

Ross Valley Little League Bylaws

League ID Number: 04050303

I. MISSION STATEMENT

The primary objective of Ross Valley Little League (“RVLL”) is to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens. To achieve this objective, RVLL will provide a supervised program of baseball games and instruction under the rules and regulations of Little League Baseball, Incorporated. All RVLL directors, managers, officers, agents and other volunteers shall bear in mind that the attainment of exceptional athletic skill or the winning of games is secondary, and the molding of future citizens is of prime importance.

II. LOCAL RULES

The rules described herein are intended to supplement, not replace, the rules and regulations of Little League Baseball, Incorporated and the RVLL Constitution.

III. RVLL PROGRAMS

A) **Tee Ball League.** Tee Ball League is an instructional tee ball program for players ages five (5) and six (6) who are in preschool or kindergarten. A child must be five (5) years old on or by February 15th to qualify for spring RVLL Tee Ball.

B) **Farm Ball League.** Farm Ball League is a coach-pitch instructional program for: 1) players in kindergarten who previously played RVLL Tee Ball or an equivalent tee ball program; or (2) players who are in first grade.

C) **Rookies League.** Rookies League is a machine-pitch, instructional baseball program for second graders, including players who are league-age eight (8), and for first graders who previously played RVLL Farm League or a comparable coach-pitch program.

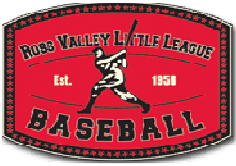
D) **Minors League.** Minors League is a player-pitch, instructional baseball program for third and fourth graders and for fifth graders who do not advance to Majors League. Players who are league-age eight (8) will be allowed to play in Minors only if they also are in third grade or above.

E) **Majors League.** Majors League is a competitive baseball program for qualified fifth graders, sixth graders, and seventh graders who turn thirteen (13) after April 30th.

F) **Juniors League.** Juniors League is a competitive baseball program for players ages thirteen (13) and fourteen (14). High school freshmen who turn fifteen (15) after April 30th may also participate in Juniors League.

IV. PLAYER FEES AND REFUND POLICY

All player fees are due at the time of registration unless a designated RVLL representative approves an alternative arrangement. A refund will be granted up to three days after tryouts for Minors, Majors and



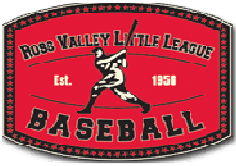
Juniors Leagues, and until February 7th for Rookies, Farm and Tee Ball. Any refunds after this point will need the Board of Directors' approval and may be at a reduced rate.

V. PLAYER ASSIGNMENT

- A) **Tee Ball League.** The Tee Ball League Commissioner assigns players to teams. At this level, the Commissioner will make an effort to accommodate parents' requests for team and teammate assignments, although the Commissioner must weigh such requests against the need to maintain a balance of ages on each team. Team assignments are finalized by the end of February and parents are notified of their child's assignment. Teams are dissolved at the end of each baseball season.
- B) **Farm League.** The Farm League Commissioner assigns players to teams. At this level, the Commissioner will make an effort to accommodate parents' requests for team and teammate assignments, although the Commissioner must weigh such requests against the need to maintain a balance of ages on each team. Team assignments are finalized by the end of February and parents are notified of their child's assignment. Teams are dissolved at the end of each baseball season.
- C) **Rookies League.** The Rookie League Commissioner assigns players to teams. The Commissioner will consult with the Player Agent and team managers in an effort to balance teams in terms of skill levels and ages. Team assignments are finalized by the end of February and parents are notified of their child's assignment. Teams are dissolved at the end of each baseball season.
- D) **Minors League.** Minors registrants participate in tryouts (see Tryouts, Section VI (A)), but their participation is purely to allow the coaching staffs to evaluate players for purposes of balancing the teams in terms of skill level. Following the evaluations, the Minors managers draft players to determine rosters. (See Draft, Section VII). Every Minors age-eligible child will be assigned to a team. Roster assignments are completed in February, at which time parents will receive notification of their child's team assignment. Teams are dissolved at the end of each baseball season.
- E) **Majors League.** All players wanting to participate in Majors are required to attend tryouts (see Tryouts, Section VI (B)). Following tryouts, the Majors managers draft players to determine rosters. (See Draft, Section VII.) Players ages ten (10) and eleven (11) who try out for Majors but are not drafted to a Majors team are released to the Minors where they are drafted as part of the Minors team assignment process. All players who are age twelve (12) are assured a place on a Majors team, unless the player's parents agree their child would be better served with a season in the Minors. Should a twelve (12) year old play Minors, he or she is not permitted to pitch. Players will be notified in the weeks after tryouts as to their league assignment (Majors vs. Minors). Roster assignments for Majors and Minors are completed by late February, at which time parents will receive notification of their child's team assignment.
- F) **Juniors League.** All players wanting to participate in Juniors League are required to attend tryouts (see Tryouts, Section VI (C)). Following tryouts, the Juniors managers draft players to determine rosters. (See Draft, Section VII). Every Juniors age-eligible child will be assigned to a team. Roster assignments are completed by late February, at which time parents will receive notification of their child's team assignment.

VI. TRYOUTS

- A) **Minors League.** All players wanting to participate in Minors League must attend tryouts, which are



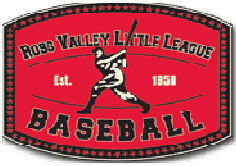
run by the Player Agent. The purpose of Minors tryouts is to evaluate players' skill levels in order that teams may be balanced. Every Minors age-eligible child will be assigned to a team; no child will be turned away for lack of ability. Consistent with the guidelines set forth in the Little League Operating Manual, during tryouts the Minors Commissioner,

Board-approved Minors managers and other neutral parties selected by the Player Agent evaluate each player's skill level in the following areas: batting/bunting, pitching, throwing, fielding grounders and fielding fly balls. A running time also is recorded. Each of the skills is graded on a one (1) to five (5) scale. A total score of twenty-five (25) is the highest rating. Players who previously played in Minors are evaluated first; players new to Minors are evaluated second. The Player Agent collects all evaluations related to each player and aggregates the scores into an average score per player. Prior to the draft, the Player's Agent distributes each player's aggregate score as well as all player evaluations to each RVLL Minors manager. Prior to the Minors draft, the Player Agent also provides the Minors managers the scores and evaluations for players ages ten (10) and eleven (11) who tried out for Majors but were not drafted to a Majors team; these players will participate in the Minors Draft (see Draft, section VII). All player evaluation information is strictly non-public.

B) Majors League. All players wanting to participate in Majors League must attend tryouts, which are run by the Player Agent. Consistent with the guidelines set forth in the Little League Operating Manual, the Majors Commissioner, Board-approved Majors managers and other neutral parties selected by the Player Agent evaluate each player's skill level in the following areas: batting/bunting, pitching, throwing, fielding grounders and fielding fly balls. A running time also is recorded. Each of the skills is graded on a one (1) to five (5) scale. A total score of twenty-five (25) is the highest rating. Players who previously played in Majors are evaluated first; players new to Majors are evaluated second. The Player Agent collects all evaluations related to each player and aggregates the scores into an average score per player. Prior to the draft, the Player's Agent distributes each player's aggregate score as well as all player evaluations to each RVLL Majors manager (see Draft, section VII). Following the Majors draft, the Player Agent also provides the Minors managers the scores and evaluations for players ages ten (10) and eleven (11) who tried out for Majors but were not drafted to a Majors team; these players will participate in the Minors draft (see Draft, section VII). All players who are twelve (12) are assured a place on a Majors team, unless the player's parents agree their child would be better served with a season in the Minors. All player evaluation information is strictly non-public.

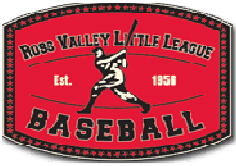
C) Juniors League. All players wanting to participate in Juniors League must attend tryouts, which are run by the Player Agent. Consistent with the guidelines set forth in the Little League Operating Manual, the Juniors Commissioner, Board-approved Juniors managers and other neutral parties selected by the Player Agent evaluate each player's skill level in the following areas: batting/bunting, pitching, throwing, fielding grounders and fielding fly balls. A running time also is recorded. Each of the skills is graded on a one (1) to five (5) scale. A total score of twenty-five (25) is the highest rating. Players who previously played in Juniors are evaluated first; players new to Juniors are evaluated second. The Player Agent collects all evaluations related to each player and aggregates the scores into an average score per player. Prior to the draft, the Player's Agent distributes each player's aggregate score as well as all player evaluations to each RVLL Juniors manager (see Draft, section VII). All players age thirteen (13) and age fourteen (14) and high school freshmen who turn fifteen (15) after April 30th who try out for Juniors will be assigned to a Juniors team. All player evaluation information is strictly non-public.

VII. PLAYER DRAFT



A) **Authority.** The Player Agent runs the draft and he or she, along with the RVLL President, has final say on all draft matters. Should the Player Agent have a child in the league being drafted, the RVLL President will have final authority with regard to that league.

B) **Timing.** The draft for Majors generally occurs during the week following tryouts. The Minors draft occurs shortly after the Majors draft. Every effort should be made to hold both Majors and Minors drafts prior to the mid-February school vacation. The Juniors draft occurs before the end of February.



C) Process

1) **Order of Selection.** Prior to the draft, the Player Agent randomly assigns the managers' order of player selection, unless the Player Agent also is a manager in the league being drafted. Should such a conflict arise, then the Player Agent and the League Commissioner work together to randomly assign the order of selection, unless the League Commissioner also is a manager in the league being drafted. Should this latter conflict arise, the Player Agent and the RVLL President will work together to randomly assign the managers' order of player selection. The Player Agent will communicate the draft order to each manager prior to the draft in order to aid the managers' preparation.

a) **Exception to Random Order of Selection.** The only exception to the random draft order will be if one of the managers has a child who clearly is the most skilled player in the player pool. Such a determination must be established via the tryout evaluation scores, and via affirmation from the Player Agent and the League Commissioner—unless the Player Agent and/or League Commissioner also is/are managing in the league being drafted. Should the Player Agent and/or League Commissioner have such a conflict, the RVLL President will participate in the determination process. If a manager's child is determined to be the most skilled player in the player pool, that manager will be assigned the first draft pick.

2) **Returning Players versus New Players.** The draft for Minors, Majors and Juniors occurs in two stages: returning players are drafted first with each manager receiving an equal number of picks; players new to a league are drafted second. If the number of returning players cannot be distributed evenly between teams during the returning player draft rounds, the remaining returning players will be added to the new player pool for selection.

3) **Players Not Drafted into the Majors League.** Players who tried out for Majors but were not selected for a Majors team are released back into the Minors draft and will become part of the Minors returning player pool. Prior to the Minors draft, the Player Agent will notify the parents of these children and the Minors managers that these children will be drafted to a Minors team.

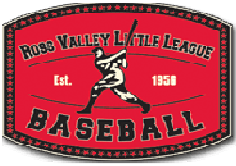
4) **Managers' Children.** The Player Agent will place each manager's child or children in the round in which the child or children must be drafted. This placement will be based upon the evaluations/scores from tryouts (see Section VI).

5) **Assistant Coaches.** Consistent with the guidelines set forth in the Little League Operating Manual, managers must select their assistant coaches after the completion of the draft. There may be no pre-assignment of assistant coaches since such pre-assignment can create the appearance of collusion and may give a team an unfair advantage over others.

6) Mandatory Drafts

a) Any child who is league-age twelve (12) must make a Majors team, unless the Player Agent receives approval from the player's parents to allow that child to play in Minors.

b) All third graders, and all fourth and fifth graders who are not drafted to a Majors team, who participate in tryouts must be drafted to a Minors team.



c) All sixth graders who have played at least one (1) year in Minors must be drafted to a Majors team, even if the players are league age eleven (11), unless the Player Agent receives approval from the player's parents to allow that child to again play in Minors. Seventh graders who are also league-age twelve (12) must play in Majors unless specifically granted a waiver to play in Juniors by the Player Agent.

d) All players ages thirteen (13) and fourteen (14) and high school freshmen who turn fifteen (15) after April 30th who try out for Juniors must be drafted to a Juniors team.

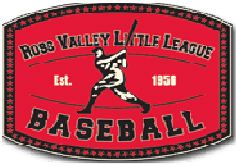
7) Other Draft Limitations

- a) No Majors team may have more than eight (8) players who are twelve (12) years old.
- b) There are no "cuts" allowed in Little League. If a child is eligible to play safely, then he or she must be assigned/drafted. If there is a safety issue with an individual player, the Player Agent is empowered to make adjustments or remove a player in accordance with the rules and regulations of Little League Baseball, Incorporated.
- c) In order for a player who is age eight (8) to be drafted as a Minor, he or she must also be in third grade or above.

8) **Trading.** Following the draft, managers may, if they desire, trade players until such a time as the players are notified of their team selection. All trades shall be made through and approved by the Player Agent, unless the Player Agent is a manager in the relevant league. If the Player Agent has such a conflict, then all trades must be made through and approved by the League Commissioner and/or the League President. The following restrictions also apply:

- a) Trades may only take place within the same league.
- b) All trades must be player for player only. (Example: two (2) players from Team A could not be traded for one (1) player from Team B.)
- c) The Player Agent (or the League Commissioner and/or League President should he/she/they be required to make the decision) shall approve only those trades made for justifiable reasons.

9) **Replacement of a Majors Player During the Season.** Consistent with the guidelines set forth in the Little League Operating Manual, if a Majors player cannot or will not complete the season, the player's manager must notify the Player Agent regarding the player's situation within forty-eight (48) hours of his or her learning of the situation. The Player Agent will contact the player and his family to determine whether the player should be removed from the roster. Once the Player Agent has confirmed the player's status, he/she shall promptly notify the League President. The President will present the loss of the player to the Board. If the Board approves the loss/removal of the player, the President shall send a letter of release to the player and the parents stating the player has been released from the Major League team and RVLL for a justifiable reason. This action creates an opening for a replacement on the team's roster. If the Board decides to replace the player, the player's former manager shall review the list of remaining draft-eligible players with the Player Agent and select a replacement. The



replacement shall be notified by the Player Agent and will become a permanent member of the Majors team. No replacement players will be selected within the final two weeks of the regular season. If a Minors player is chosen to move up to Majors, and the player declines the move, the manager will take his or her second choice. The player who declined to move up will remain in Minors for the remainder of the season with no further option to move to a Majors team until the following year.

VIII. GAME TIME LIMITS AND SCORING LIMITS

A) Tee Ball.

1) **Time Limits.** A normal game is three (3) innings or seventy-five (75) minutes from the official start time, whichever comes first. An inning is defined as one time through the batting order of eligible players.

2) **Scoring Limits.** There is no scoring in Tee Ball.

B) Farm Ball.

1) **Time Limits.** A normal game is three (3) innings or seventy-five (75) minutes from the official start time, whichever comes first. An inning is defined as one time through the batting order of eligible players.

2) **Scoring Limits.** There is no scoring in Farm Ball.

B) Rookies.

1) **Time Limits.** A normal game is six (6) innings or ninety (90) minutes from the official start time, whichever comes first.

2) **Scoring Limits.**

a) There is no scoring during the regular season of Rookies.

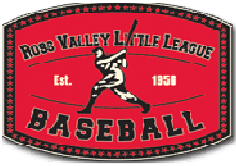
b) Scoring is permitted during playoff games with the following restriction:

i) Playoff games in which one team has a ten (10) run or more lead after four (4) innings (three and one-half (3 ½) innings if the home team is leading in score), will be called at that point.

C) Minors.

1) **Time Limits.**

a) A normal game is six (6) innings. However, all regular season games shall have a two (2) hour time limit from the official starting time; no new inning shall begin later than one hour fifty minutes (1:50) from the official starting time.



- b) Playoff games may continue past the two (2) hour limit and may go into extra innings if the teams are tied at the end of six (6) innings.
- c) If a game is called by an umpire for safety/weather conditions, continuation of play at a later date will be necessary only if fewer than four (4) innings (three and one-half (3 ½) innings if the home team is ahead) have been completed.
- d) If a game is called before it has become a regulation game but after one (1) or more innings have been played, the game shall be resumed at the exact point where it left off.

2) Scoring Limits.

- a) Managers and coaches are expected to do their best to prevent lopsided scoring in games. Games in which one team has a ten (10) run or more lead after four (4) innings (three and one-half (3 ½) innings if the home team is leading in score), will be called at that point.
- b) A five (5) run limit per half inning is imposed. The five (5) run limit will not apply in the sixth or final inning or in any extra innings.

D) Majors.

1) Time Limits.

- a) A normal game is six (6) innings with no time limit on games.
- b) If a game is called by an umpire for safety/weather conditions, continuation of play at a later date will be necessary only if fewer than four (4) innings (three and one-half (3 ½) innings if the home team is ahead) have been completed.
- c) If a game is called before it has become a regulation game but after one (1) or more innings have been played, the game shall be resumed at the exact point where it left off.

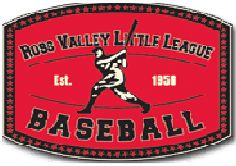
2) Scoring Limitations.

- a) Games in which one team has a ten (10) run or more lead after four (4) innings (three and one-half (3 ½) innings if the home team is leading in score), will be called at that point.

E) Juniors.

1) Time Limits.

- a) A normal game is seven (7) innings with no time limit on games.
- b) If a game is called by an umpire for safety/weather conditions, continuation of play at a later date will be necessary only if fewer than five (5) innings (four and one-half (4 ½) innings if the home team is ahead) have been completed.



c) If a game is called before it has become a regulation game but after one (1) or more innings have been played, the game shall be resumed at the exact point where it left off.

2) Scoring Limits.

a) Games in which one team has a ten (10) run or more lead after five (5) innings (four and one-half (4 ½) innings if the home team is leading in score), will be called at that point.

IX. PROTESTS

A) **Valid Protest.** In accordance with Little League Rule 4.19 (a), protests shall be considered only based on the violation or interpretation of a playing rule, the use of an ineligible pitcher or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment.

B) **Right to Protest.** In accordance with Little League Rule 4.19(b), only the managers (or in the managers' absence, the coaches) of contesting teams have the right to protest or speak with an umpire during a game.

C) Protest Process.

a) In accordance with Little League Rule 4.19(e), protests must be submitted first to the umpire on the field of play and then in writing to the League President within twenty-four (24) hours of the incident in question. The Umpire-in-Chief also should be notified and should submit a report to the League President regarding the matter.

b) In accordance with Little League Rule 4.19(f), a committee composed of the League President, the Player Agent, the Umpire-in-Chief, the League Commissioner and one or more Board Directors who are not managers shall hear and resolve any and all protests not resolved by the umpires on the field.

D) **Exceptions.** Formal protests are not allowed in Tee Ball, Farm Ball or Rookies. Protests must be resolved on the field at the time of play. The Managers are encouraged to resolve the disagreements immediately. Managers should submit letters describing any ongoing problem to the League Commissioner.



X. FIELD PREPARATION AND DECORUM. The home team is responsible for field preparation before each game. In intra-league play, the away team is responsible for clean up after the game. During inter-league play, the home team is responsible for both field preparation and clean up.

A) Rookies Field

1) Field preparation

- a) Set up bases
- b) Set up pitching machine
- (c) Draw foul lines (if skinned field)

2) Clean up

- a) Put away bases
- d) Put away pitching machine
- c) Clean up dugouts
- d) Drag field (if skinned field)
- e) Secure lockbox

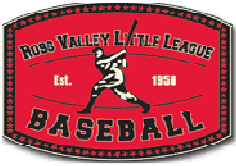
B) Minors Field

1) Field preparation

- a) Set up bases
- b) Remove tarps
- c) Prepare mound

2) Clean up

- a) Put away bases
- b) Clean up dugouts
- c) Drag field, and fill in mound and batters box with dirt and tamp them down
- d) Place tarps on mound and home plate
- e) Wet down the infield dirt and infield grass
- f) Secure lockbox



C) Majors Field

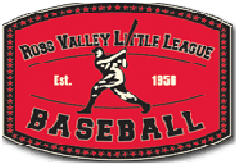
1) Field preparation

- a) Set up bases
- b) Remove tarps
- c) Prepare mound
- d) Set up fence
- e) Set up scoreboard

2) Clean up

- a) Put away bases
- b) Clean up dugouts
- c) Drag field, and fill in mound and batters box with dirt and tamp them down
- d) Place tarps on mound and home plate
- e) Wet down the infield dirt and infield grass
- f) Take down and store fence
- g) Turn off score board
- h) Secure sheds and score board equipment

XI. SCORE KEEPING. In divisions that permit scoring, the home team is responsible for providing the official scorekeeper and pitch counter. The home team scorebook and pitch count will be the official game score-keeping book and pitch count. Scorekeeping shall be done in accordance with Little League rules. After the game, the score sheet must be reviewed and signed by the umpire. The League Information Manager will keep records of the game scores.



XII. UNIFORMS

No uniforms, other than those approved by the RVLL, are acceptable. RVLL will provide hats and jerseys to all divisions of play. Socks, belts and baseball pants will be provided by each player's family. The jerseys are the property of RVLL and must be returned at the end of the season. Players may keep their hats. Any jersey that is not returned or is damaged beyond normal wear and tear will have to be paid for by the player's family.

XIII. ADDITIONAL LEAGUE-SPECIFIC RULES

1) Tee Ball League

a) **Equipment.** All equipment must be Little League approved. Parents are responsible for players' cleats and gloves. RVLL will supply bats, balls and helmets. Players are allowed to use their own equipment provided the equipment is Little League approved.

b) Player Positions

i) All players should be used on defense each inning. All infield positions shall be covered and all remaining players should be used in the outfield.

ii) All players should be rotated to all positions. No player should play the same infield position for more than one inning. No player should play in the outfield for more than two innings in a single game.

c) Batting

i) A continuous batting order will be used following Little League Rule 4.04. All eligible players hit every inning. No set line-up is required.

ii) All batters will hit off the tee and advance only one (1) base at a time. There are no outs.

iii) The last batter is the "home run" batter and bats in all remaining base runners.

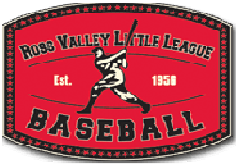
d) **Coaching Staff.** Managers and coaches are allowed on the field.

e) **Manager and coach selection.** All managers and coaches must be board approved.

2) Farm League

a) **Equipment.** All equipment must be Little League approved. Parents are responsible for players' cleats and gloves. RVLL will supply bats, balls, catcher equipment and helmets. Players are allowed to use their own equipment provided the equipment is Little League approved.

b) Player Positions



- i) All players should be used on defense each inning. All infield positions shall be covered and all remaining players should be used in the outfield.
- ii) All players should be rotated to all positions. No player should play the same infield position for more than one inning. No player should play in the outfield for more than two (2) innings in a single game.

c) **Batting**

- i) A continuous batting order will be used following Little League Rule 4.04. All eligible players hit every inning. No set line-up is required.
- ii) A manager, coach or designee with the appropriate background check completed and on file with RVLL will pitch to all batters. The manager/coach pitches to his/her own team at bat.
- iii) Players will only advance one (1) base at a time, except when a player hits a ball into the outfield. The player may then try for a double.
- iii) The last batter is the “home run” batter and bats in all remaining base runners.

d) **Coaching Staff.** Managers and coaches are allowed on the field.

e) **Manager and coach selection.** All managers and coaches must be board approved.

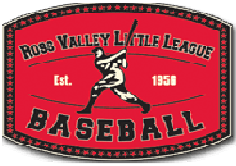
3) **Rookies League**

a) **Equipment.** All equipment must be Little League approved. Parents are responsible for players' cleats and gloves. RVLL will supply bats, balls, catcher equipment and helmets. Players are allowed to use their own equipment provided the equipment is Little League approved.

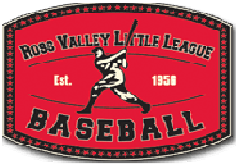
b) **Pitching.** A pitching machine will be used for all batters. Adults only (manager, coach or designee with the appropriate background check completed and on file with RVLL) are allowed to run the machine. The machine operator (“Pitcher”) pitches to his/her own team at bat.

c) **Defensive Positions.** There will be at least ten (10) position players on the field, as follows. Infield: catcher, first base, second base, third base, shortstop and pitcher. Outfield: left, right, center and rover (additional players may be placed at the manager's discretion). No infielder other than the catcher may be positioned forward of the pitching machine. No outfielder may be positioned on the infield dirt or grass. Managers/coaches are required to rotate or re-position players each inning. Each player shall play at least one inning in the outfield; however, in no event shall any player play more than two consecutive innings in the outfield.

d) **Substitution.** If a team roster has more than ten (10) players, no players shall sit out of the defensive portion of the game for more than one half inning per game. In such cases, no player shall be positioned in the outfield in the innings immediately preceding and following sitting out. Substitute runners are allowed only in case of injury. The last batter prior to the injured player who did not get on base shall be the sub.



- e) **Infield Fly.** No infield fly rule is in effect in Rookies.
- f) **Bunting.** No bunting is allowed in Rookies.
- g) **Batting.**
 - (i) All rostered players at the game will bat once each inning whether they are defensively in or out of the game. Teams will bat through their entire order each inning unless 3 fielding outs (no strikeouts) are recorded first, at which time teams will switch sides. If, on a given day, one team has substantially fewer players than the other team, the shorthanded team will be allowed extra at-bats to equalize the defensive time each team has while on the field.
 - (ii) Each batter will be allowed a maximum of six (6) hittable pitches for each at bat. The Pitcher (machine operator) is designated to make the call on whether a pitch is hittable (a strike) or not. A batting tee will be placed on home plate after six (6) hittable pitches have been thrown. If the player is hit by a pitch, he/she is awarded first base. If a player puts the ball into play safely (or is put out running bases) the at bat is ended. There will not be walks or called strikes.
 - (iii) Last batter. As stated, each team will bat their entire line-up each inning unless three (3) fielding outs are recorded. Immediately before the last batter in the order comes to the plate, the offensive team shall announce, "Last Batter!" to the opposition. If the last batter puts the ball into play, the defensive team must either record an out (not necessarily the third out) or get the ball to home plate in control of the catcher or other fielder to end the inning. A defensive player must have control of the ball and touch home plate to end the inning if an out was not made in the field.
- h) **Sliding.** When a play is being made on a runner coming home, to minimize any potential contact with the catcher, the runner must slide into home plate. If the runner does not slide, the runner will be called out. No headfirst slides are allowed. No sliding into first base is allowed. Warnings should be given to players who do not observe these rules.
- i) **Stealing.** No stealing allowed. A base runner shall not leave the base until the pitched ball crosses the plate.
- j) **End of Play.** After a batter puts the ball in play, runners may continue to advance until there is a put-out or the ball is returned to the control of the Pitcher (player or coach) or an attempt is made to get the ball near the mound. If at this point a runner is one-half (1/2) (or farther) of the way to the next base, he shall be awarded that base.
- k) **Overthrows.** Players may advance one (1) base on an overthrow that goes out of play. If the overthrow occurs on the last batter and the ball is ruled out of play, each base runner shall advance one base only.
- l) **Dead Ball.** If a batted ball hits the pitching machine or the pitcher, it is ruled a dead ball and the batter shall be awarded first base. Other base runners shall only advance if required to do so.



m) **Base Coaches.** Teams are encouraged to use approved coaches or team players as base coaches. Base coaches (players) must wear protective helmets.

n) **Umpiring.** Umpiring is the responsibility of the coaches of the respective teams. The Pitcher (machine operator) shall be the designated official and shall make the calls in the field.

o) **Rainouts:** Rainouts need not be rescheduled but may be rescheduled at the discretion of both team managers, with the approval of the League Commissioner and the Scheduler.

p) **Protests:** No protests are allowed. Complaints or concerns about unfair play or unsportsmanlike conduct should be brought to the attention of the League Commissioner.

q) **Schedule Changes:** Teams shall not make changes to scheduled games, days or times without the approval of the League Commissioner and Scheduler.

r) **Post-Season Tournament:** Post-season play will be held. All teams will make the playoffs.

s) **Manager and coach selection.** All managers and coaches must be board approved.

4) Minors League

a) **Equipment.** All equipment must be Little League approved. Parents are responsible for players' cleats and gloves. RVLL will supply bats, balls, catcher equipment and helmets. Players are allowed to use their own equipment provided the equipment is Little League approved.

b) **Pitching.** Minors is player pitch baseball in accordance with Guideline VI of the official Little League Rules and Regulations. Throwing curve balls is prohibited during the regular season.

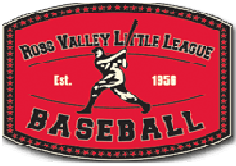
c) **Defensive Positions.** There will be ten (10) position players on the field with four (4) outfielders. No infielder may be positioned forward of the pitcher.

d) **Substitution.**

i) If a team roster has more than ten (10) players, no player shall sit out of the defensive portion of the game for more than two (2) innings per game in a six inning game, and players must participate a minimum of every other inning of any extra innings.

* The only exception to this minimum play standard would be for player discipline or injury. A player discipline issue would have to be shared immediately with the manager of the other team and the umpires, and reviewed with the League Commissioner, Player Agent and the player's parents immediately following the incident.

ii) If a game is shortened due to time limitations or the ten-run rule, then any player who has sat out for more than half of the defensive portion of the game must play in a defensive position during the first inning of his or her team's next game.



iii) Substitute runners are allowed only in case of injury. The last batter prior to the injured player who did not get on base shall be the sub.

e) **Infield Fly.** The infield fly rule is in effect in Minors.

f) **Bunting.** Bunting is allowed in Minors.

g) **Batting.**

(i) All rostered players at the game will be part of the batting order each inning whether they are defensively in or out of the game.

h) **Sliding.** When a play is being made on a runner coming home, to minimize any potential contact with the catcher, the runner must slide into home plate. If the runner does not slide, the runner will be called out. Purposely running into the catcher on plays at home plate will be cause for ejection from the game. No headfirst slides are permitted. No sliding into first base is permitted. Warnings should be given to players who do not observe these rules.

i) **Stealing Bases.** Stealing bases is permitted in Minors. However, under no circumstances are players permitted to steal home plate until May 1st. A base runner may not advance to either second, third or home plate on an overthrow from a catcher, or following an overthrow from another fielder who is returning the ball to the pitcher upon the routine completion of a play. Once the pitcher has retrieved the ball, base runners must return to their respective bases. Base-runner dancing and/or taunting in order to induce a throw is not permitted.

j) **Rainouts.** Rainouts may be rescheduled at the discretion of the Scheduler.

k) **Schedule Changes.** Teams shall not make changes to scheduled games, days or times without the approval of the Commissioner and the Scheduler.

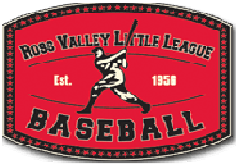
l) **Player Pool.** The player pool is a supply of players who are ready and able to temporarily fill in the lineup of a team that is unable to field the minimum number of players for a game. The minimum number of players required for a game is nine (9).

i) Pool players are drawn from all teams in the league. A list of players interested in becoming pool players will be collected from each manager and assembled by the League Commissioner and/or Player Agent.

ii) The pool players are prohibited from pitching and catching, and they must be placed last in the batting order.

iii) The player pool is intended solely to give a team enough players to play the game, not to give bench depth.

iv) The League Commissioner and/or Player Agent will assign pool players as objectively and blindly as possible. The player(s) supplied by the pool ideally will not make the receiving team significantly better or worse. Nevertheless, there may be instances when the pool player enhances a team's performance or detracts from a team's



performance simply as a result of the draw.

m) **Post-Season Tournament.** Post-season play will be held. All teams make the playoffs.

n) **Manager and coach selection.** All managers and coaches must be board approved.

5) Majors League

a) **Equipment.** All equipment must be Little League approved. Parents are responsible for players' cleats and gloves. RVLL will supply bats, balls, catcher equipment and helmets. Players are allowed to use their own equipment provided the equipment is Little League approved.

b) **Pitching.** Majors is player pitch baseball in accordance with Guideline VI of the official Little League Rules and Regulations. Throwing curve balls is prohibited during the regular season .

c) **Defensive Positions.** There will be nine (9) position players on the field.

d) **Substitution.**

i) Each player in Majors must play a minimum of nine (9) defensive outs in the field in a six inning game.

* The only exception to this minimum standard would be for player discipline or injury. A player discipline issue would have to be shared immediately with the manager of the other team and the umpires, and reviewed with the league commissioner, Player Agent, and the player's parents immediately following the incident.

ii) If a game is shortened due to time limitations or the ten-run rule, then any player who did not play nine defensive outs must play in a defensive position during the first inning of his or her team's next game.

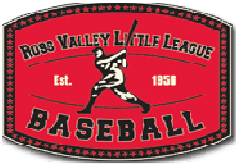
iii) Substitute runners are allowed only in case of injury.

e) **Infield Fly:** The infield fly rule is in effect in Majors.

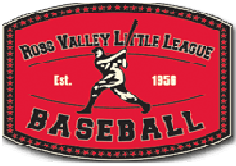
f) **Bunting.** Bunting is allowed in Majors.

g) **Batting.** All rostered players at the game will be part of the batting order each inning whether they are defensively in or out of the game.

h) **Sliding.** When a play is being made on a runner coming home, to minimize any potential contact with the catcher, the runner must slide into home plate. If the runner does not slide, the runner will be called out. No headfirst slides are permitted. Purposely running into the catcher on plays at home plate will be cause for ejection from the game. No sliding into first base is permitted. Warnings should be given to players who do not observe these rules.

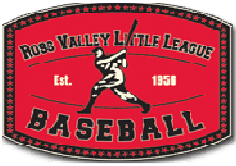


- i) **Stealing Bases.** Stealing bases is permitted in Majors.
 - j) **Rainouts.** Rainouts may be rescheduled at the discretion of the Scheduler.
 - k) **Schedule Changes.** Teams shall not make changes to scheduled games, days or times without the approval of the Commissioner and the Scheduler.
 - l) **Player Pool.** The player pool is a supply of players who are ready and able to temporarily fill in the lineup of a team that is unable to field the minimum number of players for a game. The minimum number of players required for a game is nine (9).
 - i) Pool players are drawn from all teams in the league. A list of players interested in becoming pool players will be collected from each manager and assembled by the League Commissioner and/or Player Agent.
 - ii) The pool players are prohibited from pitching and catching, and they must be placed last in the batting order.
 - iii) The player pool is intended solely to give a team enough players to play the game, not to give bench depth.
 - iv) The League Commissioner and/or Player Agent will assign pool players as objectively and blindly as possible. The player(s) supplied by the pool ideally will not make the receiving team significantly better or worse. Nevertheless, there may be instances when the pool player enhances a team's performance or detracts from a team's performance simply as a result of the draw.
 - m) **Post-Season Tournament.** Post-season play will be held. All teams make the playoffs.
 - n) **Manager and coach selection.** All managers and coaches must be board approved.
- 6) **Juniors League**
- a) **Equipment.** All equipment must be Little League approved. Parents are responsible for players cleats and gloves. RVLL will supply bats, balls, catcher equipment and helmets. Players are allowed to use their own equipment provided the equipment is Little League approved.
 - b) **Pitching.** Juniors is player pitch baseball in accordance with Guideline VI of the official Little League Rules and Regulations.
 - c) **Defensive Positions.** There will be nine (9) position players on the field.,
 - d) **Substitution.**
 - i) Each player in Juniors must play a minimum of six (6) consecutive outs and one (1) at bat.



* The only exception to this minimum standard would be for player discipline or injury. A player discipline issue would have to be shared immediately with the manager of the other team and the umpires, and reviewed with the league commissioner, player agent, and the player's parents immediately following the incident.

- ii) Substitute runners are allowed only in case of injury.
- e) **Infield Fly.** The infield fly rule is in effect in Juniors.
- f) **Bunting.** Bunting is allowed in Juniors.
- g) **Batting.** Each player must bat a minimum of one (1) time per game.
- h) **Sliding.** When a play is being made on a runner coming home, to minimize any potential contact with the catcher, the runner must slide into home plate. If the runner does not slide, the runner will be called out. Purposely running into the catcher on plays at home plate will be cause for ejection from the game. No headfirst slides are permitted. No sliding into first base is permitted. Warnings should be given to players who do not observe these rules.
- i) **Stealing Bases.** Stealing bases is permitted in Juniors. Players are permitted to lead off.
- j) **Rainouts.** Rainouts may be rescheduled at the discretion of the Scheduler.
- k) **Schedule Changes.** Teams shall not make changes to scheduled games, days or times without the approval of the Commissioner and the Scheduler.
- l) **Player Pool.** The player pool is a supply of players who are ready and able to temporarily fill in the lineup of a team that is unable to field the minimum number of players for a game. The minimum number of players required for a game is nine (9).
 - i) Pool players are drawn from all teams in the league. A list of players interested in becoming pool players will be collected from each manager and assembled by the League Commissioner and/or Player Agent.
 - ii) The pool players are prohibited from pitching and catching, and they must be placed last in the batting order.
 - iii) The player pool is intended solely to give a team enough players to play the game, not to give bench depth.
 - iv) The League Commissioner and/or Player Agent will assign pool players as objectively and blindly as possible. The player(s) supplied by the pool ideally will not make the receiving team significantly better or worse. Nevertheless, there may be instances when the pool player enhances a team's performance or detracts from a team's performance simply as a result of the draw.
- m) **Post-Season Tournament.** Post-season play will be held.
- n) **Manager and coach selection.** All managers and coaches must be board approved.



XIV. DISCIPLINARY PROCEDURES

A. Disciplinary Action

Disciplinary action may be commenced against any person involved in the RVLL program, including but not limited to RVLL officers, directors, umpires, managers, coaches, parents, players and those desiring to attend games and/or functions. Activities that may be subject to disciplinary action shall include any violation of the guidelines contained in the Little League Operating Manual, official Little League Rules and Regulations, RVLL Bylaws or RVLL Constitution. Any individual who is involved in any way with RVLL may also be subject to disciplinary action for any activity or conduct which the RVLL Disciplinary Committee (see Section XIV (B) below) or the RVLL Board determines to be detrimental to the best interest of RVLL and/or Little League Baseball.

B. Disciplinary Committee

A Disciplinary Committee consisting of the League President, Vice President (if the position is filled), Umpire-in-Chief, Player Agent and relevant League Commissioner shall investigate and determine the merit of allegations that may require disciplinary action.

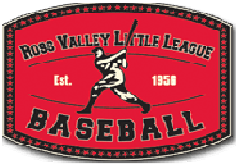
C. Filing of Charges

To initiate an investigation by the Disciplinary Committee, the complainant shall file a written complaint setting forth the grounds upon which the complaint is based. The complaint shall contain necessary information so that a proper investigation of the charges can be made. The complainant must sign the complaint and deliver it to the attention of at least two of the following officers: the RVLL President, the relevant League Commissioner and the Player Agent. The complaint must be filed within three (3) calendar days following the occurrence of the alleged violation. **Note:** Upon the request of the complainant, his or her name will be held in confidence.

The RVLL Disciplinary Committee may of its own accord initiate an investigation absent a formal written complaint if the Disciplinary Committee becomes aware of conduct or activity which it regards as potentially detrimental to the best interest of RVLL and/or Little League Baseball.

D. Notification of Charges

If the Disciplinary Committee finds merit in the allegation or otherwise finds evidence of conduct or activity that is detrimental to the interests of RVLL or Little League Baseball, the President or other designated Board member shall, within three (3) days of receipt of the complaint alleging the need for disciplinary action or within three (3) days of the Disciplinary Committee initiating its own an investigation, give written notice to the alleged violator stating the substance of the charge in concise terms and requesting that the alleged violator appear at a hearing before the Disciplinary Committee or the Board; based on the nature of the allegation, the Disciplinary Committee shall make the determination regarding whether the hearing should occur before the Disciplinary Committee or the Board. Such a hearing should be held no later than ten (10) days from the date of the notice. The notice shall contain a statement that failure to appear at the hearing shall constitute default and an admission of the conduct alleged in the complaint. The notice also shall state that such a default shall allow the RVLL Board or Disciplinary Committee to discipline the alleged violator as it deems appropriate, including suspension or removal from the RVLL program. In no event shall any hearing member have any direct involvement with the alleged violation.



E. Decision of the Board

If the hearing is before the Board, then the Board must be represented by a valid quorum as stated in the RVLL Constitution. If the hearing is before the Disciplinary Committee, then three-quarters of the Committee members must be present at the hearing. At the conclusion of the fact-finding hearing, the Board or Disciplinary Committee shall adjourn for deliberation. If a minimum of two-thirds of the Board members present at the hearing or a minimum of two-thirds of the members of the Disciplinary Committee present at the hearing find that adequate grounds exist for disciplinary action, then the President or designated Board member shall issue a written decision setting forth the rule, regulation or policy violated, and the sanction ordered as a result of the violation. Sanctions may include, but are not limited to, reprimand or censure, or dismissal or suspension from any further RVLL activities.

F. Emergency Disciplinary Action

Under emergency circumstances, when immediate action must be taken to protect the welfare of any individual involved in any RVLL program, the President or any person specifically designated by the President may suspend an individual from further participation in RVLL activities. Following emergency suspension, a complaint shall be made as set forth in Section XIV (C) above and a hearing shall take place as set forth in Section XIV (D).

XV. PLAYOFFS. For the RVLL divisions that hold playoffs:

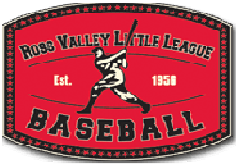
- A. The playoff format (whether double elimination, brackets, pool play, etc.) varies each year and by league depending on the number of teams in each league. The League President shall make a determination concerning the format(s) to be used each playoff season.
- B. Regular season rules apply during playoffs except as specifically stated otherwise in the regulations of Little League Baseball, Incorporated and/or elsewhere in these Bylaws.
- C. The winner of the tournament will represent RVLL in the Tournament of Champions. If the winner is unable to field a complete team, then the second place team will become the representative in the Tournament of Champions.

XVI. ALL STARS

RVLL selects All Star teams in Minors, Majors and Juniors divisions of play. Twenty (20) players are named to the All Star teams in Minors and Majors; eighteen (18) players are named to the All Star team in Juniors. From this group of honored players, a smaller travel team is selected in each division to represent RVLL in the divisional and district All Star tournaments.

A. Minors

1. **Selection Process.** Each Minor's manager shall submit to the Player Agent five (5) nominees for the All Star team from among his/her team's members. Only eligible players—those children of league age nine (9) or ten (10)—shall be included on the managers' nomination sheets. The manager shall include with each nomination a brief description of the player's qualifications. The Player Agent shall then consolidate the nominee names and the player descriptions into a single



document for redistribution to the league's managers. Each manager will then consider the nominees and rank, from one (1) to twenty (20), the best players league-wide in his/her estimation. Twenty (20) points shall be awarded for each first place ranking, nineteen (19) for each second place ranking, and so on. Each manager shall return his/her completed ballot back to the Player Agent, who, along with the League Commissioner, shall then tally the votes and generate the results. With the exception of Mandatory All Stars (see Section XVI (A)(3) below), the players receiving the highest overall points become All Stars, and the All Star manager decides which of the twenty (20) All Stars make the travel team.

2. **Eligibility.** All Star eligibility is limited to age qualified athletes who: (1) reside within RVLL league district boundaries or have received an approved waiver from Little League, and (2) have played in the Little League required number of games. The player must be available to be present for a majority of All Star team practices and games. If the player cannot, will not or is not present for a majority of the All Star practices and games, the player may be replaced with an eligible league player who was not chosen during the original voting and roster selection.

3. **Mandatory All Stars.** All eligible ten (10) year old players who successfully make a Major's team and play as a Major for the entire regular season are automatically placed upon the Minors All Star team and travel squad.

B. Majors

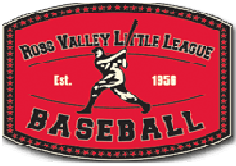
1. Selection Process

a. **Poll of league players.** Nine (9) of the players on the team roster are selected based upon a poll of the league's players. The Player Agent and League Commissioner will schedule and coordinate the player voting during the last week of the regular season. Names of all eligible players will be placed on a ballot; each league player will vote for the ten (10) players whom he or she deems most worthy. Players receiving the most votes will comprise one half of the Major's All Star team roster.

b. **Manager ranking.** The remaining roster will be selected as follows: The Player Agent and/or League Commissioner will provide each Majors manager with a list of all players eligible to become All Star. Each manager will rank his or her top twenty (20) players from one (1) to twenty (20). Each rank will be assigned a numeric value according to the following system: a player receiving a first rank from a manager will receive twenty (20) points, a player receiving a second rank will receive nineteen (19) points, and so on, meaning the player ranked number twenty (20) will receive one (1) point from that manager. The Player Agent and/or League Commissioner will add up all points. Those players who receive the highest number of points and who have not already been chosen for the All Star roster pursuant to the poll of league players (see Section XVI B(1)(a) above) will comprise the remainder of the roster.

c. **Travel Team.** The All Star manager decides which of the twenty All Stars make the travel team.

2. **Eligibility.** All Star eligibility is limited to age qualified athletes who: (1) reside within RVLL league district boundaries or have received an approved waiver from Little League, and (2) have played in the Little League required number of games. The player must be available to be



present for a majority of All Star team practices and games. If the player cannot, will not or is not present for a majority of the All Star practices and games, the player may be replaced with an eligible league player who was not chosen during the original voting and roster selection.

3. **Mandatory All Stars.** All eligible ten (10) year old players who successfully make a Major's team and play as a Major for the entire regular season are automatically placed upon the Minors All Star team and travel squad.

C. Juniors

1. Selection Process.

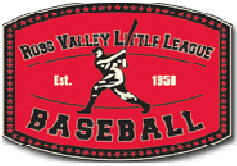
a. **Poll of league players.** One half of the team roster is selected based upon a poll of the league's players. The Player Agent and League Commissioner will schedule and coordinate the player voting during the last week of the regular season. Names of all eligible players will be placed on a ballot; each league player will vote for the nine (9) players whom he or she deems most worthy. Players receiving the most votes will comprise one half of the Juniors All Star team roster.

b. **Manager ranking.** The remainder of the roster will be selected as follows: The Player Agent and/or League Commissioner will provide each Juniors manager with a list of all players eligible to become All Stars. Each manager will rank his or her top eighteen (18) players from one (1) to eighteen (18). Each rank will be assigned a numeric value according to the following system: a player receiving a first rank from a manager will receive eighteen (18) points, a player receiving a second rank will receive seventeen (17) points, and so on, meaning the player ranked number eighteen will receive one (1) point from that manager. The Player Agent and/or League Commissioner will add up all points. Those players who receive the highest number of points and who have not already been chosen for the Juniors All Star roster pursuant to the poll of league players (see Section XVI C(1)(a) above) will comprise the remainder of the roster.

c. **Travel Team.** The All Star manager decides which of the twenty All Stars make the travel team.

2. **Eligibility.** All Star eligibility is limited to age qualified athletes who: (1) reside within RVLL league district boundaries or have received an approved waiver from Little League, and (2) have played in the Little League required number of games. The player must be available to be present for a majority of All Star team practices and games. If the player cannot, will not or is not present for a majority of the All Star practices and games, the player may be replaced with an eligible league player who was not chosen during the original voting and roster selection.

These RVLL Bylaws were approved by a vote of the Board of Directors on _____ and remain valid unless changed by a vote of the Board of Directors.



RVLL President

Date
