii) Trades, including the trading of draft pick slots, are allowed but must be made no later than the calendar day of the draft.

Section 14. Sibling Rule. Managers will be advised of siblings in the same draft. Upon selection of one sibling, there will be a discussion regarding where the next sibling shall be slotted. Based upon consensus the sibling will be placed and manager will skip that round pick.

ARTICLE X: SCHEDULING

Section 1. Opening Day. Opening Day shall be at the discretion of the Board of Directors and will be set to accommodate adequate practices during the time between team formation and the start of the game schedule. League games may be played on the opening Saturday.

Section 2. Practices. Only practices held on approved fields by RLL as stated in the MOU (updated annually) are sanctioned and covered under RLL insurance. Practices held on private property or other fields are not sanctioned by RLL.

(a) Practices are scheduled by the League Scheduler. The scheduled number of practices and frequency are dependent upon the number of teams and field availability in each division. The practice schedule will be set by March 1 on an annual basis. Practices can be canceled to accommodate rescheduled games due to rain or weather conditions.

Section 3. Game Schedules. Games are scheduled by the League Scheduler. The scheduled number of games and frequency are dependent upon the number of teams and field availability in each division. Regular season runs from April through May, with postseason in June and all stars going through summer.

(a) TBall thru Minors - Generally there will be one-week day game and one game on Saturday.

(b) Majors – Generally there will be one-week day game and two weekends a month of either a Friday Night Lights or Saturday game

(c) The number of Friday night games will be dependent upon the number of teams in MINORS and Majors.

(d) 50/70 and above schedule will fluctuate as games are played with other leagues.

(e) Rainouts/Tie Games: It is the intent of RLL to play all scheduled games. In the competitive divisions, every attempt will be made to reschedule rainouts. As such the league shall reserve one week in May for make-ups, the league shall not schedule more than three (3) games in a given week, or on an open date reserved by the League Scheduler. Standard Little League pitching rules and eligibility apply and cannot be waived. To avoid in-season conflict, the League Scheduler will establish standing reschedule protocols prior to opening day, with preset make-up days (e.g., Saturday cancellations will be rescheduled the next available Sunday, weekday cancellations the next Monday, and so forth).

(i) Failure to play an officially rescheduled rainout (or tie game) will result in a forfeit for that team. The forfeit will be reflected in the season standings as a loss for tournament play seeding.

(ii) At the MINORS level, if a game ends in a tie but there is sufficient time left in the official game time to start another inning, the next inning will be played. If at the completion of that inning the score is still tied and if time has run out, the game may end in a tie. These games will not be continued at a later date. The tie breaker process will go into effect.

(f) Winning Percentage. In the event the season ends with an uneven number of games played by teams within a division, the winning percentage (of total games played during the regular season) will determine that division's final standings.

(g) Tie Breaker.

(i) MINOR -MAJORS. The regular season division winner will be the team with the best overall record. In the event of ties at the end of the regular season (by games, or winning percentage if employed) the winner (or seeds for end-of-season playoffs) will be decided in order of 1) Head-to-head matchup during the regular season 2) Runs against in head-to-head record. 3) Runs against for the season schedule 4) By a one game playoff (only if feasible and approved by the Board).

(ii) Note: In the case of a three-way tie, and where steps 1-3 produce contradictory or equivocal results, final seeding will be determined by lottery (administered by the Player Agent or designee).

ARTICLE XI: POST SEASON/PLAYOFFS/ALL-STAR

Section 1. Post Season Format. RLL will have end-of-season playoffs for MINORS and above. Playoffs follow regular season local rules; tournament Little League Rulebook rules do not apply to RLL playoffs.

(a) There is no “post-season” play in Divisions A and lower unless approved by the Board of Directors and communicated to Managers/parents prior to the start of the season. The League All-Star team shall not be announced prior to a date specified by Little League International and no team practices may start until this date. Only those teams’ age groups/divisions recognized by Little League International can be considered for post-season play.

Section 2. Manager/Coach Selection.

(a) In order to be considered as an All-Star Manager or Coach applicants must have served as a manager or coach during that year’s regular season unless no applications have been received per that division. In addition, the manager must have attended the coaching clinic, current on safety training and certifications. Exceptions must be presented to the Board of Directors by the President and are subject to a simple majority vote by the Board of Directors. Managers must have a strong understanding of the Little League International Tournament Rules.

(b) The procedures for appointing all-star managers and coaches must be understood and accepted by all concerned. The policies are:

(i) All managers and coaches up for consideration must complete a Manager / Coach All-Star application.

(ii) The League President forwards nominees to the Board for confirmation.

(iii) The Board of Directors will confirm and appoint all-star manager by a simple majority vote.

(iv) The selected manager will nominate their coach(es) to President.

(v) The Board of Directors will confirm and appoint all-star coach by a simple majority vote.

Section 4. All Star Player Selection/Process.

(a) All-Star Player Commitment. Players' league age eligible for All-Star team selection are to read, review, commit and sign the All-Star Commitment form. All eligible players for All-Stars are strongly discouraged from participating in another baseball/travel ball program during the All-Star season. Failure to abide by the rules can result in removal from the All-Star team.

(b) All Star Selection. To be eligible for the respective All-Star divisions, players must have participated in the following RLL divisions during the regular season:

(i) League age 8-10 - MINORS

(ii) League age 10-12 - Majors Division

(c) 8/9/10 All-Stars

(i) The Board of Directors shall establish prior to the start of the regular season a week for all-star ballots. The Player Agent (or designee) will provide MINORS managers with a roster of all MINOR players. MINORS managers and coaches will select 13 players. There shall be a total of three (3) votes per team, (1 designated for the manager and 1 each for the respective coaches) for all-star roster selections which shall be equally weighted and applied toward the manager/coach element of all-star selections. A pool of 22 players, plus any 10-year-olds playing in Majors that request to play 8/9/10 All-Stars, will be assembled from the players whose names appear on the greatest number of manager/coaches ballots. Any ties making up the 22nd position in the player pool will be added to the eligible player pool.

(ii) An All-Star pre-selection workout will be conducted with the Player Agent, Vice President, President and the named All-Star manager and coach and the pool of eligible players.

(iii) The All-Star Manager will submit to the Player Agent, Coaching Coordinator and President, in confidence, a ranked listing of suggested players to make up the All-Star team. The number allowed is defined by the Little League rulebook.

(iv) Any matches among the top 9 players (including any ties in the 9th position) from the eligible pool (step 1) and the All-Star Manager's ranked listing (step 2) will automatically be added to the team.

(v) The All-Star Manager will then recommend any remaining roster spots (those not automatically filled by the above criteria) to the Player Agent, Coaching Coordinator and President, which approves with a majority vote. The Player Agent, Coaching Coordinator and President should defer to the All-Star Manager's discretion as frequently as possible, except that any lower-ranked player (selected over a higher-ranked pool player) must be justified as in the best interests of the team (i.e., player availability/commitment, positional flexibility, sufficient team pitching strength, et cetera).

(d) 10/11/12 Majors

(i) The process is designed to give the players the most prominent voice in the selection of their All-Stars, followed by the expression of the managers/coaches. The below steps seek to avoid omissions, to minimize favoritism, and to identify the most deserving players in the formation of the teams.

(A) To be eligible for the Allstar Team, the Player must play in the Major's Division.

(B) A ballot will be created with a complete list of eligible players in the Majors Division.

(C) The Player Agent (or designee) will provide a ballot to manager/coach in the Majors Division—

(D) Each manager/coach shall submit three votes (1 designated for the manager and 1 each for the respective coaches) for all-star roster selections which shall be equally weighted and applied toward the manager/coach element of all-star selections. Selections should be based not only on the player's skill, but also on the player's character (attitude, sportsmanship, teamwork, etc.), availability, and team position composition.

(E) The Player Agent (or designee) will deliver all ballots to the Player Agent, Coaching Coordinator and President, which will review for completeness and tally the results.

(F) The 13 players receiving the most votes (player votes plus manager weighted total) will make up the pool of eligible players.

(ii) The respective All-Star Manager will submit to Player Agent, Coaching Coordinator and President, in confidence, a ranked listing of suggested players to make up the All-Star team. The number allowed is defined in the Little League rulebook.

(iii) Any matches among the top 9 players (including any ties in the 9th position) from the eligible pool (step 1) and the All-Star Manager's ranked listing (step 2) will automatically be added to the team.

(iv) Any player unanimously voted in a top 9 position on every manager's ballot (step 1) will automatically be added to the team.

(v) The All-Star Manager will then recommend any remaining roster spots (those not automatically filled by the above criteria) to the Player Agent, Coaching Coordinator and President which approves with a majority vote.

(A) The Player Agent, Coaching Coordinator and President should defer to the All-Star Manager's discretion as often as possible, except that any lower-ranked player (selected over a higher-ranked pool player) must be justified as in the best interests of the team (i.e., player

availability/commitment, positional flexibility, sufficient team pitching strength, et cetera).

(e) 50/70 Junior & Senior All-Stars.

(i) 50/70 All-Star teams will be created by ballots, All-Star Team Manager, Player Agent, Coaching Coordinator and President. Exception: When there is only one regular season RLL 50/70, juniors, or seniors' division team.

Section 5. Blended Team Exceptions If blended teams (i.e., teams made up of players from both RLL and other League(s) existed in any respective Division during the regular season, exceptions to the All Star process can be made but must follow Little League rules and be approved by the Player Agent and simple majority vote from the Board of Directors.

Section 6. All Star Uniforms All-Star uniform jerseys, pants, belts, socks and hats will be provided to players by RLL. The primary color of the uniforms will be our official league colors of white, black and gold.

ARTICLE XII- AMENDMENTS

These By-Laws may only be amended, repealed, or altered in whole or in part by a majority vote at a duly organized meeting of the Board of Directors, provided notice of the proposed change is included in the notice of such meeting.

This Constitution was approved by the RLL Board of Directors on (date) March 2, 2025

President's Name (printed) Dustin Walton

President's Signature 