

**DESERT RIDGE LITTLE LEAGUE
BY-LAWS**

ARTICLE I. TEAM SELECTION PROCESS

Section 1 – Tee Ball (4-5 yr olds) and Coach Pitch (6-7 yr olds): Shall be coordinated by the Director of those respective divisions.

Section 2 – The Player Agent is responsible for all activities regarding the selection of teams in all Divisions. All teams will have no more than 12 players unless approved by the Team Manager and Division Director.

Section 3 – Rookie (8 yr olds), Minor (9-10 yr olds), Major (11-12 yr olds), & Junior (13-15 yr olds) League Division Team Formation Guidelines:

Step 1: All players will participate in an evaluation process. Each manager will be supplied with a list of the players and their age. The managers will individually evaluate each player's skill level on defense (infield and outfield), batting, base-running, hustle, and intangibles.

Step 2: Managers and the Player Agent will meet for draft selection of players. Assistant coaches and other parent volunteers should not be present at the draft. A random drawing is held for selection order of each manager.

Step 3: Managers will begin the drafting process in the prescribed order for round one, reverse order for round two, original order for round three, etc. until all players have been assigned to teams.

Sons of Managers – If a manager has a son eligible for the draft and wishes to draft him, the parent/manager must exercise this option before the close of the fourth draft round.

Brothers in the Draft – When there are two or more siblings in the draft and the first brother is drafted by a manager, that manager is required to draft the other brother on the next turn.

Blind Draft – Players that cannot attend the evaluation process will be included in a blind draft in order to fill out the rosters of each team. After the final draft pick from players that were evaluated is complete, the manager that is next in the prescribed draft order will make the first pick in the blind draft. The remainder of the blind draft will continue in draft order until all players have been assigned to a team. Player's names will be drawn out of a hat.

ARTICLE II. LOCAL LEAGUE RULES

Section 1 – All Division Rules:

The Official Playing Rules and Regulations as published by Little League Baseball, Incorporated, Williamsport, Pennsylvania, shall be binding on this Local League.

Local Rules, Ground Rules and/or Bylaws.

The local rules, ground rules and/or bylaws of this Local League shall be adopted by the Board of Directors shall in no way conflict with the Rules, Regulations and Policies of Little League Baseball, Incorporated. The local rules, ground rules and/or bylaws of this Local League shall expire at the end of each fiscal year.

Behavior & Conduct

- 1. The Desert Ridge Little League Board of Directors has the right to warn, suspend, and/or remove a manager or coach at the board's discretion for conduct which is in violation of league rules or otherwise detrimental to the purposes of Little League.**
- 2. Sportsmanship is encouraged in all areas of the game.**
- 3. The following are not permitted by players, coaches, parents, or spectators:**
 - Yelling at or taunting the opposing team.**
 - Obscene language or gestures.**
 - Abusive language.**
 - Throwing of any equipment in anger by a player or a coach.**
 - Arguing with another coach, parent, or player.**
- 4. The use of such language and/or behavior could result in the disqualification of the player or coach and the removal of the player or coach from the team roster or the barring of the parents from attending future games.**
- 5. The Parent Code of Conduct**

We, the Desert Ridge Little League, have implemented a Parent Code of Conduct for the important message it holds about the proper role of parents in supporting their child in sports. Parents must read, understand and sign this form prior to their children participating in our league.

Any parent guilty of improper conduct at any game or practice will be asked to leave the sports facility and be suspended from the following game. Repeat violations may cause a multiple game suspension, or the season forfeiture of the privilege of attending all games.

- 6. Coach/player disciplinary action- If a player, parent or coach violate any of DRLL's code of conduct policies, they may be subject to disciplinary action, including missing game time, suspension or expulsion from the league. Disciplinary issues will be brought to the Divisions Director, President and Board when necessary and action will be implemented by the Board.**

Fields & Facilities

Each team must do its part before and after every game to ensure that the playing fields are kept in the best possible condition. The importance of properly maintaining the fields must be stressed to the parents. All too often, this responsibility falls on one parent or the manager. Everyone needs to do their part so that our children can play on the best fields around.

- 1. It is each team's responsibility to clean up their dugout and bleachers after every game. No food or glass containers are allowed in the dugout during game time.**
- 2. Home teams will sit in the 3rd base side dugout.**
- 3. Before Game - Both teams shall be responsible for preparing the field before each game, including dragging the field, watering the field if necessary, grooming the mound, lining the base paths and batter's boxes, installing the bases and setting up the outfield fences, if applicable. It is the responsibility of the team managers and umpires to walk the fields for hazards and obstructions prior to the game.**
- 4. After Game - If the last game of the day, both teams will be required to rake/drag all fields. Both teams shall remove the bases and outfield fences, if applicable, and store them away**

with all maintenance equipment. All rakes, hoses, etc. shall be neatly put away, not just tossed into storage.

5. Any manager not complying with teams responsibilities shall receive for the first offense a verbal warning, second offense shall be suspended for the next scheduled game, third offense the manager will appear before the board of directors.

Section 2 – Tee Ball Division Rules:

A. Teams and Games

1. Each team will have no more than 12 players.
2. A minimum of 8 players is required to play a game of tee ball (If for some reason one team is short of players and the other team has more than enough - perhaps let some of the kids play on the other team that is short so they can still play the ball game without cancelling it).
3. Each game will be 4 innings. Time limits must be adhered to. Games not completed in the allotted 1.5 hours will end at that time.
4. In case of rain, all games will be called at the field by both coaches. Both coaches MUST contact the Division Director to reschedule the game.
5. Both teams are responsible for one (1) game ball. The home team is responsible for providing the tee.
6. All players should wear their uniforms such as team shirt and hat. Shoes can only be rubber soled. No metal spikes or metal cleats are permitted. However, all-purpose shoes are permitted. Protective cups are not required.

B. Rosters and Substitutions

1. Every player on a team must play. All players on each team will be assigned a field position during the defensive portion of each inning. The outfielders can play no closer than the edge of the outfield grass. The infielders can play no closer than the edge of the infield grass until the ball is hit. The pitcher must stay on the mound until the bat is hit. Players must field the standard baseball defensive positions with remaining players placed evenly in the outfield at the coaches' discretion.
2. Teams will bat through their complete roster each game with the limit of the entire team every inning. The next inning picks up at the top of the batting order. No change in the batting order is permitted once the game has started. Players who arrive after the start of the game will be placed last in the batting order and then bat their turn.
3. A coach must assure that all players bat and field each inning of every game they attend. Coaches must play all players in all positions. The players need to experience each position in the field.

C. Game Rules

1. Distances between the bases will be 35 feet
2. An inning will end after all players have batted.
3. Games must start and end on time. Warm up your team in an adjacent area prior to your game.

4. All players must wear a batting helmet when at bat and when running the bases.
5. A batted ball must roll beyond the 10 foot circle to be ruled a fair ball. Bunting or half swings are not permitted. The batter must make contact with the ball, not just the tee.
6. The batter shall be allowed to level his bat with the ball (half-swing) only one time per swing. An additional leveling or half-swing shall not be permitted. The ball will be replaced on the tee if the batter touches the ball or accidentally bumps it off the tee as he level his bat.
7. The coach shall present the ball and then place the ball on the batting tee when the player has declared himself ready to bat and the defensive players are positioned in the coach's judgment.
8. **NO STRIKEOUTS**
9. **NO INFIELD FLY RULE**
10. No stealing is permitted. A runner cannot leave a base until the ball is hit.
11. Play is dead when the ball has been retrieved by a fielder, and/or the base runner has advanced one base.
12. Feet first sliding into a base or home plate is permitted, but not encouraged. Head first sliding is **PROHIBITED**.
13. Base advancement will not be allowed on an overthrow.
14. Coaches will be permitted to position defensive players and offensive batters. One or two coaches may be on the field with his defensive team, provided they are both beyond the base paths.
15. Throwing the bat will not be permitted. It is the coach's responsibility to instruct each player on how to properly lay the bat down after hitting the ball.
16. A defensive player who is not involved in a play cannot impede the advancement of a base runner. If this occurs, the runner is awarded the next base.
17. During the month of April, advancement of a base runner is limited to one base each time the ball is put into play. The purpose of this is to allow ample time for all players to become familiar with the placement of bases, and in which order they should run. The last batter should make a complete run of the bases after contacting the ball.

D. Changes in Rule Beginning May 1st

1. During all games scheduled from May 1st to the end of the season, normal advancement of bases will be allowed. The base runner may advance as far as he/she or the coach feels is possible without being called/tagged out.
2. If a ball is thrown out of the field of play (out of play, beyond foul territory), a base runner may advance one base beyond the one he/she is approaching at the time the overthrow is made. Only one base is awarded for a pass ball that rolls into a dugout or bounces over the backstop.
3. During regular innings, play is immediately dead when a batted ball is in a defensive player's possession. Base runners can advance to the next base if they are at least halfway there before the play ends, but they shall not pass another base.

4. Base runners can be called/tagged out and must return to the dugout area without running the remaining bases.
5. The inning will be completed when all players from both teams have batted, regardless of the actual amount of outs that have been called.

Section 3 – Coach Pitch Division Rules:

A. Teams and Games

1. Each team will have no more than 12 players.
2. A minimum of 8 players is required to play a game. There will be no more than a 15-minute waiting period past the scheduled starting time before a game will be declared a forfeit in favor of the team with enough players to begin the game. Only players on the team roster can play.
3. Each game will be 5 innings. Time limits must be adhered to. Games not completed in the allotted 1.5 hours will end at that time. The winning team will be determined by the score at the end of the last completed inning.
4. In case of rain, all games will be called at the field by both coaches. Both coaches **MUST** contact the Division Director for rescheduling. Rain-outs will automatically be scheduled for the first available open date per the Division Director.
5. Both teams are responsible for providing one (1) game ball. Both home and visiting teams shall provide one umpire each (these may consist of assistant coaches or parents).
6. Complete uniforms should be worn for all league games. Shoes can only be rubber soled. No metal spikes or metal cleats are permitted, however, all-purpose shoes are permitted. Protective cups are not required.

B. Rosters and Substitutions

1. Free substitution rules apply.
2. Every player on a team must play, but each team is limited to 10 players defensively; 4 outfielders and 6 infielders-pitcher, first, second, third, shortstop, and a catcher. Outfielders must be on the outfield grass. Pitcher must be even with (to the side of) or slightly behind the pitching coach.
3. All players **MUST** play in the field each game. Players may only be benched for one inning at a time and will play the field after being benched. All players on a team should rotate through the bench. If a player doesn't start the present game he/she **MUST** start the next game. A part of an inning will not count as an inning played.
4. Players who arrive after the start of the game will be placed last in the batting order and bat their turn.
5. Coaches must play all players in all positions. The players need to experience each position in the field. It is the coach's discretion whether to rotate positions each inning or each game.
6. A coach who does not assure that all players bat and/or play the appropriate number of innings defensively, will be receive a reprimand for the first offense. A second offense will result in suspension of coaching for one game.

C. Game Rules

- 1. Distances between bases will be 45 feet.**
- 2. An inning will end after all players have batted, 5 runs have been scored or a team makes 3 outs. After the last player on the roster or 12 players have batted, the inning ends when play is stopped. Play is stopped when the catcher has control of the ball on home plate. Play is dead at that point. This will be the same as a force play for the third out of the inning.**
- 3. Games must start and end on time. Warm-up your team in an adjacent area prior to your game. In order to expedite the game, all players MUST run on and off the field.**
- 4. Per game, throwing the bat the first time will bring a team warning. The second occurrence will result in the batter being called out. It is the coach's responsibility to instruct each player how to properly lay the bat down after contacting the ball.**
- 5. Each batter will receive a total of seven pitches. An out will consist of three swinging strikes or a total of 7 pitches. On the 7th pitch, the batter must swing. If the batter does not swing, he is out. The batter will either hit the ball into play and run, or return to the bench as an out.**
- 6. There are NO walks.**
- 7. Foul Balls – Up to 3 foul balls allowed, then the batter is out. If the 7th pitch is hit foul, another pitch may be thrown – up to three foul balls. If the following pitch is not hit into play or the batter does not swing, the batter is out and will return to the bench.**
- 8. Bunting is NOT permitted.**
- 9. Base stealing is not permitted. A runner cannot leave a base until the pitched ball is hit by the batter.**
- 10. Coaches should call dead balls.**
- 11. A batted ball that hits the pitching coach before touching a player is dead. Batter is given first base. All base runners advance one base, even if not forced.**
- 12. No infield fly rule.**

Section 4 – Rookie Division Rules:

A. Teams and Games

- 1. Each team will have no more than 12 players.**
- 2. A Minimum of 8 players is required to play a game. There will be no more than a 10 minute waiting period past the scheduled time before the game will be declared a forfeit in favor of the team with required amount of players to begin the game. Only players on the official roster can play.**
- 3. Each game will consist of 6 innings.**
- 4. The first 4 innings will be machine pitch. The machine will be set up by the visiting team. After the bottom of the 4th inning, the visiting team will break down the machine and remove it from the field.**

5. The final 2 innings will be pitched by the players.
6. If there are mechanical problems with the machine the game will be pitched by the players.
7. Time limits will be adhered to. Games not completed in 2 hours will end at that time, no new innings are to begin after 1 hr 45 minutes. The winning team will be determined by the score of the last completed inning. Playoffs are the exception, games will be finished.
8. Games may also be called because of darkness. The score will be determined by the last completed inning.
9. Any managers intentionally trying to stall a game will result in his team's forfeit of that game.
10. In case of rain cancellation every effort to re-schedule will be made by the Division Director. Realize though this may not always be possible.
11. The Home team is responsible for providing two game balls as well as setting up the bases.
12. At the end of the game the home team will put away the bases and the visiting team will put the pitching machine away.

B. The Game

1. Free substitution will apply on defense.
2. On offense you must have the same batting order for the entire game. If a player arrives late they will be added to the bottom of the order. If a player must leave a game for any reason, the coach will notify the other team and that player's spot will be skipped in the order. Each team will have to keep a scorebook. Coaches will be required to exchange batting lineups (complete with jersey #'s) prior to game time. Batting out of order will result in the batter being out.
3. All batters will be put in the batting order, no players will sit out on offense.
4. A team can field 10 on defense (4 outfielders and 6 infielders).
5. All players must play in the field each game. All players should be rotated through the bench. Players may only be benched for one inning at a time. If a player sits out one inning, he must play the next. A partial inning does not count as a full inning.
6. An inning will consist of 3 defensive outs or 5 offensive runs whatever comes first. During the last inning played, as determined by the umpire, the defensive team will be required to record 3 outs. There is no run limit during the last inning of play.
7. The Home team will keep the official score. At the end of the game the visiting manager will sign off on the score sheet to verify the score is correct. All managers will report their pitch and game scores to the Division Director by e-mail within 12 hours. If Director does not get a score reported by both teams, it will be considered a loss for the standings.

C. Game Rules

1. The bases will be 50 ft apart.
2. The distance from home to the pitching rubber will be 40 feet.

3. Base stealing is not permitted.
4. Umpires are responsible for calling dead balls.
5. There is no infield fly rule.
6. There are no intentional walks.
7. Batted balls that hit the pitching machine are considered a single. All base runners will advance one base.
8. Defensively, a thrown ball that hits the machine will be considered dead. Base runners will stop at the base they were advancing to.
9. A batted ball must roll beyond a 15 foot arc to be ruled a fair ball.
10. An eight foot circle will be marked around the pitching machine. Players should avoid entering the circle and any ball coming to rest in the circle shall be a dead ball.
11. Managers, or another coach or adult designated by the manager, will feed the pitching machine to their own batters.

D. Pitching/Catching

1. Pitch counts and days of rest will follow the current Little League International rulebook.
2. The pitcher must start his windup from the pitching rubber.

Section 5 – Minor and Major Division Rules:

A. Teams and Games

1. Home and Visiting teams are required to keep a scorebook and verify pitch counts and scores at the conclusion of each half-inning. The Home Manager and Visiting Manager are both responsible for emailing the Division Director after each game, within 12 hours, with the game results. Game results will include pitch counts, with pitcher's full name, and scores.
2. The batting order will be once through the entire game roster, i.e., all players will bat once before the first batter bats twice, etc.
3. Innings and Run Limits:
 - Majors – an inning will consist of 3 defensive outs. There is no limit for runs scored.
 - Minors – an inning will consist of 3 defensive outs or 5 runs. During the last inning played, as determined by the umpire, the defensive team will be required to record 3 outs. There is no run limit during the last inning of play.
4. Each game will be 6 innings or 2 hours. At 2 hours will be drop dead time and the score will revert back to the last completed inning. No new inning will be started after 1 hr. 45 minutes. Tie ball games will remain ties if the time limit has been reached.
5. Managers must notify the umpire and the opposing team's manager of all pitching changes and other changes to the game roster.
6. If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over them when their time at bat comes up without penalty. The manager shall notify the umpire and opposing team's manager of the player's status prior to their

coming to bat.

7. **Players who arrive after a game begins may be inserted in the lineup. The player will be placed last in the batting order. This applies even when a suspended game is resumed at a later date. DESERT RIDGE LITTLE LEAGUE ENCOURAGES MANAGERS TO PLAY ALL CHILDREN AS MUCH AS POSSIBLE, even if they are late to a game.**
8. **No player may sit out defensively for more than one inning at a time. If a player sits out one inning, they must be reinserted defensively the next inning unless prevented by injury or illness.**
9. **Home team shall provide two (2) game balls.**
10. **All coaches are encouraged to use the Pool Players via the League's Player Agent when players are needed to complete a team.**
11. **Free substitution rules apply, except for the pitcher, who cannot return in the pitcher's position once removed.**
12. **For Major division games, Little League 10-run rule shall apply, but not before at least 1 hour and 15 minutes of play have passed. Minor division games shall not abide by Little League rule 4.10(e).**

B. Pitching/Catching

Coaches will adhere to the Official current Little League pitching and catching rules.

C. Game Rules

All players must wear protective cups.

Section 6 – Juniors Division Rules:

A: Teams and Games

1. **Home and Visiting teams are required to keep a scorebook and verify pitch counts and scores at the conclusion of each half-inning. The Home Manager and Visiting Manager are both responsible for emailing the Division Director after each game, within 12 hours, with the game results. Game results will include pitch counts, with pitcher's full name, and scores.**
2. **All coaches are encouraged to use Pool Players via the Pool Players Agent when players are needed to complete a team.**

ARTICLE III. POOL PLAYERS

A. Pool Players

1. **Desert Ridge Little League keeps team rosters at a level so as to provide players with the most possible playing time in games. However, at times, due to injury, illness, vacation, etc. a team may be required to forfeit a game unless additional player(s) are available to play for the team. This is the purpose of the pool player process. If a coach has only 9 or fewer players available for a game, he has the option of utilizing pool players. A maximum of two pool players will be allowed per game.**

2. In the event that a team needs a pool player, the manager will call the Player Agent to request a pool player. Managers are encouraged to provide at least 24 hours notice when a pool player is needed.
3. Pool players must bat at the end of the lineup and may only play left or right field.

B. Playing Up

It is the desire of Desert Ridge Little League that children play in the age-appropriate division as much as possible. Depending on what age a child starts playing and what ability they have, we will consider the possibility of allowing them to play up a division.

Players must play at least one year in T-ball, Coach Pitch, and Rookie divisions. Players must play two years in both the Minor and Major divisions. Players will not be allowed to play up if they are more than one year younger than the specified age group for the respective division (no younger than 8 for Minors, no younger than 10 for Majors).

For Rookie, Minor and Major divisions, players must participate in the player evaluation process and will only be allowed to play up if all managers agree that the player is of a talent level for the division they are trying to play up to.

ARTICLE IV. ALL STAR PROCEDURES

Section 1 – Desert Ridge Little League will abide by Little League International tournament rules and regulations.

Section 2 – Manager Selection: The President of the Board of Directors shall select the All-Star managers. The President shall make his/her selection based upon the names submitted to the board from regular season team managers/coaches within the respective Local League division. The President will consider the managers' attitude, baseball knowledge, general conduct and sportsmanship in the selection process. The Board of Directors shall have final approval authority over the President's selections. Upon a successful motion to disapprove a manager selection or selections, the Board may replace the selected manager(s) via a successful motion to appoint an alternative manager. A successful motion shall require a simple majority of a quorum of the Board of Directors at a duly called and properly noticed meeting of the Board of Directors.

Section 3 – Team Structure: Tournament Rules of the Little League Rule Book shall govern the team structure of each All-Star team.

Section 4 – Team Selection:

All players will be evaluated by each manager in the division that they are playing twice a season; once at mid-season and once at the conclusion of regular season play. The managers will use a spreadsheet rating each players hitting, running, fielding, catching, pitching, and attitude. Players will then be ranked and the top rated 15-18 kids in each age category will be invited to try out for a particular All-Star team based on the All-Star committee selection. A team of 12-14 players will be selected to represent DRLL for each age group. Players are required to be available for all practices and games, including district and state tournaments. If a player is not able to commit to being available for all practices and games, he/she will not be selected for the All Star team. Upon selection for an All-Star team the following attendance requirements are mandatory:

- Absences from practice beyond one must be approved by the President
- After the first missed practice, each missed practice up to 3 total will result in minimum play requirement for the first two games unless prior approved by President
- Any missed practices beyond 3 total will result in removal from the All-Star team

Any games missed will result in immediate removal from team unless an emergency situation occurs that is approved by the President of the League

ARTICLE V. CODE OF CONDUCT

Section 1 – All parents shall sign the Local League Code of Conduct prior to the start of the season.

Section 2 – All managers and coaches will abide by the rules of Little League Baseball regarding conduct both on and off the field.

Section 3 – All Managers, Coaches and players will shake hands with the opposing team and umpires in a respectful manner at the conclusion of every game. Failure to abide by this rule could result in suspension.

ARTICLE VI. AMENDMENTS

These BY-LAWS supersede all other BY-LAWS, Constitutions or other governing documents made previously concerning the Local League. The BY-LAWS may be amended, repealed or altered in whole or in part by a majority vote at any duly organized meeting of the Board of Directors.

These BY-LAWS were approved by the Desert Ridge Little League Board of Directors on January 7, 2014.

Jason Beaver, President

_____ **Date:** _____

League ID:

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