

BY- LAWS FOR THE YEAR 2012
BREA LITTLE LEAGUE

The following outline contains operating guidelines and playing rules for Brea Little League.

These guidelines or rules have been established to provide uniformity and consistency throughout Brea Little League baseball from year to year. They will in no way conflict with or supersede those specifically stated mandatory rules, which are recorded in the published Little League Official Regulations and Playing Rules, the Little League Operating Manual or The Brea Little League Constitution for any current year.

1.0 NAME

This organization shall be known as Brea Little League, hereafter referred to as BLL.

2.0 OBJECTIVE

The objective of BLL shall be to provide the opportunity for the children of our community to play baseball and through it to implant firmly in those children the ideals of good sportsmanship, honesty, loyalty, courage, teamwork, discipline and respect for authority. The winning of games shall be secondary.

3.0 COACH AND MANAGER TRAINING

BLL feels strongly that all adult volunteer coaches and managers can benefit from yearly training. BLL has partnered with the Positive Coaching Alliance (PCA) through their Double Goal Coach curriculum. All managers and coaches must complete this on-line course prior to opening day to coach in BLL. Managers and coaches will not be permitted to coach children prior to completing this on-line course. Managers at the Tee ball through Majors levels will also be required to participate in on-field, division-specific pre-season training. Coaches are welcome at these trainings as well. In the spirit of helping all coaches and managers improve, additional training sessions will be offered throughout the season.

4.0 EQUIPMENT AND UNIFORMS

- 4.1 Equipment is the property of BLL and is to be used only for league games and practices. Each team manager will be issued equipment and will be responsible for its return at the end of the playing season. Subject to non-delivery, disciplinary action may be taken by the BLL Board of Directors (e.g., manager no longer considered a member in "good standing" and/or a fine of \$150 may be imposed). Equipment that is broken or damaged during the season must be repaired or exchanged with the Equipment Manager. Damaged safety equipment such as batting helmets and catchers gear shall not be reused.
- 4.2 All Star team managers are responsible for collecting equipment upon completion of tournament play. Subject to non-delivery of uniforms, disciplinary action may be taken by the BLL Board of Directors. Non-delivery of equipment, refer to paragraph 4.1 above.

5.0 SUSPENSIONS

Refer to the Official Regulations and Playing Rules for the current year.

6.0 CODE OF CONDUCT

- 6.1 The BLL Board of Directors has the authority to discipline to include suspending a player, manager, coach or parent upon violation of the BLL Code of Conduct. (Refer to the Field Decorum section in the Official Regulations and Playing Rules for the current year). Managers are responsible for the conduct of their spectators during games and are expected to

cooperate with the umpires to maintain a positive experience for the youth players. Managers are expected to work with the on-duty BLL Board Member to accomplish this task.

7.0 MAKE UP GAMES

- 7.1 Games cancelled with Board approval, or suspended due to weather, darkness, time limit, etc. before a "regulation game" (refer to Little League Official Regulations and Playing Rules sections 4.10, 4.11 and 4.12 for definitions of regulation and tie games) has been completed will be rescheduled for (weather permitting) the immediate Friday or Sunday following the cancelled game.
- 7.2 All requests to reschedule games require a written notice from the appropriate team manager to the Player Agent(s) no later than seventy-two (72) hours before the game. If a request is made in less than 72 hours, the Player Agent shall determine whether a make-up game is allowed. Requests will only be considered due to a team's inability to field nine (9) players. The Player Agent shall determine if a make-up game is warranted. Up to 24 hrs prior to the regularly scheduled game, the player agent can reinstate the original game if it is determined that the request for reschedule was due to false pretenses. Decisions of the player agent are final. Managers or coaches found to be intentionally falsifying information in order to force a reschedule will be subject to discipline by the board. When any team is unable to field nine (9) players at the start of the game, refer to the LL rule book.

8.0 DIVISION RANKING (COMPETITIVE DIVISIONS)

- 8.1 To determine the winner of each competitive division, the following criteria shall be used:
 - 2 points are awarded for every win.
 - 0 point is awarded for every loss.
 - 1 point is awarded for a tie (AA and AAA only)In the event of a points tie, the following is used (in order) to further determine division ranking:
 - Winner of head-to-head competition
 - Least runs allowed
 - Most runs scored

In the event a tie still exists between teams, a playoff game will determine the division winner if time allows. If a playoff game is not possible, a coin toss will determine the division champion for the purposes of post-season play (TOC). Otherwise a BLL co-championship will be awarded.

- 8.2 Majors and Juniors Division will compete in a split season to determine division champion. The winner of each half will be determined as stated in 8.1. The winner of the 1st half will compete against the winner of the 2nd half in a championship game. In the event that the same team is the winner of both halves, no championship game will be necessary and the 2nd place will be determined based upon best overall record as determined per paragraph 8.1. 3rd place will be awarded within the remaining teams based upon best overall record as determined per paragraph 8.1.

9.0 BLL END OF YEAR TOURNAMENT(S)

- 9.1 The BLL End of Year Tournament shall play by regular season rules found in the Official Regulations and Playing Rules of Little League and Junior Baseball. For all competitive divisions, the non-Tournament of Championship teams will compete in a playoff.
- 9.2 Seeding will be determined by regular season record (standings). The team with the best record will be given the highest seed.

- 9.3 Home team will be determined by highest seed. Between the two teams within the specific game, the team with the highest seed will be the home team
- 9.4 All teams will compete in a tournament (2 game guarantee) to determine BLL End of Year Tournament Champion.
- 9.5 If time limits apply (per regular season rules), they will only be imposed if games are regulation length (4 innings for Minor and Majors, 5 innings for Juniors).
- 9.6 Championship games shall be 6 innings for minor and Majors, 7 innings for Juniors.
- 9.7 Ties are not allowed. All games will be played until a winner is determined regardless of time.
- 9.8 For pitching rotation, regular season rules shall be followed.
- 9.9 For pitching, no maximum innings apply. Pitchers may pitch as long as they have eligibility remaining for that day.

10.0 TOURNAMENT OF CHAMPIONS (TOC)

- 10.1 Participating team(s) shall be selected with the first choice being the division winner. The second choice shall be the second place team within the division. If a third team is invited or if one team is unable to participate, the team in the third or subsequent place will be selected. There will be no playoff games to determine participating teams.

11.0 POST SEASON PLAY (ALL STARS)

- 11.1 All All-Star team shall be selected according to the Green Book Rules. One All Star team will represent BLL in each of the following divisions: 12 players (9/10 year olds), 12 players Little League Majors (10/11 year olds), 12 players Little League Majors (11/12 year olds), 12 players Juniors (12/13/14 year olds) and 12 Players Seniors (14/15/16 year olds). It is the discretion of the manager of the All Star team to expand the roster up to 14 players. If the roster is to be expanded to 14 players, the Managers will select the 13th and 14th players from the remaining eligible roster.. Alternates will be chosen as the next two top vote getters. The alternate players shall be ranked first alternate and second alternate. If a pre-selected player is unable to play then the first alternate shall be selected, followed by the second alternate.
- 11.2 9/10yr old AAA, 10/11yr old Majors, 11/12yr old Majors and Juniors.

All Star teams shall be selected by the following groups:

Group 1 - Players

Group 2 - Team Managers

The top 6 eligible vote getters selected by the players, managers and coaches will automatically be named to the respective ALL-Star Teams. The division managers will select the remaining 6 players from all remaining eligible players in the age bracket..

No nominations will occur. All eligible players will be on one ballot for each age group (9/10, 10/11, 11/12) and each eligible group shall vote for the twelve (12) players. Voting shall take place no later than one (1) week before the end of regular season play and will be supervised by the player agent(s) and/or BLL board members. An All Star Ballot Committee shall consist of the player agent(s) and at least three (3), BLL board members. To avoid conflicts of interest, the BLL board shall replace any conflicted member with another board member on the All-Star Ballot Committee. The All Star Ballot committee shall tabulate votes and compile a list of players. The list of players shall be read and counted and the top 6 vote getters shall be identified for selection. In the event of a tie for the last position on the list of 6, all players tied for the last position will be placed on the list. The All-Star Ballot Committee shall identify the top 6 players as voted by the players. The remaining 6 (or more) players shall be selected by

the majority vote of the division managers out of the remaining pool players within the age bracket (AAA 9/10, Majors 10/11, 11/12).. . In addition, 2 alternates are selected by the managers in the same manner discussed above. Alternates are not notified unless a player is dropped from the roster. When more than one player has an equal number of votes to qualify for a last position or positions, final selections shall be made by the managers within the division. If a consensus cannot be reached by the managers within the division, the final decision will be made by the President and the Lead Player Agent.

11.3 The All-Star selection meeting shall be scheduled within 1 week following the counting of the votes. Only managers may be present at the meeting. No substitutes.

11.4 Seniors.

The Seniors All Star team shall be selected by the Managers, Coaches and BLL Player agent from the Seniors division. In the event that a decision cannot be reached on the roster, the final decision on players will be made by the Manager of the Seniors All-Star team.

11.5 Managers must submit a letter of intent to the Player agent and Coaching Coordinator to be considered for Management of an All-Star team. Once all letters have been received, a review of each candidate will be conducted by the League President, Vice President, Coaching Coordinator and Player Agents. The review includes but is not limited to current and past season records, experience, disciplinary actions, and manager/coaches evaluations. All eligible candidates and the All Star Team Manager recommendation will be presented to the Board of Directors for approval. The selected All-Star Manager for each division will choose his first coach from the other eligible All-Star Manager candidates within the division. If the Manager chooses to field 13 players, he can choose another coach from within the division. That coach must be an approved official regular season coach or manager. All All-Star Managers and Coaches must be approved by the Board of Directors.

11.6 The All Star, manager under the direction of the Player Agent will notify each All Star player. Major's division players shall be notified and confirmed prior to notification of the 11yr old team. Alternate players will not be notified unless a pre-selected player is unable to play.

12.0 PLAYING RULES

12.1 See Individual Division for all playing rules.

12.2 For pitch count rules, refer to the LL rule book.

12.3 Scorekeeper is responsible for maintaining pitch count numbers and shall provided the pitch counts when requested by any manager or umpire. The scorekeeper should inform the umpire when a pitcher has reached his maximum amount of pitches.

12.4 Official game time shall be kept by the umpire and noted in the official scorebook. The home team shall provide the official scorekeeper and is responsible for the official score book. The official scorekeeper shall be located in the scorekeepers perch behind home plate (if available). If no scorekeepers perch is available, the official scorekeeper shall maintain a position within view of the umpire and as close to a neutral position between the opposing teams as possible. Any exception to this rule must be approved by the board member on duty.

12.5 The 5-run rule as imposed by LL rule book 2.00 (Inning) is suspended in the last inning of play (5.07) The umpire must make the determination of the last inning and inform the managers prior to the end of the first half of the last inning.

13.0 PRACTICE LIMITS

- 13.1 Team activities prior to the start of the regular season shall be no less than two (2) separate activities per week. Activities after the start of the season shall be no less than three (3) separate activities per week. Team activities include pre-game warm-ups exceeding one (1) hour, games, batting cages, scrimmages, and practices.
- 13.2 Practices shall be defined as four (4) or more roster players with a registered member of the teams coaching staff. It is recommended that managers conduct a practice each week during the season in addition to scheduled games.

14.0 ROSTERS

- 14.1 To be eligible for player selection by a pre-season draft, all players in divisions AA through Juniors must go through a skills evaluation. If a player does not go through skills evaluation, he or she will lose status as a candidate unless that player provides a written excuse, which is accepted by a majority of the Board. Failure to provide such an excuse or if found unacceptable by a majority of the Board, that player shall then be assigned to a team by the Player Agent subject to Little League Official Regulations and Playing Rules. Players registering after skills evaluation will be placed on a waiting list and assigned to a team by the Player Agent. Options include placement and/or blind draw.
- 14.2 For Divisions AA through AAA, all eligible players shall be placed in a common player pool and drafted. Draft order will be determined by blind draw. Each round will draft in reverse order of the previous round. First in round one will be last in round two and so on, Draft will continue until teams are filled. Any player left in the draft pool at the conclusion of the draft, will be moved to a lower division.

14.3 Level Of Play

The lowest level of play for players age 7 through 12 is as follows:

12 year olds	AAA Division
11 year olds	AA Division
10 year olds	AA Division
9 year olds	A Division
7 - 8 year olds	Minor A Division

The age alignment for division play in Brea Little League is as follows:

14-16	Seniors
12-14	Juniors
10-12	Majors
9-11	AAA Division
8-9	AA Division
7-8	A Division
6-7	Minor A
4-6	T-Ball

The BLL Player Agent and President may decide to promote a player to the next division.

- 14.4 Maximum number of 12 year olds on an AAA team is 1 (one) per team.
- 14.5 Maximum number of 10 years old on a LL Majors team is two (2) per team.
- 14.6 Parental requests to block a manager from drafting their player, must be in writing and submitted to the president or lead player agent, no later than forty-eight (48) hours before the draft. All requests will be reviewed by the Player Agent. League President has final approval for all Parental requests. If approved, they will remain in effect for the entire season. Parental requests will remain confidential.

- 14.7 In the Major and Minor divisions (AA, AAA, Major and Juniors), players of managers must be drafted in or before the 2nd round. Requests to freeze the manager's player must be made in writing to the player agent 24 hrs prior to the start of the draft.
- 14.8 In the AA and AAA divisions, each manager will be allowed to pre-select one of the team's two (2) approved coaches prior player draft. Players of the coach must be selected in the 2nd round.
- 14.9 Team representation during the pre-season draft shall be limited to one (1) team coach or manager.
- 14.10 A pool of players from existing teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a game. If used, the player agent will run the pool according to the Official Regulations and Playing Rules (Section V). Pool players can only be used due to a team's inability to field nine players.

15.0 T-BALL DIVISION

- 15.1 All players will be pitched three (3) balls by a coach pitcher. The coach will pitch underhand.
- 15.2 If after the third (3rd) pitch, the ball has not been put into play, the batter will bat off the tee.
- 15.3 If after the second (2nd) swing on the tee, the ball is not put into play, then that batter is called out.
- 15.4 A batted fair ball must travel no less than twenty feet from home plate. A line should be drawn from the first baseline to the third baseline.
- 15.5 When a ball is hit by the batter, the runners may advance to the next base until a defensive player has possession of the ball which includes balls hit to the infield or outfield.
- 15.6 Each inning, teams will bat once through the entire available roster regardless of outs.
- 15.7 The bases will not be cleared after three outs. Runners will be permitted to stay on the bases until the entire roster has batted. A defensive team shall consist of ten (10) players using six (6) infielders and four (4) outfielders.
- 15.8 Outfielders must play no closer than twenty (20) feet behind the base paths.
- 15.9 No player shall be out of the defensive lineup for two (2) consecutive innings.
- 15.10 Each player must play at least one (1) inning per game at an infield position.
- 15.11 Games will have a time limit of one hour and fifteen minutes. No new batter after that time.
- 15.12 Safety balls will be used.
- 15.13 For instructional purposes, coaches are permitted on the field while the team is on defense. Coaches may not in any way interfere with a ball in play.

16.0 MINOR A DIVISION (COACH PITCH)

- 16.1 Coaches will pitch the entire season.
- 16.2 No scores or standings shall be kept.
- 16.3 All players will be pitched five (5) balls by a coach pitcher. If after the fifth (5th) swing the ball is not put into play the batter is out. Foul balls count as a swing unless it's the 5th swing. The

batter will continue to receive pitches until he hits the ball or fails to swing. If the batter is hit by a pitched ball, it will be considered a dead ball (not swing/pitch). No base is given to that batter. Walks are not allowed.

- 16.4 When a ball is hit by the batter, the runners may advance to the next base until a defensive player has possession of the ball which includes balls hit to the infield or outfield.
- 16.5 Bunting is not allowed.
- 16.6 Each inning, teams will bat through the entire roster once.
- 16.7 If three (3) outs are recorded before each player has batted, bases shall be cleared of runners.
- 16.8 Base runners will not be allowed to steal or advance on a passed ball.
- 16.9 A defensive team shall consist of ten (10) players using six (6) infielders and four (4) outfielders. Outfielders must play no closer than twenty (20) feet behind the base paths.
- 16.10 No player shall be out of the defensive lineup for two (2) consecutive innings.
- 16.11 Each player must play at least one (1) inning per game at an infield position.
- 16.12 Games will have a time limit of one hour and thirty minutes. No new batter after that time.
- 16.13 Safety balls will be used.
- 16.14 For instructional purposes, 2 coaches are permitted on the field while the team is on defense. Coaches may not in any way interfere with a ball in play.
- 16.15 Adult pitchers (manager/coach) will pitch "overhand" from a chalked line marked at 40 feet. "Underhand" pitching is not allowed.

17.0 SINGLE A (A) DIVISION (PLAYER PITCH)

- 17.1 No scores or standings shall be kept.
- 17.2 The batter will not be awarded first base if ball four is thrown by the player pitcher. In the case of ball four thrown by the player pitcher, a coach from the offensive team will pitch using the existing strike count for a maximum of three pitches, unless the third pitch is a foul ball. Additional pitches will be made until the batter either hits or fails to swing. A batter will not be called out on a foul ball.
- 17.3 The batter will not be awarded first base if the batter is hit by a pitch that is thrown by the player pitcher. In the case of hit-by-pitch thrown by the player pitcher, a coach from the offensive team will pitch using the existing strike count for a maximum of three pitches. Unless the third pitch is a foul ball. Additional pitches will be made until the batter either hits or fails to swing. A batter will not be called out on a foul ball.
- 17.4 Bunting is not allowed
- 17.5 When a ball is hit by the batter, the runners may advance to the next base until a defensive player has possession of the ball in the infield which includes balls hit to the infield or outfield.
- 17.6 Each team will bat the entire roster.
- 17.7 An offensive inning is over after three (3) outs or the entire roster has batted once, whichever comes first.

- 17.8 Base runners will not be allowed to steal on a passed ball or wild pitch.
- 17.9 A defensive team shall consist of ten (10) players using six (6) infielders and four (4) outfielders.
- 17.10 Outfielders must play no closer than twenty (20) feet behind the base paths.
- 17.11 No player shall be out of the defensive lineup for two (2) consecutive innings.
- 17.12 Each player must play at least (1) inning per game at an infield position.
- 17.13 Game time is one hour and forty-five minutes. No new batter after that time.
- 17.14 Safety balls will be used.
- 17.15 For instructional purposes, 2 coaches are permitted on the field while the team is on defense. Coaches may not in any way interfere with a ball in play.
- 17.16 Adult pitchers (manager/coach) will pitch "overhand" from a chalked line marked at 40 feet. "Underhand" pitching is not allowed.

18.0 DOUBLE A (AA) DIVISION

- 18.1 Each team will bat the entire roster.
- 18.2 An offensive inning is over after three (3) outs or the entire roster has batted once, whichever comes first (the final inning is an exception to this rule – see below). Each team will have the opportunity to bat the same number of players each inning equal to the largest number of players on either team. The last inning is over only when three outs are recorded.
- 18.3 Outfielders must play no closer than twenty (20) feet behind the base paths.
- 18.4 No player shall be out of the defensive lineup for two (2) consecutive innings.
- 18.5 Each player must play at least (1) inning per game at an infield position.

- 18.6 Game time is one hour and forty-five minutes. No new inning after that time. No drop dead time.
All tie games will be scored ½ win ½ loss.
The mercy rule will not be adopted.

19.0 TRIPLE A (AAA) DIVISION

- 19.1 Each team will bat the entire roster.
- 19.2 The game time is one hour and forty-five minutes. No new inning after that time. No drop dead time.
- 19.3 No player shall be out of the defensive lineup for two (2) consecutive innings.
- 19.4 Each player must play at least (1) inning per game at an infield position.
- 19.5 All tie games will be scored ½ win ½ loss.

- 19.6 The mercy rule will not be adopted.
- 19.7 An offensive inning is over after three (3) outs or the entire roster has batted once, whichever comes first (the final inning is an exception to this rule – see below). Each team will have the opportunity to bat the same number of players each inning equal to the largest number of players on either team. The last inning is over only when three outs are recorded.

20.0 LL MAJOR DIVISION

- 20.1 Each team will bat the entire roster. Free substitution (continuous batting order) is adopted. (4.04)
- 20.2 There are no time limits on games. However, when more than one game is scheduled on the same date and on the same field then the time limit of preceding game(s) shall be one hour and forty-five minutes. No new inning after that time. No drop dead time.
- 20.3 The mercy rule will be in effect.

21.0 JUNIOR / SENIOR DIVISION

- 21.1 Time limit for games shall be 3 hours. No new inning after that time. No drop dead time
- 21.2 The mercy rule will be in effect.
- 21.3 In the Junior Division, bases shall change to ninety (90) feet and pitching to 60'6" after the first half (1/2) of the season is completed. This date shall be determined by the Player Agent.

I, the manager of the _____ team from the

T-BALL MINOR A A AA AAA LL MAJORS JUNIOR SENIOR
(CIRCLE ONE)

division. will read prior to opening day and will pledge to follow the rules set forth in the Brea Little League By-Laws, Brea Little League Code of Conduct and the Little League Official Regulations and Playing Rules.

Signed,

Date:
