



**VINEYARD LITTLE LEAGUE
BYLAWS
LEAGUE IDENTIFICATION NUMBER 405-21-02
2023 SEASON**

ARTICLE I – REGISTRATION AND TRYOUTS

1. All players who register and try out before the Vineyard Little League draft will be placed or drafted on a team. A waiting list will be maintained for those who register after the draft.
2. Late Registrations:
 - a. Late Registrations are any registrations that occur after the Vineyard Little League draft.
 - b. All late registrants will be placed on a waiting list. If/when a vacancy on a team occurs, player(s) will be placed on a team in order of registration date/time. Player(s) will be placed on a team by age under the direction of the appropriate divisions Vice President and Player Agent as described below:
 - i. 13 – 16-year-old’s will be placed on either an Intermediate, Junior, or Senior division team.
 - ii. 12-year-old’s will be placed on a Major division team.
 - iii. 10 and 11-year-old’s will be placed on a Triple A division team.
 - iv. 8 and 9-year-old’s will be placed on a Double A division team.
 - v. 6 and 7-year-old’s will be placed on a Single A division team.
 - vi. 4 and 5-year-old’s will be placed on a T-Ball division team.
3. A minimum of two (2) tryout sessions will be held. Any candidate/player failing to attend at least one (1) of the tryout sessions shall forfeit eligibility unless an excuse is presented which is accepted by two-thirds (2/3) of the Board of Directors (from the Little League Operating Manual). The player draft will follow the last tryout session. If such an excuse is accepted by two-thirds (2/3) of the Board of Directors, then either of the following two scenarios may occur:
 - a. The player may be entered into the draft to be eligible to be drafted by any Team Manager, subject approval by two-thirds (2/3) of the Board of Directors, or:



- b. The player will become a “hat draw” in the draft, in which case the following will occur:
 - i. In the event the player is the only hat draw in the draft, the player will be drafted by the final pick in the draft, or:
 - ii. In the event there are multiple hat draws in the draft, then each player name will be placed in a hat to be picked by the final remaining picks in the draft (e.g. if there are three (3) hat draws in the draft, the final three (3) picks in the draft will each draw one (1) name out of the hat to determine their draft pick)
- 4. All players 9 years old and up are eligible to participate in tryouts and to be drafted by the appointed Team Manager and proper player selection will take place as outlined in the Bylaws.
- 5. Any 8-year-old player can be made eligible to try out for the Triple A division only upon parent request via email to the Vineyard Little League President and/or Major/Triple A Player Agent at least one (1) week prior to the first tryout session.

******There will be NO refunds after the Vineyard Little League draft******

ARTICLE II – SELECTION OF TEAM MANAGERS

- 1. Policies for selection of Team Managers:
 - a. Any person who wishes to make themselves eligible as a candidate to be a Team Manager for any division can do so by either indicating so on their players online registration or by request via email to the Vineyard Little League President and/or Vice President(s).
 - b. In the event there are more eligible candidates than there are teams for any given division, Team Managers will be selected under the following procedures:
 - i. The President and/or Vice President(s) will determine a date, time, and location to interview each candidate. Members of the Board of Directors will be present for all candidate interviews.
 - 1. Any candidate failing to appear for their assigned interview time will automatically lose the status of a candidate and will no longer be eligible to be a Team Manager
 - ii. At the conclusion of all candidate interviews, each member of the Board of Directors who was present for *all* candidate interviews will vote in the following manner:
 - 1. By giving each candidate a ranking in order from one (1) through the maximum number of eligible candidates (e.g. if there are eight (8) candidates, then the lowest ranking a candidate can receive is eight (8))
 - 2. Each member will give their top candidate a ranking of one (1), their second top candidate a ranking of two (2), their third top candidate a ranking of three (3), and so on.
 - iii. Any members of the Board of Directors who are not present for *all* candidate interviews and/or who are immediate family members of candidates are not eligible to vote.

- iv. The votes will be tallied at the conclusion of all voting, which is to be completed by 9:00 p.m. the same evening all candidate interviews are concluded. No votes will be counted after this time. The candidates with the lowest scores will be selected/placed as the Team Managers for the season.
- c. Selection of Team Managers will take place prior to the first tryout session every season. Previous selection as a Team Manager does not guarantee selection in future seasons.

ARTICLE III – DRAFT AND PLACEMENT OF PLAYERS

1. Draft Policies Intermediate/Junior/Senior Division:

- a. Intermediate/Junior/Senior division teams will have equal number of players per team.
- b. All players 14 and 15 years old who attended the required tryout session are eligible for the Senior division draft. All players 14 and 15 years old who did not attend the required tryout session may be drafted or placed on a Junior/Senior division team as outlined in Article I, Item 3.
- c. A total redraft system will be used every new season.
- d. Team Managers are not permitted to waive a draft choice. It is required that all Senior division Team Managers or representatives attend all tryout sessions and the draft. If a Team Manager or his/her representative do not attend the draft, the Player Agent of the Senior division or another Board Member approved by two-thirds (2/3) of the Board of Directors will be assigned to do the drafting for the team.
- e. Draft order will be determined by a random drawing of numbers out of a hat.
- f. The draft order will proceed in a serpentine order (e.g. if there are six (6) teams drafting, the order of the draft will be by team number 1, 2, 3, 4, 5, 6, 6, 5, 4, 3, 2, 1, 1, 2, and so on until the draft is complete).
- g. Trades are allowed after the draft is complete, however, all rosters will be final before the adjournment of the draft meeting.
- h. Team name and practice selections will be done in reverse order of the draft (e.g. draft pick number one (1) will select team and practice last).
- i. Any deviation from these draft and placement policies will be handled as described in the Little League Operating Manual or as approved by two-thirds (2/3) of the Board of Directors.

2. Draft Policies Major Division:

- a. Major division teams will have twelve (12) players per team.

- b. All returning Vineyard Major division players and 12-year-old's who have attended the required tryout session must be drafted into the Major division. All returning players and 12-year-old's who did not attend the required tryout session may be drafted or placed on a Major division team as outlined in Article I, Item 3. Once a player is drafted into the Major division, the player will stay in the Major division until the player ages out.
- c. A total redraft system will be used every new season.
- d. All other players 9 – 12 years old who have attended the required tryout session are eligible to be drafted into the Major division. It is not guaranteed that these players will be drafted or placed on a Major division team.
- e. Team Managers are not permitted to waive a draft choice. It is required that all Major division Team Managers or representatives attend all tryout sessions and the draft. If a Team Manager or his/her representative do not attend the draft, the Player Agent of the Major division or another Board Member approved by two-thirds (2/3) of the Board of Directors will be assigned to do the drafting for the team.
- f. Draft order will be determined by a random drawing of numbers out of a hat.
- g. The draft order will proceed in a serpentine order (e.g. if there are six (6) teams drafting, the order of the draft will be by team number 1, 2, 3, 4, 5, 6, 6, 5, 4, 3, 2, 1, 1, 2, and so on until the draft is complete).
- h. Vineyard Little League will conduct a regular draft wherein, if several returning Major division players and 12-year-old's have not been drafted by the time that same number of draft picks remain, those returning Major divisions players and 12-year-old's will become the only players eligible to be drafted from that point forward in the Major division draft. (e.g. with nine (9) picks left in the draft, there are nine (9) players who are returning Major division players and/or 12-year-old's still not drafted for the current season, those nine (9) players will become the only eligible players to be drafted, and must be drafted)
- i. Trades are allowed after the draft is complete, however, all rosters will be final before the adjournment of the draft meeting.
- j. Team name and practice selections will be done in reverse order of the draft (e.g. draft pick number one (1) will select team and practice last). The Major division Team Managers will select practices prior to the Triple A, Double A, Single A, and T-Ball division Team Managers.
- k. Any deviation from these draft and placement policies will be handled as described in the Little League Operating Manual or as approved by two-thirds (2/3) of the Board of Directors.

3. Draft Policies Triple A Division:

- a. The number of teams in the Triple A division will not exceed twelve (12) teams. Triple A division teams will have equal number of players per team, which will not exceed twelve (12). Any deviation from this must be approved by two-thirds (2/3) of the Board of Directors.
- b. The Triple A division will have a draft following the Major division draft and players will be selected from those remaining who were not selected by a Major division team.
- c. All returning Vineyard Triple A division players and 10 and 11-year-old's who have attended the required tryout session and were not drafted to a Major division team must be drafted into the Triple A division. All returning players and 10 and 11-year-old's who did not attend the required tryout session may be drafted or placed on a Triple A division team as outlined in Article I, Item 3.
- d. 8 and 9-year-old's who did not attend the required tryout session will be placed on a Double A division team.
- e. A total redraft system will be used every new season.
- f. All other players 8 – 9 years old who have attended the required tryout session *are eligible* to be drafted into the Triple A division. *It is not guaranteed that these players will be drafted or placed on a Triple A division team.*
- g. Team Managers are not permitted to waive a draft choice. It is required that all Triple A division Team Managers or representatives attend all tryout sessions and the draft. If a Team Manager or his/her representative do not attend the draft, the Player Agent of the Triple A division or another Board Member approved by two-thirds (2/3) of the Board of Directors will be assigned to do the drafting for the team.
- h. Draft order will be determined by a random drawing of numbers out of a hat.
- i. The draft order will proceed in a serpentine order (e.g. if there are six (6) teams drafting, the order of the draft will be by team number 1, 2, 3, 4, 5, 6, 6, 5, 4, 3, 2, 1, 1, 2, and so on until the draft is complete).
- j. Vineyard Little League will conduct a regular draft wherein, if several returning Triple A division players and 10 and 11-year-old's have not been drafted by the time that same number of draft picks remain, those returning Triple A division players and 9 and 10-year-old's will become the only players eligible to be drafted from that point forward in the Triple A division draft. (e.g. with nine (9) picks left in the draft, there are nine (9) players who are returning Triple A division players and/or 10 and 11-year-old's still not drafted for the current season, those nine (9) players will become the only eligible players to be drafted, *and must be drafted*)

- k. Trades are allowed after the draft is complete, however, all rosters will be final before the adjournment of the draft meeting.
- l. Team name and practice selections will be done in reverse order of the draft (e.g. draft pick number one (1) will select team and practice last). Triple A division Team Managers will select practices after the Major division Team Managers, but prior to the Double A, Single A, and T-Ball division Team Managers.
- m. Any deviation from these draft and placement policies will be handled as described in the Little League Operating Manual or as approved by two-thirds (2/3) of the Board of Directors.

4. Placement Policies – Double A:

- a. The number of teams in the Double A division will not exceed a maximum of twelve (12). Double A division teams will have equal number of players per team, with a minimum of ten (10) players per team. Any deviation from this must be approved by two-thirds (2/3) of the Board of Directors.
- b. 8 and 9-year-old's that were not drafted into the Major or Triple A divisions, or that did not attend the required tryout session will be placed on a Double A division team.
- c. Placement of players on Double A division teams will be under the direction of the Double A division Vice President and Player Agent. All parent requests to have their sibling players play on the same team, or requests to play with friends, relatives, etc., will be acknowledged but are not guaranteed.

5. Placement Policies – Single A:

- a. The number of teams in the Single A division will not exceed a maximum of twelve (12). Single A division teams will have equal number of players per team, with a minimum of ten (10) players per team. Any deviation from this must be approved by two-thirds (2/3) of the Board of Directors.
- b. 6 and 7-year-old's will be placed in the Single A division.
- c. Placement of players on Single A division teams will be under the direction of the Single A division Vice President and Player Agent. All parent requests to have their sibling players play on the same team, or requests to play with friends, relatives, etc., will be acknowledged but are not guaranteed.

6. Placement Policies – T-Ball:

- a. The number of teams in the T-Ball division will not exceed a maximum of twelve (12). T-Ball A division teams will have equal number of players per team, with a minimum of ten (10) players per team. Any deviation from this must be approved by two-thirds (2/3) of the Board of Directors.

- b. 4 and 5-year-old's will be placed in the T-Ball division.
- c. Placement of players on T-Ball division teams will be under the direction of the T-Ball division Vice President and Player Agent. All parent requests to have their sibling players play on the same team, or requests to play with friends, relatives, etc., will be acknowledged but are not guaranteed.

ARTICLE IV – REPLACEMENT POLICIES

1. Replacement Policies Intermediate/Junior/Senior Division:

- a. If an Intermediate, Junior, or Senior division team loses a player, a player from the waiting list will fill the vacancy in order of registration date/time.
- b. If a player misses three (3) consecutive games, the Team Manager must notify the appropriate division Vice President and Player Agent in writing to provide a reason. Failure by the Team Manager to notify the Vice President and Player Agent will result in disciplinary action from the Board of Directors. Exception: high school baseball player while playing in the current C.I.F. season.

2. Replacement Policies Major Division:

- a. If a Major division team loses a player, the Team Manager of the affected team may select any player that has registered for the Major division from the waiting list to fill the vacancy. If there are no players on the waiting list that have registered for the Major division, then, and only then, will a player whose league age is the same as that of the player being replaced will be selected from the Triple A division. The Team Manager will have seven (7) days to replace a player and the Major and/or Triple A division Player Agent will provide a list of players that are eligible for the Team Manager to select from. In the event the Team Manager does not replace the player within the required seven (7) days, then the Major and/or Triple A division Player Agent will place a player on the team at their sole discretion.
- b. In the event a player refuses to be drafted as a replacement player from the waiting list or Triple A division, that player will automatically lose the privilege of being drafted into the Major division for the remainder of the season.
- c. Major division teams will not replace any players or add any players after two (2) weeks of the regular season games have been played, unless their rosters fall below eleven (11) players, in which case a player will be placed as described in accordance with Article IV(2)(a) above.
- d. If a player misses three (3) consecutive games, the Team Manager must notify the Major division Vice President and Player Agent in writing to provide a reason. Failure by the Team Manager to notify the Vice President and Player Agent will result in disciplinary action from the Board of Directors.

3. Replacement Policies Triple A Division:

- a. If a Triple A division team loses a player, the Team Manager of the affected team may select any player that has registered for the Triple A division from the waiting list to fill the vacancy. If there are no players on the waiting list that have registered for the Triple A division, then, and only then, will a player whose league age is the same as that of the player being replaced will be selected from the Double A division. The Team Manager will have seven (7) days to replace a player and the Triple A and/or Double A division Player Agent will provide a list of players that are eligible for the Team Manager to select from. In the event the Team Manager does not replace the player within the required seven (7) days, then the Triple A and/or Double A division Player Agent will place a player on the team at their sole discretion.
- b. In the event a player refuses to be drafted as a replacement player from the waiting list or Double A division, that player will automatically lose the privilege of being drafted into the Triple A division for the remainder of the season.
- c. Triple division teams will not replace any players or add any players after fifty-one percent (51%) of the regular season games have been played, unless their rosters fall below eleven (11) players, in which case a player will be placed as described in Item a. above.
- d. If a player misses three (3) consecutive games, the Team Manager must notify the Triple A division Vice President and Player Agent in writing to provide a reason. Failure by the Team Manager to notify the Vice President and Player Agent will result in disciplinary action from the Board of Directors.

4. Replacement Policies Double A Division:

- a. If a Double A division team loses a player, a player from the waiting list that has registered for the Double A division will fill the vacancy in order of registration date/time.

5. Replacement Policies Single A Division:

- a. If a Single A division team loses a player, a player from the waiting list that has registered for the Single A division will fill the vacancy in order of registration date/time.

6. Replacement Policies T-Ball Division:

- a. If a T-Ball division team loses a player, a player from the waiting list that has registered for the T-Ball division will fill the vacancy in order of registration date/time.

ARTICLE V – FIELD DOCTRINE

1. Field Doctrine Senior Division:

- a. Vineyard Little League teams will play under both Vineyard Little League Bylaws and Inter-League rules.

- b. Pool players will be assigned by the Senior division Vice President and Player Agent.
- c. Game Time Limit: (*SEE INTER-LEAGUE RULES*)
 - i. Ties will be played off until the time limit expires. If a tie still exists, one-half (1/2) game won and one-half (1/2) game lost will be recorded for each team.
 - ii. A regulation game that is tied after five (5) or more completed innings and halted by the umpire will result in one-half (1/2) game won and one-half (1/2) game lost being recorded for each team.
 - iii. If a game is called before it has become a regulation game, no win or loss will be recorded for either team. Only non-regulation games that have a direct bearing on the standings will be continued, as determined by the Board of Directors.
- d. Senior Division Championship Team:
 - i. Standings will be determined by intra-league record (Vineyard vs. Vineyard).
 - ii. Vineyard Senior division teams will have no championship series. The team with the best overall record will be declared Senior division champions. The team with the second-best overall record will be the second-place team. Senior division tie breakers:
 - 1. Best record. If still tied, then:
 - 2. Head-to-head. If still tied, then:
 - 3. Least runs allowed. If still tied, then:
 - 4. Highest runs differential. If still tied, then:
 - 5. Coin flip.

2. Field Doctrine Intermediate/Junior Divisions:

- a. Vineyard Little League teams will play under both Vineyard Little League Bylaws and Inter-League rules.
- b. Pool players will be assigned by the Intermediate/Junior division Vice President and Player Agent.
- c. Game Time Limit: (*SEE INTER-LEAGUE RULES*)
 - i. Ties will be played off until the time limit expires. If a tie still exists, one-half (1/2) game won and one-half (1/2) game lost will be recorded for each team.
 - ii. A regulation game that is tied after five (5) or more completed innings and halted by the umpire will result in one-half (1/2) game won and one-half (1/2) game lost being recorded for each team.
 - iii. If a game is called before it has become a regulation game, no win or loss will be recorded for either team. Only non-regulation games that have a direct bearing on the standings will be continued, as determined by the Board of Directors.
- d. Intermediate/Junior Division Championship Team:

- i. Standings will be determined by intra-league record (Vineyard vs. Vineyard).
 - ii. Vineyard Intermediate/Junior division teams will play in double elimination playoffs at the end of the regular season to determine the league champion.
 - iii. The seeding will be determined by the best record as follows:
 - 1. The team with the best overall record will be seeded number one (1).
 - 2. The team with the second-best overall record will be seeded number (2).
 - 3. Intermediate/Junior division tie breakers:
 - a. Best record. If still tied, then:
 - b. Head-to-head. If still tied, then:
 - c. Least runs allowed. If still tied, then:
 - d. Highest runs differential. If still tied, then:
 - e. Coin flip.
 - iv. During the playoffs, the team that is the higher seed is the home team.
- e. Playoff Games – Time Limit:
- i. Playoff game times will be played as scheduled.
 - ii. Each playoff game will consist of seven (7) innings plus extra innings if necessary. No games will end in a tie. The game will continue until a winner is determined, even if there is a game scheduled after the game being played.

3. Field Doctrine Major Division:

- a. Every team will bat through the entire line-up for the duration of the game. A team's line-up must contain every eligible player and the batting order may not change during the game. If a player in the line-up leaves the game early for any reason whatsoever, the batting order will continue as if uninterrupted (no automatic out).
 - b. Substitutions may be made defensively at the start of any inning. All players must play for three (3) innings defensively in a six (6) inning game and cannot sit on the bench two (2) innings in a row. (*Exception: any player who arrives after the game begins does not need to be started until the third (3rd) inning and must bat last in the batting order*)
 - c. Pitch Count rules as detailed in the Little League Rulebook must be followed without exception.
 - d. Any Team Manager and/or coach found to be in violation of Vineyard Little League and/or Little League Rulebook playing rules will face mandatory disciplinary action at the sole and absolute discretion of the Board of Directors.
- e. Game Time Limit:
- i. All games will start based on the actual scheduled start time.
 - ii. All games will be six (6) innings in length, except when a game is tied at the end of six (6) innings and there is time for extra innings.
 - iii. No new inning will start after two (2) hours from the actual start time.
 - iv. Ties will be played off until the time limit expires. If a tie still exists, one-half (1/2) game won and one-half (1/2) game lost will be recorded for each team.

- v. If a game is called before it has become a regulation game, no win or loss will be recorded for either team. Only non-regulation games that have a direct bearing on the standings will be continued, as determined by the Board of Directors.
- f. Mercy Rule – when a team is ahead by fifteen (15) or more runs after three (3) innings or ten (10) or more runs after four (4) innings, all play will cease and the winning score becomes official.
- g. Major Division Champions:
 - i. Vineyard Major division teams will play in double elimination playoffs at the end of the regular season to determine the league champion.
 - ii. The seeding will be determined by the best record as follows:
 - 1. The team with the best overall record will be seeded number one (1).
 - 2. The team with the second-best overall record will be seeded number (2).
 - 3. Major division tie breakers:
 - a. Best record. If still tied, then:
 - b. Head-to-head. If still tied, then:
 - c. Least runs allowed. If still tied, then:
 - d. Highest runs differential. If still tied, then:
 - e. Coin flip.
 - iii. During the playoffs, the team that is the higher seed is the home team. The team that went undefeated through the winner's bracket is the home team for the first championship game. If a second championship game is necessary, the home team will be determined by a coin flip.
- h. Playoff Games – Time Limit:
 - i. Playoff game times will be played as scheduled.
 - ii. Each playoff game will consist of six (6) innings plus extra innings if necessary. No games will end in a tie. The game will continue until a winner is determined, even if there is a game scheduled after the game being played. The regular season mercy rule is in effect.

4. Field Doctrine Triple A Division:

- a. Every team will bat through the entire line-up for the duration of the game. A team's line-up must contain every eligible player and the batting order may not change during the game. If a player in the line-up leaves the game early for any reason whatsoever, the batting order will continue as if uninterrupted (no automatic out).
- b. Substitutions may be made defensively at the start of any inning. All players must play for three (3) innings defensively in a six (6) inning game and cannot sit on the bench two (2) innings in a row. *(Exception: any player who arrives after the game begins does not need to be started until the third (3rd) inning and must bat last in the batting order)*
- c. Three (3) outs or five (5) runs per inning maximum ends the inning in innings one (1) through five (5). In the sixth (6th) inning it is unlimited runs.

- d. Pitch Count rules as detailed in the Little League Rulebook must be followed without exception.
- e. Any Team Manager and/or coach found to be in violation of Vineyard Little League and/or Little League Rulebook playing rules will face mandatory disciplinary action at the sole and absolute discretion of the Board of Directors.
- f. No batter will be allowed to advance to first (1st) base on a dropped third strike by the catcher.
- g. Game Time Limit:
 - i. All games will start based on the actual scheduled start time.
 - ii. All games will be six (6) innings in length, except when a game is tied at the end of six (6) innings and there is time for extra innings.
 - iii. No new inning will start after two (2) hours from the actual start time.
 - iv. Ties will be played off until the time limit expires. If a tie still exists, one-half (1/2) game won and one-half (1/2) game lost will be recorded for each team.
 - v. If a game is called before it has become a regulation game, no win or loss will be recorded for either team. Only non-regulation games that have a direct bearing on the standings will be continued, as determined by the Board of Directors.
- h. Mercy Rule – when a team is ahead by fifteen (15) or more runs after three (3) innings or ten (10) or more runs after four (4) innings, all play will cease and the winning score becomes official.
- i. Triple A Division Champions:
 - i. Vineyard Major division teams will play in double elimination playoffs at the end of the regular season to determine the league champion.
 - ii. The seeding will be determined by the best record as follows:
 - 1. The team with the best overall record will be seeded number one (1).
 - 2. The team with the second-best overall record will be seeded number (2).
 - 3. Major division tie breakers:
 - a. Best record. If still tied, then:
 - b. Head-to-head. If still tied, then:
 - c. Least runs allowed. If still tied, then:
 - d. Highest runs differential. If still tied, then:
 - e. Coin flip.
 - iii. During the playoffs, the team that is the higher seed is the home team. The team that went undefeated through the winner's bracket is the home team for the first championship game. If a second championship game is necessary, the home team will be determined by a coin flip.
- j. Playoff Games – Time Limit:

- i. Playoff game times will be played as scheduled.
- ii. Each playoff game will consist of six (6) innings plus extra innings if necessary. No games will end in a tie. The game will continue until a winner is determined, even if there is a game scheduled after the game being played. The regular season mercy rule is in effect.

5. Field Doctrine Double A Division:

- a. Nine (9) players on defense. Four (4) infielders, three (3) outfielders (*must be positioned at least five (5) feet into the grass*), pitcher, catcher. **Team Managers and coaches are not allowed on the field unless to coach the bases and/or to pitch to a hitter after a pitcher throws four (4) balls.**
- b. Stealing is allowed only to second (2nd) base.
- c. No advancing to third (3rd) base or home on passed balls or wild pitches.
- d. Three (3) outs or four (4) runs maximum ends each inning.
- e. The mound will be forty-two (42) feet from home plate.
- f. Substitutions may be made defensively at the start of any inning. **No player may sit on the bench more than one (1) inning in a game until all players have sat on the bench at least one (1) inning in the game.** (*Exception: any player who arrives after the game begins does not need to be started until the third (3rd) inning and must bat last in the batting order*). **Every player will be required to play at least one (1) inning in the infield each game. If a Team Manager feels that a player should not play in the infield for safety reasons, a written note signed by the Double A division Player Agent, the Team Manager, and the players Parent/Guardian must be retained by the Player Agent before such action takes place.**
- g. Pitch Count rules as detailed in the Little League Rulebook must be followed without exception.
- h. Any Team Manager and/or coach found to be in violation of Vineyard Little League and/or Little League Rulebook playing rules will face mandatory disciplinary action at the sole and absolute discretion of the Board of Directors.
- i. Pitching (*the following pitching format will be used throughout the entire season*)
 - i. All games are “free pitch” whereas the opposing team will have a player pitcher to pitch to the batter.
 1. When the batter bats a ball off of a player pitcher, the batter and other runners on base may advance until the batter is called out or the ball is in the infield and under the control of an infielder. At that point the play is deemed over, and the runners may no longer advance.

- ii. In the event the player pitcher throws four (4) balls to a batter or beans a batter, a coach from the batting team will pitch. The coach will assume the strike count. The coach must pitch from the pitching rubber or no closer that the base of the mound. The coach must remain on his/her feet to pitch.
 - 1. When the batter bats a ball off of a coach pitcher, the maximum advance for the batter and other runners on base is two (2) bases (*this is meant to encourage players to hit off of the player pitchers as much as possible*).
- iii. A batter can strike out or put the ball in play. **There are no walks.**
- j. Game Time Limit:
 - i. No new inning will start after one and one-half (1 ½) hours (90 minutes) from the actual start time.
 - ii. Any inning started prior to one and one-half (1 ½) hours (90 minutes) may be played to its completion.
- k. No scores, division standings, or playoffs.

6. Field Doctrine Single A Division:

- a. Ten (10) players on defense. Four (4) infielders, four (4) outfielders (*must be positioned at least five (5) feet into the grass*), pitcher, catcher.
- b. Stealing is not allowed to any base.
- c. No advancing to any base on passed balls or wild pitches.
- d. Three (3) outs or four (4) runs maximum ends each inning.
- e. Substitutions may be made defensively at the start of any inning. **No player may sit on the bench more than one (1) inning in a game until all players have sat on the bench at least one (1) inning in the game.** (*Exception: any player who arrives after the game begins does not need to be started until the third (3rd) inning and must bat last in the batting order*). **Every player will be required to play at least one (1) inning in the infield each game. If a Team Manager feels that a player should not play in the infield for safety reasons, a written note signed by the Double A division Player Agent, the Team Manager, and the players Parent/Guardian must be retained by the Player Agent before such action takes place.**
- f. Pitching/Batting (*the following pitching format will be used throughout the entire season*)
 - i. The pitching machine will be forty-two (42) feet from home plate or the base of the mound, whichever is further.
 - ii. All games will use a league provided pitching machine that will be set at the same settings as agreed upon by the Single A division Vice President and Player Agent.

- iii. Each batter will be allowed three (3) swings or five (5) pitches per at bat. If a batter fails to put the ball into play within three (3) swings or five (5) pitches, the batter is deemed out.
 - iv. A batter can strike out or put the ball in play. **There are no walks.**
 - v. When the batter bats a ball, the batter and other runners on base may advance until the batter is called out or the ball is in the infield and under the control of an infielder. At that point the play is deemed over, and the runners may no longer advance.
 - vi.
- g. Game Time Limit:
- i. No new inning will start after one hour and fifteen minutes (75 minutes) from the actual start time.
 - ii. Any inning started prior to one hour and fifteen minutes (75 minutes) may be played to its completion.
- h. No scores, division standings, or playoffs.

7. **Field Doctrine T-Ball Division:**

- a. Games will be four (4) innings or sixty (60) minutes in length. Any inning in progress at the sixty (60) minute time limit may be played to its completion.
- b. Bases will be placed fifty (50) feet apart.
- c. Players will bat in numeric order and will rotate throughout the season. Player jersey #1 will bat first in the first game, player jersey #2 will bat first in the second, and so on until every player has had an opportunity to bat first, and then the rotation will start over at player jersey #1.
- d. There are no strikeouts or outs of any kind. The Team Manager or coach of the offensive team may toss or pitch the ball to the batter when they feel the batter is ready for a pitched ball. If the batter does not achieve a fair ball after three (3) pitches (*an no more than three (3)*), the batter will hit from the tee.
- e. Batting through the order ends the inning. The final batter of the inning and all runners on base at the time of their at bat will run all the way around the bases to home. For safety reasons, batters should not be tagged out at home.
- f. No scores, division standing, or playoffs.
- g. A team is required to field all available defensive players. Each player must play at least one (1) inning in the infield and one (1) inning in the outfield and may not play pitcher and/or first base a total of more than two (2) innings in a game.
- h. Stealing is not allowed. Players may not leave their base or advance until the ball is batted.

- i. Batters must stop at first base. If the ball is hit into the outfield, the batter can advance no further than second base at their own risk.
- j. The pitcher may not leave the pitching rubber until the ball is batted. The pitcher may not field the ball and tag the batter. Pitchers must throw the ball to first base or tag first.
- k. Any Team Manager and/or coach found to be in violation of Vineyard Little League and/or Little League Rulebook playing rules will face mandatory disciplinary action at the sole and absolute discretion of the Board of Directors.

8. **Field Doctrine Challenger Division:**

- a. See Challenger Handbook

ARTICLE VI – CONDUCT AND RULES

1. **Conduct** - The Team Manager understands that Little League participation is intended to be fun, encouraging, and uplifting to the participants. As such, the Team Manager understands that he/she is responsible for the conduct of the team's players, coaches, parents, volunteers, and spectators. Unsportsmanlike conduct, yelling, utilizing vulgar language or any other derogatory conduct is strictly prohibited. Any violation of this will result in disciplinary action to the Team Manager at the sole and absolute discretion of the Board of Directors.
2. **Uniforms** – Use of the appropriate league provided uniforms is critical for many reasons, including compliance with Little League and for the accurate and complete keeping of pitch counting and scoring. Accordingly, all players will be required to be in full uniform to play in any scheduled game. Any player who is not in full uniform, or who is wearing a jersey with another player's name and number, will not be permitted to play. There are no exceptions. Full uniforms consist of the entire league issued uniform and a hard protective cup for males. No alteration to the league issued uniform is permitted (*Exception: the last name on the back of the jersey and/or hat*). If pants have belt loops, a belt must be worn.
3. **Player Participation** – Any player who did not meet their division requirements regarding playing time must start and play the next two (2) games physically present in their entirety, with the exception of a game shortened for any reason. **THERE WILL BE NO EXCEPTIONS TO THIS RULE.** The offending Team Manager or coach will face mandatory disciplinary action in the following manner, or as otherwise decided by the Board of Directors in their sole and absolute discretion:
 - a. First offense: written warning
 - b. Second offense: Suspension with the length of such suspension being determined at the sole and absolute discretion of the Board of Directors.
 - c. Third offense: Dismissal as a Team Manager

4. **Suspensions and/or Ejections** – Any Team Manager or coach who is served with a suspension for repeated Player Participation offenses as detailed above will automatically lose the privilege of being considered to be a Team Manager or coach for any All-Star team that season. **THERE WILL BE NO EXCEPTIONS TO THIS.** Any Team Manager, coach, member, spectator, or league volunteer who uses profanity, uses racial remarks, tries to injure, starts a fight, argues with an umpire, or throws equipment will be subject to immediate ejection. If a Team Manager or coach is ejected by an umpire for any reason during the season, the Board of Directors, in their sole and absolute discretion, may decide that such Team Manager or coach will lose the privilege of being considered to be a Team Manager or coach for any All-Star team that season.

Any Team Manager, coach, member, spectator, or league volunteer that is ejected will be automatically suspended from the competing team's next game. Upon review of the circumstances by the Board of Directors, the Board of Directors may add to the one game suspension in their sole and absolute discretion.

- a. Once ejected and/or suspended from a game the offending individual must remove themselves from the premises including the field, grandstands, and parking lot.
 - b. Any player who uses profanity, uses racial remarks, tries to injure, starts a fight, argues with an umpire, or throws equipment will be subject to ejection by the umpire who will discreetly notify the player's Team Manager. If the Team Manager does not remove the offending player immediately, the umpire will eject both the offending player and the Team Manager.
5. **Postponements:**
 - a. Valid reasons for Postponements: special circumstances as determined by the League President and Board of Directors (e.g. flu outbreak, weather, etc.).
 - b. Subject to approval by the Board of Directors, all postponed games will be rescheduled in the next available game slot.
 - c. There will be no postponements for any reason during the Vineyard Little League playoffs, unless special circumstances arise out of the control of any player, team, or the Board of Directors.
 6. **Disciplinary Action** – If a Team Manager wishes to bench a player for disciplinary reasons, he/she must notify the appropriate division Player Agent in writing the reason for such action at least twenty-four (24) hours prior to the beginning of the next game. The Player Agent will in turn notify the player's parents/guardians, the appropriate division Vice President, and the league President and keep a copy of the request on file. Any proposed disciplinary action must be approved by the Vice President, Player Agent, and President before it can take place. All Team Managers must have team rules filed with the Board of Directors.
 7. **Fences/Scoreboard** – Batting or throwing of balls deliberately into any fences or scoreboards will not be tolerated. This includes backstops, dugouts, or any other type of fencing or structures on any park or school grounds. This refers to any practice or game time. Teams are now allowed to warm up players by use of the fences. Any repeat violation of this will result in disciplinary action on the Team Manager at the sole and absolute discretion of the Board of Directors.

8. Field Conduct All Divisions:

- a. Field Preparation & Equipment Storage
 - i. Prior to every game, the HOME TEAM shall:
 1. Put up the outfield fence.
 2. Set up the bases.
 3. Drag the field.
 4. Lightly water the field.
 5. Line the field and batter's boxes.
 6. Put out trash cans or trash bags.
 7. Check the condition of the field and ensure its safety and playability.
 - ii. After the last (or only) game of the day, the VISITING TEAM shall:
 1. Pick up all equip, including bases, and return the equipment to the appropriate field storage box or main storage shed in a neat and orderly manner. **TEAM MANAGERS AND COACHES ARE REQUIRED TO MAKE SURE THAT ALL LOCKS ARE REPLACED AND LOCKED!!**
 2. After each game, dispose of trash into the trash bin!
- b. Any player caught destroying the field landscaping (e.g. digging holes) will face disciplinary action at the sole and absolute discretion of the Board of Directors. **THERE WILL BE NO EXCEPTIONS TO THIS RULE.**
- c. Players are not permitted to leave the field or dugout areas prior to or during a game (*Exception: In case a player must use the restroom with the permission of the Team Manager or coach who will then notify the umpire*).
- d. Team Managers and coaches are not permitted to leave the field or dugout areas during a game without umpire permission.
- e. **Official Scorekeeper(s) and Pitch Counter(s) are to remain in the announcer's booth or directly behind home plate free of distractions so as to fulfill the functions of their roles completely and accurately.** All original lineups are to be attached to the corresponding game in the official scorebook. The official scorebook must be signed by the home plate umpire. The official pitch count logs must be signed by the Team Managers.
- f. No food, drink, chewing gum, or sunflower seeds will be allowed in the dugout or on the playing field except for a water bottle or sports drink.

ARTICLE VII – SPECIAL RULES

1. **All Team Managers and coaches will participate in opening/closing ceremonies, fundraisers and work projects. Violations without prior valid excuse, approved by the League President,**

will result in a one game suspension. Additional violations will result in dismissal as a Team Manager or coach from the league.

2. Though Team Managers may call for more practices, players will not be required to attend more than three (3) practices per week before opening day and the requirement after open day will fall to two (2) practices per week. (*Note: going to the batting cages is considered a practice*)
3. The All-Star Team Manager may require more than three (3) practices per week.
4. Vineyard Little League will complete its own playing schedule before competing in any postseason play except for All-Stars.
5. Upon receiving team equipment and keys, Team Managers will submit an equipment deposit to the Equipment Manager in the amount of \$250.00 in the form of a postdated check. This will be deposited only in the event the equipment issues is not returned to the Equipment Manager within one (1) week after closing ceremonies.
6. Any Board Member who is also a Manager, coach, or spectator of their child's team are prohibited from making any Board votes or decisions which directly affect their child's team.

ARTICLE VIII – SELECTION OF ALL-STAR TEAM, MANAGERS, AND COACHES

1. All All-Star Teams:

- a. Any player that would like to be considered for All-Stars will be required to fill out and submit a commitment letter before the All-Star selections take place.
 - i. The commitment letters will be required to be delivered to the players Team Manager on or before the date that is directed by the Major and/or AAA division Player Agent each season.
 - ii. After receipt of the commitment letters, each Team Manager, at their discretion, will then either:
 1. Elect to nominate the player by presenting their commitment letter at the All-Star selection meeting.
 2. Elect not to nominate the player.
 - iii. **Completion and submittal of a commitment letter does not guarantee selection/placement on an All-Star team!**
 - iv. If a player is selected/placed on an All-Star team and fails to fulfill their commitment as outlined in the commitment letter, that player will not be considered for future All-Star considerations.

2. All-Star Selection Senior Division:

- a. Vineyard Little League will have one Senior division All-Star team consisting of twelve (12), thirteen (13), or fourteen (14) (as determined by the All-Star Team Manager) players ages fourteen (14), fifteen (15), and sixteen (16).

- b. The league President and Senior division Player Agent shall set a day, time, and place for the selection of the All-Star team.
- c. Senior division Team Managers vote for one hundred percent (100%) of the players to be placed on the All-Star team.
- d. Senior division managers will nominate only players from their own team to be considered for the All-Star team. There is no limit to the number of players each Senior division Team Manager can nominate.
- e. The Team Managers will do all voting via “secret ballot” method. The Team Managers may discuss facts pertaining to any players selection only in a scheduled All-Star selection meeting. Any violation of this will result in disciplinary action on the Team Manager at the sole and absolute discretion of the Board of Directors.
 - i. Team affiliation will be dropped before the voting begins.
 - ii. Voting will continue until all players have been selected. No Team Manager or board appointed designee will be permitted to leave before the All-Star balloting is completed.
- f. If the All-Star Team Manager chooses to carry more than twelve (12) players, he/she must select the additional player(s) from the list of players who were already nominated. The All-Star Team Manager will select a replacement player, as needed, subject to approval of the league President, Senior division Vice President, and Senior division Player Agent.
- g. The All-Star Team Manager may not drop a player from the All-Star team without sufficient reason. Any action taken must be solely because of the player's failure to conduct, attendance, injury, or other failure to fulfill their commitment as outlined in the commitment letter. Any action taken must be approved by the league President, Senior division Vice President, and Senior division Player Agent.
- h. Selection of Senior division All-Star Team Manager and coaches:
 - i. The Team Manager of the Senior division championship team may be considered for managing the Senior division All-Star team, subject to approval by two-thirds (2/3) of the Board of Directors.
 - ii. The All-Star Team Manager submit to the league President the names of his/her three (3) proposed coaches, each of which will need to be approved by two-thirds (2/3) of the Board of Directors.
 - 1. In the event a proposed coach is not approved by the Board of Directors, the All-Star Team Manager shall submit the name of a different proposed coach, which will need to be approved by two-thirds (2/3) of the Board of Directors.
 - iii. The All-Star Team Manager will endeavor to pass on as much knowledge of All-Star competition as possible to his/her successor for the following year.

3. All-Star Selection Junior Division:

- a. Vineyard Little League will have one Junior division All-Star team consisting of twelve (12), thirteen (13), or fourteen (14) (as determined by the All-Star Team Manager) players aged fourteen (14).
- b. The league President and Junior division Player Agent shall set a day, time, and place for the selection of the All-Star team.
- c. Junior division Team Managers vote for one hundred percent (100%) of the players to be placed on the All-Star team.
- d. Junior division managers will nominate only players from their own team to be considered for the All-Star team. There is no limit to the number of players each Junior division Team Manager can nominate.
- e. The Team Managers will do all voting via “secret ballot” method. The Team Managers may discuss facts pertaining to any players selection only in a scheduled All-Star selection meeting. Any violation of this will result in disciplinary action on the Team Manager at the sole and absolute discretion of the Board of Directors.
 - i. Team affiliation will be dropped before the voting begins.
 - ii. Voting will continue until all players have been selected. No Team Manager or board appointed designee will be permitted to leave before the All-Star balloting is completed.
- f. If the All-Star Team Manager chooses to carry more than twelve (12) players, he/she must select the additional player(s) from the list of players who were already nominated. The All-Star Team Manager will select a replacement player, as needed, subject to approval of the league President, Junior division Vice President, and Junior division Player Agent.
- g. The All-Star Team Manager may not drop a player from the All-Star team without sufficient reason. Any action taken must be solely because of the players conduct, attendance, injury, or other failure to fulfill their commitment as outlined in the commitment letter. Any action taken must be approved by the league President, Junior division Vice President, and Junior division Player Agent.
- h. Selection of Junior division All-Star Team Manager and coaches:
 - i. The Team Manager of the Junior division championship team may be considered for managing the Junior division All-Star team, subject to approval by two-thirds (2/3) of the Board of Directors.
 - ii. The All-Star Team Manager submit to the league President the names of his/her three (3) proposed coaches, each of which will need to be approved by two-thirds (2/3) of the Board of Directors.
 1. In the event a proposed coach is not approved by the Board of Directors, the All-Star Team Manger shall submit the name of a different proposed

coach, which will need to be approved by two-thirds (2/3) of the Board of Directors.

- iii. The All-Star Team Manager will endeavor to pass on as much knowledge of All-Star competition as possible to his/her successor for the following year.

4. All-Star Selection Intermediate Division:

- a. Vineyard Little League will have one Intermediate division All-Star team consisting of twelve (12), thirteen (13), or fourteen (14) (as determined by the All-Star Team Manager) players aged thirteen (13).
- b. The league President and Intermediate division Player Agent shall set a day, time, and place for the selection of the All-Star team.
- c. Intermediate division Team Managers vote for one hundred percent (100%) of the players to be placed on the All-Star team.
- d. Intermediate division managers will nominate only players from their own team to be considered for the All-Star team. There is no limit to the number of players each Intermediate division Team Manager can nominate.
- e. The Team Managers will do all voting via “secret ballot” method. The Team Managers may discuss facts pertaining to any players selection only in a scheduled All-Star selection meeting. Any violation of this will result in disciplinary action on the Team Manager at the sole and absolute discretion of the Board of Directors.
 - i. Team affiliation will be dropped before the voting begins.
 - ii. Voting will continue until all players have been selected. No Team Manager or board appointed designee will be permitted to leave before the All-Star balloting is completed.
- f. If the All-Star Team Manager chooses to carry more than twelve (12) players, he/she must select the additional player(s) from the list of players who were already nominated. The All-Star Team Manager will select a replacement player, as needed, subject to approval of the league President, Intermediate division Vice President, and Intermediate division Player Agent.
- g. The All-Star Team Manager may not drop a player from the All-Star team without sufficient reason. Any action taken must be solely because of the players conduct, attendance, injury, or other failure to fulfill their commitment as outlined in the commitment letter. Any action taken must be approved by the league President, Intermediate division Vice President, and Intermediate division Player Agent.
- h. Selection of Intermediate division All-Star Team Manager and coaches:

- i. The Team Manager of the Intermediate division championship team may be considered for managing the Intermediate division All-Star team, subject to approval by two-thirds (2/3) of the Board of Directors.
- ii. The All-Star Team Manager submit to the league President the names of his/her three (3) proposed coaches, each of which will need to be approved by two-thirds (2/3) of the Board of Directors.
 - 1. In the event a proposed coach is not approved by the Board of Directors, the All-Star Team Manger shall submit the name of a different proposed coach, which will need to be approved by two-thirds (2/3) of the Board of Directors.
- iii. The All-Star Team Manager will endeavor to pass on as much knowledge of All-Star competition as possible to his/her successor for the following year.

5. All-Star Selection 10/11/12 Year-Old Team:

- a. Vineyard Little League will have one 10/11/12-year-old All-Star team consisting of twelve (12), thirteen (13), or fourteen (14) (as determined by the All-Star Team Manager) players.
- b. The league President and Major and/or AAA division Player Agent shall set a day, time, and place for the selection of the All-Star team.
- c. Major division players will vote for the first five (5) 12-year-old's to be placed on the All-Star team. In the event that there is a tie for the fifth (5th) spot, both players will be placed on the All-Star team.
- d. Major division Team Managers will vote for the next seven (7) players to be placed on the All-Star team.
- e. Major division Team Managers will nominate only players from their own team to be considered for the All-Star team. There is no limit to the number of players each Major division Team Manager can nominate.
- f. The Team Managers will do all voting via “secret ballot” method following the procedures outlined below. The Team Managers may discuss facts pertaining to any players selection only in a scheduled All-Star selection meeting as outlined below. Any violation of this will result in disciplinary action on the Team Manager at the sole and absolute discretion of the Board of Directors.
 - i. Team affiliation will be dropped before the voting begins.
 - ii. Voting will continue until all twelve (12) players have been selected. No Team Manager or board appointed designee will be permitted to leave before the All-Star balloting is completed.
 - iii. Voting procedure:
 - 1. Each Team Manager will nominate their player(s) by presenting their commitment letter(s) to commence the All-Star selection meeting.
 - 2. Each Team Managers ballot should only contain a number of names equaling the total number of roster spots left on the All-Star Team (e.g. if

- there are three (3) roster spots left, each Team Managers ballot may only contain three (3) names).
3. During the first twelve (12) rounds of voting, players must be selected unanimously (e.g., if there are six (6) Team Managers voting, a player's name must appear on the ballot of all six (6) Team Managers in order to be selected).
 4. Beginning in the thirteenth (13th) round and continuing until all twelve (12) players have been selected, only one (1) player may be selected per round. The player's name which appears on the most ballots each round will be the player selected.
 5. Other procedures:
 - a. During the first six (6) rounds of voting, there shall be no discussion among the Team Managers pertaining to any nominated players. Beginning in the seventh (7th) round and continuing until all twelve (12) players have been selected, Team Managers may openly discuss facts pertaining to nominated players between rounds.
 - b. If any nominated player fails to appear on a single ballot during the first eight (8) rounds, that player will automatically lose eligibility to be selected by voting of the Team Managers. However, that player will still be eligible to be selected as a thirteenth (13th) or fourteenth (14th) player at the discretion of the All-Star Team Manager (see below).
 - g. If the All-Star Team Manager chooses to carry more than twelve (12) players, he/she must select the additional player(s) from the list of players who were already nominated. The All-Star Team Manager may select a replacement player, if needed, subject to approval of the league President, Major/AAA division Vice President, and Major/AAA division Player Agent.
 - h. The All-Star Team Manager may not drop a player from the All-Star team without sufficient reason. Any action taken must be solely because of the players conduct, attendance, injury, or other failure to fulfill their commitment as outlined in the commitment letter. Any action taken must be approved by the league President, Major/AAA division Vice President, and Major/AAA division Player Agent.
 - i. Selection of 10/11/12 Year-Old All-Star Team Manager and coaches:
 - i. Any Team Manager from the Major division who would like to be considered to be the All-Star Team Manager must fill out and submit a commitment letter before the All-Star team selection takes place. Failure to submit the commitment letter will remove a Team Manager from consideration.
 1. The commitment letters will be required to be delivered to the league President on or a before the date that is directed by the league President each season.
 2. After receipt of the commitment letters, the league President will submit the names of all candidates to the Board of Directors.
 - a. The Board of Directors, during a special Board Meeting, will openly discuss the qualifications of each candidate and will vote

for the All-Star Team Manager at the conclusion of the meeting. The candidate receiving the most votes will be selected as the All-Star Team Manager.

- ii. The All-Star Team Manager shall submit to the league President the names of his/her three (3) proposed coaches, each of which will need to be approved by two-thirds (2/3) of the Board of Directors.
 1. In the event a proposed coach is not approved by the Board of Directors, the All-Star Team Manger shall submit the name of a different proposed coach, which will need to be approved by two-thirds (2/3) of the Board of Directors.
- iii. The All-Star Team Manager will endeavor to pass on as much knowledge of All-Star competition as possible to his/her successor for the following year.

6. All-Star Selection 9/10/11 Year-Old Team:

- a. Vineyard Little League will have one 9/10/11-year-old All-Star team consisting of twelve (12), thirteen (13), or fourteen (14) (as determined by the All-Star Team Manager) players.
- b. The league President and Major and/or AAA division Player Agent shall set a day, time, and place for the selection of the All-Star team.
- c. Major division Team Managers will vote for twelve (12) players to be placed on the All-Star team.
- d. Major division Team Managers will nominate only players from their own team to be considered for the All-Star team. There is no limit to the number of players each Major division Team Manager can nominate.
- e. The Team Managers will do all voting via “secret ballot” method following the procedures outlined below. The Team Managers may discuss facts pertaining to any players selection only in a scheduled All-Star selection meeting as outlined below. Any violation of this will result in disciplinary action on the Team Manager at the sole and absolute discretion of the Board of Directors.
 - i. Team affiliation will be dropped before the voting begins.
 - ii. Voting will continue until all twelve (12) players have been selected. No Team Manager or board appointed designee will be permitted to leave before the All-Star balloting is completed.
 - iii. Voting procedure:
 1. Each Team Manager will nominate their player(s) by presenting their commitment letter(s) to commence the All-Star selection meeting.
 2. Each Team Managers ballot should only contain a number of names equaling the total number of roster spots left on the All-Star Team (e.g. if there are three (3) roster spots left, each Team Managers ballot may only contain three (3) names).
 3. During the first twelve (12) rounds of voting, players must be selected unanimously (e.g., if there are six (6) Team Managers voting, a player’s

- name must appear on the ballot of all six (6) Team Managers in order to be selected).
4. Beginning in the thirteenth (13th) round and continuing until all twelve (12) players have been selected, only one (1) player may be selected per round. The player whose name appears on the most ballots each round will be the player selected.
 5. Other procedures:
 - a. During the first six (6) rounds of voting, there shall be no discussion among the Team Managers pertaining to any nominated players. Beginning in the seventh (7th) round and continuing until all twelve (12) players have been selected, Team Managers may openly discuss facts pertaining to nominated players between rounds.
 - b. If any nominated player fails to appear on a single ballot during the first eight (8) rounds, that player will automatically lose eligibility to be selected by voting of the Team Managers. However, that player will still be eligible to be selected as a thirteenth (13th) or fourteenth (14th) player at the discretion of the All-Star Team Manager (see below).
 - f. If the All-Star Team Manager chooses to carry more than twelve (12) players, he/she must select the additional player(s) from the list of players who were already nominated. The All-Star Team Manager may select a replacement player, if needed, subject to approval of the league President, Major/AAA division Vice President, and Major/AAA division Player Agent.
 - g. The All-Star Team Manager may not drop a player from the All-Star team without sufficient reason. Any action taken must be solely because of the players conduct, attendance, injury, or other failure to fulfill their commitment as outlined in the commitment letter. Any action taken must be approved by the league President, Major/AAA division Vice President, and Major/AAA division Player Agent.
 - h. Selection of 9/10/11 Year-Old All-Star Team Manager and coaches:
 - i. Any Team Manager from the Major division who would like to be considered to be the All-Star Team Manager will be required to fill out and submit a commitment letter before the All-Star team selection takes place.
 1. The commitment letters will be required to be delivered to the league President on or a before the date that is directed by the league President each season.
 2. After receipt of the commitment letters, the league President will submit the names of all candidates to the Board of Directors.
 - a. The Board of Directors, during a special Board Meeting, will openly discuss the qualifications of each candidate and will vote for the All-Star Team Manager at the conclusion of the meeting. The candidate receiving the most votes will be selected as the All-Star Team Manager.

- ii. The All-Star Team Manager shall submit to the league President the names of his/her three (3) proposed coaches, each of which will need to be approved by two-thirds (2/3) of the Board of Directors.
 - 1. In the event a proposed coach is not approved by the Board of Directors, the All-Star Team Manger shall submit the name of a different proposed coach, which will need to be approved by two-thirds (2/3) of the Board of Directors.
- iii. The All-Star Team Manager will endeavor to pass on as much knowledge of All-Star competition as possible to his/her successor for the following year.

7. All-Star Selection 8/9/10 Year-Old Team:

- a. Vineyard Little League will have one 8/9/10-year-old All-Star team consisting of twelve (12), thirteen (13), or fourteen (14) (as determined by the All-Star Team Manager) players.
- b. The league President and Major and/or AAA division Player Agent shall set a day, time, and place for the selection of the All-Star team.
- c. The league President and Major and/or AAA division Player Agent may require that all Major and AAA division Team Managers attend a meeting prior to the selection of the All-Star team to discuss facts pertaining to any players that have submitted a commitment letter.
- d. Major division Team Managers may only vote on nominated players from the Major division using the voting process outlined in item e below. AAA division Team Managers may only vote on nominated players from the AAA division using the voting process outlined in item f below.
- e. Major division Team Managers will nominate only players from their own team to be considered for the All-Star team. There is no limit to the number of players each Major division Team Manager can nominate. **Player placement and participation in the Major division DOES NOT GUARANTEE placement on the 8/9/10 Year-Old All-Star Team.**
- f. The Major division Team Managers will do all voting via “secret ballot” method following the procedures outlined below. The Team Managers may discuss facts pertaining to any players selection only in a scheduled All-Star selection meeting as outlined below. Any violation of this will result in disciplinary action on the Team Manager at the sole and absolute discretion of the Board of Directors.
 - i. Team affiliation will be dropped before the voting begins.
 - ii. Voting will continue for eight (8) rounds only. No Team Manager or board appointed designee will be permitted to leave before the All-Star balloting is completed.
 - iii. Voting procedure:
 - 1. Each Team Manager will nominate their player(s) by presenting their commitment letter(s) to commence the All-Star selection meeting.

2. Each Team Managers ballot should only contain a number of names equaling the total number of roster spots left on the All-Star Team (e.g. if there are three (3) roster spots left, each Team Managers ballot may only contain three (3) names).
3. During the first six (6) rounds of voting, players must be selected unanimously (e.g., if there are six (6) Team Managers voting, a player's name must appear on the ballot of all six (6) Team Managers in order to be selected).
4. In the seventh (7th) and eight (8th) rounds, only those players whose name(s) appear on at least seventy-five percent (75%) of the ballots will be the player(s) selected.
5. Other procedures:
 - a. During the first four (4) rounds of voting, there shall be no discussion among the Team Managers pertaining to any nominated players. Beginning in the fifth (5th) round and continuing until the eighth (8th) round, Team Managers may openly discuss facts pertaining to nominated players between rounds.
 - b. If any nominated player fails to be selected by the eight (8th) round, that player will automatically lose eligibility to be selected by voting of the Team Managers. However, that player will still be eligible to be selected as a thirteenth (13th) or fourteenth (14th) player at the discretion of the All-Star Team Manager (see below).
 - c. After eight (8) rounds of voting, voting by Major division Team Managers will conclude and will be followed by voting by AAA division Team Managers for AAA division players.
- g. The AAA division Team Managers will do all voting via "secret ballot" method following the procedures outlined below. The Team Managers may discuss facts pertaining to any players selection only in a scheduled All-Star selection meeting as outlined below. Any violation of this will result in disciplinary action on the Team Manager at the sole and absolute discretion of the Board of Directors.
 - i. Team affiliation will be dropped before the voting begins.
 - ii. Voting will continue until twelve (12) players have been selected (including those selected by Major division Team Managers). No Team Manager or board appointed designee will be permitted to leave before the All-Star balloting is completed.
 - iii. Voting procedure:
 1. Each Team Manager will nominate their player(s) by presenting their commitment letter(s) to commence the All-Star selection meeting.
 2. Each Team Managers ballot should only contain a number of names equaling the total number of roster spots left on the All-Star Team (e.g. if there are three (3) roster spots left, each Team Managers ballot may only contain three (3) names).
 3. During the first six (6) rounds of voting, players must be selected unanimously (e.g., if there are six (6) Team Managers voting, a player's name must appear on the ballot of all six (6) Team Managers in order to be selected).

4. Beginning in the seventh (7th) round and continuing until the twelfth (12th) players has been selected, only one (1) player may be selected per round. The player whose name appears on the most ballots each round will be the player selected.
5. Other procedures:
 - a. During the first four (4) rounds of voting, there shall be no discussion among the Team Managers pertaining to any nominated players. Beginning in the fifth (5th) round and continuing until the twelfth (12th) player has been selected, Team Managers may openly discuss facts pertaining to nominated players between rounds.
 - b. If any nominated player fails to appear on a single ballot during the first four (4) rounds, that player will automatically lose eligibility to be selected by voting of the Team Managers. However, that player will still be eligible to be selected as a thirteenth (13th) or fourteenth (14th) player at the discretion of the All-Star Team Manager (see below).
- h. If the All-Star Team Manager chooses to carry more than twelve (12) players, he/she must select the additional player(s) from the list of players who were already nominated. The All-Star Team Manager may select a replacement player, if needed, subject to approval of the league President, Major/AAA division Vice President, and Major/AAA division Player Agent.
- i. The All-Star Team Manager may not drop a player from the All-Star team without sufficient reason. Any action taken must be solely because of the players conduct, attendance, injury, or other failure to fulfill their commitment as outlined in the commitment letter. Any action taken must be approved by the league President, Major/AAA division Vice President, and Major/AAA division Player Agent.
- j. Selection of 8/9/10 Year-Old All-Star Team Manager and coaches:
 - i. Any Team Manager from the Major division who would like to be considered to be the All-Star Team Manager will be required to fill out and submit a commitment letter before the All-Star team selection takes place.
 1. The commitment letters will be required to be delivered to the league President on or a before the date that is directed by the league President each season.
 2. After receipt of the commitment letters, the league President will submit the names of all candidates to the Board of Directors.
 - a. The Board of Directors, during a special Board Meeting, will openly discuss the qualifications of each candidate and will vote for the All-Star Team Manager at the conclusion of the meeting. The candidate receiving the most votes will be selected as the All-Star Team Manager.
 - ii. The All-Star Team Manager shall submit to the league President the names of his/her three (3) proposed coaches, each of which will need to be approved by two-thirds (2/3) of the Board of Directors.

1. In the event a proposed coach is not approved by the Board of Directors, the All-Star Team Manager shall submit the name of a different proposed coach, which will need to be approved by two-thirds (2/3) of the Board of Directors.
 - iii. The All-Star Team Manager will endeavor to pass on as much knowledge of All-Star competition as possible to his/her successor for the following year.
8. **All-Star Uniforms** – Vineyard Little League will provide one (1) dri-fit t-shirt and one (1) hat for every member of the All-Star Teams. Every member of the All-Star Teams will be required to purchase their full uniform and any/all discretionary gear or equipment.

ARTICLE IX – LIABILITY INSURANCE

Vineyard Little League shall keep Liability Insurance in force in an amount to meet or exceed that recommended by Little League Baseball, Inc. Additional and/or Co-Insureds must be on the policy as listed below:

1. City of Rancho Cucamonga
2. Etiwanda School District
3. Chaffey Joint Union High School District
4. Vineyard Little League Board of Directors
5. Vineyard Little League
6. Other facilities as needed

AGREED, APPROVED, AND ADOPTED BY THE VINEYARD LITTLE LEAGUE BOARD OF DIRECTORS ON THIS 3rd DAY OF, March, 2023.

SIGNED:

Bobby Del Real

Date: March 3, 2023

Bobby Del Real
President

