

THIS BOX FOR REGIONAL USE ONLY

Date Submitted: _____

Approved: _____

Not Approved: _____

**OLDSMAR LITTLE LEAGUE BYLAWS
2023 Fiscal Year**

MISSION STATEMENT

Oldsmar Little League, Inc. is a volunteer program of service to the youth of Oldsmar and its surrounding areas. It is geared to provide healthy activity and training under good leadership in an atmosphere of wholesome community participation.

Oldsmar Little League, Inc. is dedicated to helping children become good and decent citizens. It strives to inspire them with a goal and to enrich their lives towards the day when they must take their place in the community.

Oldsmar Little League, Inc. wishes to establish the values of teamwork, sportsmanship and fair play. Baseball and Softball at Oldsmar Little League will challenge players towards perfection of physical skills while having fun playing the game of baseball or softball.

Please remember, this is the volunteer league and parents must take the initiative to make Oldsmar Little League a successful program.

***“FROM THE RANKS OF YOUNGSTERS
WHO STAND NOW ON THE MORNING SIDE OF THE HILL
WILL COME THE LEADERS,
THE FUTURE STRENGTH AND CHARACTER OF THE NATION”***

ARTICLE I – Board and Member Information:

The name of the corporation is the Oldsmar Little League, Inc., a Florida corporation, not for profit, hereinafter referred to as the “Oldsmar Little League”. The principal office of the corporation shall be located at: 3120 Tampa Road, Oldsmar, Florida 34677, the principal mailing address shall be P.O. Box 1086, Oldsmar, Florida 34677, the principal website shall be www.oldsmarll.com, and the principal email address shall be admin@oldsmarll.com. Meetings of members and directors may be held at such places within the State of Florida and the city of Oldsmar as may be designated by the Board of Directors from time to time.

SECTION 1 – Notice of Board Meetings

Board Meeting will assemble as directed by the Oldsmar Little League Constitution.

SECTION 2 – Absence at Board Meetings

The League Secretary shall maintain a log of all Board Members present for each meeting. Any Board Member who has three unexcused absences, or is absent from three (3) consecutive regularly scheduled board meetings will be subject to removal from the Board of Directors by a majority vote.

SECTION 3 – Board Membership

Members of the Oldsmar Little League Board are elected by the League's membership through a ballot process which takes place at the conclusion of the regular Little League season. Following this ballot process, the elected Board Members meet as a body to elect the officers of the board from within the membership of the Board. Any member of the board is eligible for an officer position. These officer positions are: The President, Vice President, Secretary, Treasurer, Player Agent and Safety Officer. Only Board Members that have served on the Oldsmar Little League Board of Directors for a minimum of one little league (spring) season may be considered for League President. The Oldsmar Little League Board may consist of up to Fifteen (15) but not less than seven (7) positions.

In accordance with Little League Baseball Inc., NO member of the Oldsmar Little League Board shall receive any type of compensation for his or her service to the League. All Board Members are volunteers who have dedicated themselves to the management of the League. The Board shall always attempt to make decisions to benefit the entire League as a whole.

ARTICLE II – ADMINISTRATIVE RULES & REGULATIONS:

SECTION 1 – Child Protection

Oldsmar Little League shall adhere to the Little League Child Protection Program guidelines within the Little League Operating Manual which includes Florida state statutes regarding background check laws for volunteers of non-school associated activities including youth sports and athletics. The League Player Agent shall maintain a current database of background checks of all candidates who have submitted the volunteer application.

Upon learning of an offender, the League President shall contact said person and, with witnesses present, outline what involvement they can and cannot have with regard to league activities. Documentation of the conversation shall be provided to the offender by Email or certified mail from the Little League President.

SECTION 2 – Insurance

The Local League Board of Directors may, but is not required to, elect to carry a policy of officers and directors liability insurance, insuring the officers and directors against any claims made against them whatsoever, except claims of willful negligence and misfeasance of office.

Oldsmar Little League will be required to carry an insurance policy with a minimum coverage of one million dollars provided by AIG and Little League Baseball and Softball naming the City of Oldsmar as additionally insured.

SECTION 3 – Secretarial Duties

The secretary shall record the votes and keep the minutes of all meetings and proceedings of the Board of Directors and to the members, serve notice of meetings of the Board of Directors and of the members, keep appropriate current records showing the members of the Local League together with their addresses, and shall perform such other duties as may be required by the Board of Directors.

Section 4 – Board Member Voting

A quorum of fifty (50) percent of the voting members of the Board of Directors is required to conduct official league business at any duly organized meeting of the Board of Directors.

A majority of the total number of current board members is required to pass a motion up for a vote. The vote shall be counted by the President and/or Secretary and the results recorded as part of the minutes of the meeting.

Upon request, the League President, Vice President, or Secretary may call for a "special vote" to take place. A ballot for special votes can be cast during an organized assembly of board members or via the oldsmarll.com online voting booth. A majority of the total number of current board members is required to pass a motion up for a special vote. Results of the vote shall be recorded and added by the Secretary to the minutes of the ensuing regularly scheduled board meeting.

SECTION 5 – Invoices and Procurement of Goods and Services

The related board person must receive a written approval from the President, Vice President, or Treasurer prior to purchasing a product or service. All invoices must be submitted either by hardcopy or email to the league Treasurer.

At each Board of Directors meeting, the board will review all invoices, paid or pending approval, incurred between meetings. In the absence of a review the board shall rely on the Treasurer for accounting in the Treasurers report.

In the event Local League expenditure exceeds \$1,500, the Board of Directors will cause to publish an accounting of the expenditure in the Treasurers report.

SECTION 6 – Financial Compilation

The Treasurer shall generate a financial compilation report of the Local League's books to be presented and reviewed at each monthly Board of Directors meeting. In addition, the Treasurer shall produce a financial compilation report of the Local League's books to be evaluated by an independent certified public accountant at the completion of each fiscal year, subject to Board of Directors recommendations.

SECTION 7 – Amendments to the Bylaws

League bylaws may be amended, repealed or altered in whole or in part by a (2/3rd) vote at any scheduled board meeting provided notice of the proposed change is included in the notice of such meeting.

Article III – General Information:

SECTION 1 – Minor Division Player / Team Placement

In accordance with Little League Baseball, Inc. **NO MINOR DIVISION** player and/or team may be deemed to be the property of, or under the control of a particular team in Oldsmar Little League. The purpose of the Minor Division program is to provide training and instruction to players who by reason of age and other factors do not qualify for selection in the Major Divisions of Little League Baseball.

After playing a schedule of games in a regular season, Minor Division teams in Oldsmar Little League must dissolve at the conclusion of the current season. All players will be returned to the League's player pool. No Manager or Team may retain a Player or Coaching Staff in a subsequent season. Rosters of Minor Division teams will be filled from the ranks of those candidates not selected on Major Division teams.

SECTION 2 – Leaving the League

A parent with a child that will be leaving the League after the start of the season, for any reason, is encouraged to contact the League's Player Agent or President.

If there is an issue the League will attempt to resolve the matter. In the event the family is moving the League will be required to keep current records. If the player is in the Major Division, that player will need to be released from the Major Division team.

SECTION 3 – Concession Stand

PLEASE REMEMBER THAT LITTLE LEAGUE IS AN ALL VOLUNTEER ORGANIZATION. All families are required to work up to TWO (2) three hour shift(s) per family in the Concession Stand at some point during the course of the regular season. This includes team parents, managers, coaches, officers of the League and all volunteers. Working volunteer shifts during the season allows our Concession Stand to be adequately staffed during. **Please remember, proceeds from the Concession Stand benefit the children of Oldsmar Little League.**

SECTION 4 – Refunds & Returned Checks

A refund is available for the registration fee (MINUS a thirty dollar (\$30) NON REFUNDABLE FEE) providing the refund request is made prior to the League submitting the uniform order for the player requesting the refund.

Any check issued to Oldsmar Little League, that is returned “unpaid” for any reason, will be subject to a twenty five dollar (\$25) returned check fee.

ARTICLE IV - LOCAL LEAGUE PLAYING RULES & REGULATIONS:

SECTION 1 – Baseball/Softball Pitching Regulations

Regular Season and Tournament Pitching Regulations will be implemented as defined in the official Little League Rulebook. <http://www.littleleague.org/learn/rules/pitch-count.htm>

Section 2 – Minimum Play Rule

Minimum play rules will be used by all divisions of Baseball and Softball. In the event of Inter-league play the Inter-league rule modifications will be used.

Tee Ball:

Every Player will play each inning defensively. Meaning all Players will be on the field. No Player will sit!
Every Player will have a turn at batting (in order defd by the manager/coach) in each inning of offense.

Single A (A):

Every Player will play each inning defensively. Meaning all Players will be on the field. No Player will sit!
Every Player will have a turn at batting (in order defined by the manager/coach).

Double A (AA):

There can be Ten (10) Players on the field during an inning. The additional (10th Player) must be in the outfield, meaning Four (4) outfielders.

Every Player will have a turn at batting (in order defined by the manager/coach).

A Player can only sit out for one (1) defensive inning at a time.

A player can only play the same defensive position for Two (2) innings in a game.

No Player will sit twice until all players sit once.

MANAGERS ARE ENCOURAGED TO ALLOW THEIR PLAYERS TO PLAY THE INFIELD AND OUTFIELD THROUGHOUT THE SEASON.

Triple A (AAA):

A Player can only sit out for one (1) defensive inning.

A player can only play the same defensive position for Two (2) innings in a game.

No Player will sit twice until all players sit once.

MANAGERS ARE ENCOURAGED TO ALLOW THEIR PLAYERS TO PLAY THE INFIELD AND OUTFIELD THROUGHOUT THE SEASON.

Major Baseball:

The Oldsmar Little League 3-6-3 Rule is in place of the established Little League Baseball Rule, Section IV, Subsection (i). This rule is adopted to reward the players that meet the requirements of attending practices and

games, and who exhibit proper behavior and good sportsmanship. Such players will play at least 12 innings in every 3 game cycle.

Every player will start at least one game and be scheduled to play six innings during one game in every 3 game cycle.

Cycles are cumulative, that is Games 1, 2 & 3 is one cycle. Games 2, 3 & 4 are another cycle. Games 3, 4 & 5 are another, and so forth. If a player starts and was scheduled to play six innings in Game 1, he or she must be scheduled to start and play six innings again by the end of Game 4. If a player was scheduled to start and play 6 innings in Game 2, he or she must be scheduled to start and play 6 innings again by the end of Game 5.

Every player will play a minimum of six (6) consecutive defensive outs and have at least one at bat in every completed 6 inning game.

SECTION 3 – Managers and Coaches

- A. Managers, Coaches, and Umpires will be required to attend meetings and appropriate training as required by league officials and/or the Board of Directors.
- B. A list of interested Managers and Coaches shall be submitted to the League President. The League President shall submit a list of candidate Managers to the Board of Directors for approval by majority vote. Final approval by the President shall be made prior to the start of the season.
- C. Managers and Coaches shall NOT be considered as having seniority or tenured. Each season, the final decision of selecting managers and coaches shall ultimately be the responsibility of the League President.
- D. A list of interested League Umpires shall be reviewed by the appropriate committee and forwarded to the League President. The League President shall submit a list of League Umpires to the Board of Directors for approval. Final approval by the Board of Directors shall be made prior to the start of the season.
- E. The Board of Directors shall make every attempt not to select a manager or coach who is known to be affiliated with a competing organization.

SECTION 4 – League Structure

A player's League Age determines their division eligibility. League age is determined by Little League Baseball and Softball and should be confirmed by each parent from the Little League Baseball website at: www.littleleague.org/leagueofficers/Determine_League_Age/League_Age_Calculator.htm

(A) Tee Ball Division: League age five(5) and six(6) year olds. Six year olds who have completed one season of Tee Ball may move up to Single A with approval of the Division V.P.

(B) Minor Divisions: (3)

1. Single A (A) Division (Coach Pitch) – League age six (6) and seven (7) year olds.
2. Double A (AA) Division (Machine/Player/Coach Pitch combo) – League age eight (8) and nine (9) year olds. Seven (7) year olds who have completed one season of Single A and pass the AA Skills Evaluation may be considered to play up.
3. Triple A Division (AAA) (Player Pitch) – League age nine (9), ten (10), and eleven (11) year olds. League age ten (10) or eleven (11) year old players that did not attend Major Skills Evaluations or who are not drafted to a Major division team. Twelve year olds may play in AAA if a parent presents a written request to the League President. However, they are prohibited from pitching in AAA division. Note: Only league age 8, 9, and 10 year olds are eligible for the 8-10 All-Star Team.

(C) Major Division: League age ten (10), eleven (11), and twelve (12) year olds (all must attend Major division Evaluations). The League President may recommend to the Board of Directors, a limit on the number of ten year olds allowed to play in Majors. Notes: League age 10 eligible only for 9&10 All-Star Team. League age 11 eligible for the 10-11 year old or Major All-Star team. League age 12 players are eligible only for Major division All-Star Team.

(D) Intermediate (50-70) Division: League age eleven (11), twelve (12), and thirteen (13) year olds. League age eleven year old players must attend Evaluations and be drafted to an Intermediate division team.

(E) Junior Division: League age twelve (12), thirteen (13), and fourteen (14) year olds. League age fourteen year old players not drafted to a Senior division team. Softball Specific: Thirteen year olds may play Senior Fast-Pitch Softball.

(F) Senior Division: League age thirteen (13), fourteen (14), fifteen (15), and sixteen (16) year olds. League age fourteen year old players must attend Evaluations and be drafted by a Senior division team.

(G) Big League Division: League age sixteen (16), seventeen (17), and eighteen (18) year olds. Registration and information provided by District 12.

SECTION 5 – Player Selection (Draft)

(A) All Divisions: NOT INCLUDING SINGLE A (A)

1. All players and all teams will be re-drafted for each season. No team will be retained from the previous season.
2. The number of eligible players drafted to a team shall not exceed thirteen (13) in any given age group unless deemed necessary by the League President, Player Agent, and the Division Vice President.
3. No Manager or Coach shall be automatically retained from one year to another.
4. Only the Managers, Player Agent, Division Vice President, and President may be present.
5. Players shall never be told the position in which they were drafted.
6. Players who fail to attend a player evaluation session prior to the draft will be withheld from the draft pool and placed on a random division eligible team at the conclusion of the player draft. Placement will be determined by a unanimous agreement of the League President, Player Agent, and the Division Vice President.
7. There will be no communication between Managers and prospective players or parents prior to the draft – communication is to be handled by the Player Agent only. Violation of this rule will result in the immediate review for dismissal of the manager in violation.
8. Drafts will commence on a date set by the President or Player Agent following the division player Evaluations. The highest division will draft first preceded by subsequent divisions with the lowest division drafting last.
9. Drafts will be conducted by the player agent for that specific division with the League President and/or Division Vice President present.
10. The Player Agent (or league official in the absence of the player agent) will conduct each draft consisting of, but not limited to, the guidelines outlined below.
11. No draft will be conducted without a league official present.

(B) Tee Ball and Single A Division:

1. The Manager and up to two (2) Assistant Coaches may request to be teamed together.
2. The League President and Division Vice President will determine the number of players per team for each division.
3. The Division Vice President will assign players from the player pool to their designated team.
4. Other than those listed above there is not a Player Selection (Draft) process for these two divisions.

(C) AA and AAA Division:

1. There will be no pre-determined arrangements for Coaches.
2. The president or player agent prior to the start of the draft will determine the number of players eligible to be drafted in each age group. Note: Section 2 (A2) above.
3. Any 10 or 11 year old player who did not attend Evaluations will be placed in the AAA player pool. Any 9 year old player who did not attend Evaluations will be placed in the AA player pool.

4. Any 10 or 11 year old player who registers after the draft will be assigned to the team in the AAA division with the next draft selection. Any 9 year old players who register after the draft will be assigned to the team in the AA division with the next draft selection.
5. The Manager must notify the Player Agent prior to the draft if they choose to “option” their child for his/her team. This “option” takes priority over any other “option”. That child must then be drafted to the Manager’s team in or before the 5th round for league age 9-10 year olds or in or before the 4th round for league age 11 year olds.
6. Any eligible player may be selected at any time during the draft. Note: Section 3 (C3) above.
7. Draft order will be determined by drawing numbers from a hat.
8. Round 1 of the Draft begins and then is reversed in Round 2 and continues until all players in the player pool have been selected or the maximum number of players has been reached by each team. Note: Section 2 (A2) above.

Example of a 4 Team Draft Order

ROUND	TEAM A	TEAM B	TEAM C	TEAM D
1	1 ST PICK	2 ND PICK	3 RD PICK	4 TH PICK
2	8 TH PICK	7 TH PICK	6 TH PICK	5 TH PICK
3	9 TH PICK	10 TH PICK	11 TH PICK	12 TH PICK

9. Managers may make player trades at the end of the final round of the draft following the same draft order. E.g., Managers may trade a player with the intention of obtaining a specific potential Assistant Coach pending their appointment by the League President and approval of the Board of Directors.
10. Once the draft has concluded the Player Agent makes a final review and approval of teams. Checks to ensure all registered players have been placed on a team. No Manager trades are allowed after this time.
11. The President, VP, Player Agent (League Official) retains the right to approve or deny any trades and/or make player moves that are in the best interest of the player (child).

(D) Major Division:

1. There will be no pre-determined arrangements for Coaches.
2. The president or player agent prior to the start of the draft will determine the number of players eligible to be drafted in each age group. Note: Section 2 (A2) above.
3. Any 10 or 11 year old player who did not attend evaluations or registered late (after evaluations and/or draft) is not eligible for play in the Major division and will be assigned to a team in the AAA division.
4. The Manager must notify the Player Agent prior to the draft if they choose to “option” their child for his/her team. This “option” takes priority over any other “option”. That child must then be drafted to the Manager’s team as follows:
 - a. 12 year-olds in or before the 3rd Round
 - b. 11 year-olds in or before the 4th Round
 - c. 10 year-olds in or before the 5th Round, so long as all eligible 11 and 12 year olds have been drafted to a team first.
5. Draft order will be determined by drawing numbers from a hat.
6. Round 1 of the Draft begins and then is reversed in Round 2 and continues until all players in the player pool have been selected or the maximum number of players has been reached by each team. Note: Section 2 (A2) above.

Example of a 4 Team Draft Order

ROUND	TEAM A	TEAM B	TEAM C	TEAM D
1	1 ST PICK	2 ND PICK	3 RD PICK	4 TH PICK
2	8 TH PICK	7 TH PICK	6 TH PICK	5 TH PICK
3	9 TH PICK	10 TH PICK	11 TH PICK	12 TH PICK

7. Managers may make player trades at the end of the final round of the draft following the same draft order. E.g., Managers may trade a player with the intention of obtaining a specific potential Assistant Coach pending their appointment by the League President and approval of the Board of Directors.

8. Once the draft has concluded the Player Agent makes a final review and approval of teams. Checks to ensure all registered players have been placed on a team. No Manager trades are allowed after this time.
9. The President, VP, Player Agent (League Official) retains the right to approve or deny any trades and/or make player moves that are in the best interest of the player (child).

(E) Intermediate, Junior, and Senior Divisions:

1. The draft will follow the same guidelines as outline above in the Major division.
2. Intermediate division ages (11-13), Junior division ages (12-14), and Senior division ages (13-16).

SECTION 6 – Local Field & Playing Rules

All divisions will follow the “Official Regulations and Playing Rules” of Little League Baseball and Softball unless they are specifically covered by the following local divisional playing rules or interleague playing rules defined by the group of leagues participating in interleague play.

- A. No pets will be allowed on any field or property.
- B. No tobacco, including smokeless tobacco, is permitted on any field or property.
- C. All Managers and Coaches must attend a Safety Clinic each season.
- D. All Managers and Coaches must attend Coaches Clinic each season.
- E. All Managers and Coaches may be required to attend an UMPIRE Clinic each season.
- F. Managers in the 5-12 age groups MUST attend a “Rules Meeting” with the VP of their division. Managers in the 13-16 age groups MUST attend the “Rules Meeting” conducted by the district.
- G. All players, coaches, volunteers, and spectators will respect the following:
 - a. All other players, managers, coaches, volunteers, spectators, and the Umpires.
 - b. The Little League Code of Conduct.
 - c. Field Decorum (section XIV of the LLB Rules and Regulations).
 - d. All playing equipment, dugouts, field equipment, and grounds.
- H. Both teams (Tee Ball – Majors) shall line up at home plate, along the base lines, five minutes prior to the scheduled start time to recite the Little League Pledge.
- I. All batters, runners, and player base coaches must wear batting helmets with faceguards (Tee Ball – AA). This includes all regular and tournament games and all practices drills where a bat is being used.
- J. All male players in the AA division and above must wear protective cups during games and practices.
- K. All players are to wear league-issued uniforms and caps during games. The pitcher may wear a solid color undershirt provided that the sleeves that are exposed to view are not white or gray in color. Pitchers may not wear sweatbands of any kind on their wrists.
- L. Players must not wear watches, rings, pins, jewelry or other metallic items. **Exception:** medical alert items are permissible.
- M. Food shall not be permitted in the dugouts during games. **Exception:** Managers have the option of allowing team snacks (ie. seeds, nuts, etc) during games. Water or sport drinks are allowed and encouraged. Dugouts must be cleaned prior to leaving after every practice or game.
- N. Players are to remain in the dugout at all times while a game is in progress. Only the Manager or Coach shall permit a player to use the restrooms or to warm-up a pitcher.
- O. There is no on-deck circle allowed in the Minor or Major divisions. Only the on-deck batter shall have a bat in hand and must remain inside the dugout.
- P. Only three (3) adults are allowed in the dugout. Manager and two (2) Coaches. One adult must be in the dugout at all times.
- Q. Managers and coaches do not have the authority to appoint additional coaches. Any additional volunteers assisting in team functions must complete a volunteer form and be properly vetted by the League. Final approval must be granted by the League President.
- R. The home team dugout shall be along the first base line.
- S. Any manager, coach, player, volunteer or spectator ejected from a game by an umpire will be asked to leave the property immediately and will be reported to the Board of Directors. Any manager, coach or player that is ejected will also be suspended from attending the next scheduled game. The Manager is responsible for the conduct of their coaches, players, and parents. If any individual(s) refuses to leave the property after being ejected, the game may be stopped until the individual(s) leaves or local law enforcement may be called to remove the individual(s).

SECTION 7 – Divisional Applicable Playing Rules

All divisions will follow the “Official Regulations and Playing Rules” of Little League Baseball (Softball), unless they are specifically covered by the following local divisional playing rules or interleague playing rules defined by the group of leagues participating in interleague play.

(A) Tee Ball (TBALL) Division:

OBJECTIVE: To instruct/train the young player, the basics of the game in a fun, low key competitive atmosphere. The emphasis in this program should be on the proper technique in throwing, catching, running, hitting and learning basic knowledge of the game and field positions. **At no time should winning or losing a game take priority in this program.** Encouraging each player to attain goals and the desire to excel should be the main purpose.

The primary purpose of the T-Ball Division is to provide a fun, non-competitive environment for developing fundamental baseball skills. Players should receive positive reinforcement and be encouraged to do their best. Standings and scores are not recorded.

The rules used for Tee Ball are from the Official Minor League Baseball Rulebook. The following are local ground rules that are in addition to or an enhancement to these rules.

Code of Conduct

Coaches are responsible for their team’s players and parents conduct at all times. Players or parents who are unruly will be warned by the coach and may be asked to leave the game area if necessary.

Mandatory Play

No minimum amount of players is required to play a game. NO Forfeits.

Uniform and Equipment

1. Players may not wear jewelry, rings, watches, pins, or other metallic objects.
2. Bat must have the USA bat certification.
3. T-ball Safety Baseballs are to be used at all times.
4. Batters/Runners must wear a helmet (face guard is optional).
5. No metal cleats are allowed.

Game Format

1. Time Limits: Games will have 3 innings. No new inning shall start after 1 hour from the scheduled start.
2. Standings and Score: Standings and scores are not kept.
3. Managers/Coaches: An offensive coach MUST serve as the catcher and set ball on tee for batting team. Defensive coaches are allowed on the field to instruct the players. An adult coach MUST be in the bench area at all times, when players are present.
4. Defense Rules of Play
 - a. All players will play on the field when on defense. A maximum of seven infielders and the rest of the team must occupy the outfield. Rotation of the positions every inning is encouraged.
 - b. Infielders may not be more than 10 feet in front of the base path.
 - c. Outfielders may not be less than 10 feet behind the base path.
 - d. Pitcher stands on (or near) the rubber until the ball is hit.
5. Offensive Rules of Play (Batting):
 - a. No outs or runs will be recorded. (No scorebooks used)
 - b. The complete roster will be the batting order. Each team will bat through its complete roster each ½ inning regardless of the numbers of players on each roster. Any player arriving after a game has begun should be inserted in the batting order in the last batting position.
 - c. All offensive players except the at-bat player and base runners must be inside the dugout. There is no on-deck circle.
 - d. No leading off or stealing any base.

- e. Runners must stay in contact with the base until the ball is hit.
- f. Players may not advance to the next base on an overthrow.
- g. Base runners must stop when the ball reaches the infield – from a ball that was originally hit into outfield is thrown back.
- h. All base runners called out may not continue to run the bases.
- i. There are no strikeouts.
- j. A ½ inning will be considered complete when all batters in the lineup have batted and all runners have touched all the bases. The last batter will continue to run the bases until he/she touches home.

(B) Single A (A) Division:

OBJECTIVE: To instruct/train the young player in the basics of the game in a fun, low key competitive atmosphere. The emphasis in this program should be on the proper techniques in throwing, catching, running, hitting and learning basic knowledge of the game and field positions. **At no time should winning or losing a game take priority in this program.** Encouraging each player to attain certain goals and the desire to excel should be the main purpose.

The purpose of the A Division is to provide a fun, non-competitive environment for developing fundamental baseball skills. Players should receive positive reinforcement and be encouraged to do their best. Standings and scores are not recorded.

The rules used for the Single A baseball division are from the Official Minor League Baseball Rulebook. The following are local ground rules that are in addition to or an enhancement to these rules.

Code of Conduct

Coaches are responsible for their team's players and parents conduct at all times. Players or parents who are unruly will be warned by the coach and may be asked to leave the game area if necessary.

Mandatory Play

No minimum amount of players is required to play a game. NO Forfeits.

Uniform and Equipment

- 1. Players may not wear jewelry, rings, watches, pins, or other metallic objects.
- 2. Bat must have the USA Bat Certification.
- 3. T-ball Safety Baseballs are to be used at all times.
- 4. Batters/Runners must wear a helmet (face guard is optional).
- 5. No metal cleats are allowed.

Game Format

- 1. Time Limits: Games will have 3 innings. No new inning shall start after 1 hour from the scheduled start.
- 2. Standings and Score: Standings and scores are not kept.
- 3. Managers/Coaches: An offensive coach MUST serve as the pitcher for his or her team and base coaches are allowed at 1st and 3rd base. An offensive coach MUST serve as either back-up catcher or catcher to assist in speeding up game. Defensive coaches are allowed on the field to instruct the players. An adult coach MUST be in the bench area at all times, when players are present.
- 4. Defense Rules of Play
 - a. All players will play on the field when on defense. A maximum of seven infielders and the rest of the team must occupy the outfield. Rotation of the positions every inning is encouraged.
 - b. The catcher position MUST be occupied by an adult. However, adult must at least 10 feet away behind batter.
 - c. Infielders may not be more than 10 feet in front of the base path.
 - d. Outfielders may not be less than 10 feet behind the base path.
 - e. Pitcher stands on (or near) the rubber until the ball is hit.
- 5. Offensive Rules of Play (Batting):

- a. No outs or runs will be recorded. (No scorebooks used)
- b. The complete roster will be the batting order. Each team will bat through its complete roster each ½ inning regardless of the numbers of players on each roster. Any player arriving after a game has begun should be inserted in the batting order in the last batting position.
- c. All offensive players except the at-bat player and base runners must be inside the dugout. There is no on-deck circle.
- d. The coach may pitch to an individual batter based on their demonstrated ability to hit the ball at practice. Each batter will be given five pitches (full count) to hit the ball. If ball is not hit after 5 pitches, a tee is used. Children who cannot hit a pitched ball at practice should only use the tee during games.
- e. No leading off or stealing any base.
- f. Runners must stay in contact with the base until the ball is hit.
- g. Players may not advance to the next base on an overthrow.
- h. Base runners must stop when the ball reaches the infield – from a ball that was originally hit into outfield is thrown back.
- i. All base runners called out may not continue to run the bases.
- j. There are no strikeouts.
- k. A ½ inning will be considered complete when all batters in the lineup have batted and all runners have touched all the bases. The last batter will continue to run the bases until he/she touches home.

(C) Double A (AA) Division:

OBJECTIVE: To instruct the player coming out of “A” Baseball (Coach Pitch), or the first year player, the fundamentals of the game in a fun, low-key atmosphere. Emphasis in this program should be on the proper technique of throwing, catching, running, hitting and field positions. At no time should winning or losing take priority in this program.

The rules used for the Double AA baseball division are from the Official Minor League Baseball Rulebook. The following are local ground rules that are in addition to or an enhancement to these rules.

PLAYER PARTICIPATION:

MINIMUM-PLAYING RULE:

1. A Continuous Batting Order will be used. All players on the team roster that are present for the game shall be included in the batting order. A player arriving late will be added at the end of the batting order.
2. With the use of the continuation batting order, free substitution is allowed.
3. Every player must play at least two (2) innings in the infield every game. If a manager is concerned about the safety of a player while playing in the infield, the manager must contact their league prior to the game.
4. Managers are also encouraged to have all players change positions at least once during a game.
5. Every Player must sit one (1) inning before any player sits twice, this is continuous from the first game to the final game.

GAME PLAY:

1. Games will end at the completion of six innings (or 5 ½ innings if the home team is in the lead). No new inning shall start after **1hr 15 mins from the regular scheduled start time**.. An inning begins when the last out of the previous inning is made. If the score is tied at the end of regulation the game the result will be a tie game. No tie breaker shall be used.
2. Little League rules govern all play unless otherwise specifically noted in these rules.
3. **A regulation game shall be defined as per Rule 4.10 of the Official Regulations and Playing Rules.**
4. **Pitching:**

Machine Pitch – First 3 innings:

- The preferred pitching machine will be the **Louisville Slugger Black Flame**.
- It will be placed with the back leg set directly in front the pitching rubber which is at 46’.

- The Louisville Slugger Black Flame Machine settings will be 3, 3, 5.
- The home team will provide the machine unless other arrangements are made in advance
- Offensive coach will operate the machine
- Kids will receive a maximum of 5 pitches. Pitch will not count if ball fails to reach the plate due to machine error.
- PLAYING RULES WITH PITCHING MACHINE:
 - The pitching mound is a dead ball area, no players are allowed on the mound at any time. For this reason, the following rules shall apply:
 - Batted Ball:
 - If a batted ball comes in contact with the machine, power cord, or if the batted ball comes to a stop near the machine, the ball is dead. The batter will be awarded first base. Only runners that are forced to advance will advance one base.
 - Thrown Ball:
 - If a thrown ball comes in contact with the machine or the coach the ball shall be immediately called dead.
 - If runners are in motion between bases, the runner will be awarded one base beyond the last base touched at the time the ball was declared dead.
 - The coach must make every attempt to avoid being hit by a thrown ball.
 - Thrown or Batted Ball:
 - If a thrown or batted ball goes through the pitching mound without making contact with the machine or coach, either in flight or on the ground, and does not stop inside the circle, the ball is live.

Kid / Coach Pitch - remaining innings the time limit allows:

Beginning in 4th inning, Kid / Coach Pitch rules will apply:

- Kids will pitch from the front edge of the mound (40').
- Offensive coach will stand behind the mound and call balls and strikes.
- After 4 balls are called the offensive coach will pitch.
- Strikes will carry over but there will be no called strikes, only swinging strikes on coach pitch.
- Batter will have a maximum of 5 non-swing coach pitches.

Strikes will count. During player pitch, at four balls the batter's coach will finish pitching to the batter. There will be **No Walks**. The coach will call balls and strikes from a position behind the pitcher/mound. If a player is hit by a "player pitched" ball, the batter has the option of taking first base or continuing his/her turn at bat.

All pitches during the season, albeit from coach or player, are to be delivered from the standard distance of 40 feet – in front of the pitcher's mound.

5. In the AA Division, stealing of bases is **NOT** permitted. Players may advance one (1) base on overthrown balls during a play. There will be No Infield Fly Rule or Intentional Walks.
6. Play will cease when an attempt is made to throw the ball to the pitcher and the ball **reaches** the pitching circle.
7. The 5 Run limit applies to all innings. Ten-Run Rule shall be mandatory after 4 innings (if visiting team is ahead and 3-1/2 innings (if the home team is ahead).
8. The defensive team will have a "normal" defensive alignment for the infield consisting of 9 players.
9. **Little League Pitching Rules apply.**
10. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
11. Two defensive coaches may be positioned on the field of play during the game.

12. Up to 10 players may play defense (1 pitcher, 1 catcher, 4 infielders and 4 outfielders)

(D) Triple A (AAA) Division:

OBJECTIVE: To provide the knowledge, instruction and training for all players and prepare for higher levels of play. This program is designed to teach the player the basics in every aspect of the game. Realizing that instilling competitiveness into the player is a basic, the winning or losing of a game shall not take precedence over the individual/team instruction. The AAA program is intended to prepare the players for Major Division Baseball.

The rules used for AAA Baseball are from the Official Minor League Baseball Rule Book. The following are local ground rules that are in addition to or an enhancement of these rules.

All Inter-Leagues games will follow the current Little League Official Regulations (Rule Books), except where noted below:

PLAYER PARTICIPATION:

1. A Continuous Batting Order will be used. All players on the team roster that are present for the game shall be included in the batting order. A player arriving late will be added at the end of the batting order.
2. With the use of the continuation batting order, free substitution is allowed.
3. Regulation IV(i) in the Little League Official Regulations (Rule Books): Every roster player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
4. Every player must play at least one (1) inning in the infield every game. If a manager is concerned about the safety of a player while playing in the infield, the manager must contact their league prior to the game.
5. Every Player must sit one (1) inning before any player sits twice.
6. Managers are encouraged to have all players play more than the minimum playing time and to change positions at least once during a game.

GAME PLAY:

1. Prior to each game, a team's batting order with each player's full name, uniform number is required to be given to the opposing team.
2. No new inning shall start after 1 hour, 45 minutes from the scheduled start of the game. An inning begins when the last out of the previous inning is made. There will be NO DROP DEAD TIME. Once the no new inning time has been reached, the game will end upon the completion of the current inning.
3. The 5 Run limit applies to the first 4 innings. Beginning in the fifth inning, runs scored per inning are unlimited. Ten-Run Rule shall be mandatory after 4 innings (if visiting team is ahead and 3-1/2 innings (if the home team is ahead).
4. Stealing of bases
 - a. Permitted at the runner's risk after the ball has reached the plate
 - b. Stealing home
 - i. Permitted at runner's risk on a passed ball/wild pitch from the pitcher up to **2 successful times per inning. This rule will only apply for games through March 23, 2024. Beginning after March 23 2024, stealing home will be unlimited, subject to the inning maximum.**
 - ii. All other loose balls are in play and would not be considered stealing home (i.e. – catcher overthrowing the pitcher, catcher throwing to bases, etc.).
 - c. On a base on balls, the runner is permitted to continue to second base at their own peril regardless of pitcher's position in relation to the mound/pitching plate. However, if the runner pauses or completely stops at first base before continuing to second and the pitcher takes his/her position on the mound the runner is no longer permitted to continue to second base. This is the

only scenario a runner is allowed to advance to the next base when the pitcher is on the mound. On the mound is defined as within a 2 foot radius of the pitching plate.

5. If a pitcher is charged with three hit batters during a game, the opposing Manager or Umpire may request that the pitcher be removed from the mound.
6. A pitcher once removed may not pitch again in the same game.
7. There will be **NO** Intentional walks.
8. There will be **NO** Balks. Illegal pitches shall be enforced. The first illegal pitch will result in a warning. Subsequent illegal pitches will result in a ball being awarded to the batter. Illegal pitches do NOT count against pitch count.
9. To encourage players to field every ball, the infield fly rule is not in effect. If, in the Umpire's judgment, a fielder purposely drops a fly ball to create a double play, the Umpire may disallow the second out of the double play.
10. The home team is responsible for preparing the field for play, including raking the pitcher's mound, chalking the batter's boxes and foul lines, and walking the field to find and repair any holes or other items that could represent a safety risk for Players.
11. Umpire(s) and two new game balls shall be furnished by the home team.
12. The Home Team shall provide the official scorekeeper and pitch count recorded for both teams. The official pitch count recorded should inform the umpire when a pitcher has delivered the maximum limit of pitches for the game.
13. Less than Nine Players: If a team has at least six but less than nine Players present for a scheduled game, that team shall "borrow" one or more Players from the opposing team to complete its nine defensive positions. The opposing Player(s) who made the last offensive out(s) in the previous half-inning will be borrowed, and will play in the outfield. The results of a game played with borrowed Players will count as a regular game. If a team has fewer than six Players present for a scheduled game, that team will forfeit the game by a score of 6-0.

(E) Major Division:

The rules used for Major Baseball are from the Official Little league Baseball Rulebook. The following are local ground rules that are in addition to or an enhancement of these rules.

All Inter-League games will follow the current Little League Official Regulations ("Rule Books"), except where noted below:

PLAYER PARTICIPATION:

1. A continuous or 9-man lineup may be used
 - a. Each team must declare the type of lineup that it will use to the umpire and opposing team prior to the start of the game (no later than pre-game plate conference)
 - b. With continuous lineup
 - i. All players on the team roster that are present for the game shall be included in the batting order. A player arriving late will be added at the end of the batting order.
 - ii. Free substitution is allowed
2. Regulation IV(i) in the current Little League Official Regulations (Rule Books): Every roster player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
3. Managers are encouraged to have all players play more than the minimum playing time and to change positions at least once during a game.

Optional

The following rules are optional but encouraged.

1. Every player must play at least one (1) inning in the infield every game. Free substitution is allowed with continuous lineup only.
2. Every Player must sit one (1) inning before any player sits twice.

GAME PLAY:

1. Prior to each game, a team's batting order with each Player's full name, uniform number is required to be given to the opposing team.
2. No new inning shall start after 2 hours from the scheduled start of the game. An inning begins when the last out of the previous inning is made. There is no drop dead limit for Majors Division.
3. The 5 Run limit applies to the first 3 innings. Beginning in the 4th inning, runs scored per inning are unlimited. Ten-Run Rule shall be mandatory after 4 innings (if visiting team is ahead and 3-1/2 innings (if the home team is ahead).
4. If a pitcher is charged with three hit batters during a game, the opposing Manager or Umpire may request that the pitcher be removed from the mound.
5. Intentional walks are allowed. Teams may not intentionally walk the same player more than once in a game.
6. The home team is responsible for preparing the field for play, including raking the pitcher's mound, chalking the batter's boxes and foul lines, and walking the field to find and repair any holes or other items that could represent a safety risk for Players.
7. Umpire(s) and two new game balls shall be furnished by the home team. If a game is held at a 3rd party field (i.e. field not belonging to either team) the home team retains all responsibilities.
 - a. Example: East Lake vs. Countryside (home), game is played at Oldsmar. Countryside remains responsible for umpires, scorekeeper, etc.
8. The Home Team shall provide the official scorekeeper and pitch count recorded for both teams. The official pitch count recorded should inform the umpire when a pitcher has delivered the maximum limit of pitches for the game.
9. Less than Nine Players: If a team has at least six but less than nine Players present for a scheduled game, that team shall "borrow" one or more Players from the opposing team to complete its nine defensive positions. The opposing Player(s) who made the last offensive out(s) in the previous half-inning will be borrowed, and will play in the outfield. The results of a game played with borrowed Players will count as a regular game. If a team has fewer than six Players present for a scheduled game, that team will forfeit the game by a score of 6-0.

Inter-League Divisions (Junior & Senior Baseball and All Softball Divisions)

The Regular Season Playing Rules for District 12 Inter-League play will be followed.

ARTICLE V – TOURNAMENTS AND POST-SEASON CHAMPIONSHIP/PLAYOFFS

SECTION 1 – Rules

Per Little League rules, Tournaments must be administered under the same rules as the regular season. Regular season rules include all pitching rules and any minimum or mandatory play rules imposed on the divisions during the regular season.

SECTION 2 – Tournament

- A. The tournament format and seeding will be according to the following guidelines:
 - a. Junior Division (BB) – double-elimination tournament, teams seeded by a "blind draw".

- b. Major Division (BB) – double-elimination tournament, teams seeded by “blind a draw”.
 - c. Triple A Division (BB) – double-elimination tournament, teams seeded by a “blind” draw.
 - d. Double A Division (BB) – single-elimination tournament, teams seeded by a “blind” draw.
- B. The championship winning teams of the Junior and Major Divisions will represent OLL in the District 12 Tournament of Champions.

ARTICLE VI – ALL-STAR SELECTION PROCESS

The All-Star season is a serious undertaking and will require a commitment on behalf of the players and their families. Parents, please allow your son/daughter to be nominated for the All-Star team only if he or she will be available for all practices, games, pictures and events. Absences due to vacations, weekend outings, and other sports conflicts, etc. will not be excused and could impact playing time.

SECTION 1 - General Information

PLAYER NOMINATIONS

All-Star Selections (Minor, Major, Intermediate, and Junior) will be based upon a ballot system. Teams will be selected for baseball and softball: 9-10(Minor), 10-11(Minor), 10-11-12(Major), 11-12-13(Intermediate), and 12-13-14(Junior) divisions as outline in the Little League rulebook. Players, coaches, managers, and league officials will use a weighted voting system to nominate the All-Star representatives for each team.

PARENTS PLEASE NOTE: A completed Letter of Intent form from your son or daughter is required to have their name listed on the nomination ballot. All current players in Minor, Major, intermediate, and Junior divisions are eligible for nomination. **If a Letter of Intent is not received from your child by May 3rd 2024 their name will not listed on the All-Star ballot.**

PLAYER SELECTIONS

League officials will distribute ballots during practices and games during the second full week of May for the players will make their selections. **Please encourage players to keep their ballot selections private.** Balloting will be completed by May 12th, 2024 and no further ballots will be accepted. The All-Star selection committee will count ballots. Up to 13 players will be selected for the 9-10(Minors), 10-11(Minors), 10-11-12(Majors), 11-12-13(Intermediate), and 13-14(Juniors) divisional teams. Selected All-Star players will play in the lowest age division for which they are eligible unless special permission is granted by a unanimous vote of the All-Star selection committee.

SELECTION ANNOUNCEMENTS

The announcement for the All-Star selections will not occur before May 15th for any division. All players selected must reaffirm their desire and willingness to play on the All-Star team at that time. The All-Star coaching staff will be calling all parents to confirm their child for acceptance on the team.

ALL-STAR PLAYER REQUIREMENTS

The following set of rules will apply regarding the selection of players to an All-Star team.

Tournament Team Player eligibility:

9-10 Minors Division (Baseball & Softball)

Any player League Age 9 or 10, with amateur status, who has participated as an eligible player in 60 percent the regular season games as of June 15th.

- League age 9 year old players having played in the AAA division during the regular season.
- League age 10 year old players having played in the AAA division during the regular season.
- **League age 10 year old players having played in the Majors division during the regular season.**

10-11 Minors Division (Baseball & Softball)

Any player League Age 10 or 11, with amateur status, who has participated as an eligible player in 60 percent the regular season games as of June 15th.

- League age 10 year old players having played in the AAA division during the regular season.

- League age 10 year old players having played in the Majors division during the regular season.
- League age 11 year old players having played in the AAA division during the regular season.
- **League age 11 year old players having played in the Majors division during the regular season.**

11-12 Majors Division (Baseball & Softball)

Any player League Age 11 or 12, with amateur status, who has participated as an eligible player in 60 percent the regular season games as of June 15th on a Little League Baseball (Majors Division) team.

- League age 11 year old players having played in the Majors division during the regular season.
- **League age 12 year old players having played in the Majors division during the regular season.**
- **League age 12 year old players having played in the Intermediate (50-70) division during the regular season.**

11-12-13 Intermediate (50-70) Division (Baseball only)

Any player League Age 11, 12, or 13 with amateur status, who has participated as an eligible player in 60 percent the regular season games as of June 15th on a Little League Baseball Intermediate (50-70) team.

- League age 11 year old players having played in the Intermediate division during the regular season.
- League age 12 year old players having played in the Majors division during the regular season.
- League age 12 year old players having played in the Intermediate division during the regular season.
- League age 12 year old players having played in the Junior division during the regular season.
- **League age 13 year old players having played in the Intermediate (50-70) division during the regular season.**
- **League age 13 year old players having played in the Junior division during the regular season.**

12-13-14 Junior Division (Baseball only)

Any player League Age 12, 13, or 14 with amateur status, who has participated as an eligible player in 60 percent the regular season games as of June 15th.

- League age 12 year old players having played in the Junior division during the regular season.
- League age 13 year old players having played in the Intermediate division during the regular season.
- League age 13 year old players having played in the Junior division during the regular season.
- **League age 14 year old players having played in the Junior division during the regular season.**
- **League age 14 year old players having played in the Senior division during the regular season.**

13-14-15-16 Senior Division (Baseball only)

Any player League Age 13, 14, 15, or 16 with amateur status, who has participated as an eligible player in 60 percent the regular season games as of June 15th.

- League age 13 year old players having played in the Junior division during the regular season.
- League age 13 year old players having played in the Senior division during the regular season.
- League age 14 year old players having played in the Junior division during the regular season.
- League age 14 year old players having played in the Senior division during the regular season.
- **League age 15 year old players having played in the Senior division during the regular season.**
- **League age 16 year old players having played in the Senior division during the regular season.**

EXCEPTION: The League Board of Directors may permit a player to be eligible for selection, who does not meet the 60 percent (60%) requirement, if they provide a physician's note documenting an injury or illness prior to or during the current season prohibiting his/her participation and such note releases the player for the balance of the Regular Season and/or Tournament Play.

Players League Age 10, 11, 12, 13, 14, 15 and 16 may be eligible for selection to multiple tournament teams. These players may only be selected to one tournament team. Under no circumstances may these players be chosen for, practice with or participate with more than one tournament team.

SECTION 2 – Selection of Players

1. Only rostered players, managers, coaches, and league officials are eligible to vote for All-Star Players.
2. Players will select up to five (5) peer players from within their respective division of play. If the player selects more than five (5) players, the ballot will be void.

3. Managers, coaches, and league officials will select up to nine (9) players from within their respective division of play. If the manager, coach, or league official selects more than nine (9) players, the ballot will be redone.

Weight of Votes:

1. Players = 1 point each vote.
2. Coaches (2 per team) = 3 points each vote.
3. Managers = 5 points each vote.
4. All-Star Selection Committee = 3 points each vote.

Members of the All-Star Selection Committee will tabulate the ballots. The top ten (10) vote getters for each division will be named to the All-Star team. The All-Star Manager, President, Vice President, and Player Agent will select the final players from a pool of the remaining vote getters.

SECTION 3 – Selection of Managers and Coaches

1. All current rostered Managers and Coaches will be considered for a position on an All-Star team.
2. All-Star Managers and Coaches represent Oldsmar Little League and therefore the All-star selection committee may reject a manager or coach nominee for conduct inconsistent with Little League.
3. The League President will submit a final list of Managers and Coaches to the Board of Directors for approval by majority vote. The selected Managers and Coaches shall come from within the division from which they've managed or coached. If the Board elects to approve a manager or coach from another division it must be in line with the LLB Tournament Rules & Guidelines.
4. The Board of Directors should make every attempt to not select a manager or coach who has a known affiliation with a competing organization.

SECTION 4 – Board of Directors Responsibilities

1. Establish and appoint an All-Star Selection Committee during the April Board of Directors meeting. The selection committee shall consist of the League President, Vice President, Player Agent, and up to two (2) other officers of the board, and shall not consist of more than five (5) total Board Members.
2. The All-Star Selection Committee is charged with implementing the election procedures established by the Board of Directors, including the creation of the player ballots. The All-Star Selection Committee should regularly inform the Board of Directors of its activity and of the final composition of the All-Star teams.
3. Establish a maximum number of player All-Star nominees per team for each division. Establish the total number of players to be considered All-Stars in each age division.
4. Approve or Decline the President's list of Managers and Coaches for each All-Star team. The President's list will be comprised of all eligible Managers and Coaches for the respective All-Star team divisions.
5. Any OLL Board member or All-Star Selection Committee member who has a child in the affected age division shall not participate in the election counting for the corresponding ballot. On decisions where the Board of Directors rules for a specific age division, any board member who has a child in the affected age division or is a Manager or Coach candidate must be recused.

These Bylaws were posted on the League's website and approved by the OLDSMAR LITTLE LEAGUE Board of Directors On: May 31st, 2023.

<u>President's Name</u>	<u>President's Signature</u>	<u>Date</u>
-------------------------	------------------------------	-------------

<u>309 12 14</u> Little League I.D. No.	<u>59-2587736</u> Federal ID No.:
--	--------------------------------------

Little League Baseball does not limit participation in its activities on the basis of disability, race, creed, color, national origin, gender or religious preference.