

# **DERBY LITTLE LEAGUE BY-LAWS**

## **GENERAL**

**ALL THOSE AFFILIATED WITH DERBY LITTLE LEAGUE WILL ADHERE TO THE RULES AND REGULATIONS SET FORTH BY LITTLE LEAGUE BASEBALL IN WILLIAMSPORT.**

**LITTLE LEAGUE RULES AND REGULATIONS APPLY AS STATED IN THE RULEBOOK UNLESS MODIFIED BY ONE OF THE FOLLOWING BY-LAWS:**

### **1. Age of players**

- Players between the ages of 10 through 12 can play in the Majors. The Board of Directors may allow 9-year old players to tryout for the Majors only if there are not enough players to form enough teams.
- 12-year old players are not allowed to play in the Minor League unless an exception is allowed by the Board of Directors.
- Players between the ages of 8 through 11 can play in the Minors.
- Players between the ages of 6 through 9 can participate in Coach Pitch.
- Players between the ages of 5 through 7 can participate in T-Ball.

### **2. Registrations**

- A late fee will apply if a player is signed up after the initial registration.
- The League Directors will be responsible to call non-registered players that played the prior season and had not signed up during the initial registration period.
- No refunds will be given after the start of practices. If a uniform or other equipment has already been purchased, the refund will be less the amount incurred for the uniform or other equipment.

### **3. Selection of coaches**

- Coaches will submit a letter of intent for a coaching position. The letters will be evaluated and coaches will be appointed by the Board of Directors.
- A Head Coach needs to be appointed by the Board of Directors at the Minor and Major League levels prior to tryouts taking place.
- A Head Coach of an existing team will not be allowed to apply for the position of a Head Coach of a different team.
- An Assistant Coach of an existing team will not be allowed to apply for the position of an Assistant Coaching job of a different team.
- If a Head Coach position is open at the Major or Minor League level, the following sequence of opportunity will be used to determine who gets that position:
  - Assistant Coaches of that team
  - Assistant Coaches from other Major League teams
  - Head Coaches from Minor League teams
  - Assistant Coaches from Minor League teams
  - Designated Coaches
  - New Volunteer Coach

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- If an Assistant Coach from another team is appointed the Head Coach position of a different team, and they have a son or daughter that will be transferred from their existing team, that player will be ranked (Ranking System) and a trade will be worked out as fair compensation for that team's loss.
- If a coach is already associated with a team and their son or daughter is coming up from the minors or coach pitch, that player will be associated with that team and the Ranking System will be used for that player (unless determined otherwise by the Board of Directors).

## **4. Relationships and relatives**

- Only a coach's son or daughter will play on the same team that their parent coach's for (unless otherwise decided by the parent/coach and approved by the Board of Directors).
- Brothers and sisters will play for the same team (unless otherwise decided by the parents and approved by the Board of Directors).
- The request to have a nephew, cousin or other family related member play for the same team will only be allowed if the Board of Directors approve the decision before the draft occurs.
- If the request to have a nephew, cousin or other family related member play for the same team comes up during the draft, the Head Coaches and Player Agent must all be in agreement.

## **5. Ranking System for draft round determination**

- The Player Agent and/or associated League Director will get together with the Head Coaches of the associated league to determine the ranking of a player.
- The ranking of a player (draft round) will be determined by the comparative evaluation and simple majority of the Head Coaches.
- Once the draft round has been determined, the team that gains this player will lose that associated round's draft pick.
- If two or more players will be added to the same team prior to the draft (Coach's son, brother or trade), the Board of Directors will review the transactions and make the necessary decisions for compensation to the other teams.
- If a coach has a child on a major league team already, and that child will be moving to a new team with their parent, compensation will be determined by the Board for the team losing that player.

## **6. Tryouts**

- Players eligible to play at the Major League or Minor League levels must attend tryouts or possibly forfeit their eligibility to play at that level.
- If a player does not attend tryouts, an excuse must be presented and accepted by the Board of Directors and/or by all the Head Coaches and Player Agent at the draft.

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## **7. The Draft**

- Majors: All 12 year olds that show up for tryouts must be drafted.
- Minors: All 10 and 11 year olds that are available must be drafted.
- Majors: If there are 3 or more 12 year olds that need to be drafted, a team that needs to select 3 or more players in the draft must select at least one 12 year old as one of their selections.
- Players that do not get drafted by a Major League team, will become part of the minor league draft (unless there is an expansion or downsizing during that season).
- Players that don't get drafted by a Major League team and are a New player in the Derby Little League program, will be listed as a player eligible for the Minor League draft.
- The order of the draft will be based on the outcome of the prior season's regular season record. The team with the worst record will pick first and the team with the best record will pick last. Head-to-head results will be used to break ties between teams with the same records.

## **8. Number of coaches for a game**

- A coaching staff for a team at any level will consist of up to 3 coaches (a Manager or Head Coach along with two rostered assistants).
- One designated coach will be allowed for each team, but will not be considered part of the coaching staff or charter (must have approved background check).
- If all members of the coaching staff are present for a game, the Designated Coach is not allowed on the playing field or in the dugout.
- The Designated Coach will only be allowed on the playing field or in the dugout if one of the members of the coaching staff is not present.
- If a team only has one rostered coach for a game, they may get assistance from another rostered coach from a different team.

## **9. Player Pool/Agent**

- The Player Agent will assign temporary players to teams who do not have enough players come game-time.
- At the beginning of the year, the Player Agent will create a random list of Major League players that are interested in being part of the Player Pool.
- As soon as a head coach knows he is in danger of not having enough kids, he is to inform the player agent. The player at the top of the list will be called first. If he is not available to play, then the next name in the list will be called.
- Once a player has participated from the Player Pool list, their name will be checked off and added to the end of the list.
- The head coach cannot pick from the list, they must take whoever is given to them by the Player Agent.
- At no time will a coach be allowed to call a player from another team to fill a slot (the penalty for doing so will result in forfeiture of the game he played in).

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- The Player Pool is only to be used if you do not have enough players.
- If at game time you have 9 or more of your own players and have called up a player pool kid, your roster players will play the majority of the game and the player pool kid will only be allowed the minimum 6 defensive outs and one at bat.
- If you have less than 9 players, the player pool kid will bat last in your batting order and can only play in the outfield or catcher (they are not allowed to pitch for your team).
- The player pool kid(s) cannot come from the team you are playing against that day.
- If the next player in the list is not available or is ineligible to play that day, they will be skipped and remain at the top of the list.

## **10. Rain Dates and Make-up Games**

- All rain-outs or other games cancelled will be made up on the next available open date determined by the League Director(s).
- Due to field shortages, it is desired that make-up games be rescheduled in the same calendar week even if it results in back-to-back games for both teams.
- Since each team has a minimum of two assistant coaches, make-up dates will not be rescheduled to accommodate a coach's schedule.
- If all coaches for one of the teams will not be in attendance for the make-up game, the League Director(s) need to be contacted and a forfeit may occur for that team.
- Coaches will not be allowed to reschedule their own games, it will be done by the League Director(s).

## **11. Mercy Rule**

- Major/Minor: After 4 innings (3 ½ if the home team is ahead) if a team leads by 10 or more runs, the game shall be declared over. The official score is the score at the time the mercy rule takes effect.
- Coaches may agree to continue play as an exhibition or practice, but pitch counts must still be tabulated for pitchers and the required amount of days rest must still be observed. Mandatory play for all players must also still be met.

## **12. Curfew**

- For any home game, the President, League Director or Safety Officer can suggest to the head umpire to call a game earlier than its timeframe due to darkness, weather or for other reasons that may affect the safety of the players. The head umpire makes the final decision for calling the game.

## **13. Downsizing**

- The Board of Directors will make the final decision if a league needs to downsize their number of teams.

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- If a league needs to downsize, it will be determined at that time if all of the players in the league will be thrown back into one pool for redraft or if the players on one team will be dispersed amongst the other teams.

## 14. Expansion

- The Board of Directors will make the final decision if a league needs to expand their number of teams.
- If a league needs to expand, it will be determined at that time if all of the players in the league will be thrown back into one pool for redraft or the following guidelines may be used by the existing teams:
  - Coaches need to be selected for the new team (Ranking System will apply).
  - Each team will protect a maximum of 3 players.
  - When one player is taken from a team, that team can protect 2 more players.
  - A team can lose no more than 2 players in the expansion draft.

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## PITCHING

### 1. Recording Pitch Counts for Local League play:

- The Head Coach of each team will keep record of the number of pitches thrown by each pitcher.
- At the end of an appearance by any pitcher during a half inning or end of each half inning by the pitcher who started the inning, the total amount of pitches thrown will be agreed upon by both Head Coaches and transcribed by the Home team on the <Pitch Count Form>.
- The <Pitch Count Form> is given to the Official Scorer immediately following the game.
- Each Head Coach is required to sign the form.

### 2. Recording Pitch Counts for Interleague play:

- The Head Coach will keep record of the number of pitches thrown by their team and transcribed on the <Pitch Count Form>.
- Although is optional to keep record of the pitches thrown by the opponent, the Head Coaches should agree on the total amount of pitches thrown at the end of an appearance by each pitcher during a half inning or end of each half inning by the pitcher who started the inning.
- The <Pitch Count Form> is given to the League's Official Scorer no later than the start of the next game.
- It is not required for the Head Coach of the opposing team to sign the form.

### 3. Official Scorer:

- The person who collects or receives a completed <Pitch Count Form> will sign or print their name in the box indicated as the Official Scorer.

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## **INSTRUCTIONAL (Minor League)**

### **1. Number of players for a game**

- A game will be allowed to be played with 8 players. There is no automatic out for the 9th player that is not present.
- If a team has less than 8 players, then a fifteen minute grace period will be allowed for the arrival of late players (more time may be allowed at the opposing team's discretion).
- If a team has less than 8 players, then it will result as a game forfeiture.
- If, during the game, an injury or ejection causes the number of available players to fall below 8, this will result in a forfeiture regardless of the point in the game or the score at the time.

### **2. Stealing**

- Only three (3) steals are allowed by each team in their half of an inning.
- If there are multiple runners on base, they can all advance on the same play just as long as that team has not exceeded their three (3) steals allowed for that inning.
- If bases are loaded and all players advance on a steal, this is considered to be (3) three steals for the inning.
- If a steal occurs during a passed ball, this is considered to be a steal.
- If there is an overthrow made in an attempt to pickoff a base runner, only one base is allowed on the overthrow.
- If there are multiple runners on base and a throwing error occurs during an attempted pickoff, all runners may advance one base at their own will.

### **3. Run Limit**

- For the first 5 innings of a game, a team may score a maximum of 5 runs an inning. The half inning is declared over once the 5th run crosses the plate.
- There is no run limit for the 6th and extra innings of a game (it's all you can get before 3 outs).

### **4. Batting Order**

- All players present at a game will be in a continuous batting order. Any players that arrive late will be added at the end of the order.

### **5. Outfielders**

- It is optional to play 10 players in the field.
- If four (4) outfielders are used, no short fielders are allowed. They should be spread out evenly as a Left Fielder, Left Center Fielder, Right Center Fielder and Right Fielder (no player should be standing behind or on top of second base).

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## 6. Sliding

- There is no “must slide” rule at any of the bases unless the player defending that base is in possession of the ball.

## 7. Field Coach

- Only one Field Coach (optional) is allowed to be on the playing field during the game. The coach can only be in the outfield and must not be in the same alignment as the other outfielders (must be farther back in the outfield).
- The main objective of the Field Coach is to assist the players with the game situation before each pitch or batter. Once the ball is put in play, the Field Coach can not holler out instructions or physically assist with the play.
- The Field Coach is not allowed to have conferences with any of the outfielders and is not allowed to approach the infielders in between pitches.

## 8. Hurry-up Rule

- If the catcher for either team is on base and there are two outs, the player who made the last out may be used to replace him as a runner.

## 9. Curfew

- If there are multiple games scheduled on a weekend, the maximum time limit for a game will be two (2) hours or six (6) innings. This rule will not pertain to the last game being played that day.
- If a game is approaching the two (2) hour limit, the teams will need to decide what the last inning of play will be (Home team should get their last at-bats if trailing in the game).



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## **INSTRUCTIONAL (Coach Pitch & T-Ball)**

### **1. General**

- The Instructional Level is considered to be non-competitive. No scorebooks or the keeping of scores is allowed. Players may wear the same uniform numbers.
- A player that may not be paying attention or is being disruptive to the rest of the players may be removed from the field to sit with their parent or guardian.
- All players present at a game will be in the batting order. Any players that arrive late will be added at the end of the order.
- Players may be rotated through defensive positions freely during an inning.
- Coaches need to communicate to each other when a very good hitter is up so that the defensive team is ready and the players are not to shallow in the infield.
- The last batter of an inning will be played the same way as if that player was the first batter of that inning (i.e. the last batter should not be advancing to the next base if the ball has been played appropriately by the other team).

### **2. Coach Pitch**

- Only a rostered coach (from either team or within the league) can pitch to the players.
- All players may play the field, but they must be playing in the proper infield positions during game play (one player at third base, one player at shortstop, one player at second base and one player at first base).
- All other players may play the outfield (but no short fielders are to be used or be standing/playing on top of second base).
- Only one player is allowed to stand next to the coach (pitcher).
- If a catcher is used, they must be wearing a protective cup (including all required Little League equipment).
- All batters will bat in each inning. If three (3) outs are obtained in an inning, any players on base will be removed and a start of a new three (3) outs will begin.
- No base on balls (walks) are allowed and no strikeouts will be called.
- It is optional to use a Batting-Tee for the players that may need it. The minimum number of pitches that should be thrown before a Batting-Tee is required is seven (7) or four (4) swings by the batter.

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## **3. T-Ball**

- Only practices will be scheduled for the early part of the season so that the fundamentals could be taught to the kids.
- Games with other teams should not take place until half way through the season.
- All players may play the field, but they should be playing in the proper infield positions during game play (one player at third base, one player at shortstop, one player at second base and one player at first base).
- If a runner is out at a base, it is optional to allow that runner to remain on the base so that they get a chance to run around the bases.
- Coaches are not allowed to pitch to players during practices or games. A tee must be used at all times for all players during the entire season.

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## ALL-STARS

### 1. All-Star timeframe

- The 11&12 year old All-Star season will start June 15th and could last until the end of August. National sets the start date of the tournament.
- The 9&10 year old All-Star season will start June 15th and could last until the end of July. National sets the start date of the tournament.
- If any player will not be available during the timeframes specified above, it must be made known to the All-Star Committee so that the player's name can be removed from the selection process.

### 2. All-Star Committee

- The All-Star Committee will consist of the President **{CHAIRMAN}**, ***Vice President***, Player Agent, Major League Director, (Minor League Director or Instructional Director) and Official Scorer.
- If members of the All-Star Committee submit their names as coaching candidates, they will be replaced by a different member from the Board of Directors.
- Additional members may be added if any/all of the above are coaches during the regular season. Coaches should not outnumber non-coaches.
- The Committee will appoint a Head Coach for each team based on qualifications, seniority and prior experience. Although these main elements will be considered during this process, the Committee has the ability to evaluate and appoint any coach that they recognize as being the best coach for that position.
- The Committee is responsible for conducting the player evaluation and ranking process amongst the Head Coaches of the both the Major and Minor leagues. To the best of their ability, the Committee will assure that any discrepancies will be taken care of before the team is announced.

### 3. Selection of coaches

- All coaches in the Major League that would like to be the Head **{or Assistant}** Coach of the 11&12 or 9&10 squads (not both) must submit their letter of intent (in writing or email) to **{the President, who chairs}** the All-Star Committee.
- All coaches in the Minor League that would like to be the Head Coach of the 9&10 squad must submit their letter of intent (in writing or email) to the All-Star Committee.
- Coaches are not allowed to apply if they will not be available during the All-Star timeframes specified above.
- Coaches that do not submit their team score book or report accurate statistics of their team's players will not be considered for the position.
- All letters of intent must be in to the All-Star Committee no later than May 15th.

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- For the selection of a Head Coach for the 11&12 year old team, the All-Star Committee will evaluate all letters of intent, giving consideration to the Head Coaches in the Major League. If there are no Major League Head Coaches interested or qualified, the Major League Assistant Coaches are the next to be considered.
- For the selection of a Head Coach for the 9&10 year old team, the All-Star Committee will evaluate all letters of intent giving consideration to the Head Coaches in the Major League. If there are no Major League Head Coaches interested or qualified, the Minor League Head Coaches will then be considered. The next order of consideration would be both Major and Minor League Assistant coaches.
- Once a Head Coach is appointed by the All-Star Committee for each team, the head coach will recommend to the board who they would like as their assistant(s). Final approval will be made by the All-Star committee before the announcement of the assistant(s).

#### 4. Selection of players

- The All-Star Committee will submit a list of players (minus those who will be on vacation during the All-Star timeframes) to the Head Coaches of the Major League and Minor League teams.
- The All-Star Committee will provide an <All-Star Evaluation Ranking Form> to each Head Coach.
- With one (1) being considered the top player, players will be evaluated and ranked from one (1) down to the total amount of eligible players.
- The Major League Head Coaches will rank all 11&12 year old players as well as all 10 year old players in the Major League (on separate forms).
- The Minor League Head Coaches will rank all 9 & 10 year old players in the Minor League (on one form).
- The rankings conducted by the coaches are for ALL players which includes the players on their own team.
- The All-Star Committee will collect the All-Star Evaluation Ranking Forms and renumber the rankings for each team without that team's associated players (see example below for submittal from Head Coach of Team B):

TEAM	RANK	PLAYER NAME
Team B	1	
Team A	2 1	
Team B	3	
Team C	4 2	
Team A	5 3	
Team B	6	

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Team D	<del>7</del> 4	
Team D	<del>8</del> 5	

- All-Star players will be determined by the total score accumulated by their ranking of all of the head coaches (see example below for 4 teams) **{and the scorekeeper}** :

RANK	PLAYER NAME	A	B	C	D	Totals
1	Player with team B	1	-	1	1	1.00
2	Player with team A	-	1	2	2	1.66
3	Player with team B	3	-	3	3	3.00
4	Player with team C	4	2	-	4	3.33
5	Player with team D	2	4	7	-	4.33
6	Player with team A	-	3	4	8	5.00
7	Player with team B	5	-	6	6	5.33
8	Player with team D	6	5	5	-	5.33
9	Player with team B	8	-	8	5	7.00

- The players with the lowest scores (based on the best player getting a score of 1) will be considered the top players that make the team.
- Based on the rankings, the All-Star Committee along with the Head Coach and assistant(s) of each team will determine how many players (11,12,13, or 14) will make up each All-Star team.
- If there is a tie between two players of the same team, their ranking from their associated Head Coach will determine the final order they are listed.
- If players are not selected from the sequential ranking provided, the Head Coach must justify to the All-Star Committee why each player is being selected ahead of the others.
- 11&12 Team: The All-Star Committee will accumulate the total scores and provide a listing of the top ranked players to the Head Coach and assistant of that All-Star team. **{The top 11 players will make up the team if only 11 players are chosen. If the head coach decides to take additional players, he may pick players (up to 14) from the list. These players must be approved by the All Star Committee.}**
- 9&10 Team: The All-Star Committee will evaluate the list of rankings from both divisions of Head Coaches and determine the final list of overall rankings based on the accumulated scores. The committee will take into consideration the level of play in both divisions, when comparing players who have played in different divisions.

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- Once the selection process is complete and the All-Star teams are approved, the rankings of the players must be kept confidential and not discussed aloud with any other coaches or players.

### **5. Player's absence**

- If a player is selected to an All-Star team and has unexcused absences, the coach has the option to remove that player from the team and substitute them with another player (with approval from the Board of Directors). Once a player is removed from a team, they will not be allowed back on the team.

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## **FUTURE STARS**

### **1. Future Stars timeframe**

- The 7&8 year old Future Stars season may start after the regular season has ended (not after June 15th) and end no later than the end of July.
- If any player will not be available during the timeframe specified above, it must be made known to the (Minor League Director or Instructional Director) so that it could be communicated to the Head Coach of the team.

### **2. Future Stars Committee**

- The Future Stars Committee will consist of the President, Player Agent and (Minor League Director or Instructional Director). The Player Agent and/or Directors may be a coach of this team.
- The Committee will be responsible for submitting an application of Special Games (extension of the regular season) to the District Administrator.

### **3. Selection of coaches**

- The Future Stars Committee will appoint a Head Coach for this team based on the intent made known to them by the coaches in the Minor League.
- Once the Head Coach is determined by the Future Stars Committee, the Head Coach will select two assistant (league chartered) coaches.

### **4. Selection of players**

- All 7&8 year old players are eligible for selection to form a team.
- The Future Stars Committee will try to assemble a team of all the 7&8 year olds within the Minor league, but try not to exceed 14 players.
- If there are more than 14 players that will form the team, then the Committee will conduct an informal player evaluation amongst the other Minor League Head Coaches and base their selections on age and talent.

### **5. Player's absence**

- If a player is selected to the Future Stars team and may be absent for a period of time, the player will remain on the team and the coach will make the necessary lineup changes with the remaining players on the team.

### **6. General**

- All teams participating need to complete an Application of Special Games.
- Weekday games should not start earlier than 5:30pm. For teams that have lighting at their fields, games should not start later than 7pm. Weekend games should not start earlier than 9:30am.
- Home team supplies baseballs and (at a minimum) one umpire.
- Uniforms should all be one color and have individual numbers on back for identification.

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- The infield may be grass or all dirt (not mandatory that a field has a grass infield).
- Pitching mounds could be on flat surface, but should not be any higher than 6 inches.

## **7. Lineups and playing time**

- A batting order can consist of up to 12 players (9 fielders and 3 extra hitters) to give a little more flexibility for playing time and at-bats –OR– a team may elect to go with one continuous batting order (all players in attendance are in the lineup).
- If a continuous batting order is used and one player is injured or not available to bat, it is not considered to be an automatic out (player is skipped over in the order).
- All players will be required to play a minimum of 2 innings in the field and bat at least once.
- A game can be played with 8 players (no forfeit).

## **8. Outfielders and Player Coach**

- Only 3 outfielders will play the outfield.
- No shifts or short fielders are allowed (center fielder can not play on top of second base).
- No player coach is allowed on the field.

## **9. Pitching:**

- Pitchers must adhere to the new Little League Pitch Count rule.
- Intentional walks are not allowed.

## **10. Stealing:**

- Only one steal is allowed per inning for each team.
- If two runners are on base, only one of the runners can steal (not both).
- If an errand throw is made in trying to throw out a base stealer, all runners may advance one base on the error.
- No runners may advance on a passed ball or wild pitch (unless the one steal has not been used).

## **11. Hitting:**

- Only one bunt is allowed per inning for each team (teams may agree to no bunting, but must be decided before the game).
- Maximum of 5 runs per inning for each team - last inning (or extra inning) is all you can get.

## **12. Extra Innings:**

- Only one extra inning will be allowed to be played (maximum of 7 innings).
- If a game ends in a tie, then that's a great scenario to end up with for both teams.



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Amendment—2-9-09

The number of years a little leaguer needs to play to earn a jacket. He/she must play Little League at ages 11 & 12 TO BE ELIGIBLE FOR A JACKET.