

**MERCER COUNTY LITTLE LEAGUE BASEBALL, INC**  
**BYLAWS/LOCAL RULES**  
**LEAGUE ID NUMBER: 03170305**

**MISSION STATEMENT**

The purpose of Mercer County Little League Baseball, Inc. (MCLL) shall be to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage, and respect for authority, so that they may be well adjusted, stronger, and happier children and will grow to be good, decent, healthy, and trustworthy citizens.

**LOCAL RULES**

These Bylaws/Local Rules are in addition to regular Little League Baseball Official Regulations and Playing Rules. If a situation is not addressed herein, it shall be consistent with the Little League Baseball Official Regulations and Playing Rules.

**Additions to, or Changes of, Bylaws**

The Mercer County Little League Bylaws are to be in addition to the Little League International Rules and Regulations. These Bylaws are not to replace, change, or repress any clear legislation within said document, but rather to supplement them with rules specific to Mercer County Little League. All proposed Bylaws must go through the following process to become legislated within this document:

1. New additions must be proposed through parliamentary procedure, discussed, and voted on by the MCLL board of directors. Any additional bylaw must not contradict previously established laws and must not violate any Little League (LL) International rules or regulations. A vote of 50% or higher in the affirmative must be reached for confirmation of said proposed article.
2. Changes in previous bylaws must meet the same requirements and go through the same procedure as new additions. However, for any changes to previously established legislation, there must be a vote of 75% or higher in the affirmative to reach confirmation.
3. If emergency voting is ever needed, the board of directors will have 48 hours to meet and proceed through the legislative process. No vote on BYLAWS will ever be official when done through any other means, unless approved by the President for reasons of reasonable inability to meet in person.
  - a. Board members may have his/her vote made by proxy via text, call, or mail in votes to legislative meetings when an absence is excused; but may not have their vote relayed by word of mouth only.

**PLAYER PROGRAMS**

1. **Tee Ball Division** operates as an instructional, noncompetitive program for 4 and 5-year-old players in accordance with Little League Tee Ball Rules and Regulations. *Additional exceptions can be made for 3-year-olds, as needed, in order to be permitted to play.*
2. **Junior Coach Pitch** operates as a program for \*5 and 6-year-old players under Little League Tee Ball Rules and Regulations. If, in the event that there are not enough players to make at least 2 teams, the 5-year-old players will be reassigned to Tee Ball and the 6-year-old players to Junior Coach Pitch.
3. **Coach Pitch Division** operates as a program for 7 and 8-year-old players in accordance with Little League Minor League Baseball Rules and Regulations. *Additional exceptions can be made for 5 and/or 6 year-old players to be permitted to play, as needed, with 1 year of prior of tee ball experience.*

- 4. Minors Player Pitch Division** operates as a program for 9 and 10-year-old players in accordance with Little League Minor League Baseball Rules and Regulations. An 8-year-old player, having played at least 1 year in Minors Coach Pitch, may have their skills evaluated on skills day in order to play in the Minors Player Pitch Division. The board of directors will evaluate the number of players allowed to move up so that a minimum number of teams may be maintained.
- 5. Major Division** operates as a program for 11 and 12-year-old players in accordance with Little League Baseball Rules and Regulations. A 10-year-old player, having played at least 1 year in Minors Player Pitch Division, may have their skills evaluated on skills day in order to play in the Majors. *Additional exception for 9-year-olds, if necessary, only if there is no Minor League division.* The board of directors will evaluate the number of players allowed to move up so that a minimum number of teams may be maintained.
- 6. Senior Division** operates as a program for 13-year-old players through 16-year-old players in accordance with Little League Baseball Rules and Regulations. A 12-year-old player, having played at least 1 year in Majors Player Pitch Division, may have their skills evaluated on skills day in order to play in the Seniors. The board of directors will evaluate the number of players allowed to move up so that a minimum number of teams may be maintained.

Note: Circumstances for exceptions may be evaluated on a case-by-case basis by the board of directors regarding league placement, and age restrictions. In addition, if a team coach/manager or player leaves the league after the season has started, leaving the team without the required numbers to maintain the team, the Board may dissolve the team and reassign remaining players, coaches, and managers to other teams within the same division.

**Temporary League Setup**  
***(Only on an as needed basis)***

- 1. Tee Ball Division** operates as an instructional, noncompetitive program for 4 and 5-year-old players in accordance with Little League Tee Ball Rules and Regulations.
- 2. Junior Coach Pitch** operates as a program for 5 and 6-year-old players under Little League Tee Ball Rules and Regulations. If, in the event that there are not enough players to make at least 2 teams, the 5-year-old players will be reassigned to Tee ball and the 6-year-old players to Jr Coach Pitch.
- 3. Minors Division** operates as a program for 7 through 9-year-old players in accordance with Little League Coach Pitch League Baseball Rules and Regulations. *Additional exceptions can be made for 5 and/or 6 year-old players to be permitted to play, as needed, with 1 year of prior of tee ball experience.*
- 4. Major Division** operates as a program for 10 through 12-year-old players in accordance with Little League Baseball Rules and Regulations. A 9-year-old player may have their skills evaluated on skills day in order to play in the Majors. *Additional exception for 9-year-olds, if necessary, only if there is no Minor League division.* The board of directors will evaluate the number of players allowed to move up so that a minimum number of teams may be maintained.
- 5. Senior Division** operates as a program for 13 through 16-year-old players in accordance with Little League Baseball Rules and Regulations. A 12-year-old player may have their skills evaluated on skills day in order to play in the Seniors. The board of directors will evaluate the number of players allowed to move up so that a minimum number of teams may be maintained. If the minimum number of players for a minimum number of 3 teams cannot be established, a senior division will NOT be established for the season.

### **PLAYER EXPECTATIONS**

1. All players are expected to participate in the Skills Assessment Day which applies to ALL divisions, except Tee Ball.
2. All players are responsible for participating in practices, games, and other team activities. Failure to participate may result in removal from the team. Failure of a player member to participate in two (2) consecutive games without written notice must be reported by the coach to the Player Agent. The designated Player Agent will then contact parents to confirm status of player's membership.
3. Failure to attend practices on a regular basis without valid excuse may result in only the minimum playing time being met.
4. All players are required to participate in at least (1) League Fundraiser *when offered*, such as on Opening Day (example: Hit-A-Thon).
5. All players are expected to attend any specially held function for the MCLL players (Opening Day, Trophy Presentation, etc.).
6. All players shall exhibit good sportsmanship, honesty, loyalty, courage, and respect for authority.

### **PARENT EXPECTATIONS**

1. Parents will ensure the players attend all team functions, practices, and games and will arrive on time (in the event the player is unable to attend the parent MUST notify the coach).
2. Parents will cooperate with team managers, coaches, and umpires.
3. Parents will behave in an appropriate manner when attending a Little League event. Inappropriate behavior may be subject to ejection from the Anderson Dean Park Baseball fields. Incidents may be reported to the Anderson Dean Park Board of Directors for further disciplinary action, including a ban from all park activities for a period of up to one year.
4. Parents are expected to participate in at least (1) League Fundraiser *when offered*, such as on Opening Day (example: Hit-A-Thon).
5. Parents are expected to attend any specially held function for the MCLL players (Opening Day, Trophy Presentation, etc.).

### **BOARD MEMBER EXPECTATIONS**

1. Attendance at all Board meetings is expected, any board member who misses two (2) consecutive meetings without a justified excuse may be dismissed from board membership. The remaining Board members will decide if the excuse is justified. The board member may request a hearing before the Board of Directors.
2. Board Members will participate in ALL fundraisers, signups, skills assessment day, opening day, and all other events as they arise, unless excused by a majority of the board.
3. Board Members will represent MCLL in a positive manner at all times, including behaving as a MCLL Board Member in a positive manner when interacting with parents, managers, coaches, players, umpires, and community members when acting in a role or capacity of the MCLL Board.
4. A board member may be removed from the MCLL Board by a majority vote, on a case-by-case basis, if behavior or actions are questionable by the board, such as but not limited to illegal activities that require further investigation by authorities (i.e. Park Board, state/municipal agency, or law enforcement) which may result in a board investigation or that could be deemed harmful to the MCLL Charter and/or Little League International affiliation.

## DRAFT/PLAYER SELECTION GUIDELINES

**SKILLS ASSESSMENT-** All players (except Tee Ball) shall attend the skills assessment. If a player does not attend, they will NOT be eligible for the draft. ANY player who does NOT attend will be drawn at random and placed on a team by the Player Agent after all other players have been drafted. Any letters from parents refusing his/her/their player(s) to play for a particular coach (Board approval required), the player(s) will be ineligible to play in All-Stars if the coach for whom the refusal-to-play letter was written against is selected as an All-Star Coach or Assistant.

**DRAFT/PLAYER SELECTION applies to: *Seniors, Majors, Minors, Coach Pitch, & Junior Coach Pitch***

**DRAFT/PLAYER SELECTION will utilize Plan A – Serpentine Draft Plan**

- **DRAFT METHOD:** After ALL skills assessment sessions are complete, (1) designated coach or manager for each team within the division being drafted will draw numbers to determine who will select the first player. Sample Serpentine Draft Plan: In a four team league the manager who draws number one makes the following player selections: 1st choice, 8th, 9th, 16th, 17th, 24th, 25th, etc.; The manager who draws number two makes the 2nd choice, 7th, 10th, 18th, 23rd, etc.; The manager who draws number three, 3rd choice, 6th, 11th, 14th, 19th, 22nd, etc.; The manager who draws number four, 4th choice, 5th, 12th, 13th, 20th, 21st, etc. until selections are complete.
- **SONS/DAUGHTERS OF MANAGERS:** Managers must draft their own child by their 3rd pick of the draft or that player will then be available to be drafted by any team (no exceptions).
- **SIBLINGS:** When there are two or more siblings in the draft, and the first sibling is drafted, the manager automatically drafts the next sibling as their pick for the following round, or within the next two rounds.
- **All Divisions:** Managers will notify Player Agent and other Managers prior to start of the draft of one (1) player whose parent has agreed to be a Coach on their team. This player must be chosen by the Manager in the first round, or by the third round of the draft.
- Trading is permitted ONLY on draft day after the draft selections are completed but PRIOR to leaving the draft selection room. All trades MUST be approved by the Player Agent, or designated Board member. No trades will be allowed after team rosters have been announced.
- At least 2 board members MUST be present during any division draft session. At least (1) board member must be either the President, Vice President, Secretary, Player Agent, or League Commissioner. If a board member is a coach or team manager is the division being drafted, an alternate board member must be present to nullify any conflicts that may be present during the draft.
- The final draft selections, including all trades, must be documented (via written or photographed).
- Once a draft session for a division begins, the draft must be completed for the division before adjourning. Drafts may be scheduled over a 24-48 period, but ALL drafts for every division must be completed within 3 days of the skills assessment being completed, unless otherwise approved by a majority vote of the board.
- **PLAYERS/PARENTS SHALL NEVER BE TOLD THE POSITION IN WHICH A PLAYER IS DRAFTED.** Violation of this rule can result in disciplinary action.

### **TEE BALL PLAYER SELECTION**

1. All Tee ball players will be assigned to a team by the Player Agent. Siblings will be placed on the same team unless otherwise requested.
2. Placement on a particular team is NOT guaranteed, all requests will be reviewed by the Player Agent. Every effort is made to accommodate such requests in Tee-Ball.

### **DIVISION/GAME RULE**

#### **Tee Ball**

1. Time limit is one hour for all games, but home team may finish at bat.
2. Each team is permitted to have up to 4 defensive coaches on the field for instruction purposes only, they cannot touch the ball.
3. Each team is permitted 3 offensive coaches on the field (batter's box, 1st base, 3rd base)
4. Continuous batting order. All players bat each inning regardless of the number of outs.
5. If a runner is called out, they will return to the dugout.
6. Maximum of 5 infielders- no player will play in the catcher's position.

#### **Junior Coach Pitch (when available)**

- 1) Game length will be four (4) innings or time limit, whichever comes first. No innings to be started after one hour.
- 2) Players will receive three (3) pitches (extend for a foul on last pitch up to 4 pitches) delivered by an offensive coach from pitching mound (Following coach pitch rules) and will then utilize tee if necessary.
- 3) Continuous batting order (All present players in lineup)- Offense bats through the lineup and picks up where it left off in the previous inning.
- 4) NO bunting
- 5) NO charging- Player pitcher may not pass the pitching mound until the batter has made contact with the ball.
- 6) Any throw that goes over, or by, the first baseman- on an attempt to retire a batted runner at first base- will result in a delayed dead ball with a maximum of one base advancement for all runners, from their current base. This rule is nullified if/when a defensive player throws the ball in an attempt to make a play after the fact. Umpires will allow the play to come to a natural end.
- 7) Time will be called when no offensive runner is attempting to advance from their current base. Time will not be granted due to players holding the ball up, or the ball being in the infield. The ball cannot be thrown into the pitcher to stop the play.
- 8) Player pitcher must throw the ball to obtain an out at 1st base. The player is not permitted to run the batter down, or tag the bag, to obtain the out at 1st base.
- 9) If there is a play being made at home plate the runner MUST slide to avoid contact. The umpire will automatically call an out for a runner who does not attempt to avoid physical contact at home plate.
- 10) A maximum of nine (9) defensive players are permitted on the field at any time. No Catcher position will be utilized.
- 11) Each team is permitted four (4) offensive coaches (Pitcher, catcher, 1st base, 3rd base).
  - a) The offensive team will be expected to supply a coach to receive and throw back baseballs from the backstop, after a pitching coach has thrown them.
- 12) Each team is permitted to have two (2) defensive coaches in the outfield for instruction purposes only, they are strictly forbidden from touching the ball.
- 13) Score will be recorded; no more than six (6) runs may be scored by each team per inning.
- 14) Home team must notify both managers game start time and when the time allotted to start a new inning has expired.
- 15) Ball must make it into the cut of grass in fair territory to be a live ball.

### **Coach Pitch**

- 1) Coach Pitch game length will be six (6) innings or time limit, whichever comes first. No new inning is to start after one hour and fifteen minutes.
- 2) Umpire must notify both Managers and scorekeeper of game start time and when the time allotted to start a new inning has expired.
- 3) When on defense, two (2) coaches may be outside of dugout to provide instruction. No defensive coaches allowed on the infield. At no time shall ANY defensive coach touch the baseball.
- 4) The defensive player assuming the role of "pitcher" must keep one foot in the pitcher's mound circle (dirt area) at the side or behind the coach that is pitching until the ball is put into play.
- 5) Offensive Coach Pitcher must pitch with one foot on the pitching mound. The ball is returned to the coach that is pitching after time has been called by the umpire. Any violation will result in a coach warning or ejection.
- 6) Continuous batting order- Offense bats through the lineup and picks up where it left off in the previous inning.
- 7) Score will be recorded; No more than six (6) runs may be scored by each team per inning- except the 6th which is unlimited if time permits.
- 8) Time will be called when no offensive runner is attempting to advance from their current base. Time will not be granted due to players holding the ball up, or the ball being in the infield. The ball cannot be thrown into the pitcher to stop the play.
- 9) The batter is allowed five (5) pitches or three (3) strikes, whichever comes first. Fouls are considered strikes unless it is the fifth (5th) pitch and then the batter will receive one (1) additional pitch- this will continue until the batter is retired.
- 10) A max of ten (10) defensive players are permitted on the field at a time. When ten (10) players are used, four (4) outfielders are required.
- 11) Defensive team shall provide a coach to be behind the plate to return balls back to the coach that is pitching.
- 12) Run rule of 10 runs after 4 completed innings, or 15 after 3 completed innings. The home team will not have to hit in the bottom of the inning if requirements for the run rule are already completed.
- 13) If the Offensive Pitching Coach gets struck by a ball before it touches a defensive player, the batter is awarded first base, and each runner remains on the base they were on at the time of the pitch- unless they are forced to the next base by the automatic single. Coaches must move to allow players to make a play if the ball is avoidable. If a coach is ruled to have not made a valid effort to move from the ball, the pitch will be redone.
- 14) Any throw that goes over, or by, the first baseman- on an attempt to retire a batted runner at first base- will result in a delayed dead ball with a maximum of one base advancement for all runners, from their current base. This rule is nullified if/when a defensive player throws the ball in an attempt to make a play after the fact. Umpires will allow the play to come to a natural end.
- 15) If there is a play being made at home plate the runner MUST slide to avoid contact. The umpire will automatically call an out for a runner who does not attempt to avoid physical contact at home plate.

### **Minors - Player Pitch (when available)**

- 1) Game length will be six (6) innings or time limit, whichever comes first. No inning to be started after one hour and fifteen minutes.
- 2) Umpire must notify both Managers and scorekeeper of game start time and when the time allotted to start a new inning has expired. Continuous batting order- offense bats through the lineup and picks up where it left off in the previous inning.
- 3) Dropped third strike rule does not apply.
- 4) Infield fly rule does apply and will be enforced.
- 5) 5 Run rule of 10 runs after 4 completed innings, or 15 after 3 completed innings. The home team will not have to hit in the bottom of the inning if requirements for the run rule are already completed.
- 6) Continuous batting order- Offense bats through the lineup and picks up where it left off in the previous inning.

### **Majors - Player Pitch**

- 1) Game length will be six (6) innings or time limit, whichever comes first. No inning to be started after one hour and fifteen minutes.

- 2) Umpire must notify both Managers and scorekeeper of game start time and when the time allotted to start a new inning has expired.
- 3) Infield fly rule does apply and will be enforced.
- 4) Drop 3rd strike rule does apply and will be enforced.
- 5) Run rule of 10 runs after 4 completed innings, or 15 after 3 completed innings. The home team will not have to hit in the bottom of the inning if requirements for the run rule are already completed.
- 6) Continuous batting order- Offense bats through the lineup and picks up where it left off in the previous inning.

#### **Seniors - Player Pitch**

- (1) Game length will be six (6) innings or time limit, whichever comes first. No new inning is to be started after one hour and fifteen minutes.
- (2) Umpire must notify both Managers and scorekeeper of game start time and when the time allotted to start a new inning has expired.
- (3) Infield fly rule does apply and will be enforced.
- (4) Drop 3rd strike rule does apply and will be enforced.
- (5) Run rule of 10 runs after 4 completed innings, or 15 after 3 completed innings. The home team will not have to hit in the bottom of the inning if requirements for the run rule are already completed or have been met.
- (6) Continuous batting order - Offense bats through the lineup and picks up where it left off in the previous inning.
- (7) Any conflict within the rules as stated above is superseded by the Rules of Play based on the Little League International Rulebook.

#### **Minimum Playing Time Requirement- ALL AGES**

1. Every rostered player present at the start of a game will participate in each game for a minimum of six (6) consecutive defensive outs and bat at least one (1) time in Majors Division. \*Divisions in which use a continuous batting order will bat through the lineup- no exceptions.
2. Managers must substitute after completion of the 3rd inning. NOTE: Managers are encouraged to substitute players immediately following the inning when the starting lineup players have reached their minimum playing time requirement.
3. PENALTY- (See LL Rulebook): The player(s) involved shall start the next scheduled game, play any previous requirement from #1 not completed, and the requirement for the current game without being removed.

The manager shall for the:

- A. First Offense – receive a written warning.
- B. Second Offense – a suspension for the next scheduled game.

\*If the violation is determined to be intentional, a more severe penalty may be assessed by the MCLL Board of Directors.

#### **FORFEITS**

There will be no forfeits, should a game need to be delayed for whatever reason the game is to be rescheduled. In the event the player pool is used, the pool player may not pitch, must play outfield defense position and bat last in the lineup.

### **END OF SEASON TOURNAMENT**

Seniors, Majors, Minors, Coach Pitch, & Junior Coach Pitch - A double elimination tournament, time permitting as determined by the MCLL Board of Directors, will be played at the end of the regular season. Teams will be seeded according to regular season win/loss records. Then the following will be used in order to break a tie, as follows and in this order: Head-to-Head record, run counts, coin toss. End of season tournaments will be played enforcing regular season rules and regulations, with the exception of ties. There will be no ties permitted for tournament play. No forfeits will be allowed, the player pool will be used pending approval from commissioner.

### **POST SEASON/ALL STAR GUIDELINES**

#### **Player Selection**

1. The Player Agent will prepare a list of all players eligible for the All-Star selection (players must have participated in a minimum of 60% regular season games and signed All Star commitment contract) prior to the All-Star selection meeting. Players participating in the middle school program are exempt from the minimum playing time as long as they are at a middle school game.
2. The only persons authorized to be present at the All-Star selection are the League President, Vice-President, Player Agent, Secretary, Team Managers, & League Commissioner if needed or requested.
3. The Player Agent will conduct a vote via paper ballot with the players prior to the All-Star Selection meeting – player votes will be tallied and reduced to equal one (1) vote for the 1st round only. This is for Minors and Majors ONLY.
4. The Player Agent will conduct the Manager's vote at the All-Star Selection Meeting. The players and the votes received will be read aloud and recorded for all attendees to see. The votes will be tallied by the Player Agent, Vice President, and President and recorded by the Secretary.
5. 11-year-olds may be voted on the 12-year-old All-star team. Only 11-year-olds and those 10-year-olds who played in Majors are eligible for the 11-year-old All Star team. Players aged 9 and 10 who played in either Minors Player Pitch or Majors are eligible for the 10-year-old All Star team.
6. Senior Division All-Stars may be voted on by the age groups participating in the division similarly to the lower divisions (Ex. Majors and Minors).

#### **All-Star Manager Selection**

1. All Managers in each division in which an All-Star team is selected for Tournament play will be considered for the role of All-Star Manager. In the event a Manager does not want to be considered for an All-Star Manager, said Manager will notify the Player Agent or President.
2. The All-Star Managers will be determined by a majority vote of the Board of Directors as recommended by Little League Baseball, Inc. The Board of Directors will take into consideration a variety of information, including but not limited to Manager's adherence to Rules and Regulations, regular season league winner, season win/loss record, behavior, and attitude.

#### **Conduct (Managers, Coaches, & Players)**

1. Any player who "quits" an All-Star team will have their situation reviewed by the Board of Directors and will have the appropriate disciplinary action taken as needed, up to not being able to participate in All-Stars the following year.
2. All participants are expected to conduct themselves as leaders, remain positive, and strictly adhere to all Little League Rules and Guidelines.
3. All individuals present at All-Star selection will not publicize any results, voting practices, or rosters.



#### **DISCIPLINARY ACTION**

Inappropriate behavior by coaches, players, parents, umpires, and league volunteers is not acceptable. Rules and guidelines are expected to be followed. Misconduct may result in loss of privileges with Mercer County Little League. All volunteers are subject to suspension by the President and removal by the Board of Directors for violation of Little League and/or Mercer County Little League policies or principles.

#### **SCHOLARSHIP PROGRAM**

No child wishing to play Little League shall be turned away due to financial reasons. A scholarship application is required to be completed and reviewed by the Board of Directors. All players receiving scholarships are expected to participate in fundraising activities (when available) and are unable to opt out, to help offset the cost of uniforms, umpires, equipment, etc. All scholarship recipients will be kept confidential. Scholarships will be based on income verification and/or free/reduced lunch eligibility as determined via federal poverty limits on a case-by-case basis, and/or through parent/guardian volunteer work for in-kind services.

#### **CONTRACTS/BIDDING**

All uniform or supplies exceeding \$2,000 will be contracted using a bid process. Vendors will submit an estimate for the bidding process which will be reviewed by the MCLL Board of Directors and decided by a majority vote. All agreements must be in writing and are considered a binding contract. Costs incurred in excess of the original bid price due to unforeseen supply chain or inflationary adjustments must be approved by a majority vote of the board or will otherwise be the responsibility of the vendor.

#### **UMPIRE ELIGIBILITY**

All umpires must meet the minimum requirements set forth by Little League International and must attend umpire meetings as set forth by the MCLL Board. All umpires must pass a background check. During game play, at least 1 umpire must be positioned behind the plate on the coach pitch, majors, and senior division fields. During game play, any additional umpire on the field who is not calling home plate must be positioned behind the pitcher.

#### **ALL VOLUNTEERS**

All volunteers, including coaches, assistant coaches, team-parent volunteers, etc. must meet the minimum requirements set forth by Little League International and must complete the abuse awareness training and background check requirements, regardless of prior clearances from outside entities, as set forth by the MCLL Board. Volunteer applicants may add his/her roles on the registration when registering a child to play. A volunteer application form is available in the Safety Plan. Instructions on how to complete the abuse training are also included in the Safety Plan. If you need more information, please see a member of the MCLL Board.