

THIS BOX FOR REGIONAL USE ONLY

Date Submitted: _____

Approved: _____

Not Approved: _____

**OLDSMAR LITTLE LEAGUE BYLAWS
2019 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 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 our 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. No convicted felon shall be allowed to coach, manage or represent themselves as such. No convicted felon shall have direct contact with any minor within the jurisdiction of Oldsmar Little League.

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 two third (66.6 percent) of the total number of board members 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 encouraged to work **ONE (1) or more three hour shift(s) in the Concession Stand at some point during the course of the season.** This includes team parents, managers, coaches, officers of the League and all volunteers.

Working one (1) shift per season allows our Concession Stand to be adequately staffed during the season. **Please remember, proceeds from the Concession Stand benefit the children of Oldsmar Little League.**

Families that opt to not work in the Concession Stand will forfeit the Thirty Dollar (\$30) volunteer deposit collected during player registration.

Those families that work in the concession stand will be refunded their Thirty Dollar (\$30) volunteer deposit with a league issued check at the conclusion of the regular season.

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 defined 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. 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.
7. 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.
8. Drafts will be conducted by the player agent for that specific division with the League President and/or Division Vice President present.
9. 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.
10. 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 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.

1. After five (5) ineffective swings of the bat the batter is awarded first base.
2. The player must hit the ball past an imaginary line of 10 feet extending in front of home plate – to determine if the ball is a hit. The offensive manager will make the call if the ball passes the imaginary 10-foot mark. This call shall be made immediately.
3. An inning for offense will consist of batting through the entire batting order.
4. All players are to be in the batting order and in the field. Coaches must play a true infield, that is, only one player to a position (i.e., 1b, 2b, 3b, SS, P)
5. **A DEFENSIVE PLAYER SHALL NOT PLAY MORE THAN 1 INNING AT THE SAME POSITION PER BALL GAME.** Managers and coaches should rotate their infield and outfield players every inning. No player should have to play the outfield for two consecutive innings unless more than 12 players are present.
6. The player in the pitcher's position must have his/her foot on the rubber before the batter swings at the ball.
7. The fun of playing the game must be stressed at this level.
8. There will be NO official win/loss records.
9. **HELMETS WITH FACEMASKS ARE REQUIRED IN TEE BALL.** All players must wear helmets when batting and running bases.
10. Players are to remain in the dugout at all times while games are in progress. No on-deck batter will be allowed for safety reasons. The only reason a player is to leave the dugout is to use the restroom with the coach's permission and players should be accompanied by an adult.
11. Teams are responsible for leaving the dugout clean after each game.
12. No sliding. No stealing.
13. A maximum of 3 coaches are allowed on the field with the defensive players – this is for instructional purposes only.
14. The offensive team may have a coach help instruct with batting.
15. Base coaches are allowed at 1st and 3rd bases. Base coaches must be adults.
16. At least one adult must be in the dugout with the players at all times.
17. The game shall be 4 innings. No new inning shall start after 1 hour and 15 minutes. Managers are encouraged to utilize all playing time.
18. The game shall be played regardless of how many players are present.
19. This is a Tee ball league. Coaches are not permitted to pitch during games.

(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 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.

1. This is a coach pitch division. After five (5) ineffective swings of direct pitch the batter must use a tee for the remainder of his or her at-bat. **Strict** enforcement of this rule will help the flow of the game.
2. The player must hit the ball past the 10 foot line extending in front of home plate to determine if the ball is a hit. The offensive manager will make the call if the ball passes the 10 foot mark. This call shall be made immediately.
3. An inning for offense will consist of batting through the entire batting order.

4. All players are to be in the batting order and in the field. Coaches must play a true infield, that is, only one player to a position (i.e., 1b, 2b, 3b, SS, P. Catcher position is optional). The remainder of the players must be positioned in the outfield. Outfield is defined as 20 feet behind the base paths.
5. A defensive player shall NOT PLAY MORE THAN 1 INNING AT THE SAME POSITION PER GAME. Managers and coaches should rotate their infield and outfield players every inning. No player should play in the outfield for two (2) consecutive innings unless more than 12 players are present for a game.
6. The player that is in the pitcher's position must have his/her foot on the rubber before the coach pitches the ball.
7. The fun of playing the game must be stressed at this level of play. No win/loss records will be kept.
8. **HELMETS WITH FACEMASKS ARE REQUIRED IN A BALL.** All players must wear helmets when batting and running bases.
9. Players are to remain in the dugout at all times while games are in progress. No on-deck batter will be allowed for safety reasons. The only reason a player is to leave the dugout is to use the restroom with the coach's permission and players should be accompanied by an adult.
10. Teams are responsible for leaving the dugout clean after each game.
11. Home team provides one new game ball.
12. No sliding. No stealing.
13. A maximum of 3 coaches are allowed on the field with the defensive players – this is for instructional purposes only.
14. The offensive team may have a coach help instruct with batting.
15. Base coaches are allowed at 1st and 3rd bases. Base coaches must be adults
16. At least one adult must be in the dugout with the players at all times.
17. The game shall be 4 innings. No new inning shall start after 1 hour and 15 minutes. Managers are encouraged to utilize all playing time.
18. The game shall be played regardless of how many players are present.

(C) Double A (AA) Division:

OBJECTIVE: To instruct/train the young player coming out of A ball the basics of the game in a fun, low key competitive atmosphere. This division has been designed to give the young player a feel of game conditions in the AAA Division with machine and live pitching being utilized. Although score is kept, winning or losing should NOT be emphasized in this program. Encouraging each player to attain goals should still be the main objective in the Minor Divisions.

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.

1. The pitching machine is to be set at a speed of "10" and "1", and will be used and operated by an adult only. The mat will not be used behind home plate. Catchers will take a normal position behind home plate. During the machine pitch phase of a game, batters will be allowed three swinging strikes before being called out. If a batter continues to foul off a third strike, he or she will continue to bat until a swing and a miss or until the ball is put into play. The first time a batter does not swing at a strike, a warning will be given. All other strikes will be called. The coach operating the machine will call strikes and balls. There will be no walks when using the machine.
2. When a batted ball hits the pitching machine the ball will be considered in play until it rolls into foul territory. Foul territory is outside the chalk line prior to reaching first base or third base. Any ball that hits the machine and lies in fair territory after hitting the machine shall be considered a "Live Ball" and in play. Players may advance at their own risk. A ball that rolls foul after hitting the machine will not be counted as a strike but instead be recorded as a no pitch. A batted ball that gets stuck under the pitching machine will be ruled as a "dead" ball. The batter will be awarded first base and all other runners will be allowed to advance one base.
3. Any adjustments made to the pitching machine should be made prior to the beginning of the inning. Adjustments to the machine should only be made during the inning when at least 3 consecutive pitches were outside of the strike zone.
4. Player pitching will not occur for the first half of games to give ample time for practicing their pitching skills. During the seconds half of the season all games will be 3 innings of machine pitch and the remaining 3 innings will be player (kid) pitch.

5. A player may pitch one inning in a game. Managers are encouraged to use as many pitchers as possible. Managers shall conduct pitching practices weekly to develop effective pitchers as the season progresses. **Player attendance at these pitching practices shall be mandatory for those players who wish to pitch in games.**
6. A player may not pitch on consecutive days. A player may only pitch a total of three (3) innings in a 7-day period. Players should be encouraged to have good pitch selection at the plate, and should be taught the "strike zone". "Walks" and "Hit Batters" will be part of the game only when players are pitching. See rule 7 for how walks will be handled.
7. The regular 3 strikes and 4 balls for a walk will be used when players are pitching. If a batter should receive four (4) balls the manager will coach pitch with a count starting at one strike. The pitcher may continue to the next batter starting with a new count. The above procedure is in place to prevent multiple walks and avoid discouraging the players. Managers should encourage players to swing the bat when pitches are in the strike zone. Innings shall consist of 3 outs or 5 runs. All players will be in the batting order.
8. Players will pitch from the mound using a pitching rubber at a distance of 40ft. There will be no balks or illegal pitches in this division. Little League baseballs will be used during innings when pitchers are used.
9. Please make defensive changes between innings quickly. Catchers should begin putting on their gear after they have batted so that they are ready to take the field when the inning is completed. The "60 seconds in between innings" rule will be enforced in the next division so players are encouraged to quickly take a ready position in the field after each offensive inning.
10. Catchers must wear full equipment including catcher's helmet with throat guard and catcher's mitt. Catchers are to be positioned in a regular catchers position at all times.
11. If a manager, coach or player is ejected from the game, they must leave the playing area immediately and take no further part in that game. Additionally, the manager, coach, or player must sit out the next game.
12. There will be no official win/loss record.
13. Helmets with facemasks are required in this division.
14. Every Male player in this division must wear a protective cup.
15. **A player can only play the same position for two innings with the exception of the catcher.** Catchers may play up to 3 innings in a game but only if the manager feels he has no other qualified catchers available. Managers are encouraged to allow their players to play the infield and outfield throughout the season.
16. No stealing is permitted.
17. Sliding is allowed as described in the Little League rulebook. Head first sliding will result in the runner being called out.
18. Players may bunt against player pitch only. A bunt with two strikes that goes foul shall be considered a strikeout.
19. Players can advance to home on an overthrow to third at their own risk. A ball leaving the field of play shall be awarded one (1) base on an overthrow. The runner or runners will be permitted to advance at their own risk on an overthrow that remains in play, but not more than one (1) base.
20. No new inning shall start after 9:00pm for night games during the week. Please start games on time. Games should be played a full 6 innings whenever possible. There are no 10 run rules in effect.
21. No new inning shall start after 2 hours of play. However, games will have a drop dead time 15 minutes before the scheduled start of the next game.
22. A pitcher must be replaced within an inning, if said pitcher, walks or hits by pitch or any combination thereof 5 batters within a given inning.
23. Base coaches will be adults only. Base coaches shall remain in coaches box at all times.
24. One adult must be in the dugout area at all times.
25. Ten defensive players are allowed. The 10th player must be used in the outfield. Maximum on the field would be 10 players. No player may sit on the bench for more than one inning.
26. Defensive team may station a maximum of two (2) coaches in the field during the game for instructional purposes only. They may not physically assist players in fielding. Note: If a batted ball is fair and hits or is interfered with by a coach/manager in the field of play, the ball is live and still in play.
27. An inning will consist of 3 outs per team or 5 runs. Runs in the 6th inning will be unlimited.
28. The scoreboard will be shut off if the score becomes greater than 10 runs. A scorebook is to be used throughout the season. The home team scorebook will be used as the official scorebook.
29. The home team will prepare the field for use. The home team is responsible for setting up and removing pitching machine. All equipment is to be placed in the shed located by the batting cages at the conclusion of each game.

(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.

1. No new inning will start 1 hour and 45 minutes after scheduled start time. Time Slots of at least 2 ½ hours will be available for weekend games. Please make every effort to begin a game on time. If an umpire is late, please have a coach umpire the game until the regular umpire crew arrives.
2. **An inning shall consist of 3 outs or 5 runs scored per team.** Starting in the fourth (4) inning runs are unlimited.
3. **Oldsmar Little League Minimum Play Rule will be in effect.** No player will sit more than 2 innings in a game. The batting order will consist of all players. A copy of the batting order will be given to the opposing team before the start of a game. A player arriving late shall be placed at the bottom of the order.
4. **PITCHING:** Read the Official Little League Rulebook, VI and subsection 8.0, Players who are league age 12 may not pitch in AAA. No pitcher may throw more than 75 pitches in a game.
5. Base stealing is allowed in accordance with the Little League rulebook.
6. When stealing the runner may not leave the base until the pitched ball crosses the plate.
7. There will be no balks, however any pitching violation discussed in subsection 8.0 in the rulebook will result in a "ball" being called. If violation pitch is put in play, the umpire will apply proper ruling after play is completed.
8. During or at the start of the game, if either team is unable to field nine players, players from the opposing team will be used to complete fielding positions. At no time will game be called due to lack of players. Forfeits are not a part of this program.
9. If a manager, coach or player is ejected from the game, they must leave the playing area immediately and take no further part in that game. Additionally, the manager, coach, or player must sit out the next game.
10. There will be no official win/loss record.
11. Encouragement to players to win the game is encouraged but not a priority. Managers, coaches and parents should encourage good sportsmanship at all times!
12. The home is responsible for preparing the field for play.
13. Helmets are required in the AAA division while at the plate, on the bases, or in the coach's box.
14. Players are to remain in the dugout at all times while the game is in progress. The only reason a player is to leave the dugout is to use the bathroom with the manager's permission.
15. **TEAMS ARE RESPONSIBLE FOR LEAVING THE DUGOUTS CLEAN AFTER EACH GAME.**
16. It is mandatory for the Manager or Coach to maintain a scorebook and to keep records of attendance for all scheduled practices and games. The record keeping will include playtime for every game. This is in accordance with the League Minimum Play Rule. Scorebooks can be reviewed by the Divisional VP. If a player misses 3 games or practices or a combination of both (equaling 3), the manager must advise the VP of the Division who will then contact the Player Agent.
17. Rainouts will be made up whenever possible.
18. The 60 second in between innings rule will be in effect. Players should take defensive positions quickly.

(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.

1. No new inning will start 2 hours after scheduled start time. Time Slots of at least 2 ½ hours will be available for weekend games. Please make every effort to begin a game on time. If an umpire is late, please have a home team parent, coach, or manager umpire the game until the regular umpire crew arrives.
2. **Minimum Play Rule:** The Oldsmar Little League 3-6-3 Rule will be used during the spring season. A copy of the batting order will be given to the opposing team before the start of the game. **Pitching:** Follow guidelines

set forth in Section VI and Subsection 8.0 in the Little League Rulebook. *(new in 2007 pitch count rule)* There will be no balks, however any pitching violation discussed in subsection 8.0 in the rulebook will result in a “ball” being called at the discretion of the umpire. If a violation pitch is put in play, the umpire will apply the proper rule after the play is over.

3. Base stealing is allowed in accordance with the rulebook.
4. **Records:** It is mandatory for the Manager or Coach to keep records of player attendance at all scheduled games. Record keeping shall include the innings played for every player. The VP of the Division may request review scorebooks at any time. If a player misses 3 practices and/or games in a row the Manager must advise the VP of the Division who will then contact the parent of the Player Agent.
5. If a manager, coach or player is ejected from the game, they must leave the playing area immediately and take no further part in that game. Additionally, the manager, coach, or player must sit out the next game. Managers are responsible for the actions of their players, coaches, and parents.
6. Helmets must be worn at the plate, on the bases, and in the coach’s box.
7. Rainouts will be made up whenever possible
8. The home is responsible for preparing the field for play.
9. **TEAMS ARE RESPONSIBLE FOR LEAVING THE DUGOUT CLEAN AFTER EACH GAME.**
10. The 60 second in between innings rule will be in effect. Players should take defensive positions quickly.

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 13th 2019 their name will not listed on the 2019 All-Star ballot.**

PLAYER SELECTIONS

League officials will distribute ballots during practices and games during the week of MAY 14TH 2019 for the players will make their selections. **Please encourage players to keep their ballot selections private.** Balloting will be completed by May 26th, 2019 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 occur on June 1st 2019 for all divisions. 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. President, VP, and Player Agent = 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: January 20th, 2019.

President’s Name	President’s Signature	Date
------------------	-----------------------	------

<u>309 12 14</u>	<u>59-3303644</u>
Little League I.D. No.	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.