



# SANTEE NATIONAL LITTLE LEAGUE

## Santee National Little League Bylaws

Updated December 11, 2023

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# SANTEE NATIONAL LITTLE LEAGUE

## ARTICLE 1 – GENERAL LEAGUE POLICY

### Section I. Fiscal Year

1. In accordance with the league's constitution (Article XI, Section 8), The fiscal year of this corporation begins on October 1st and ends on September 30th of the following year.

### Section II. Season Structure

1. The playing season shall consist of a Spring Season (Regular Season) beginning between the first week of March and ending before Memorial Day; and a Fall Instructional Season (Fall Ball) beginning after Labor Day and ending before Thanksgiving.

### Section III. Chartered Divisions and Recommended League Age by Division

1. The league shall charter the following divisions each fiscal year:
  - o T-Ball (league ages 4-6)
  - o Rookies (league ages 6-7)
  - o Caps/Minors B (league ages 7-8)
  - o Minors/Minors A (league ages 9-10)
  - o Majors (league ages 11-12)
  - o Intermediate 50/70 (league ages 13)
  - o Juniors (league ages 14-15)
  - o Seniors (league ages 15-16)

### Section IV. Player Registration

1. All players registered to participate in the league must be confirmed (through an established verification process) as eligible to play in the league. Eligibility is determined in accordance with the Little League® Baseball and Softball residency requirements; or school enrollment form, along with proof of age (birth certificate, or other accepted government-issued form).

### Section V. Registration Process

1. The league shall offer "Early Bird" Registration opportunities with reduced fees for the Majors division and below beginning no earlier than November 1st and ending no later than January 1st of season.
2. Beginning December 1st there will be a minimum of one (1) "Regular Priced" registration opportunity.
3. Beginning January 1st, registration fees will be considered "Late", and a predetermined fee will be added to the "Regular" registration cost.
4. At the discretion of the Board of Directors, a wait list may be created when capacity has been reached.
5. Following the start of the first game of the regular season there will be no refunds unless there is a special circumstance approved by the Board of Directors.



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## **Section VI. Combining Leagues Within Divisions**

1. When there are too few players of the top two age groups within a division (Seniors 15-16, Juniors 13-14, Intermediate 12-13, Majors 11-12), the league will combine that division with another league in the same situation to create a larger player pool and more internal teams.
2. Prior to January 15th, the President will contact other leagues to determine who would be interested in combining to form a division and coordinate tryouts for the same days for both leagues.

## **Section VII. Playing Equipment and Uniforms**

1. SNLL will provide each team with the following equipment:
  - a. 2-Dozen practice baseballs.
  - b. A Catcher's set includes a helmet with throat guard, chest protector, leg guards, a catcher's mitt, and equipment bag.
  - c. A batting tee (T-ball only)
2. Managers may request the following items:
  - a. Batting helmets
  - b. A batting tee (if available)
  - c. Throw Down Bases (if available)
  - d. Additional Baseballs (if available)
3. All equipment issued by the league must be returned following the team's final game.
4. Personal equipment may be used provided it complies with and meets Little League safety standards and policies.
5. SNLL will provide players with a numbered jersey and a baseball cap.
6. Protective gear must be used during practice and games.
7. Batting helmets must be worn by all players while batting, running the bases, or while as base coach.
8. A catcher's mask with a throat guard must be worn when warming up the pitcher and when catching during drills, during practices, and on game days.

## **Section VIII. Fields and Facilities Maintenance, Permits and Insurance**

1. The Majors, Minors, Caps, and T-ball/Rookies fields shall be maintained and insured by SNLL when in use.
2. Managers of each division are responsible for the upkeep of their fields. T-ball and Rookies managers will share responsibility of the T-ball/Rookie field:
  - a. Watering and dragging the infield dirt prior to each game and as necessary throughout the season.
  - b. Picking up and disposing of trash on the field, in the dugouts and around the outside of the fences.
  - c. Filling holes and maintenance of the pitching mound.
  - d. Notifying the Board of any required maintenance (Broken sprinkler/watering equipment, broken fencing, etc.).



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3. Permits shall be obtained for at least one (1) alternate practice facility such as Cajon Park Elementary lower fields.
4. Alternate practice sites are to be cleared of any trash or debris by teams following their practices.
5. Managers shall coordinate practice schedules with the Director of Managers to avoid overbooking of available fields/sites.
6. Background checks shall be required of any volunteer with repetitive access to the players including, but not limited to managers, coaches, and umpires.

## **Section IX. Disciplinary Committee**

1. The Disciplinary Committee shall consist of at least 7 board members; the President, Vice President, Player Agent Upper, Player Agent Lower, Director of Managers, Director of Umpires and Secretary.
  - a. Any member stated above may be replaced by another board member if they are involved or not wanting to participate in the committee on a case-by-case basis.
  - b. All formal complaints should be in writing submitted to the league email ([santeenational.ll@gmail.com](mailto:santeenational.ll@gmail.com)) to be reviewed by the President who will determine if further action is necessary.

## **Section X. Member/Guest Code of Conduct**

1. Members and their guests shall adhere to Little League's Policies and Principles to promote sportsmanship, teamwork, respect, and safety.
2. Members and their guests shall adhere to The [Santee School District's](#) and [The City of Santee's](#) policies regarding public use of facilities.
3. All parents/guardians are required to agree to and sign the Code of Conduct.
4. Members shall be responsible for their guests.
5. The following actions by members/guests are not allowed and will be cause for disciplinary action:
  - a. Engage in unsportsmanlike behavior with any official, coach, player, or other member/guest.
  - b. Abuse of league property.
  - c. Profane language and/or gestures.
  - d. Use of alcohol in any form, vaping devices, or any type of tobacco product on or around the playing field including the parking lot.
  - e. Actions disregarding safety policies.
  - f. Disregard the rules or regulations including bringing unauthorized pets onto school property.
6. Violation of the code of conduct will be managed on a case-by-case basis with a punishment of a warning up to expulsion from the league at the discretion of the Board of Directors.
7. If failure to leave the premises when asked by an umpire, manager or league official, local law enforcement will be called.
8. Violence will not be tolerated. The Board of Directors will discipline fighting in any division on a per- incident basis. A first offense is punishable by game ejection, expulsion from the league, or any other manner deemed fit by the Board of Directors, consistent with league policies and the SNLL constitution. Any second offense will result in immediate expulsion from the league.



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## ARTICLE 2 - PLAYERS

### Section I. Player Verification Process

1. The Player Agent is responsible for conducting the tryouts, the player draft and all other player transaction or selection meetings as well as maintaining the list of eligible players.
2. All players who are league age 7-16 are encouraged to attend at least one tryout date.
3. Any coach option, sibling option, or player request must be declared to the Player Agent at least 48 hours prior to the first draft for consideration.

### Section II. Draft Process

1. All divisions excluding T-Ball and Rookies will hold annual drafts.
2. T-ball and Rookies are non-competitive divisions. The player agent will place all registered players on teams. Manager and player requests will be considered.
3. No property player system will be in effect.
4. SNLL will use the Little League draft method for "Leagues in their First Year of Operation - Plan A" since all teams are reset after the close of each season and no teams are "returning."
5. The draft will be conducted for majors, minors and caps in the following way:
  - a. Draft order will be a random draw by the managers.
  - b. Draft will be conducted in a serpentine order (i.e. 1, 2, 3, 4, 4, 3, 2, 1 and so forth)
  - c. The Manager's child will be drafted the round dictated by the Little League Rules.
  - d. The Coach's Option will be drafted dictated by the Little League Rules.
6. If a drafted player has declared a sibling option and approved by the Player Agent, the manager shall automatically draft the sibling in the next round.
7. If a manager has multiple children and wishes to draft them, the oldest child shall be drafted first in accordance with the above draft round guideline, followed by the sibling in the following round and so on.
8. Coach's Option - A manager must declare their coach in writing to the Player Agent no later than 48 hours prior to the draft. A coach chosen as a coach's option is required to be on the field at a minimum of 75 percent of games verified by the scorekeeper at each game.
9. The manager and/or their approved coach shall participate in the draft.
10. If there are not enough managers, a board member will draft a ghost team with a manager to be assigned by the board of directors. Evaluations will be gathered from all managers and coaches as well as by an impartial member of the Board of Directors to assist in the draft process.
11. Players who do not attend tryouts will be placed in a hat to be picked by the managers prior to the draft and added to their rosters starting with the last round of picks in reverse order. The division will be determined by recommended league age per Section III. Any exceptions will be at the discretion of the Player Agent.
12. A player not of recommended league age may be drafted to a higher division only if selected in the top half of the field (i.e. in a 12-round draft, a 10-year-old must be selected by the 6th round for a majors team)
13. Following the draft, managers may trade players with the approval of the Player Agent and President. Trades should be within 1 round of each other (i.e. a third-round pick can be traded for a 2nd, 3rd, or 4th round pick.) Once the managers leave the room, all trades are complete.



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14. The draft will begin with the Majors division. All league age 12-year-olds must be selected. Exceptions will require a waiver signed by the parents, President, and District Administrator.
15. The Minor divisions will be drafted next. All remaining players from the Majors draft will be eligible. All league age 10+ year olds must be selected. Exceptions will require Board approval.
16. The Caps division is drafted last. All remaining players from the Minors draft will be eligible. All league age 9+ year olds must be selected. Exceptions will require Board approval.
17. The teen divisions will be drafted if needed using the procedure laid out in sub-paragraphs 3-13. Otherwise, the Player Agent will allocate players to appropriate teams/divisions.
18. Managers must contact their teams within 24 hours of the conclusion of the draft.

## **Section III. Participation Expectations**

1. Players are expected to attend at least 50% of regular season games unless injured and awaiting clearance through a doctor's order.
2. If a player is absent for three consecutive games (or two within a week) without notifying the manager, the manager must notify the Player Agent.

## **Section IV. Pitch Count**

1. If a player participates in a Travel-Ball or non-regulation game in another division during the season, the player is responsible for notifying the manager if they have recently pitched.

## **Section V. Player Code of Conduct**

1. Players shall adhere to Little League's Policies and Principles to promote sportsmanship, teamwork, respect, and safety.
2. The following actions by players are not allowed and will be cause for disciplinary action:
  - a. Throw equipment in an unsportsmanlike or intentional unsafe behavior.
  - b. Intentionally throwing at a batter to hit them.
  - c. Profane language and/or gestures.
  - d. Mocking or harassing umpires, teammates, or opponents.
  - e. Intentional delay of game.
  - f. Use of illegal equipment.
  - g. Showing disrespect.
  - h. Actions disregarding safety policies.
  - i. Disregard the rules or regulations.
3. Violation of the code of conduct will be handled on a case-by-case basis with a punishment of a warning up to expulsion from the league at the discretion of the Board of Directors.
4. Violence will not be tolerated. The Board of Directors will discipline fighting in any division on a per-incident basis. A first offense is punishable by game ejection, expulsion from the league, or any other manner deemed fit by the Board of Directors, consistent with league policies and the SNLL constitution. Any second offense will result in immediate expulsion from the league.



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## ARTICLE 3 - MANAGERS AND COACHES

### Section I. Manager Selection

5. Individuals wishing to manage a team shall notify the league at least 2 weeks prior to the first tryout date.
6. Only applicants that have cleared the Little League background check and who are in good standing will be considered.
7. The Managers committee will conduct interviews with potential managers and present their nominations to the Board of Directors for approval.
8. In the case of a team needing a manager after the draft (for a ghost team or the current manager of team leaves or is dismissed), the President and the Director of Managers shall appoint and submit to the Board for approval a new manager from a pool of eligible volunteers.
9. In the event a division is combined with another league, each league's Board of Directors will select an equal number of board members to form a manager selection committee. Each President will present their nominations to the committee for approval.

### Section II. Coach Selection

1. Team Coaches will be submitted by the Manager to the President for approval.
2. Only applicants that have cleared the Little League background check and who are in good standing will be considered.
3. The Board of Directors shall vote to ratify approved coaches.
4. The Board of Directors will maintain an approved roster of coaches.

### Section III. Responsibilities of Managers and Coaches

1. All managers and coaches are to familiarize themselves and their team with all the rules contained in the Little League Rule Book, updated rules approved by Little League, as well as the local rules contained in this bylaws document.
2. All managers are required to comply with mandatory play rules per Little League Rule Book or as otherwise outlined in this bylaws document. Failure to comply will result in suspension for their next regularly scheduled game and will be required to appear before the Board of Directors.
3. All managers will be responsible to fulfill umpire duties scheduled by the league UIC.
4. Each manager can select their coaches for his/her team subject to the approval of the President and ratification by the Board of Directors.
5. Each manager must ensure all volunteers who are assisting in practices and/or games or, who have regular participation with the players, have passed a background check through the league.
6. Each manager and coach shall be responsible for his/her conduct as outlined in the rules and regulations of Little League Baseball, Inc. and the SNLL Code of Conduct.
7. Each manager and coach shall maintain complete supervision for the team that is under his/her jurisdiction.
8. Each manager and coach shall have the responsibility of maintaining, or causing to be maintained and kept, proper conduct and behavior under his/her jurisdiction as outlined by the rules and regulations of Little League Inc.





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9. Each manager and coach are responsible for the conduct of their team's guests while at the baseball fields.
10. Managers must ensure all playing equipment is in proper condition and are responsible for immediately informing the Director of Procurement if league-issued equipment is defective or damaged.
11. On game days, the Manager of the home team will be responsible for field setup and the Manager of the visiting team will be responsible for the field breakdown as prescribed by the Board of Directors.
12. All Managers will submit to the Board an evaluation for each player on their team at the end of the regular season.
13. Managers can manage up to two (2) teams in separate divisions with Board approval.
14. Managers and coaches shall perform other duties as the President, Director of Managers, or the Board of Directors may prescribe.

## **Section IV. Manager and Coach Code of Conduct**

1. Managers and coaches shall adhere to Little League's Policies and Principles to promote sportsmanship, teamwork, respect, and safety.
2. As representatives of SNLL and having authority of a team, managers and coaches will be held to a higher expectation of proper behavior and decorum on and off the field.
3. The following actions by managers and coaches are not allowed and will be cause for disciplinary action:
  - a. Throw equipment in an unsportsmanlike or intentional unsafe behavior.
  - b. Profane language and/or gestures.
  - c. Mocking or harassing umpires, team members, opponents, or fans.
  - d. Use of physical violence.
  - e. Intentional delay of game.
  - f. Allowing the use of illegal equipment.
  - g. Showing disrespect.
  - h. Actions disregarding safety policies.
  - i. Disregard the rules or regulations.
4. The following actions will be cause for review by the disciplinary committee:
  - a. Failing to fulfill a scheduled umpire duty.
  - b. Negative reports from umpires or league officials including during interleague play.
5. Violation of the code of conduct will be managed on a case-by-case basis with a punishment of a warning up to expulsion from the league at the discretion of the Board of Directors.
6. Violence will not be tolerated. The Board of Directors will discipline fighting in any division on a per-incident basis. A first offense is punishable by game ejection, expulsion from the league, or any other manner deemed fit by the Board of Directors, consistent with league policies and the SNLL constitution. Any second offense will result in immediate expulsion from the league.



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## ARTICLE 4 - UMPIRES

### Section I. Eligible Umpires

1. Volunteers who have cleared a background check are eligible to umpire.
2. Junior umpires will be defined as any volunteer umpire under the age of 18.
3. Junior umpires who are between 12 and 14 years old and have received training, may serve as base umpires for Caps and Minors games only.
  - a. Age may be waived with approval from the Umpire in Charge.
4. Junior umpires who are at least 15 years old and have received training may work behind the plate for Caps and Minors and may serve as base umpires for Majors games with approval by the league Umpire- In-Chief.
  - a. Age may be waived with approval from the Umpire in Charge.
5. An Adult advocate must be present for any game where a junior umpire is serving.
6. Only volunteer umpires are qualified for tournament games.

## ARTICLE 5 – GAMES OPERATIONS

### Section I. Schedule

1. The regular season schedule for each division shall be drawn up by the Vice President and approved by the Board of Directors.
2. Each team shall be scheduled to play a minimum of one (1) game per week and a maximum of three (3) games in a week.
3. The regular season shall consist of a minimum of 12 scheduled games for each team (Rookies division and older).
4. The Intermediate (50/70), Juniors, and Seniors divisions may be scheduled by District 41.

### Section II. Makeup and Continuation of Games

1. Any game halted due to sunset, weather, or time limit will count as a complete game in the standings regardless of number of innings completed (Caps and Minors Divisions Only). The final score will revert back to the last completed inning unless the home team is ahead in that half of the inning.
2. Games canceled due to weather or other unforeseen events will be made up at the discretion of the Board of Directors.
3. Continuation of non-regulation (incomplete) or tied games shall be completed prior to the next scheduled meeting of the teams involved.
4. It is the responsibility of the managers to coordinate with each other and with the Board of Directors to find an acceptable date/time to makeup/resume game.
5. If a non-regulation game is not resumed/completed prior to the next scheduled meeting of the teams involved, the game and all runs scored/allowed shall not count in the standings.
6. If a tied regulation game is not resumed/completed prior to the next scheduled meeting of the teams involved, the game will be considered “tied” and all runs scored/allowed shall count in the standings.



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7. Resuming of tied games shall be conducted in accordance with rule 4.11 (e) and 4.12 of the Little League Rule Book.

## **Section III. Game Day Responsibilities and Procedures**

1. Prior to the start of the first game, the home team shall prepare the field. This includes doing the following:
  - a. Place trash cans out where they are easily accessible to fans and players.
  - b. Clear both dugouts and the playing field of any trash.
  - c. Open the score booth (if applicable).
  - d. Turn on the scoreboard (if applicable).
  - e. Drag the infield dirt using a mesh drag (and nail drag if needed).
  - f. Make sure the pitching mound is in proper condition.
  - g. Water the infield dirt.
  - h. Chalk the field marking the foul lines and the batter's box.
  - i. For T-ball and Rookies, chalk the 10' pitching circle.
  - j. Remove the base plugs and place the bases in their proper spots.
  - k. Have ready for the umpire a minimum of 4 game balls.
  - l. Set up the pitching machine and calibrate the speed (Rookies only).
  - m. Set up the batting tee (T-ball only).
2. Following each game, both teams shall clear their respective dugouts of all trash and debris.
3. If there is a game immediately following, the next home team shall provide new game balls, re-chalk the field and make any repairs to ensure the safety of the players, as necessary.
4. Following the conclusion of the last game, the visiting team shall breakdown the field. This includes doing the following:
  - a. Return any unused game balls to their proper storage.
  - b. Return the bases and any equipment such as the pitching machine or batting tee to storage and replace the base plugs.
  - c. Make any repairs to the pitching mound.
  - d. Turn off the field lights (if applicable).
  - e. Turn off the scoreboard (if applicable).
  - f. Close the score booth (if applicable).
  - g. Lock the storage shed.
  - h. Empty the trash cans and return them to their proper place.
5. The home team is to provide an official scorekeeper.
6. The visiting team will provide the pitch counter.
7. If using a scoreboard, the home team shall provide a scoreboard operator (The pitch counter may also operate the scoreboard).
8. Prior to each game, the official scorekeeper shall retrieve an iPad (for GameChanger) or a scorebook from the snack bar and the official pitch log for the division.
9. Following each game, the scorekeeper must verify the pitch log with GameChanger (or the scorebook) and each manager is to sign each team's pitch log verifying that they agree with the pitch counts.
10. The scorekeeper will update the official pitch log for the division.
11. The scorekeeper will then return the iPad (or scorebook if used) and the official pitch log to the snack bar and place the iPad on a charger.
12. If hosting an interleague game, all duties will be the responsibility of the home (SNLL) team.



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## ARTICLE 6 - REGULAR SEASON RULES

### Section I. General Rules (All Divisions - Unless noted)

1. All divisions shall use a continuous batting order.
2. A Manager and 2 Coaches are allowed during games.
3. All ball games shall end no later than the local published time of sunset (or earlier at the umpire's discretion). NOTE - This does not apply to games played under artificial lighting.
4. The umpire shall announce ground rules at the plate meeting; And he/she shall have final judgment on any situation not discussed at the plate meeting. NOTE - This does not apply for T-Ball or Rookies.
5. The home team shall occupy the third-base dugout and the visiting team shall occupy the first-base dugout.
6. An approved list of volunteers will be kept in the official scorekeeper's binder.
7. Prior the start of the game, the following shall take place:
  - a. 30 minutes prior to game start, the visiting team shall take infield practice for 10 minutes.
  - b. 20 minutes prior to game start, the home team shall take infield practice for 10 minutes.
  - c. 10 minutes prior to game start, the teams shall assemble on the foul lines for the Pledge of Allegiance and the Little League Pledge.
  - d. Following the Pledge(s), the managers shall meet at home plate with the Umpire.
8. Home team manager is encouraged to finish field prep prior to the start of warm-ups.
9. Batting or pitching practice is not allowed on the infield prior to any game. (Hitting whiffle balls is permitted in the outfield with helmets only).
10. Pitching practice may be conducted in the bullpen up to one hour prior to the scheduled start of and during a game. NOTE - This does not apply for T-Ball or Rookies.
11. The "15/10/8 Run Rule" will be used per Little League Rule Book Rule 4.10 (e). NOTE - This does not apply for T-Ball or Rookies.
12. Pool Players
  - a. If you have 9 or more roster players present, Pool Player cannot play more than any other players on the roster.
  - b. Pool Player will play a minimum number of 9 defensive outs along with all other division specific requirements.
  - c. Pool Player cannot pitch or catch.
  - d. Pool Player will be the last batter.

### Section II. Regular Season Rules (Teen Divisions: Intermediate, Juniors, and Seniors, and Majors Division)

1. Divisions will enforce Little League Rule Book Rule 6.02 (c): "After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat." See Little League Rule Book for exceptions and penalties.

### Section III. Regular Season Rules (Minors/Minors A Division)

1. The minors division shall not use Little League Rule Book Rule 6.02 (c).
2. No new inning shall start after two (2) hours of play.



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3. Any new inning within 30 minutes of sunset will be deemed final / open inning without artificial lights.
4. Defense is allowed nine (9) players on field with a limit of three (3) outfielders.
5. In accordance with Little League Rule Book Rule 5.07, the side is retired when three offensive players are legally put out, called out by an umpire, or when all players on the roster have batted one time in the half-inning, or when the offensive team has scored five (5) runs.
6. If a player hits an over-the-fence homerun or ground rule double, all runs forced in from the hit shall count even if they exceed the five (5) run limit.
7. There is no limit on the number of runs scored in the last half inning for either team.
8. If the umpire feels the game will not reach the 6th inning due to the time limits or the sunset rule, and the game has completed 3 or more innings, he/she shall declare the next inning as the final inning and remove the run limits. This must be declared to both managers prior to the start of the final inning and no innings may be played beyond the declared final inning.
9. The infield-fly rule will be enforced.

## **Section IV. Regular Season Rules (Caps/Minors B Division)**

1. The Caps division shall not use Little League Rule Book Rule 6.02 (c).
2. No new inning shall start after one (1) hour and thirty (30) minutes and have a drop-dead time of two (2) hours.
3. Any new inning within 30 minutes of sunset will be deemed final / open inning without artificial lights.
4. A tenth (10th) player on the field will be allowed but must be played in the outfield (left-field, left-center, right-center, or right-field) only. The player may not be in the infield or rover position.
5. Players are required to play a minimum of three (3) consecutive defensive outs in an infield position (1B, 2B, 3B, SS, Pitcher, or Catcher) unless approved by the Player Agent.
6. Manager and up to 3 Coaches allowed during games.
7. Managers and/or Coaches are not allowed on the playing field to assist with defense.
8. In accordance to Little League Rule Book Rule 5.07, the side is retired when three (3) offensive players are legally put out, called out by an umpire, or when all players on the roster have batted one time in the half-inning, or when the offensive team has scored five (5) runs.
9. If a player hits an over-the-fence homerun or ground rule double, all runs forced in from the hit shall count even if they exceed the five (5) run limit.
10. There is no limit on the number of runs scored in the last half inning for either team.
11. If the umpire feels the game will not reach the 6th inning due to the time limits or the sunset rule, and the game has completed 3 or more innings, he/she shall declare the next inning as the final inning and remove the run limits. This must be declared to both managers prior to the start of the final inning and no innings may be played beyond the declared final inning.
12. Runners may advance on a ball in play and may continue up to one (1) base following an overthrow (from the outfield or infield). An overthrow is defined as a thrown ball that travels past its obvious intended player-target.
13. A runner may steal one base per pitch.
14. The play is dead when the ball is returned to the pitcher and they are on the mound. However, the ball cannot be directly thrown to the pitcher with the purpose of ending the play.
15. The umpire in charge shall make the final determination on currently advancing runners.
16. Beginning at the start of the season until a date to be decided by the Board of Directors with Caps managers input, the following rule is applied: Stealing of home plate is not allowed. Runners from



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third may only advance to home plate via a batted ball. The runner at third base is not protected and may be put out at their own peril.

17. The pitcher will pitch to the batter until the batter strikes out, hits safely, hits into an out, receives four balls, or hits a batter.
18. Coach Pitch – From the start of the season until halfway through the season, the following rules will be used for coach pitch:
  - a. With bases loaded AND ball four (4) from defensive pitcher OR batter is hit by pitch teams will default to “coach pitch”
  - b. At the point when a batter receives four balls, a coach will enter the field and commence pitching. A maximum of 3 pitches will be allowed by the coach pitcher. The number of coach pitches allowed is not determined by any strike count existing up to that point, and neither strikes nor balls shall be tallied against the batter during coach pitch. Should the batter hit his/her last pitch foul, he/she will be allowed an additional pitch. This shall continue until he/she hits a fair ball, strikes out or fails to swing at the ball in which case he/she will be called out.
  - c. Batters hit by coach pitch are not entitled to first base. The pitch will be counted as 1 of the 3.
  - d. The youth pitcher will be positioned adjacent to the coach pitcher either to the 3rd base or 1st base side.
  - e. Should a batted ball hit the coach pitcher the ball will continue to be “in play.”
  - f. The coach pitcher must pitch overhand, standing or kneeling from the pitcher’s mound in contact with the pitching plate.
  - g. The coach pitcher will remain off the field of play (at base coach position) until four balls have been thrown by the youth pitcher to the batter.
  - h. Batters are not allowed to bunt during coach pitch.
  - i. Batters are not allowed a “walk” on a coach-pitched ball.
  - j. Base runners are not allowed to steal during coach pitch.
19. Beginning in the second half of the season, 100% player pitch will be used until the end of the season.

## **Section V. Regular Season Rules (Rookies Division)**

1. The Rookies division is an instructional and non-competitive division with an emphasis on fun and learning. Managers and coaches should emphasize basic baseball fundamentals and sportsmanship at all times. Scoring will not be recorded, and statistics will not be maintained. Rookie games cannot be protested.
2. Managers and Coaches may stand near their batter or defensive players to give advice but must not interfere with play. The Manager or Coach must call "time" before attempting to demonstrate a technique or explain a play to the players during the progress of the game. Placing of said managers and coaches is as follows:
  - a. During defensive play, any number of coaches may stand on the field with their players.
  - b. During offensive play, coaches shall be placed at First Base, Third Base, and Home Plate (or in the pitching circle, for Coach Pitch). It is acceptable to have offensive coaches both in the pitching circle and at Home Plate (behind the catcher), during Coach Pitch.
  - c. Base coaches must remain in foul territory. Base coaches will also function as base umpires.
3. The Rookies division shall use the continuous batting order.



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4. The game shall not exceed five (5) innings of play and will be terminated after the completion of one-hour (1hr) and thirty (30) minutes of play.
5. There will be no official scorekeeping in this division. Only a batting order and defensive record will be kept ensuring proper playing time.
6. A ten (10) foot diameter "pitching circle" will encompass the pitching machine.
7. For the safety of the players, the defense must remain outside of the ten (10) foot diameter circle surrounding the pitching machine at all times.
8. The ball is dead and all runners may advance to the base they were running to safely when:
  - a. Any batted or thrown ball comes to rest inside of the pitching circle or hits the pitching machine.
  - b. A defensive player enters the pitching circle to retrieve a ball in play.
9. A tenth (10th) player on the field will be allowed but must be played in the outfield (left-field, left-center, right-center, or right-field) only. The player may not be in the infield or rover position.
10. Players are required to play a minimum of one (1) innings in an infield position (1B, 2B, 3B, SS, Pitcher, or Catcher).
11. Players can play the same defensive position for a maximum of two (2) innings per game.
12. The catcher must be in full protective gear.
13. All pitching will be coach-assisted using a league-approved pitching machine operated only by the offensive team's manager or coach.
14. In the event of a pitching machine failure, the offensive team's coach or manager shall perform all pitching duties for their team. No players will be allowed to pitch.
15. The pitching machine shall be operated at thirty-five (35) MPH.
16. An offensive coach is allowed near home plate to coach the batter in how to swing properly.
17. There will be no tallying of balls or strikes, no walks and no strikeouts.
18. Each batter will have the opportunity to hit five (5) pitched balls from the machine. If a ball has not been put in play after the fifth (5th) pitch, the batter will have the opportunity to hit three (3) coach pitched balls. If after seeing three (3) coaches, the batter shall be declared out. If a batter fouls off the final pitch, an additional pitch will be delivered until the batter is declared out or puts the ball in play.
19. During the first five (5) games or two weeks (whichever comes first) of the regular season, a batter may take one (1) swing at a ball on a batting tee if that player has completely missed all five (5) pitches from the machine and (3) pitches from the coach.
20. Stealing is not permitted. Runners must stay in contact with the base until the ball is hit.
21. Runners may advance on a ball in play and may continue up to one (1) base following an overthrow (from the outfield or infield).
22. The offensive side is retired when three (3) outs are made, or the offense has batted through the entire lineup. This will take effect after the completion of the second week of the season.

## **Section VI. Regular Season Rules (T-Ball Division)**

1. The T-ball division is an instructional and non-competitive division with an emphasis on fun and learning. Managers and coaches should emphasize basic baseball fundamentals and sportsmanship at all times. Scoring will not be recorded, and statistics will not be maintained. T-ball games cannot be protested.
2. Managers and Coaches may stand near their batter or defensive players to give advice but must not interfere with play. The Manager or Coach must call "time" before attempting to demonstrate a



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technique or explain a play to the players during the progress of the game. Placing of said managers and coaches is as follows:

- a. During defensive play, any number of coaches may stand on the field with their players.
  - b. During offensive play, coaches shall be placed at First Base, Third Base, and Home Plate (or in the pitching circle, for Coach Pitch). It is acceptable to have offensive coaches both in the pitching circle and at Home Plate (behind the catcher), during Coach Pitch.
  - c. Base coaches must remain in foul territory. Base coaches will also function as base umpires.
3. The T-ball division shall use the continuous batting order.
  4. The game shall not exceed four (4) innings of play and will be terminated after the completion of one-hour (1hr) of play.
  5. There will be no official scorekeeping in this division. Only a batting order and defensive record will be kept ensuring proper playing time.
  6. All batters shall hit off the tee. There is no coach-pitch in T-ball for the first ten (10) games. After that, a coach may pitch to the batter only at the manager's discretion. The batter shall not be allowed to bunt and may not take a half-swing or swinging bunt.
  7. Each team shall bat their entire roster each inning.
  8. The bases will be cleared for every third (3rd) out made by the defense during a half-inning.
  9. The offensive side is retired when all players on the roster have batted one time in the half-inning.
  10. The final player at bat of each inning must be declared to the defense as the last batter and will be allowed to run all the bases to home plate along with any runners still on base.
  11. T-ball teams shall field all players on defense.
  12. There will be no tallying of balls or strikes, no walks and no strikeouts.
  13. Stealing is not permitted. Runners must stay in contact with the base until the ball is hit.
  14. Runners may advance on a ball in play and may continue up to one (1) base following an overthrow (from the outfield or infield).

## **Section VII. Interleague Play**

1. The league may elect to schedule interleague play with one or more leagues within District 41.
2. District 41 may provide ground rules for interleague games and shall supersede those included in this bylaws document unless agreed to by the managers and umpires.
3. Interleague game results shall not count in the standings.





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## ARTICLE 7 – END OF SEASON TOURNAMENT OF CHAMPIONS (TOC)

### Section I. Tournament of Champions (TOC)

1. The Majors division champion will each be determined by a double elimination tournament including all teams in the division following the end of the regular season; with the champion advancing to the District TOC.
2. The Minors division champion will be determined by a single elimination tournament including all teams in the division following the end of the regular season; with the champion advancing to the District TOC.
3. The Caps division champion will be determined by a single elimination tournament including all teams in the division following the end of the regular season; with the champion advancing to the Santee City TOC.
4. The Tournament Director will be responsible for organizing the tournaments.

### Section II. Tournament Seeding, Home and Visiting Team Outline

1. Seeding will be determined by winning percentage (total number of wins divided by the total number of games played) with the highest percentage being the 1-seed and so on.
2. A tie game will count as one-half of a win for both teams in the standings.
3. If there are multiple teams with the same winning percentage, the following in order will be the tie breaking procedure:
  - a. Head-to-head competition of previously played games between the teams involved.
  - b. Run differential in games played between the tied teams. Run differential will be determined by subtracting runs given up from the total runs scored.
  - c. Run differential from all games played in the season for the tied teams.
  - d. If still tied, the President will flip a coin with both team managers.

### Section III. Tournament Bracketing

1. Tournament bracketing is based on certain rules. Those rules are listed as:
2. Brackets are based on powers of 2. Two, Four, Eight or Sixteen game brackets.
3. Higher rated teams will receive higher seeding than lower rated teams.
4. A higher-seeded team should never be penalized by being given a schedule more difficult than that of any lower seed.
5. Two teams rated among the top half shall never meet until the field has been reduced to half or fewer teams.
6. If there are not enough teams to completely fill a bracket, the top seeded teams will receive a BYE.
7. The formats for the winner's bracket in the first two (2) rounds would be as listed below:
  - a. In a format of seven teams, the first two (2) rounds would be:

#### Round One

Game 1: Team 1 vs BYE

Game 2: Team 2 vs Team 7

Game 3: Team 3 vs Team 6

#### Round Two

Game 5: Winner Game 1 vs Winner Game 4

Game 6: Winner Game 2 vs Winner Game 3



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Game 4: Team 4 vs Team 5

- b. In a format of six teams, the first two (2) rounds would be:

Round One

Game 1: Team 1 vs BYE

Game 2: Team 2 vs BYE

Game 3: Team 3 vs Team 6

Game 4: Team 4 vs Team 5

Round Two

Game 5: Winner Game 1 vs Winner Game 4

Game 6: Winner Game 2 vs Winner Game 3

- c. In a format of five teams, the first two (2) rounds would be:

Round One

Game 1: Team 1 vs BYE

Game 2: Team 2 vs BYE

Game 3: Team 3 vs BYE

Game 4: Team 4 vs Team 5

Round Two

Game 5: Winner Game 1 vs Winner Game 4

Game 6: Winner Game 2 vs Winner Game 3

- d. In a format of four teams, the first two (2) rounds would be:

Round One

Game 1: Team 1 vs Team 4

Game 2: Team 2 vs Team 3

Round Two

Game 3: Winner Game 1 vs Winner Game 2

- e. In a format of three teams, the first two (2) rounds would be:

Round One

Game 1: Team 1 vs BYE

Game 2: Team 2 vs Team 3

Round Two

Game 3: Winner Game 1 vs Winner Game 2

8. If the tournament is only between two (2) teams, the teams will play a best of three series where the first team to win 2 games is declared the champion.

## Section IV. Home and Visiting Team Outline

1. For games in the winner's bracket, the higher seed will be the home team and the lower seed will be the visiting team.
2. For games in the loser's bracket, the team coming from the winner's bracket will be the home team and the team from the loser's bracket will be the visiting team. If both teams are coming from the winner's bracket, the originally higher-seeded team will be the home team.
3. When there is an "if game" (championship game where each team has one loss), the Tournament Director or his/her delegate will flip a coin to decide the home/visiting team. The manager of the most recent winning team will call the toss.



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## ARTICLE 8 – ALL-STAR TOURNAMENT

### Section I. All-Star Committee

1. There will be one All-Star committee overseeing the selection of all the All-Star teams and the Little-Stars team. The President and Vice President are the Chair and Co-Chair respectively with the remaining committee members consisting of the Player Agent Upper, Director of Managers and two (2) other Board Members voted in by the Board of Directors. The Secretary shall be present at all All-Star committee meetings to take minutes and will be a voting member.
2. A committee member shall not be involved in a decision in which they or their child or are eligible with the exception of the Chair and Player Agent.
3. The goal of SNLL All-Star committee is to assemble the most competitive All-Star teams while balancing an All-Star opportunity for each playing group.
4. All-Star fees shall be determined by the All-Star committee and paid by each participating player.
5. The committee shall ensure the All-Star agreement (letter of intent) is filled out and being followed in-full through the duration of the All-Star tournament or until their team is eliminated by all coaches and players wishing to be considered, as well as determine applicable actions if the agreement is not followed.
6. The committee shall determine All-Star fees paid by each participating player.
7. The committee shall ensure All-Star players will be provided with a game jersey, practice jersey, pants, and ballcap.
8. The committee shall ensure All-Star managers and coaches are provided with a league shirt and cap to be worn at all games.
9. The committee shall ensure All-Star teams carry 12 players unless approved by the board.
10. The board shall be informed and approve the All-Star committee plans and recommendations for the All-Star season.

### Section II. All-Star Player Selection

1. All eligible players wishing to be selected to an All-Star team must submit an All-Star Letter of Intent to participate by the deadline date.
2. All teams should be formed from the top age-appropriate players starting with the Seniors team followed by the Juniors team, the Intermediate team, the 10-11-12 team, the 8-9-10 team and lastly, the 9-10-11 team.
  - a. Note: If the All-Star committee deems there are not enough appropriately aged players to form a competitive team for a given division, the order in which the teams are formed may be altered or the team may not be formed at all.
  - b. If there are a large number of qualified players of the same age, the All-Star committee may, with District approval, opt to form more than one team for the same division to be enrolled in the Tournament. When more than one team is formed from the same division, the selection process and roster formation will be determined by the All-Star committee.
3. The Teams will be selected in the following way:
  - a. Seniors, Juniors, Intermediate and 10-11-12:
    - i. On a date to be announced by the All-Star committee, each division of players will receive a ballot with all eligible players that filled out a letter of intent for that division.



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- ii. The Manager and one coach from each team and all players will vote for thirteen (13) players they believe have the traits necessary to be an All-Star. The Player Agent or his/her delegate will collect the team's ballots to be counted by the committee. No late or absentee votes will be accepted. No ballots with more than 13 player votes will be accepted. The ballots will be tallied by the All-Star committee and no more than nine (9) players will be selected to the All-Star team.
  - iii. The appointed manager of each team shall select the remaining players to complete the roster, maximum of 12 players.
- b. The 8-9-10 teams shall consist of only eligible players and will be selected in the following way:
    - i. On a date to be announced by the All-Star committee, each division of players will receive a ballot with all eligible players that filled out a letter of intent for that division.
    - ii. The Manager and one coach from each Minors team for 8-9-10 will vote for ten (10) players they believe have the traits necessary to be an All-Star. The All-Star Committee will collect the team's ballots to be counted by the committee. No late or absentee votes will be accepted. No ballots with more than 10 player votes will be accepted. The ballots will be tallied by the All-Star committee and no more than nine (9) players will be selected to the All-Star team.
    - iii. The appointed manager of each team shall select the remaining players to complete the roster, maximum of 12 players.
  - c. The 9-10-11 teams shall consist of only eligible players and will be selected in the following way:
    - i. The All-Star Committee, appointed manager and regular season Minors/Majors Managers shall form the roster, maximum of 12 players.

### **Section III. Little-Star / All-Star Managers and Coaches**

1. The All-Star committee will interview and vote on manager candidates for all teams, Managers and coaches will be approved by the board of Directors.
  - a. Managers and Coaches for each team will be identified prior to any ballots for player voting being made.
  - a. Managers and coaches wishing to be selected to an All-Star team must be in good standing and must submit an All-Star letter of intent by the deadline date determined by the All-Star committee.
  - b. Eligible Managers and coaches shall be regular season managers and/or coaches in the age-appropriate divisions listed in Article (1), section (3). The only exception is 9-10-11 Managers and Coaches can be regular season managers and/or coaches from either Majors or Minors divisions.
  - c. The manager for each All-Star team may choose up to two (2) official coaches from eligible candidates.
  - d. In the event a manager or coach withdraws from the team, the All-Star committee shall appoint a replacement provided it is allowed through Little League Tournament Rules.



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## ARTICLE 9 - LITTLE-STARS

### Section I. Little-Stars Tournament

1. District 41 may organize a Little-Stars tournament for league age 7- and 8-year-old players and will not be affiliated with Little League's All-Star tournament.
2. All rules and regulations will be provided by District 41.
3. All players, managers, and coaches wishing to be eligible for the Little-Star team must sign an agreement drafted by the All-Star committee to agree to participate in-full during the entire Little-Star tournament or until their team is eliminated.
4. The Little-Star player and manager/coach selection will be overseen by the All-Star committee.
5. The Little-Star team will carry a minimum of twelve (12) players.
6. The Little-Star team will be restricted to one (1) manager and two (2) official coaches.
7. Little-Star fees shall be determined by the All-Star committee and paid by each participating player.
8. Little-Star players will be provided with a game jersey, practice jersey and cap.
9. Little-Star managers and coaches will be provided with a league shirt and cap to be worn at all games.

### Section II. Little-Star Player Selection

1. The Little-Stars should consist of all eligible 7- and 8-year-olds within the Caps and Minors division. However, it is not automatic that an 8-year-old from minors is placed on the team. The team will be selected in the following way:
  - a. On a date to be announced by the All-Star committee, each division of players will receive a ballot with all eligible players that filled out a letter of intent for that division.
  - b. The Manager and one coach from each Caps team for 7-8 will vote for ten (10) players they believe have the traits necessary to be a Little-Star. The All-Star Committee will collect the team's ballots to be counted by the committee. No late or absentee votes will be accepted. No ballots with more than 10 player votes will be accepted. The ballots will be tallied by the All-Star committee and no more than nine (9) players will be selected to the Little-Star team.
  - c. The appointed manager of each team shall select the remaining players to complete the roster, maximum of 12 players.



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## ARTICLE 10 - CONCESSIONS / SNACK BAR

### Section I. Snack Bar Operations

1. The minimum age to work in the Snack Bar is 12 years old.
2. A responsible adult (18 years old or older) must be present at all times in the Snack Bar including during opening and closing procedures.
3. Only adults may operate the grill/barbeque/fryer.
4. All persons working in Snack Bar must be free of illness.
5. Each shift must have a minimum of two (2) eligible volunteers with a maximum of five (5) per shift.
6. Management of the till (opening and closing) may only be done by the Board Member on Duty.

### Section II. Snack Bar Volunteers

1. For each player registered, the parent or legal guardian must volunteer or provide an eligible volunteer for the number of shifts required by the Board of Directors for the season.
2. The league may elect to compensate eligible teen volunteers per shift worked at an amount to be determined by the Director of Concessions and approved by the Board. To qualify for compensation, teens must work a minimum number of shifts on a volunteer basis and be approved by the Director of Concessions or the Board of Directors as a teen lead prior to receiving compensation. Note: Teen is an individual age 12-17 years old.