



2025  
Bylaws

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## **ARTICLE 1 - VILLAGE HILLS LITTLE LEAGUE OBJECTIVE**

### **Section 1.01**

The objective of Village Hills Little League, hereafter referred to as "VHLL," is to implant firmly in the youth 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 who will grow to become good, decent, healthy, and trustworthy citizens. In pursuit of these goals which are primary, VHLL also strives to develop youth athletes with athletic skills that improve over time.

### **Section 1.02**

To achieve this objective, these Bylaws are established to provide direction to the VHLL's Board of Directors, hereafter referred to as "BOD," on matters pertaining to the operation of the league.

### **Section 1.03**

All duly adopted Bylaws of VHLL shall be binding on all members of said league, but in no way shall these Bylaws be in conflict with the rules and regulations of Little League Baseball, Inc.

### **Section 1.04**

The official playing rules and regulations as published by Little League Baseball, Inc. shall be binding on VHLL.

## **ARTICLE 2 - CHANGES TO THE BYLAWS**

### **Section 2.01**

Village Hills Little League Bylaws are a living document and provide a general framework for league operations.

### **Section 2.02**

The President or Vice President shall delegate a Bylaw Review Committee annually. The Review Committee will be established following annual elections. The Review Committee will solicit and present proposed changes to the current bylaws to the entire BOD.

### **Section 2.03**

Proposed changes to the Bylaws shall be brought before the BOD during a regularly scheduled meeting to be held not less than one month before the first scheduled game of the season.

#### **Section 2.04**

Majority vote of the entire BOD shall be required to make changes to the Bylaws.

#### **Section 2.05**

Absent an exception validated and voted upon by a  $\frac{2}{3}$  majority of the BOD, changes to the Bylaws made the initial release will not go into effect until the following season. All exceptions whether listed or not, will be validated and determined on a case by case basis by the standing BOD. Examples of such exceptions include: safety concerns, financial inadequacies, rules that impact fair play. This list is not meant to be all inclusive.

### **ARTICLE 3 – GROUND RULES AND REGULATIONS**

#### **Section 3.01**

All player matters shall be brought to the attention of the Player Agent who may consult with the BOD on an as needed basis to bring such matters, as applicable, before the BOD.

#### **Section 3.02**

Ground Rules: The Umpire-In-Chief, and Vice President will be responsible for setting any ground rules needed on the fields being used before the season starts. These rules will be incorporated into the Bylaws and provided to the managers before the season starts. Additionally, the ground rules shall be discussed prior to each game at the pre-game meeting by the home plate umpire.

#### **Section 3.03**

Field and Weather Conditions: Once a game begins, the Home Plate Umpire for each game has sole responsibility to determine if field and weather conditions are acceptable with regards to darkness and/or rain. He or She is the only person that can suspend a game for such conditions.

#### **Section 3.04**

Rescheduling of Games: Any games suspended prior to becoming official need to be forwarded to the Vice President and the Scheduling Committee to be rescheduled. Games should be rescheduled in the order they are cancelled and provide 40 hours notice to coaches and umpires. The Vice President has the final say as to when games are rescheduled. Any competitive division games needing to be rescheduled shall be handled in the following manner: The umpire shall call a "no game" and forward to the Vice President and the Scheduling Committee to be rescheduled. Due to the limitations on the calendar and available fields, games will only be rescheduled if due to weather as outlined in this section or fall under the exception noted in section 3.05 below.

### **Section 3.05**

Forfeits (competitive divisions only): A minimum of 9 players must be present for each team to begin any competitive division game. Any competitive division team who does not have at least 9 players present at the scheduled game start time shall forfeit the game to the opposing team. If both teams do not have at least 9 players at the scheduled game time, the game will be referred to the Vice President and the Scheduling Committee to be rescheduled.

### **Section 3.06**

All teams including players, managers, coaches, and spectators are responsible for cleaning up and properly disposing of all garbage on and around their field after each game.

### **Section 3.07**

VHLL opts to invoke the 15 after 3, 10 after 4, 8 after 5 run rule as allowed in Rule 4.10(e) of the Little League Official Rules and Regulations.

### **Section 3.08**

Inter-leaguering Divisions will follow District Inter-league rules or Little League rules outlined in appropriate rulebook.

### **Section 3.09**

Pets, alcohol, tobacco, e-cigarettes, and weapons are prohibited at any Village Hills Little League event.

### **Section 3.10**

Managers are responsible for having a copy of a completed and signed Medical Release forms for each player on their team prior to the start of any team practices. The Medical Release forms must be present for all team practices and games. Any players who have not turned in a completed form may not participate in their team's practices or games.

### **Section 3.11**

For safety reasons, no open toed sandals or shoes of any kind are allowed on the playing field or in the dugout during any VHLL game or practice.

### **Section 3.12**

**League Volunteers:** Per Little League rules, any adult volunteers who are in "regular" contact with players must complete the Little League Volunteer Application. The BOD shall appoint a single BOD member to run all background checks for any applicants every year. Any applicants who have a criminal background shall not be approved as a league volunteer to include team practices and games. VHLL will destroy all documents with volunteer applicant's personal information once background checks are complete.

### **Section 3.13**

**Minimum Play Time (competitive divisions only):** Per the Little League rule book, "Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one time (majors division)." The only exception to this rule is when an official game is shortened for any reason (darkness, run rule, weather). For VHLL teams - If a player does not play the minimum play time due to a shortened game as described above, that player must start the next game played and stay in the game until minimum play time for that game is met.

### **Section 3.14**

**Home Team** - The home team may select their dugout of choice and is responsible for preparing the field. Preparing the field includes: installing bases, dragging, and chalking the field.

### **Section 3.15**

**Visiting Team** - The visiting team occupies the remaining dugout. The visiting team is responsible for bringing a trash can from the snack bar to the field (if it is the first game of the day) and cleaning the field after each game. Cleaning the field includes: dragging the field and picking up trash, wrappers, cups, etc. If it is the final game for the day it additionally includes returning the trash can to the snack bar area and storing the bases.

### **Section 3.16**

**Good Sportsmanship** - At all times, good sportsmanship and the well-being of the players will take precedence. Managers, coaches, parents, and players must act in a responsible manner. Adherence to the CODE OF CONDUCT is mandatory. Failure to do so is cause for expulsion and/ or further disciplinary action. The coach may determine disciplinary action that may include reduced play time. Player's Guardians may appeal to the board. For immediate disciplinary action see the board member on duty.

### **Section 3.17**

**Dugout Behavior** - Managers must ensure supervision of the players in the dugout at all times. Only managers, coaches, approved volunteers and players are allowed in the dugout (no siblings, friends, or parents). Managers must ensure supervision of the players in the dugout at all times. Managers are encouraged to solicit parents to help, and must require all volunteers to submit a volunteer application prior to working with or around players. A manager, coach or approved volunteer for the team must be in the dugout at all times. Disciplinary measures needed to keep control in the dugout may include removing a player from the lineup during batting at the Manager's discretion. Players in the dugout may encourage their teammates at bat, but may not address the team on the field. With the exception of sunflower seeds and gum, No Food is allowed in the dugouts.

### **Section 3.18**

**Protests** - If the manager believes a misinterpretation or violation of a playing rule occurs, the issue should be respectfully raised to the umpire by the manager with the intent of resolving the protest immediately but in no case longer than 10 minutes. If the umpire believes the call is a judgement call or the issue is not resolved within the 10 minute period, the game will continue under protest and the manager may continue the protest after the game in accordance with Section 4.19 of the little league rulebook. The time spent reviewing will not count toward the game time for the determination of a regulation game.

## **ARTICLE 4 – TECHNOLOGY AND SOCIAL MEDIA**

### **Section 4.01**

#### VHLL Website

The BOD will maintain a website for the purpose of communicating with its general membership information relative to VHLL. The Information Officer will maintain primary responsibility and control over the website. Any control assigned is subject to withdrawal.

Content	Content will be related to VHLL operations, will be age appropriate for all general members, and will not contain any inappropriate language, pictures or other improper content.
Personal Player Information	Personal player information, including a combination of name, age, address, phone number and/or parents' names, constitutes personal player information and is not to be available to the public on the website.
Host	If used, a Host website will be chosen by the BOD and all postings will be subject to the requirements of the Host in addition to those of VHLL and LLI.
Team Pages	As allowed, the Vice President may administer a Team Pages section, allowing teams in each division to include team information which may include player names and stats but no other personal information. To the extent that any such pages are created for teams to administer, assigned administrators and/or their designees will abide by the same content requirements for the general website.

### **Section 4.02**

#### Web Site Information and Posting Expectations

Little League International permits local leagues to choose their own web management community, or create their own.

VHLL has chosen Sports Connect, a separate web management community, as its host using the domain [www.villagehillslittleleague.com](http://www.villagehillslittleleague.com). Through the website, VHLL is able to provide valuable information about our league, provide updates to parents and share information about teams. The website is also situated to allow VHLL players to register online. The VHLL Information Officer, manages and maintains our league website.



### **Section 4.03**

Press Releases. The Information Officer, the Vice President and the President will approve press releases. All members agree that photographs may be taken during the course of league sponsored events, practices and games, are the property of the photographer, and are subject to distribution or reproduction.

### **Section 4.04**

VHLL Team Photos. The BOD shall select a photography company to produce team and individual photos of all teams and players, and shall coordinate the photographing of all teams. The identified company will photograph all teams. Candid Photos of Players, Player Parents/Guardians, other Volunteers, Coaches/Managers, Umpires, Fans and third party photographers may photograph any VHLL general member at any time during a VHLL event (practice, game, special event or otherwise). Any such photography is the property of the photographer. Little League International also prohibits the posting of Little League player images on websites that are not managed by chartered Little Leagues without the direct consent of the parent or guardian and in some cases, without the consent of Little League International. For more information about posting images of VHLL players as limited by Little League International, please refer to [www.littleleague.org](http://www.littleleague.org). Social Media sites and all other internet sites representing either the league or individual teams must be approved by the BOD and management access granted to the Information Officer. The allowed and appropriate usage of these sites is subject to the requirements outlined under the VHLL Website section (above).

## **ARTICLE 5 – UNIFORMS**

### **Section 5.01**

Every player is required to wear a complete league uniform at every game. The league will supply hats and jerseys. It is the responsibility of the players parent or legal guardian to provide all additional articles of a complete league uniform. A complete league uniform, unless otherwise noted, consists of the following:

- a. Adjustable fit uniform hat.
- b. Uniform shirt/jersey with team logo and number.
- c. Baseball pants.
- d. Uniform socks and belts.
- e. Baseball Cleats and Glove.
- f. Under-sleeves and sliding pants are strictly optional and are not supplied by VHLL. If under-clothes are worn, they must be of uniform color throughout the team. Each player will determine whether they wish to purchase and wear such items. Pitcher's under-sleeves cannot be white or light gray.

### **Section 5.02**

Parents are responsible for the cleaning and repair of the uniform.

### **Section 5.03**

Sweatshirts are allowed if they are matching for the whole team and do not include hoods.

### **Section 5.04**

The BOD decides before All-Stars are selected whether the budget is available to pay for uniforms. The same choice is for all teams. If not, players selected to play All Stars will be required to pay for their uniform prior to receiving.

## **ARTICLE 6 - EQUIPMENT**

Equipment and balls are the property of VHLL for the duration of the season and are given to the manager to keep until the end of the season.

### **Section 6.01**

Only the Managers of each team can check out equipment for their team for the current season.

### **Section 6.02**

Equipment Distribution

- a. VHLL will have at least 4 equipment pick up days within 2 weeks before or after the draft date. Dates will be emailed to managers, posted on the snack bar, and posted on social media.
- b. Managers will be required to sign an equipment check out form.

### **Section 6.03**

Equipment

- a. Little Sluggers and Tee ball Equipment includes, but is not limited to practice balls, bats, batting tees, and batting helmets.
- b. CAPS Equipment includes, but is not limited to, a complete set of catcher's gear, practice balls, bats, batting tees, and batting helmets.
- c. Competitive (Major & Minor Divisions) Equipment includes, but is not limited to, a complete set of catcher's gear, practice balls, bats, and batting helmets.

## **Section 6.04**

### Balls

- a. Managers will receive a limited amount of practice balls for the season.
- b. Game balls
  - 1. Majors Games - The umpire will procure 6 game balls before each game.
  - 2. Minors Games - The umpire will procure 4 game balls before each game.
  - 3. Non-Competitive Games (Little Sluggers, Tee Ball and Caps Divisions) - Home team will provide 2 game balls from the snack bar.
  - 4. In all divisions, after the game, one ball is given to each team to be given out to a player as the 'game ball'.

## **Section 6.05**

### Equipment Return

- a. VHLL will have at least 4 equipment return dates within 2 weeks of closing day. Dates will be emailed to managers, posted on the snackbar, and posted on social media.
- b. Equipment Manager will endeavor to make every attempt to contact Manager to return gear before taking legal action.
- c. Equipment Manager will give separate return dates for TOS (if applicable) and All-Star Managers. Only the manager will be allowed to keep equipment for All-Stars. If there are multiple Managers coaching one All-Star team, then Equipment Manager has the right to request the equipment be returned from anyone other than the named All-Star Manager.

## **ARTICLE 7 - SAFETY**

Safety is the number one priority of VHLL.

### **Section 7.01**

Safety Manager will implement Safety Plan by the Little League due date.

### **Section 7.02**

Managers and Coaches will be required to report any injuries to the Safety Manager within 24 hours of the incident.

### **Section 7.03**

Safety Manager will be responsible for completing the report and submitting to Little League as required by insurance.

### **Section 7.04**

Observed hazards may be reported to the Safety Manager who will delegate

remediation to the appropriate board member(s).

## **ARTICLE 8 - LITTLE SLUGGERS AND TEE BALL DIVISIONS - NON-COMPETITIVE**

### **Section 8.01**

**Little Sluggers limited to players of league age 4-5.**

**Tee Ball limited to players of league age 5-6.**

Player Agent approval for player participation in this division is required when the league age of the said player is outside of the identified division age limitations. If the Player Agent rejects the request, the parent or guardian may appeal to the board of directors.

### **Section 8.02**

Parents may request assignment preferences in the Little Sluggers and Tee Ball divisions. Preference may be a request to be assigned to a particular team or manager or with a sibling or a particular child. VHLL cannot guarantee assignment requests as we strive to also make balanced teams.

### **Section 8.03**

There are no wins, losses or forfeits in Tee Ball. Outs may be called to celebrate the success of the defense, but the runner may remain on base. The score will not be kept.

### **Section 8.04**

Level 1 Tee-ball soft baseballs shall be used at all times. In no circumstances shall hard baseballs of any sort be used in this division.

### **Section 8.05**

All batters and runners must wear/use Little League approved helmets and bats.

### **Section 8.06**

**Little Sluggers:** A batting tee shall be used throughout the entire season. There will be no coach pitch in this division.

**Tee Ball:** A batting tee shall be used during the 1st half of the season. Each player will swing from the tee until the ball is put into play. During the 2nd half of the season, at the managers discretion, the manager or a coach may pitch the ball under hand. If pitched, and the batter has not hit the ball after 5 tries, the tee will be used until the batter puts the ball in play.

#### **Section 8.07**

It is the responsibility of the offensive coach/pitcher to place the ball and tee in position for play, and to remove the tee immediately after the ball is hit so that it will neither present a hazard to the players nor interfere with any subsequent play.

#### **Section 8.08**

The offensive team shall bat their roster in its entirety each inning. The defensive team shall play their entire roster on the field. Infield positions are those of regulation baseball in an effort to learn positions and maintain a safe baseball experience.

#### **Section 8.09**

Batters and runners may advance no more than 1 base for any ball hit into the infield that remains in the infield. Batters and runners may advance no more than 2 bases for any ball hit to the outfield.

#### **Section 8.10**

No sliding, bunting, or stealing of bases is allowed.

#### **Section 8.11**

The player in the pitching position will start inside the pitching circle. There is no catcher in this division.

#### **Section 8.12**

The Player Agent assigns players to teams. There are no tryouts or drafts.

#### **Section 8.13**

First and Third Base coaches will be approved volunteers aged 14 and above.

#### **Section 8.14**

All volunteers who have regular contact with the players must submit a volunteer application to the VHLL president for approval.

#### **Section 8.15**

One approved volunteer must remain in the dugout at all times when players are present in the dugout, and remaining volunteers/coaches present may be on the field.

### **Section 8.16**

Time Limit: The game shall consist of at least two innings. A new inning may be started if the game time is less than 45 minutes with agreement from both coaches, and no new inning shall begin after 45 minutes. This is not a drop-dead time limit. Once an inning begins, it must be completed unless weather conditions require the game to be halted.

### **Section 8.17**

**Canceled Games / Forfeits** - Games canceled due to weather, will be determined by the board member on duty. This is a non-competitive division, there will be no forfeits due to lack of players. On game days teams that cannot field enough players are encouraged to work with the other team, and share players. Missed games need not be made up, but can be rescheduled at the discretion of the managers provided the field is available.

## **ARTICLE 9 - CAPS BASEBALL DIVISION - NON-COMPETITIVE**

### **Section 9.01**

**Limited to league ages 6 - 8.** League age 8 players **may** try out for the minors division and **then** play CAPS if they're not drafted. Player Agent approval for player participation in this division is required when the league age of the player is outside of the identified division age limitations. If the Player Agent rejects the request, the parent or guardian may appeal to the board of directors.

### **Section 9.02**

**Team Assignment** - Players shall be assigned to teams by the Player Agent in a manner designed to equally distribute players of league age to all teams. Parents may request assignment preferences in the CAPS division. Preference may be a request to be assigned to a particular team or manager or with a sibling or a particular child. VHLL cannot guarantee assignment requests as we strive to also make balanced teams. There are no tryouts or drafts for this division of play.

### **Section 9.03**

Level 5 slightly soft baseballs shall be used at all times. In no circumstances shall hard baseballs of any sort be used in this division.

### **Section 9.04**

The offensive manager or coach is home plate umpire and pitcher. Defensive manager and both coaches from both sides may be used to umpire the bases. Base umpires will position themselves in the vicinity of first and third bases. The offensive manager umpires the plate from the vicinity of the pitcher's mound. Only players and persons acting as umpires, coaches and managers are allowed in the field of play.

#### **Section 9.05**

The defensive team shall not field more than 10 players, 4 being outfielders. Outfielders shall be positioned in the outfield and start with both feet beyond the cut of the outfield grass.

#### **Section 9.06**

The offensive team is retired when the offensive team bats through the order (the whole team, not just 10 players who field) or when the team on the field has made three outs.

#### **Section 9.07**

No stealing or bunting is allowed, and the infield fly rule will not be in effect.

#### **Section 9.08**

Every player on the team will participate in each game. The entire roster forms the batting order. Managers are strongly encouraged to make sure that all players hit in different spots in the order throughout the season. No player will sit out consecutive innings which means that benched players must rotate every inning. Every player should have a chance to play every position and be rotated frequently, preferably every inning. Managers should consider player safety when assigning positions.

#### **Section 9.09**

In an effort to reinforce the instructional spirit of this division, scores are not kept and there are no winners or losers.

#### **Section 9.10**

Time Limit: The game shall consist of at least two innings. A new inning must be started if the game time is less than 60 minutes , and no new inning shall begin after 75 minutes. This is not a drop-dead time limit. Once an inning begins, it must be completed unless weather conditions require the game to be halted.

#### **Section 9.11**

During the first half of the season each batter will get 5 pitches from the offensive coach using coach pitching or the pitching machine. If they do not get a hit they get 2 swings off the batting tee. The batter will be retired if the ball is not put into play but it will not count as an out.

Optional - Managers' discretion. During the second half of the season, for the first 2 innings a player may pitch up to 3 pitches to each batter. No player may pitch more than 1 inning per game, not to exceed 35 pitches total. Strikeouts are not possible. If the ball is not put in

play, the coach will pitch (machine, pitch, or tee) for 3 additional pitches/swings to give the batter the opportunity to hit the ball. The batter will be retired if the ball is not put into play but it will not count as an out. Starting in the 3<sup>rd</sup> inning pitching will be the same as described above for the first half of the season.

#### **Section 9.12**

Batters and runners may advance no more than 1 base for any ball hit into the infield that remains in the infield. Batters and runners may advance no more than 2 bases for any ball hit to the outfield.

#### **Section 9.13**

4 coaches are allowed on the field/dugout at any time. 1 coach must remain in the dugout at all times when players are present in the dugout, and up to 3 coaches on the field at any one time per team.

#### **Section 9.14**

##### **Additional Rules:**

- a. Sliding is not allowed.
- b. Stealing of bases is not allowed.
- c. Bunting is not allowed.
- d. Base runners must stay on the base until the ball is hit by the batter from a pitch.
- e. The infield fly rule will not be in effect.
- f. First and Third Base coaches will be adults, approved on the current volunteer list through VHLL.
- g. Players placed in the pitching position, will be kept off the mound, and away from the coach or pitching machine. Only adults may operate the pitching machine.
- h. All batters and runners must wear Little League approved helmets.

#### **Section 9.15**

**Score Keeping** - Absolutely no score keeping is allowed in the season. The concept of wins and losses is not essential, as this is an instructional league.

#### **Section 9.16**

**Canceled Games / Forfeits** - Games canceled due to weather, will be determined by the board member on duty. This is a non-competitive division, there will be no forfeits due to lack of players. On game days teams that cannot field enough players are encouraged to work with the other team, and share players. Missed games need not be made up, but can be rescheduled at the discretion of the managers provided the field is available.



## **ARTICLE 10 - MINORS BASEBALL DIVISION - COMPETITIVE**

### **Section 10.1**

**Limited to league ages 8 - 11.** Teams are selected by draft and rosters are normally but not necessarily limited to 12 players. Player candidates must attend and complete one of the scheduled tryouts to be drafted. Any player that does not attend a tryout will be placed on a team by the Player Agent after the draft. Player Agent approval for player participation in this division is required when the league age of the said player is outside of the identified division age limitations. If the Player Agent rejects the request, the parent or guardian may appeal to the board of directors.

### **Section 10.02**

**Draft** - Minor league teams shall be redrafted each year using the Draft process identified in Article 12.

### **Section 10.03**

**Umpires** - The Umpire in Chief will assign at least a home plate umpire for each minor league game.

### **Section 10.04**

**Pitcher and Pitch Count restrictions.** Refer to restrictions put forth by Little League in the applicable rulebook.

### **Section 10.05**

**Batting Order.** Continuous Batting Order shall be used in this division. Defensively, only 10 players may take the field.

### **Section 10.06**

**Score Booth** - Managers and Coaches are not permitted in the score booth during their game. No one is to remove the official score book from the score booth at any time, other than to transport to and from the score booth of another field. After each game both Managers from each team must go into the score booth and sign the scorebook and pitch count form(s), after reviewing the scorebook and form are correct in all phases.

### **Section 10.07**

**Scorekeeper/Pitch Counter/Announcer** - Each team must supply a volunteer to document the game. The home team shall supply the scorekeeper while the visiting team shall supply the Pitch Counter and Announcer (if one is to be used). Only adults or volunteers of age 14 years or older may fulfill these roles. No one under 14 years old is allowed in the scorer's booth.

### **Section 10.08**

**Players** - A team may place a maximum of 10 players and a minimum of 9 players on the field at any one time. When playing with 10 players, four of the players must be placed in the outfield and when playing with 9 players, three of the players must be placed in the outfield (designated by the outfield grass). If a team has less than 9 players, they may continue play with 8. If a team has less than 8 players 5 minutes after the designated game start time, then that team must forfeit the game.

### **Section 10.09**

**Player Roster**- The manager shall have a completed and LEGIBLE roster with names, numbers, and position in the batting order to give to the opposing team, score booth and umpire prior to the start of the game.

### **Section 10.10**

**Game Length** - Games will be played a full 6 innings unless time has expired or the umpire due to weather, safety, or time constraints calls game play to an end. The umpire must confirm with the scorekeeper at the beginning of the game to note the start time. A new inning begins immediately after the 3<sup>rd</sup> out of the home team's half of an inning. After 1 hour 45 minutes (105 minutes) has expired, no new innings will begin but the current inning will be finished. To move the game along, the umpire may enforce the rule allowing only 1 minute between the innings (from the 2<sup>nd</sup> to 6<sup>th</sup> innings) regardless of the number of warm up pitches taken by the pitcher. Additionally, the umpire may call the last inning due to weather, safety, or time constraints prior to the 6<sup>th</sup> inning. Once the last inning is called by the umpire, no additional innings shall be played. If a game is called to an end by the umpire before the inning has been completed, the score shall revert back to the last completed inning. A coach may not intentionally stall the progress of a game; doing so may result in a forfeit. Judgment of time delays will be determined by the umpire.

### **Section 10.11**

**Ties** - Tie games are permitted during regular season play. A tie game should continue if time has not expired in accordance with Section 10.10. Tie-games are not permitted during playoff for championship games and shall continue into extra innings until a winner is determined or until the umpire ends game play. If the inning is not complete when the game is ended by the umpire, the score shall revert back to the last completed inning. Should a tie still result, the game will be rescheduled and pick up where game play was ended by the umpire.

### **Section 10.12**

**Regulation Game** - A game is considered regulation if at least four (4) full innings have been completed, at least three and a half innings if the home team is winning, the run rule completed the game after 3

innings, or the inning during which time expires is completed.

### **Section 10.13**

**Run Rule** - As defined in Rule 4.10(e) will be in place for the season. 15 after 3, 10 after 4, 8 after 5.

### **Section 10.14**

**Run Limit** - A 5 run limit per inning is to be imposed, which would complete the half inning. The offensive team is retired when either the defensive team completes 3 outs or the offensive team has scored 5 runs. The 5 run limit rule does not apply in the last inning (as called by the umpire), 6<sup>th</sup> inning and beyond.

### **Section 10.15**

**Canceled Games** - Games stopped permanently due to rain or other circumstances determined by the umpire or board member on duty, must be made up on the next available date. Canceled games are defined as ones in which the regulation game criteria are not met before the game is stopped.

### **Section 10.16**

**Field Ground Rules** - Any ball that touches the netting at the top of the backstop is a foul/dead ball. The dugouts are dead ball territories.

### **Section 10.17**

**Minor League Champion** - The league champion will be decided by a double elimination tournament at the end of the season. All teams will be included and seeded based on the final regular season record. Teams are awarded 3 points for a win, 1 point for a tie, and 0 points for a loss. Tiebreakers for determining seeds, will first be head-to-head competition and then least runs allowed, followed by the flip of a coin by the League President or **their** appointed representative. The run rule will be in place. The 5 run limit will be in place throughout the tournament until the championship game during which every inning will be an open inning.

## **ARTICLE 11 - MAJOR BASEBALL DIVISION - COMPETITIVE**

### **Section 11.01**

**Limited to league ages 9 - 12 (typically 10 - 12)** Teams are selected by draft and rosters are normally but not necessarily limited to 12 players. League age 12 players must play in the Major league division and shall not be permitted to play in a lower division. Player candidates must attend and complete one of the scheduled tryouts to be drafted. Any player that does not attend a try out will be placed on a team by the Player Agent after the draft. Player Agent approval for player

participation in this division is required when the league age of the said player is outside of the identified division age limitations.

#### **Section 11.02**

**Draft** - The Draft process is identified in Article 12.

#### **Section 11.03**

**Umpires** - The umpire in chief will assign at least a home plate umpire for each major league game.

#### **Section 11.04**

**Pitcher and Pitch Count restrictions.** Refer to restrictions put forth by Little League International (LLI) in the current season's rulebook.

#### **Section 11.05**

**Batting Order.** VHLL adopts a policy of continuous batting order as described in rule 4.04.

#### **Section 11.06**

**Score Booth** - Managers and Coaches are not permitted in the score booth during their game. No one is to remove the official score book from the score booth at any time, other than to transport to and from the scorebooth of another field. After each game both Managers from each team must go into the score booth and sign the scorebook and pitch count form(s), after reviewing the scorebook and form are correct in all phases.

#### **Section 11.07**

**Scorekeeper/Pitch Counter/Announcer** - Each team must supply a volunteer to document the game. The home team shall supply the scorekeeper while the visiting team shall supply the Pitch Counter and Announcer (if one is to be used). Only adults or volunteers of age 14 years or older may fulfill these roles. No one under 14 years old is allowed in the scorer's booth.

#### **Section 11.08**

**Players** - A team may place a maximum of 9 players on the field at any one time. 3 of the players must be placed in the outfield (designated by the outfield grass). A team is required to play with a minimum of 8 players. If a team is unable to start play with the minimum 8 players within 5 minutes after the designated game start time, then that team must forfeit the game.

#### **Section 11.09**

**Player Roster**- The manager shall have a completed and LEGIBLE roster with

names, numbers, and position in the batting order to give to the opposing team, score booth and umpire prior to the start of the game.

#### **Section 11.10**

**Game Length** - Games will be played a full 6 innings unless time has expired or the umpire due to weather, safety, or time constraints calls game play to an end. The umpire must confirm with the scorekeeper at the beginning of the game to note the start time. A new inning begins immediately after the 3<sup>rd</sup> out of the home team's half of an inning. After 1 hour 45 minutes (105 minutes) has expired, no new innings will begin but the current inning will be finished. To move the game along, the umpire may enforce the rule allowing only 1 minute between the innings (from the 2<sup>nd</sup> to 6<sup>th</sup> innings) regardless of the number of warm up pitches taken by the pitcher. Additionally, the umpire may call the last inning due to weather, safety, or time constraints prior to the 6<sup>th</sup> inning. Once the last inning is called by the umpire, no additional innings shall be played. If a game is called to an end by the umpire before the inning has been completed, the score shall revert back to the last completed inning. A coach may not intentionally stall the progress of a game; doing so may result in a forfeit. Judgment of time delays will be determined by the umpire.

#### **Section 11.11**

**Ties** - Tie games are permitted during regular season play. A tie game should continue if time has not expired in accordance with Section 11.10. Tie-games are not permitted during playoff or championship games and shall continue into extra innings until a winner is determined or until the umpire ends game play. If the inning is not complete when the game is ended by the umpire, the score shall revert back to the last completed inning. Should a tie still result, the game will be rescheduled and pick up where game play was ended by the umpire.

#### **Section 11.12**

**Regulation Game** - A game is considered regulation if at least four (4) full innings have been completed, at least three and a half innings if the home team is winning, the run rule completed the game after 3 innings, or the inning during which time expires is completed.

#### **Section 11.13**

**Run Rule** - As defined in Rule 4.10(e) will be in place for the season. 15 after 3, 10 after 4, or 8 after 5.

#### **Section 11.14**

**5 Run Limit Rule.** A 5-run limit rule does not apply in this division. The offensive team is retired when the defensive team completes 3 outs.

### **Section 11.15**

**Canceled Games** - Games stopped permanently due to rain or other circumstances determined by the umpire or board member on duty, must be made up on the next available date. Canceled games are defined as ones in which the regulation game criteria are not met before the game is stopped.

### **Section 11.16**

**Field Ground Rules** - Any ball that touches the netting at the top of the backstop is a foul/dead ball. The dugouts are dead ball territories.

### **Section 11.17**

**Major League Champion** - The league champion will be decided by a double elimination tournament at the end of the season. All teams will be included and seeded based on the final regular season record. Teams are awarded 3 points for a win, 1 point for a tie, and 0 points for a loss. Tiebreakers for determining seeds, will first be head-to-head competition and then least runs allowed, followed by the flip of a coin by the League President or their appointed representative. There is no time limit for the end of season tournament games. However, the run rule will still be in place and the umpire may call an end to the game due to weather and/or safety concerns.

## **ARTICLE 12 - PLAYER DRAFT PROCESS**

### **Section 12.01**

**Majors Method:** Will follow Existing Leagues Plan A - Conventional. Which maintains the same team and vacancies are filled by a draft where the draft order each round is determined by the reverse of the standings from the previous year.

**Minors Method:** Minors will redraft every year, details are according to leagues in their first year of operation Plan A - Serpentine.

### **Section 12.02**

**Managers and Coaches:** Managers are appointed annually by the president, with approval of the Board of Directors in accordance with Little League rule book. Coaches cannot be selected until after the draft.

### **Section 12.03**

**Skills Assessment:** The required Skills Assessment (tryout) is an opportunity for managers to see players in action and gather information about player abilities in preparation for the draft. The Skills Assessment helps the league create balanced teams that are evenly matched; providing a positive playing experience for each team. After the Skills Assessment (tryouts), at a date and time set by the

Player Agent, managers will meet with the Player Agent and President to conduct the draft. Players who do not attend the Skills Assessment will be placed in a division based on their league age and then placed on a team after being drawn from a hat before the draft begins. Every manager is to be present to draft the teams.

#### **Section 12.04**

**Mandatory Drafts:** 12 year olds are mandatory drafts for the majors division. 9 - 11 year olds not drafted into majors are mandatory drafts for the minors division. The player agent can decide based on registration to add other mandatory draft requirements based on league age. The player agent will decide whether mandatory drafts must be taken first or just by the end of the draft.

#### **Section 12.05**

**Draft Procedures:** In the VHLL draft, the Majors division teams draft first, followed by the Minors division to capture any player that was not successful in their bid for making the Majors. The following procedures will be followed on draft day:

Managers who can't make the Draft will be replaced by VHLL President or pre-identified Manager's representative. The only other exception is if the President is a manager at that level, then the Vice President replaces the absent manager.

VHLL attempts to place 10 players minimum per team and a maximum of 14. This is the decision of the Player Agent and President. Tie goes to Vice President and shall be communicated to the Managers prior to the start of the draft.

#### **Section 12.06**

**Serpentine Draft:** Used for Majors division (if re-drafting in accordance with section 12.13) and Minors division each year. Each Manager will draw a number to determine draft order; high number drafts first low number drafts last. Draft order is a serpentine as follows: 1-2-3-4-5-6, then 6-5-4-3-2-1, then 1-2-3-4-5-6, etc.

**Conventional Draft:** Used for Majors division starting in 2025. The last-place team of the preceding season gets the first choice in every round of the draft, the next to last place team gets the second selection in every round and the remaining teams select in the reverse order of standing.

#### **Section 12.07**

**Managers Child(ren) Option:** The "Option" procedure follows the Little League Operating Policies. Each manager's child(ren) is automatically selected based on their age.

Majors: 12 year olds in or before round 3. 11 year olds in or before round 4, 9 - 10 year olds in or before round 5.

Minors: 11 year olds in or before round 3. 10 year olds in or before round 4, 8 - 9 year olds in or before round 5.

#### **Section 12.08**

**Sibling Option:** The "Option" procedure follows the Little League Operating Policies. Managers who select a player with a sibling will have the option to select the other sibling in the very next round. If the manager does not exercise the option, the sibling is available to be drafted by any team.

#### **Section 12.09**

**Team Name and Uniform Selection:** Team Name and Uniform selection will be done after the draft with the order established by a Manager Hat draw with high number selecting team uniform first.

#### **Section 12.10**

**Trades:** Once all players are selected and rosters complete, the Player Agent will open a period for trades. The trading period will last 15 minutes. This is to help spread out pitchers, catchers, etc. to help with more equal teams as well as give an opportunity to acquire a child of a manager's desired coach. No trades will be allowed between teams after this for the rest of the baseball season, with rare exceptions at the Player Agent and President's discretion. All draft decisions, level assignments, and team placements are final.

#### **Section 12.11**

**Draft Finalization:** After the draft is officially closed by the Player Agent, Managers will meet individually with the Player Agent to ensure their rosters are correct. Rosters will be sent to each Manager within 24 hours.

#### **Section 12.12**

**Notifications:** Managers shall start to notify each of their team members immediately following receipt of their rosters from the Player Agent if a manager cannot fulfill this duty in a timely manner, the President or Vice President shall be notified so they can make the required phone calls.

#### **Section 12.13**

**Redraft Division:** If the number of teams in the Majors division changes the entire division will be redrafted according to leagues in their first year of operation Plan A - Serpentine. The number of Majors division teams will be determined annually by the Player Agent and President, taking into account final registration numbers. A tie will be decided by the Vice President.



### **Section 12.14**

**Player Redraft Option:** If a returning player to the Majors division wishes to be redrafted rather than staying on the same team as the previous season they must inform the player agent and attend the skills assessment to be redrafted as a free agent.

## **ARTICLE 13 -PLAYER VACANCIES**

### **Section 13.01**

The following procedure will be followed when a Manager becomes aware of a player vacancy:

- a. The Manager must notify the Player Agent of any player loss within 48 hours. Failure to report the loss of a player could be considered misconduct and subject the manager to disciplinary action.
- b. If a vacancy occurs, the Player Agent must first fill from the waiting list. 12-year olds can only go to the Major division from the waiting list. Players of eligible league age on the waiting list will be assigned to fill the vacancy according to the order they signed up (first come first served basis).
- c. If the vacancy is in the Major division and there are no players of eligible league age on the waiting list, a draft will take place from the Minors division. Once the Major Manager has reviewed the list of eligible players with the Player Agent, the Manager has 7 days to make a selection. If he/she does not make a selection within 7 days, the Player Agent will choose the replacement player for that team.

### **Section 13.02**

There will be no draft up during the last 3 weeks of the regular season unless required for a team to meet the minimum number of players required to play a game.

### **Section 13.03**

Minor's players have the right to refuse a draft up, but doing so will forfeit any further chance to be drafted up for the remainder of the season.

## **ARTICLE 14 - GAME VIOLATION PENALTIES**

### **Section 14.01**

Penalty phase for violation of mandatory playtime rules will be taken in the following progressive steps:

- a. First Violation -A team's first violation will constitute a written warning to the manager and player(s) previously excluded will play the next six consecutive innings and the manager is still eligible

for selection as All Star Manager.

- b. Second Violation -A team's second violation will constitute suspension of the team manager for two weeks and player(s) previously excluded will play the next six consecutive innings, unless player involved in the second infraction was also the player involved in the first infraction, if this is the case said player will play the next twelve consecutive innings. Second violation suspension constitutes probation. The manager may not attend scheduled games or practices during the probation period. Second violation will result in forfeiture of All Star Manager/Coach privileges.
- c. Third Violation -A team's third violation will constitute expulsion from VHLL for the team manager.
- d. BOD reserves the right to alter these penalties at any time.

#### **Section 14.02**

Penalty phase for violation of pitching rules will be taken in the following progressive steps:

- a. First Violation -A team's first violation will constitute a written warning to the manager. The manager is still eligible for selection as All Star manager.
- b. Second Violation -A team's second violation will constitute suspension of the team manager for two weeks. Second violation suspension constitutes probation. The manager may not attend scheduled games or practices during the probation period. Second violation will result in forfeiture of All Star Manager/Coach privileges.
- c. Third Violation -A team's third violation will constitute expulsion from VHLL for the team manager.
- d. BOD reserves the right to alter these penalties at any time.

#### **Section 14.03**

When a Manager, coach, player, or parent is ejected for a flagrant offense, the umpire shall notify the on-duty BOD member immediately following the end of the game. The on-duty BOD member shall immediately notify the President who shall convene the Executive BOD to consider whether said person will receive the following progressive action:

- a. First Violation - Suspension from next playable game regardless of whether that is regular season or playoff game. A manager, coach or player's first ejection may result in forfeiture of All Star privileges.
- b. Second Violation - Suspension from next playable game regardless of whether that is regular season or playoff game. If a parent, suspension for the next two games. Second violation constitutes probation of membership standing. A manager, coach or player's second ejection will result in forfeiture of All Star privileges.
- c. Third Violation - Expulsion from VHLL with approval of the BOD.
- d. If the ejected participant is a VHLL BOD Member, then the ejected BOD Member will appear in front of the BOD for possible removal as a

board member at the next regularly scheduled meeting or special meeting if one is called in accordance with the rules in the constitution.

- e. BOD reserves the right to review and/or alter violations and or penalties.

#### **Section 14.04**

Every player is subject to reasonable disciplinary action by a Manager or coach for repeated unexcused or unexplained absences from practices or games or for unsportsmanlike conduct. If a player misses 2 or more practices in a row, and they are unexcused, the team manager must immediately notify Player Agent so Player Agent can investigate the situation. If the situation is unimproved after reasonable actions by the manager, coach and/or Player Agent, the team manager may submit a request to the Player Agent for suspension of said player for one game. The Player Agent will forward the request to the Executive BOD for their decision. If the Executive BOD approves the suspension, the Player Agent will notify the player and the manager.

#### **Section 14.05**

Regardless of the reason for, or duration of, a suspension, any manager, coach, player, parent or fan who have been suspended are required to honor both the spirit and the letter of their suspension. For this purpose, suspension is defined as being completely out of contact or communication of any kind while the game is in progress. Violation of either the letter or spirit of the suspension will subject the violator to possible further, progressive disciplinary action by the BOD. The BOD reserves the right to review and/or alter violations and or penalties.

#### **Section 14.06**

If any misconduct towards a youth umpire occurs by any manager, coach or parent, the said offender will be brought before the Executive BOD to explain the reasons for their actions. The Executive BOD shall collect written witness statements with a description of events from the umpire(s) involved and any adults present during the event.

- a. Upon receiving written documentation, the offender in question shall be notified by the President or Vice President(s) that a meeting will be conducted for the offender to explain their actions. Until such a meeting takes place, the offender is to be considered suspended and may not attend or participate at the teams next played game. The BOD will make every attempt to arrange the meeting and make their decision on disciplinary action before the affected team's next scheduled game.
- b. Any disciplinary action towards the offender shall be based upon the severity of the incident and will solely be the judgment of the BOD. Offenses toward youth umpires will not be taken lightly.

C. BOD reserves the right to review and/or alter violations and or penalties.

## **ARTICLE 15 - COMPLAINT PROCEDURES**

### **Section 15.01**

Any complaint involving a player issue, for example, play time, issues between players on a particular team etc. that have been discussed with the team manager and have not been resolved to the parents satisfaction, need to then be taken to the Player Agent or the BOD in writing via email or handwritten letter with your name and contact information. Facebook and any other social media complaints will be directed to Player Agent email.

### **Section 15.02**

Any other complaint shall be given to the President or any member of the BOD in writing, whether by hand written or email, with your name and contact information.

## **ARTICLE 16- ALL STAR SELECTION**

### **Section 16.01**

All matters pertaining to All Star balloting and player selection shall be kept in strict confidence until the league has made official All Star roster announcements.

Violation of this shall result in disciplinary action by the BOD and possible suspension from future league activities.

### **Section 16.02**

All Star Managers shall be nominated by the President and then voted on by the BOD. A simple majority vote by the BOD is required to approve managers. All Star managers are representatives of VHLL and therefore must be in good standing with the league. Managers that have a history of disciplinary action by the league and/or who will not represent the league in a positive fashion will not be considered. The following is to be used as a guideline by the President and BOD when appointing All Star Managers, but is not required. Managers will not be allowed to manage more than one All Star team. If the below manager(s) is unwilling or deemed unsuitable, the President and BOD reserve the right to appoint any manager deemed best suited, and most deserving to manage an All Star team.

- a. 10-12 All-Star Team - Major's playoff champion
- b. 8-10 All-Star Team - Major's playoff champion
- c. Tournament of the Stars (TOS) Team - Minor's champion

### **Section 16.03**

Coaches Selection: The manager shall submit the names of their 2 coaches subject to approval of the BOD. They may only choose from among the other current managers and coaches within the divisions from which the players were selected.

#### **Section 16.04**

Player Selection: Each All Star team will consist of 12 players. BOD reserves the right to change the number of players per team any time prior to player selection. In the event that any player selected is unable or unwilling to fulfill their All Star obligations for any reason, then a replacement player(s) may be chosen to fill the vacant roster spot(s). The decision as to whether or not a replacement player is needed and the selection of said replacement player shall be by mutual agreement between the team manager and the Player Agent.

Initial selection of players shall be as follows:

- a. 12 and under All-Star Team: Players shall be chosen from among all Majors players of eligible age, who are in good standing, and have been active players in the Major's division for at least 60% of the regular season. Each manager will be allowed to vote for a set number of players from the division. Number will be set by Player Agent or delegate based on the teams needed. The Player Agent or delegate running the draft will tally the votes, and the players with the highest votes will make the all-star team. In the event of ties after the first round of voting we will do another round of voting with only those players tied eligible to receive votes. If needed the Player Agent will make the final decision.
- b. 10 and under All-Star team: Shall be selected by the same procedure as above. Major league players who are eligible and Minor league players may be selected. Both Major and Minor League managers may vote.
- c. TOS team: Shall be selected by the same procedure as above except that only Minor League players are eligible and only Minor League managers may vote. Age limits are determined by the District 65 Administrator.

#### **Section 16.05**

Only the President, Player Agents, Vice President and appropriate managers shall be present during any balloting of All Star teams. Managers may send an assistant coach in their place if they are unable to be present. Only one manager or coach from each regular season team may be present at the draft.

#### **Section 16.06**

Disciplinary action taken toward any manager, coach or player at any time during the season may result in forfeiture of All Star privileges.

#### **Section 16.07**

Names of All Star selections will be kept confidential until the posted

District 65 release date. Managers who release a selectee's name prior to the release date will be suspended from further league activity.

**Section 16.08**

All managers must submit a list of players they want to nominate for All Stars to the Player Agent no later than the last regular season game of the current year. There are no exceptions to this, so the Player Agent can verify the eligibility of each player nominated.

**Section 16.09**

**REVISION HISTORY**

Revision	Section	Description	Approved
1	All	First release for 2025	Voted on during board meeting with unanimous consent. 2/3/25