

## **Franklin-Simpson Little League, Inc.**

### **2023 Board of Directors**

#### **Officers (4)**

Jim Randolph	President
Kyle Wilson	Vice-President
Steven Kirby	Secretary/Treasurer/Information Officer Social Media / Website Coordinator
Ryan Joiner	Safety Officer

#### **Other Members (6)**

Chris Alford	Board Member
Brian Delk	Board Member
Jason Goodman	Sponsorship/Fundraising Manager
Channen Graves	Board Member
Eli Hurt	Board Member
Jermaine Robey	Umpire-In-Chief

Board Members Elected & Approved: November 14, 2022

By-Laws Adopted & Revised: February 6, 2023

## **LOCAL RULES OF FRANKLIN-SIMPSON LITTLE LEAGUE, INC.**

### **INTRODUCTION**

The Franklin-Simpson Little League, Inc. (the "League") is a non-profit, non-stock corporation established to conduct Little League Baseball in Simpson County, Kentucky. Its Articles of Incorporation and Bylaws shall govern the corporate affairs of the League. The management of the League shall be vested in its Board of Directors (the "Board") which shall be comprised of a maximum number of eleven (11) board members.

### **DIVISION OF THE RULES / BYLAWS**

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### **1.00 - LEAGUE ADMINISTRATION**

**1.01** All Little League Baseball Rules and Regulations and the Official Baseball Rules shall be in effect for each game. Local rules shall supersede Little League Rules and Regulations, which shall supersede official Baseball Rules.

**1.02** All Players must have paid their registration fee (unless sponsored) by a designated date and have satisfied age requirements before participating in any game. A valid birth certificate to establish their league age may be asked for at any valid time. A valid birth certificate is required to participate in All-Stars.

**1.03** Any member of the Board shall have the power to have undesirable persons removed from the field and spectator area.

**1.04** No person or team shall have a fund-raiser to raise funds for their team or the League without the consent of the Board.

**1.05** A majority of the members of the Board (two-thirds) shall constitute a quorum. The act of the majority of the directors present at a meeting at which a quorum is present shall be the act of the Board.

**1.06** The Board on a case-by-case basis may address unusual situations and circumstances.

**1.07** Normally the President will call a meeting of the Board but with the president unavailable, any officer of the Board may call a meeting of the entire Board.

**1.08** The League President is a nonvoting board member. The President will only be able to cast a vote on the actions taken by the board in the case of a tie.

## **2.00 – LEAGUE PLAYERS (DRAFT, ETC.)**

**2.01** Players for each team shall be chosen from a draft, with teams drafting in reverse order of their finish in the previous year's regular season (i.e., the last place team shall have first choice). If two teams are tied, the win/loss record between the teams tied during the regular season will break a tie in the standings. If necessary, ties will be broken by margins of victory between the teams involved. If necessary, ties will then be broken by a coin flip.

**2.02** If a player does not show at the league tryouts, he cannot be drafted. At the end of the league draft, all no-shows will be placed in a lottery with the first name drawn assigned to the team scheduled to draft next.

**2.03** Once a player becomes a member of a team, he shall remain a member of that team throughout his Little League career. Provided, however, if any player should quit a team and have communicated his quitting to the team's coach with his team having at least four games remaining to be played in the season, then the quitting player shall be permitted to reenter the draft in the following year.

**2.04** The transfer of players to another team will be considered in circumstances deemed necessary by the Board, upon appeal to the Board by the player's parents, and the coaches involved. If approved, the Board will also determine adequate compensatory measures to be employed, typically the 1<sup>st</sup> & 2<sup>nd</sup> round draft picks.

**2.05** Parent request for a particular league, manager, coach, or teammate will NOT be honored unless deemed necessary by the Board.

**2.06** Unless a parent, guardian, or head of household requests otherwise, brothers (this term includes half-brothers, stepbrothers, etc. - if their primary residence is the same household as the brother) of a player will automatically be assigned to the "brother's" team, and his spot on the roster shall be treated either as that team's last pick.

**2.07** A team may secure only one coach/player combination per year. A player/coach combination will cost the team a first-round pick. A team may only have three coach/player combinations listed on its roster at any given time. (**Note:** A team may come to the Board with a request of more than one coach/player combination per year and the Board will decide what draft picks it will cost the team. Typically, the team's first two picks.)

**2.08** If a player is a child of a sponsor, that player will automatically be placed on the sponsor's team and will cost the team the last round pick of the draft.

**2.09** No player may be dismissed from a team without Board approval. Managers and coaches may discipline players without Board approval. (Note: see also Rule 3.05)

**2.10** Players are **NOT** permitted to wear metal cleats during games or practices.

**2.11** A team shall be frozen in the draft (not allowed to select new players) when the number of players it has selected combined with the team's number of returning players equals to two less the number of players and are equal to the number on the most teams for the current season. Once all teams have achieved the draft-frozen number, every team is allowed once again to draft players until completion of the draft. No team shall lose a 1<sup>st</sup> round draft pick due to this rule.

### **3.00 - MANAGER/COACHES**

**3.01** All managers and coaches shall be approved by the Board with input from the sponsor. Each team shall have at least one manager and no more than two coaches listed. A manager or coach who has a son playing in the League may not change the team he coaches and may not be dropped as a coach of that team until after his son no longer plays in the League. A manager may change teams without penalty if he has no son involved in or eligible for League play. Provided, however, a person who has become a manager or a coach after his son was drafted by a team may be dropped as a manager or coach at any time.

**3.02** All managers and coaches will be required to fill out a coaching application and turn back into the Parks and Recreation Office for approval. If any manager or coach does not pass approval from the Parks and Recreation Office, he will not be able to coach in the league until further notice.

**3.03** Each manager and coach are expected to conduct themselves in a good sportsman-like manner. Vulgarity, profanity, or other conduct not in keeping with the rules and spirit of Little League Baseball will not be tolerated and will be dealt with by game umpires and the Board.

**3.04** All managers, coaches, and umpires will not be allowed to use tobacco products during practice or game times.

**3.05** Playing of players on the team will be at the discretion of the manager or coach and following Little League Mandatory Play Rule. Disciplinary benching of players for missed practices, etc. is permitted after informing all parties involved (parents, guardians, umpires, scorekeepers, etc.).

**3.06** No more than three adults may occupy the dugout and will be permitted on the field at a time. No person who is not a listed manager or coach may occupy the dugout or playing field except in the place of an absent coach or manager, in which case, with the consent of the manager of the opposing team and upon informing the home plate umpire, a player's parent may assist in the dugout or on the field.

**3.07** The League President & non-coaching board members are to serve as a supervisory committee to address nonconformance of coaches, players, or parents as to league policy, and if necessary to impose disciplinary action. The League Vice-President will serve as a supervisory committee chairperson in the case of the League President being a coach or involved in the certain situation. The coaching board members involved in certain situations will also not be serving on the committee and will not have a vote in the disciplinary actions.

#### **4.00 - TEAM SPONSORS FOR THE LEAGUE**

**4.01** The Board of Directors must approve all sponsors.

#### **5.00 – LEAGUE SCHEDULING**

**5.01** The League game schedule shall be available by April 1<sup>st</sup> of each year, and it shall be as equitable as possible in terms of number of games each team plays per week.

**5.02** The first-place team from the prior year shall have the first pick of practice times in the preseason.

**5.03** Games yet to be started will be called for poor playing conditions by the League President or other available Board members. The home plate umpire who shall consult with the League President or other Board member, if he desires will call games in progress for rain, fog, etc. Called games will automatically be rescheduled at the next available time. In the event of many rainouts, which make rescheduling impracticable, some games may be cancelled. **During school, any game not begun by 8:30 p.m. on a weeknight (not Friday) will be treated as a rainout.**

**5.04** Games will not be rescheduled because of conflicts, which players or coaches may have with other activities. In the event conflicts are known in advance and both coaches agree in advance and assume the responsibility for notification of players, the order of play on a particular playing date may be reversed, but this practice is discouraged. The coaches involved must handle this order of play, but the League President must be notified prior to the playing date.

**5.05** The League encourages all school activities. No team shall be required to forfeit a game due to the absence of players because of their presence at school activities. In such cases, the opposing team's coaches must decide if the team in question should field only 8 players, or the game shall be rescheduled. The League President and the board member in-charge must be notified prior to the rescheduling of the game.

**5.06** Make-up games will fall into sequential order using the next available rain out dates. No team will be required to play more than three games in a calendar week unless approved by the Board in unusual circumstances.

## **6.00 - CONDUCT OF GAMES**

**6.01** The home team of the first game played each day is responsible for preparing the field for play, such as raking the field, setting the bases (if necessary), and lining the field. The visiting team of the last game played is responsible for taking up the bases (if it is League practice to do so).

**6.02** Game line-ups shall be turned in to the scorer's box fifteen minutes prior to the start of the game. Coaches are required to print the first and last name of the player along with their jersey number for proper identification and bookkeeping.

**6.03** Should a team be unable to field 8 players within fifteen minutes after the designated starting time, the home plate umpire shall declare the game a forfeit. A team may start a ball game with only 8 players on the field. The team may finish with 9 players. Special Notes: 1) If a team fields only 8 players, they do have to take an out at 9<sup>th</sup> spot; and 2) When the 9<sup>th</sup> player arrives, he shall be placed in the 9<sup>th</sup> spot (this is the last spot in the line-up) in the batting order. If a team loses a player due to injury, the team will not have to take an out for the injured player.

**6.04** If a runner attempting to reach home plate (or any other base) intentionally and maliciously runs into a defensive player around home plate (or any other base), he will be called out on the play and ejected from the game. The objective of this rule is to penalize the offensive team for crashing into the defensive player, which is trying to reach home plate (or the intended base). This is an umpire's judgment call.

**6.05** No new inning shall be started after one hour and 45 minutes from the commencement of the game. An inning started within one hour and 45 minutes shall be completed unless the home team is leading after the visitors at bat.

**6.06 GAME (run limit):** A run rule limit is in effect for all games in accordance with Little League Rule 4.10 (e). The rule clearly states that if after three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. Note: If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning.

**PER INNING (run limit):** A run rule limit of 10 runs per inning will be enforced during the regular season. When a team has scored its tenth (10) run in their half inning, play will stop immediately and both teams will switch offensively and defensively.

**6.07** Profanity and abusive language shall not be used by players or coaches on the field during a game. Umpires shall eject anyone from a game for violating this rule.

**6.08** Umpires, teams, coaches, and managers should make every effort to start every game on time and to avoid lost time during games.

**6.09** The Board of Directors shall serve as a protest committee in the event a game is protested. Judgment calls by umpires cannot be protested. Only a manager may protest a game, and he must do so at the exact time of deemed protest (see **Little League Rule 4.19 – Protesting A Game**). The umpire-in-chief shall be notified that the game will be placed under protest so that it may be recorded in the scorebook. To protest a play or ruling, a manager must submit to the board in writing within twenty-four hours the circumstances leading to the protest. The protest must be accompanied by \$25.00. If the protest is upheld, the \$25.00 will be refunded to the manager. If the protest is denied, the League will keep the \$25.00.

**6.10** If a player is ejected from a game for disciplinary reasons, then another player, even though he has already been in the game, may reenter. The ejected player must sit out the next game played by his team. An ejected coach or manager may not participate in his team's next game.

**6.11** Pre-game warm-ups shall first be conducted by the visiting team. Both the visiting team and home team of the first game shall have fifteen minutes of on-field warm-up time. Both teams of the first scheduled game shall be ready to begin play at the designated starting time listed (if they have had pre-game warm-ups or not). In the case of a second game (or double header on a certain night) the teams participating in the second game will be allowed to warm-up on the field, however, no infield will be allowed. The second game will begin fifteen minutes after the conclusion of the first game. Teams not in compliance of this rule may be subject to forfeiture of games or further action deemed necessary by the Board.

**6.12** Pitching rules following Little League Baseball (refer to **Regulation VI – Pitchers (d) Little League Rules**) regardless of rainouts unless approved by the Board in unusual circumstances. **Note (as of 2/1/22):** FSLL will not adhere to Little League Regulation VI (a) – Exception of any player who has played catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. Most teams in the league do not have the talent to follow this rule and will not be penalized for it, however, managers and coaches are encouraged to do the best for their players and try to adhere to the Little League rule. Managers and coaches are encouraged to develop talent and establish multi-tool players who can play various positions to help their respective team.

## **7.00 – LEAGUE ALL-STARS**

**7.01** The League shall sponsor All-Star teams of players' ages 11-12 years-old and 9-10 years-old each year. The Board will decide on a year-to-year basis if to add a third All-Star team.

**7.02** The All-Star vote shall be taken near the end of the regular season, at a time and place designated by the League President with adequate notice to the League coaches. Prior to the election, the coach of each team shall submit to the League President a list of each of his players by age group if needed. Every player in each age group is eligible for All-Stars.

**7.03** The manager of the team holding the league best record of the regular season shall have the first choice of which aged All-Star team they would like to coach. Should that team's coaches decline to coach an All-Star team, then the next highest finisher shall have first choice. The win/loss record between the teams tied during the regular season will break a tie in the standings (or refer to the tiebreaker). The manager of the next team in standings shall have the next selection of which remaining All-Star team they would like to coach, and this procedure shall be followed until each All-Star team has coaches. Each team will only be awarded one choice of an All-Star team each round during this procedure.

**7.04** At the time designated for election, each coach shall be given an opportunity to name players from his respective team who he feels are worthy candidates for All-Star selection. Thereafter, the election shall be held by written ballot. Election results and team voting shall be posted and made available to all coaches.

**7.05** Each age group shall be voted on separately. The top ten (10) players receiving votes in each age group will be assigned to the All-Star team. The head coach of the designated All-Star team will then be able to pick up an additional number of players for his team from the remaining players receiving votes. The final decision of how many players (maximum of 14 per Little League Baseball) will be on the All-Star teams will always be determined by the All-Star manager and approved by the Board.

**7.06** Although team votes and total results will be announced, best practice would be not to publicize the vote to players and parents.

**7.07** No coach may vote for a player from his team except in the event of a tie.

## **8.00 - MISCELLANEOUS**

**8.01** Awards will be awarded to the first-place team only for regular season standings.

**8.02** Awards will also be awarded to all players selected to be a FSLL All-Star.

## **LITTLE LEAGUE PLEDGE**

I TRUST IN GOD  
I LOVE MY COUNTRY  
AND WILL RESPECT ITS LAW  
I WILL ALWAYS PLAY FAIR  
AND STRIVE TO WIN  
BUT WIN OR LOSE I WILL ALWAYS DO MY BEST.