

**BY-LAWS OF
AMES LITTLE LEAGUE BASEBALL**

These By-Laws approved February 21, 2010 are consistent with the content and intent of the Articles of Incorporation of Ames Little League Baseball as originally filed on April 1, 1969, amended July 23, 1970 and amended January 21, 2007 and with the content of the Constitution of Ames Little League Baseball as approved January 21, 2007 and amended September 16, 2007, March 16, 2008, and September 21, 2008.

The By-Laws of Ames Little League Baseball ("A.L.L.B.") shall be reviewed annually. The By-Laws may be amended or altered in whole or in part by a two-thirds vote of those voting at any regular business meeting of the Board of Directors, provided notice of the proposed changes are given in writing to all members of the Board of Directors at least 10 days prior to such meeting. For the purposes of this rule, two-thirds means either exactly two-thirds or the nearest whole number of votes that would exceed two-thirds of those voting; abstentions or absences are not counted.

BY-LAW I – SCHEDULE OF BOARD ACTIVITIES

This schedule below is intended to be non-restrictive. The Board may re-schedule any activities listed herein, and may carry out such other activities or functions as are necessary for the good and welfare of A.L.L.B. Nevertheless, the schedule below represents a reasonable guideline for the operation of the Board, and should be followed where possible.

SEPTEMBER

- Annual Organizational Meeting
 - Review of previous season
 - Review of policies
 - Review of written reports from Officers of previous year
 - Nominations and elections to regular membership
 - Nominations and elections to the Board of Directors
- Regular Board Meeting (Held immediately after the Annual Organizational Meeting)
 - Nominations and election of Officers

OCTOBER

- Regular Board Meeting
 - Appointment of appointed Directors and Representatives
 - Review and approve final financial reports for the previous year
- Send final financial report to L.L.B.I. and to tax advisor
- Send notice to Central Region Headquarters of intent to honor the current constitution

NOVEMBER

- Regular Board Meeting
 - Report and proposals from all Directors
 - Review draft of annual budget
 - Review draft of general league schedule
 - Review draft of registration materials
- Payment of Charter Fees

DECEMBER

- Regular Board Meeting
 - Finalize the annual budget
 - Finalize registration materials
 - Finalize general league schedule

JANUARY

- Regular Board Meeting
 - Review By-Laws
- Registration begins
- Attend District Meeting
- File Biennial Report with Secretary of State Every Other Year (Odd Years)

FEBRUARY

- Regular Board Meeting
 - Approve By-Laws
 - Discussion and approval of fundraising project
 - Vice-Presidents to report on their potential manager and coach lists
- Attend District Meeting
 - File interleague play forms as necessary
- Close Registration in the early part of the month
- File Tax Returns with the IRS Prior to February 15th.

MARCH

- Regular Board Meeting
 - Vice-Presidents appoint their managers and coaches
 - Vice-Presidents recommend # of teams, # of players and # of games
- Attend District Meeting
 - Register for All-Stars
- Skill assessments
- Player drafts and composition of teams
- Manager and coach meetings with safety training
- Order uniforms
- Put batting cages up
- Distribute equipment

APRIL

- Regular Board Meeting
- Attend District Meeting
- Practices begin
- Fundraising project starts
- Clinics for umpires
- Schedule games beginning the last week of the month
- Prepare fields for play
- Send thank you letters to all sponsors
- Review special condition players and send in Regulation II(d) papers to District

MAY

- Regular Board Meeting
 - Review season progress
- Collection of funds from fundraising project

JUNE

- Regular Board Meeting
- Attend District All-Star Meeting
- League play ends
- Awards presentations
- All-Star teams chosen

JULY

- All-Star practices and play
- Collection of equipment from managers
- Pick up rakes, tarps and first aid boxes

AUGUST

- Regular Board Meeting
- All Officers and committee chairs submit annual reports
- Equipment inventory
- Prepare notice for Annual Organizational Meeting
- Take down batting cages

BY-LAW II – SKILL ASSESSMENT PROCEDURES

All players in the AAA, Majors and Juniors age divisions that did not get evaluated during last season's in season assessment will attend a skill assessment prior to draft night. Players will be evaluated performing drills that include running, fielding & throwing, hitting, and pitching. Players are required to participate in all the drills except for pitching.

Section 1 – Running

Players will be timed running the distance from home plate to 1st base in their age division (60' for AAA and Majors and 90' for Juniors). Each player may run the distance once and will be timed by adult volunteers with a stop watch. Another adult volunteer will record the time. The players' times will be compiled and sorted from fastest to slowest within each division. The top 10% of the times will receive 10 points, the next 10% 9 points, the next 10% 8 points, the next 10% 7 points, the next 10% 6 points, the next 10% 5 points, the next 10% 4 points, the next 10% 3 points, the next 10% 2 points and the last 10% 1 point.

Section 2 – Fielding & Throwing

Players will be thrown 3 ground balls by an adult volunteer with the first one being a warm-up and it will not count in the score. Then the player will be thrown 2 balls by an adult volunteer. The player will throw all 5 balls back to an adult volunteer. The grounders should be thrown with some bounce and not directly at the player but near the player. The throws should be thrown towards the player between the player's chest and knees.

For each ground ball, the player will receive 1 point if they shuffle in front of the ball, 1 point if they get their glove down, 1 point if they place their non-glove hand over their glove and 2 points if they field the ball. One adult volunteer will observe the drill and score each grounder. Players can earn 0 to 10 points on the grounder portion of the drill.

Following the 3 grounders, players will be thrown 2 balls by an adult volunteer. The same adult volunteer who scored the grounders will record the results of each throw. For each ball thrown the player can earn 1 point for getting in front of the ball, 1 point for orientating the glove correctly (up if the ball is above the waist and down if the ball is below the waist), 1 point for getting the non-glove hand up and 2 points for catching the ball. One adult volunteer will observe the drill and score each catch. Players can earn 0 to 10 points on the catching portion of the drill.

After fielding the grounders and catching the throws, the player will throw the ball back to the adult volunteer for a total of 5 throws. The first throw is a warm up and does not count. For each throw, the player will receive 1 point if they step into the throw, 1 point if they follow through and up to three points for the throw itself (0 points if the ball does not make it to the adult volunteer or if it bounces 3 or more times before it gets there, 1 point if it bounces 2 or less times and gets there or if it is overthrown, 2 points if it is an arched throw and gets there, and 3 points if the ball travels in a relatively straight line and gets there). One adult volunteer will observe the drill and score each throw. Players can earn 0 to 20 points on the throwing portion of this drill.

Section 3 – Hitting

Players will be given 6 pitches from the pitching machine operated by an adult volunteer with the first one being a warm up and it will not count in the score. The pitching machine will be set to 35 mph for AAA, 45 mph for Majors and 55 mph for Juniors. For each pitch, the player will receive 1 point if they start with a good stance (feet perpendicular to the path of the pitch, knees bent, bat back and bat pointing up), and up to four points for the hit itself (0 points if they don't swing, 1 point if they swing and miss, 2 points if they foul the ball backwards, 3 points if they hit the ball forward and 4 points if they hit the ball forward and the ball first hits the net behind the pitching machine). Two adult volunteers will observe the drill and score each pitch independently, compare the scores and then arrive at a consensus score. The consensus score will be recorded for each pitch. Players can earn 0 to 25 points on this drill.

Optional Procedure (If batting cage & pitching machine is not available) – Players will be given 6 hits from a batting tee with the first one being a warm up and it will not count in the score. For each hit the player will receive 1 point if they start with a good stance (feet perpendicular to the path of the pitch, knees bent, bat back and bat pointing up), and up to four points for the hit itself (0 points if they swing and miss, 1 point if they swing and hit the tee, 2 points if they hit the ball off the tee and it travels forward without much velocity, 3 points if they hit the ball forward (up, down or to a side) and 4 points if they hit the ball directly forward into the net or wall). Two adult volunteers will observe the drill and score each hit independently, compare the scores and then arrive at a consensus score. The consensus score will be recorded for each hit. Players can earn 0 to 25 points on this drill.

Section 4 – Pitching

Players will be allowed to throw 6 pitches from a distance of 46' feet for AAA and Major Division and 60'-6" for Junior Division and the first one is a warm up and doesn't count in the score. Two adult volunteers will observe the drill and score each pitch independently, compare the scores and then arrive at a consensus score. The consensus score will be recorded for each pitch. A strike that travels in a relatively straight flight path will be worth 5 points, a strike that travels in an arched flight path will be worth 3 points, any pitch regardless of flight path within 6" of the strike zone will be worth 2 points and any non-strike regardless of flight path will be worth 0 points. Players can earn 0 points to 25 points.

Section 5 – Calculating the Player's Score

The total points of all the four drills are totaled up and this becomes their skill assessment score. Players will earn anywhere from 0 to 100 points. The players should then be sorted by total score. All managers and coaches should be provided with a report that lists each player, their Little League age, their total points and their points for each drill. These reports should be given to the managers and coaches prior to the draft. Upon completion of the draft, these reports should be collected and destroyed by the Player Agent. The President, Division Vice President and the Player Agent should maintain an electronic copy for the league's records.

Section 6 – In Season Assessment

Towards the end of the season, late May or early June, each AA, AAA, Major and Junior Division player will be asked to participate in an in-season skill assessment. Fourteen year olds in the Junior Division do not need to participate. The Vice President of each Division will assemble a group of volunteers to evaluate each player in their division using the drills listed above. The fielding and throwing drill will be performed with the player at the shortstop position, one adult throwing the balls from the home plate area and another adult playing first base. The league will provide assessment forms to be used along with detailed instructions. The results of these assessments will be tabulated and recorded. Players completing these in season assessments will not be required to attend skill assessments the next spring.

BY-LAW III – DRAFT PROCEDURES

Section 1 – General Draft Rules

The purpose of the draft is to promote an even distribution of players and talent within each division.

Drafting of the teams will be supervised by the Player Agent and Vice President of the age division. The drafts are open to be attended by the President, President-Elect, Past President, Vice President of the age division, Player Agent, Managers and Coaches of the age division and members of the Board of Directors whose children are not involved in the draft.

All teams will be completely redrafted each year. The number of teams will be determined prior to the draft based on the number of players registered. The draft must continue until all players who have registered for the division have been drafted. Teams are not allowed to pass in any round.

The managers and coaches for each age division will be appointed by the Vice President of the division and approved by the Board of Directors prior to the draft. Each team will have one manager and one coach.

Section 2 – Age Specifics

AAA Division

1. The AAA Division is classified as a Minor League.
2. The number of players per team can be less than 12 but it can not be more than 15.
3. Players of Little League age 8 who wish to play up in the AAA Division will be allowed to do so with Board approval, but they are only eligible for 9 year old only All-Stars.
4. Any player younger than Little League age 8 will not be allowed to play up in AAA.

Major Division

1. The Major Division is classified as Little League.
2. The number of players per team can not be less than 12 or more than 15.
3. Players of Little League age 10 who wish to play up in the Major Division will be allowed to do so with Board approval, but they are only eligible for 11 year old only All-Stars.
4. Any player younger than Little League age 10 will not be allowed to play up in the Major Division.

Junior Division

1. The Junior Division is classified as Junior League.
2. The number of players per team can not be less than 12 or greater than 15.
3. Players of Little League age 12 who wish to play up in the Junior Division will be allowed to do so with Board approval.
4. Any player younger than Little League age 12 will not be allowed to play up in the Junior Division.

Section 3 – Draft Procedures

Draft Groups

Players will be divided into groups within each division. Each Division Vice President shall prepare a ranking sheet for their prospective division that sorts the players by group and skill assessment score. This ranking sheet, rating sheets from the skill assessments, and a roster of eligible players will be distributed to all managers and coaches at least seven days prior to the draft. Any player who did not attend the skill assessment will be given a ranking at the draft meeting by the Player Agent after seeking input from all managers, coaches and the Vice President.

Junior Division

1. **Group 1** – All players returning to Juniors who were selected to the 13 or 14 year old All-Star team in the 2009 season as a starter, reserve, or provisional player.

2. **Group 2** – All players not in Group 1 who will be 14 years old on or before April 30, 2010.
3. **Group 3** – All players entering Juniors who were selected to the 11 or 12 year old All-Star team in the 2009 season as a starter, reserve, or provisional player.
4. **Group 4** – All players not in Group 3 who will be 13 years old on or before April 30, 2010.
5. **Group 5** – All players not in Group 3 who will be 12 years old on or before April 30, 2010 and have been approved by the Board of Directors to play Juniors.

Major Division

1. **Group 1** – All players returning to Majors who were selected to the 11 or 12 year old All-Star team in the 2009 season as a starter, reserve, or provisional player.
2. **Group 2** – All players not in Group 1 who will be 12 years old on or before April 30, 2010.
3. **Group 3** – All players entering Majors who were selected to the 9 or 10 year old All-Star team in the 2009 season as a starter, reserve, or provisional player.
4. **Group 4** – All players not in Group 3 who will be 11 years old on or before April 30, 2010.
5. **Group 5** – All players not in Group 3 who will be 10 years old on or before April 30, 2010 and have been approved by the Board of Directors to play Majors.

AAA Division

1. **Group 1** – All players returning to AAA who were selected to the 9 or 10 year old All-Star team in the 2009 season as a starter, reserve, or provisional player.
2. **Group 2** – All players not in Group 1 who will be 10 years old on or before April 30, 2010.
3. **Group 3** – All players not in Group 2 who will be 9 years old on or before April 30, 2010.
4. **Group 4** – All players who will be 8 years old on or before April 30, 2010 and have been approved by the Board of Directors to play AAA.

Within each group, players shall be ranked according to their skill assessment ranking.

Reserve Players

If the manager and/or coach have siblings, sons or daughters who are participating in the division, they will be classified as “reserved players” and will be automatically be placed on that manager’s or coach’s team. These reserved players will be drafted in the group and round in which they qualify unless there are enough higher ranked players still available that the reserved player would not be picked in that round. For example, there are six teams in the league and one manager’s son is ranked 6th and the manager has the 5th pick. If in the round teams 1 and 2 take the top ranked and second ranked players respectively, team 3 takes the 7th ranked player and team 4 takes the 3rd ranked player, then the manager with the 5th pick would not take his son in this round because players ranked 4th and 5th are left and the round could be completed without the 6th pick being the highest pick left. In the same draft if the manager had the 3rd pick and the manager’s son is ranked 6th and teams 1 and 2 take the top ranked and second ranked players respectively then the manager with the 3rd pick would automatically pick the reserved player.

Siblings

Siblings, at the request of their parents, will be placed on the same team. When a player is drafted who has a sibling in the same draft, the second sibling must be selected in the appropriate round of the group in which the second sibling would be in. Other requests to have players placed together on the same team will be considered and voted on by the Board of Directors.

Draft Procedure

1. Each team will draw a number from a pool of numbers corresponding to the number of teams in the division.
2. Teams will draft players in Group order.
3. Drafting of Group 1 and Group 2 players will commence with the lowest number team drafting first through the highest number team drafting last, all teams drafting in reverse order in alternate rounds.
4. Drafting of Group 3 and lower Group players will commence with the highest number team drafting first through the lowest number team drafting last, all teams drafting in reverse order in alternate rounds. This would begin in the round that Group 3 would become open.

5. Within each group, players will be grouped into rounds based on skill assessment scores and the number of teams in the Division. All players within a Group must be selected before moving on to the next Group, except if at the beginning of a round, the number of players remaining in a Group is less than or equal to the number of teams drafting. In this scenario, teams may select players from the next Group. Any players remaining from the higher Group will be dropped down into the next lower Group and the Group list will be resorted by skill assessment score.
6. A Major Division team may not draft more than 8 twelve year olds (Section III (c) page 31).
7. For all divisions, in order to keep the age distribution of players somewhat balanced between teams, the number of players of a particular Little League age drafted by a team may not be greater than 3 more players of that age than any other team at the time the selection is made, unless no other selection is available.

If sub-divisions are required by Little League International or if sub-divisions are to be used internally only for scheduling purposes, the team drafting first will be assigned to the American sub-division and the team drafting second will be assigned to the National sub-division. Sub-division assignment will alternate between American and National until all teams have been assigned a sub-division.

Immediately following the draft, exchanges of players that are mutually agreeable to two or more managers are permitted, subject to the approval of the Player Agent. No exchanges are permitted after the draft has been declared complete by the Player Agent, and managers have left the site of the draft. Players who register after the draft occurs will be placed on teams by the Player Agent with the primary objective of keeping teams evenly matched.

The player skill assessment scores, player rankings and draft order should be kept confidential to protect the participants. Any Player Agent, Vice President, Manager or Coach who share this information will be subject to immediate dismissal from service to A.L.L.B.

BY-LAW IV – DIVISION RULES AND GUIDELINES

Ames Little League Baseball (A.L.L.B.) is organized exclusively as a non-profit organization providing instruction and training in the game of baseball for children between the ages of five and sixteen years of age. The objective of A.L.L.B shall be to implant in participants, through the activities of the league, the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be decent, healthy and trustworthy adults. With this objective in mind, managers and coaches with A.L.L.B. shall bear in mind that stressing exceptional athletic skills or winning games is secondary, and that the type of leadership extended to participants is of prime importance.

Section 1 – All Divisions

General A.L.L.B. Policies:

1. One member of the Board of Directors, designated as the "Officer of the Day", will be present at the Hunziker Youth Sports Complex ("HYSC") whenever regularly scheduled league games are being played. The Officer of the Day is responsible for the general welfare of Ames Little League Baseball and its members.
2. In the event of lightning, practices or games must be suspended immediately and can not resume until 30 minutes after the last time lightning was seen. The Officer of the Day will enforce this policy for all games being played at HYSC. It is the responsibility of the managers and coaches to comply and support the ruling of the Officer of the Day. It is the responsibility of the managers and coaches to strictly enforce this policy for team practices and games in which they are participating that are not being played HYSC. Umpires are not responsible for enforcing this policy.
3. Any adult who will have repetitive (more than twice) contact with the players is required to fill out the official little league volunteer application and submit it to the Division Vice-President (supervising, managing, coaching, and helping coach counts as contact). Once approved, this individual is a "Registered Volunteer".

4. Managers and coaches involved in A.L.L.B. are expected to conduct themselves in an exemplary way, setting an excellent example of sportsmanship, tolerance of individual differences, and commitment to instruction. When setting this excellent example of sportsmanship, managers and coaches are expected to model, encourage and require good sportsmanship by players, parents and other coaches.
5. Players involved in A.L.L.B. are expected to conduct themselves by showing good sportsmanship, tolerating individual differences, and be committed to learn from instruction.
6. No manager or coach shall be allowed to manage and/or coach two teams in Ames Little League Baseball without approval from the Board of Directors. The Board of Directors will not grant this approval to any manager or coach who has not managed or coached in Ames Little League before.
7. First aid boxes are located in the dugouts of Hunziker Youth Sports Complex Fields 1, 2, 3 and 4. All teams are issued a first aid kit to keep with them at all Ames Little League Baseball events (meetings, practices and games). In the event of any accident requiring the use of first aid supplies, an accident report will be filled out and the league safety officer will be notified.
8. Medical release forms for each and every player on the roster must be with the manager and coach at all Ames Little League Baseball events (meetings, practices and games).
9. Make-up games should be re-scheduled as soon as possible. As field usage is at premium, re-scheduled games take precedence over practices if necessary.
10. The home team is responsible for notifying the Director of Game Schedules of any cancellations, make-up dates and times.
11. Umpires will bring two game balls to the field prior to the start of Juniors, Majors and AAA Division games. The home team manager will bring two game balls to the field prior to the start of AA, A, and Tee Ball Division games.
12. The ball used must meet Little League specifications and standards. (Section 1.09 page 52).
13. Home team will occupy the third base dugout.
14. Visiting team will untarp the pitching mound prior to the game.
15. Home team will chalk the field at Brookside and North River Valley.
16. Home team rakes the infield after the game (the entire infield at Brookside and North River Valley Fields; only the low spots to fill in the holes at Hunziker Youth Sports Complex).
17. Visiting team patches holes in the pitching mound, rakes it smooth, waters it and tarps it after the game (Water is not available at Brookside Park).
18. Visiting team picks up trash around the field after the game.
19. In the event that a field has not been made ready for play at the HYSC (i.e., fields lined, pitching mound untarped, etc.), the managers and coaches of both the Home and Visiting team shall be equally responsible for making the field ready for play and for getting the game started on time, if possible. The Officer of the Day shall be responsible to make equipment available.
20. The "on-deck" position is not permitted. Only the first batter of each half inning will be permitted outside the dugout between half innings (Section 1.08 Notes 1 & 2 page 52). This rule does not apply to the Junior Division.
21. A League Official (Officer of the Day or Division VP) shall check all personally owned bats prior to use in a game. All bats must conform to Little League Rule 1.10 (page 52). Bats that pass inspection will be specially marked and will not have to be inspected again as long as the special mark is present. The Manager is responsible for ensuring that a League Official has approved all bats that are in use by that Managers team.
22. The batter, all base runners and player base coaches are required to wear helmets (Section 1.16 page 54). This includes practices and batting cage work. No exceptions.
23. The catcher is required to wear a catcher's mitt (Section 1.12 page 53) except in the Tee Ball Division in which the catcher may use their own glove in lieu of the catcher's mitt.
24. All catchers are required to wear a cup, chest protector, a catcher's helmet with a mask and dangling type throat protector and shin guards during practice, warm-ups and games (Section 1.17 page 54) except in the Tee Ball Division in which the catcher only has to wear a catcher's helmet with a mask and dangling type throat protector. The Tee Ball catcher is required to stand at least 10 feet behind home plate before the ball is placed on the tee and must remain there until the ball is hit.
25. The runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag and the runner is out when the runner slides head first (Section 7.08 (a) page 81). Junior Division players may slide head first.

26. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out is final. No player, manager, coach or substitute shall object to any such judgment decision (Section 9.02 (a) page 93).
27. No siblings or non-players are allowed in the dugout or on the field during games. (No bat boys or girls).

Section 2 – Tee Ball Division

The Tee Ball Division is for players 5 to 6 years old who want to learn the fundamentals of hitting and fielding. The primary goals of the Tee Ball program are to have fun, to teach the players the fundamentals of baseball and to allow them to experience the value of teamwork in a non-competitive environment.

Game Procedures include:

1. Games shall be limited to approximately one hour duration. No new inning should be started after 50 minutes of play (a new inning begins immediately after the final out is recorded in the previous inning). The game will end upon completion of any full inning after 50 minutes.
2. The side is retired when three offensive players are legally put out or when all players on the roster have batted one time in the half-inning (Section 5.07 page 72).
3. No score is to be kept and no winner is to be declared.
4. If a runner is put out by a defensive play, they shall return to the dugout.
5. Runners may not advance on an overthrow at any base except for the last batter in the batting order that inning and any runners on the bases at the time the last batter is batting. The last batter and those runners may advance around the bases until being put out or reaching home.
6. The entire team will play in the field defensively unless injured or on a restroom break. However only 6 may be in the infield positions. The rest must be in the outfield grass. (Section 3.17 page 64)
7. A team may play with as few as 6 players in attendance.
8. Over the course of the season, all Tee-Ball players must play all positions equally.
9. A continuous batting order that includes all players on the team roster present for the game shall be used. Each player is required to bat in his/her respective spot in the batting order. (Section 4.04 page 65). The batting order should be reversed every inning unless the previous inning was ended by three outs. In the event of three outs, the next batter in the order will start the following inning.
10. There will be strikeouts from the tee.
11. The offensive team's manager and coaches will serve as home plate umpire and base umpire as well as base coaches. At least one manager or coach or adult volunteer needs to remain in the dugout. The manager or coach serving as home plate umpire will obtain the ball from the catcher at the end of the previous play and place the ball on the tee for the next batter.
12. The defensive team's manager and coaches can be on the field to provide encouragement and guidance to the players in the field. This is limited to registered team coaches and managers only, and shall not exceed 3 managers or coaches on the field at any time. Parents that are registered volunteers may assist on the field only when a coach is absent from a game. Parents that are not registered coaches or managers for a team are not allowed on the field during game play.
13. There will be no stealing of bases or leading off.
14. The infield fly rule does not apply to Tee Ball (Section 2.00 Note 2 page 58).
15. The home team will bring and set up the tee.

Section 3 – A Division

The A Division is for players 7 years old who want to learn the fundamentals of hitting, fielding and base running. 6 year olds may play in this division, if they played one year of tee ball in a Little League program. The primary goals of the A Division are to have fun, to teach the players the fundamentals of baseball, and to allow them to experience the value of teamwork in a non-competitive environment.

Game Procedures include:

1. Games shall be limited to 6 innings or approximately one and one-quarter hour duration. No new inning should be started after 65 minutes of play (a new inning begins immediately after the final out is recorded in the previous inning). The game will end upon completion of any full inning after 65 minutes.

2. The side is retired when three offensive players are legally put out or when all players on the roster have batted one time in the half-inning (Section 5.07 page 72).
3. No score is to be kept and no winner is to be declared.
4. If a runner is put out by a defensive play, they shall return to the dugout.
5. The batter may advance only to first base on any hit in the infield unless an overthrow is made. The batter may advance one base on the first overthrow per batter. The batter may not advance on any additional overthrows.
6. The batter may advance as far as they want to on any hit to the outfield until the ball is in the infield then batter must stop at the nearest base. If play continues by an attempt to get the batter out or another runner out and an overthrow occurs, the batter may advance one additional base.
7. Runners may advance only one base on any hit in the infield unless an overthrow is made. The runner may advance one additional base on the first overthrow per batter. The runner may not advance on any additional overthrows.
8. The runner may advance as far as they want to on any hit to the outfield until the ball is in the infield then the runner must stop at the nearest base. If play continues by an attempt to get the batter or another runner out and an overthrow occurs, the runner may advance one additional base.
9. For Rules 6 to 9, an outfield hit is defined as any hit ball that makes it to the outfield grass in the air or on the ground.
10. Rules 6 to 9 do not apply when the half inning will be over due to all players on the team having already had their turn batting. The last batter and the runners on base during the last at bat of the half inning may advance around the bases until being put out or reaching home.
11. Ten players will play in the field defensively. However only 6 may be in the infield positions. The rest must be in the outfield grass.
12. All players must play at least two innings defensively each game (Section IV (i) page 36).
13. All players must sit out defensively equally over the season.
14. Over the course of the season, all Minor Division players must play all positions equally.
15. A continuous batting order that includes all players on the team roster present for the game shall be used. Each player is required to bat in his/her respective spot in the batting order. (Section 4.04 page 65).
16. No bunting is allowed.
17. There will be no stealing of bases or leading off.
18. Each batter will be limited to up to 6 pitches from the machine. Additional pitches will be allowed if the 6th pitch is a foul ball or a machine error pitch (in the dirt or otherwise out of reach). If the player has not put the ball in play after the 6th pitch, then they are out and must return to the dugout.
19. There will be strikeouts from the machine but no walks.
20. The offensive team's manager and coaches will serve as pitching machine operator and home plate umpire. The manager or coach operating the pitching machine will also serve as the base umpire. At least one manager or coach or adult volunteer needs to remain in the dugout.
21. The defensive team's manager and coaches must be in the dugout while the ball is in play.
22. Home team brings the pitching machine and sets it up.
23. The pitching machine settings are marked on each machine. These marked settings shall be used in games.

Section 4 – AA Division

The AA Division is for players 8 years old who want to learn the fundamentals of hitting, fielding and base running. 7 year olds may play in this division with Board approval. The primary goals of the AA Division are to have fun, to teach the players the fundamentals of baseball, and to allow them to experience the value of teamwork in a non-competitive environment.

Game Procedures include:

1. Games shall be limited to 6 innings or approximately one and a half hour duration. No new inning should be started after 75 minutes of play (a new inning begins immediately after the final out is recorded in the previous inning). The game will end upon completion of any full inning after 75 minutes.
2. The side is retired when three offensive players are legally put out or when all players on the roster have batted one time in the half-inning (Section 5.07 page 72).
3. No score is to be kept and no winner is to be declared.

4. If a runner is put out by a defensive play, they shall return to the dugout.
5. The batter may advance only to first base on any hit in the infield unless an overthrow is made. The batter may advance one base on the first overthrow per batter. The batter may not advance on any additional overthrows.
6. The batter may advance as far as they want to on any hit to the outfield until the ball is in the infield then batter must stop at the nearest base. If play continues by an attempt to get the batter out or another runner out and an overthrow occurs, the batter may advance one additional base.
7. Runners may advance only one base on any hit in the infield unless an overthrow is made. The runner may advance one additional base on the first overthrow per batter. The runner may not advance on any additional overthrows.
8. The runner may advance as far as they want to on any hit to the outfield until the ball is in the infield then the runner must stop at the nearest base. If play continues by an attempt to get the batter or another runner out and an overthrow occurs, the runner may advance one additional base.
9. For Rules 6 to 9, an outfield hit is defined as any hit ball that makes it to the outfield grass in the air or on the ground.
10. Rules 6 to 9 do not apply when the half inning will be over due to all players on the team having already had their turn batting. The last batter and the runners on base during the last at bat of the half inning may advance around the bases until being put out or reaching home.
11. Ten players will play in the field defensively. However only 6 may be in the infield positions. The rest must be in the outfield grass.
12. All players must play at least two innings defensively each game (Section IV (i) page 36).
13. All players must sit out defensively equally over the season.
14. Over the course of the season, all Minor Division players must play all positions equally.
15. A continuous batting order that includes all players on the team roster present for the game shall be used. Each player is required to bat in his/her respective spot in the batting order. (Section 4.04 page 65).
16. No bunting is allowed.
17. There will be no stealing of bases or leading off.
18. For the first 6 games of the season, the offensive team's manager or coach will pitch to their team. Each batter will be limited to up to 7 pitches from the coach. Additional pitches will be allowed if the 7th pitch is a foul ball. If the player has not put the ball in play after the 7th pitch, then they are out and must return to the dugout.
19. For the last 8 games of the season, a player will pitch. Each player is limited to two consecutive innings or 50 pitches, whichever comes first, per game and they must have a game off before they pitch again. The player pitcher will throw up to 5 pitches to each batter. If after 5 pitches the batter does not strike out, ground out, pop out or reach base safely, the offensive team's manager or coach will step in and pitch up to 3 additional pitches (more if the last pitch is fouled off). If after those 3 additional pitches, the batter has still not put the ball in play, then they are out and must return to the dugout.
20. Thrown and swinging strikes will be called. Three strikes and the batter is out. The manager or coach from the batting team will call strikes.
21. Balls will not be called and walks are not allowed.
22. The batter will be allowed to advance to first base if they are hit by a pitch thrown by a player.

Section 5 – AAA Division

The AAA Division is for players 9 to 10 years old who want to learn the fundamentals of baseball and play in semi-competitive games. The primary goals of the AAA Division are to have fun, to teach the players the fundamentals of baseball, and to allow them to experience the value of teamwork in a semi-competitive environment. In keeping with the philosophy of learning the fundamentals of baseball, players shall play multiple positions during the season.

The 2010 edition of the Official Regulations and Playing Rules for All Divisions of Little League Baseball will be followed and should be consulted for more details and other rules that apply. Items below are highlights of some of the rules that apply to this age group but they are not all inclusive.

1. Playing Time
 - a. Every player on the team roster will participate in the game for a minimum of 6 defensive outs and bat at least one time (Section IV (i) page 36).

- b. Playing time must also conform to local rule #3 below.
 - c. The player may enter and/or re-enter defensively anytime during the game provided that the mandatory play requirements are met (Section 4.04 page 65).
2. Pitching
- a. Any player on the team roster may pitch (Section VI (a) page 38).
 - b. A player once removed as a pitcher may not pitch again the same game (Section VI (b) page 38).
 - c. The manager must remove the pitcher when said pitcher reaches 75 pitches (50 pitches if the player is Little League age 8) but the pitcher may remain in the game at another position.
 - d. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. (Section VI (c) page 38).
 - e. Pitchers must adhere to the following rest requirements (Section VI (d) page 38):
 - i. 66 or more pitches in a day, 4 calendar days of rest must be observed.
 - ii. 51 to 65 pitches in a day, 3 calendar days of rest must be observed.
 - iii. 36 to 50 pitches in a day, 2 calendar days of rest must be observed.
 - iv. 21 to 35 pitches in a day, 1 calendar day of rest must be observed.
 - v. 1 to 20 pitches in a day, no (0) calendar day of rest is required.
 - f. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.
 - g. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
3. Batting
- a. A continuous batting order that includes all players on the team roster present for the game shall be used.
 - b. Each player is required to bat in his/her respective spot in the batting order.
4. Game Procedures
- a. A regulation game consists of 6 innings (Section 4.10 (a) page 67).
 - b. If after four innings or three and half innings if the home team is ahead, one team has a lead of 10 runs or more, the game is complete and shall end (Section 4.10 (e) page 67).
 - c. At the beginning of each inning, the pitcher shall be permitted to pitch no more than 8 preparatory pitches. Such preparatory pitches shall not consume more than one minute of time (Section 8.03 page 90).
 - d. Managers or coaches shall not warm up a pitcher at home plate or in the bull pen or elsewhere at anytime (Section 3.09 page 63).

Local Rules Adopted By A.L.L.B.

1. Game Log
- a. The Manager from each team will prepare and maintain an official A.L.L.B. game log for their team. The Manager may delegate the maintenance of the game log to a parent, but the Manager is responsible for the log's accuracy.
 - b. A game log will detail the batting line-up of one team, positions that each player plays during the course of the game, names and numbers of all pitchers (both teams) and pitch counts.
 - c. Both Managers will sign both teams' official game logs and give both copies to the umpire immediately following the game.
2. Pitching
- a. A representative from each team (i.e., including Coaches, Managers, and Parents) shall track pitch counts and meet with the other team's representative after each ½ inning to agree to and record the official pitch count for each player that pitched during the ½ inning on each team's official game log. The Manager is responsible to insure that this is done.
3. Playing Time
- a. All players shall have approximately equal playing time over all games at which they are present over the course of the season.
 - b. All players shall play at least one complete inning (3 outs) in the infield (pitcher, catcher, first base, second base, shortstop, third base) every game that the player is present for the entire game. In a game shortened due to time, weather, 10 run rule or the visiting team being behind

after the top half of the last inning, a player that has not played an infield position must start the following game that they are present and play two consecutive complete innings in the infield.

4. Game Procedures
 - a. There is no stealing home (passed balls or otherwise). If a play is made on another runner at first or second base, the runner on third may advance home. If the catcher over or under throws when returning the ball to the pitcher the runner on third may not advance.
 - b. There is a five run limit per half-inning for innings 1, 2, and 3.
 - c. Games are limited to 6 innings or the time limit. No new inning can be started after 110 minutes of play (a new inning begins immediately after the final out is recorded in the previous inning). The game will end upon completion of any full inning after 110 minutes regardless of the score. Any game that is halted by the time limit will be considered a complete game regardless of the number of innings played.
 - d. If the score is tied at the end of 6 complete innings, but the time limit has not been reached, additional innings ("extra innings") can be played up to the time limit. If extra innings are played (any inning beyond 6), the game will end upon a) completion of any full inning in which the score is not tied, b) the home team taking the lead in the bottom of an extra inning, or c) completion of any full inning after 110 minutes regardless of the score. If the score is tied once the time limit has elapsed, then the game shall be considered a tie.
 - e. Home team provides the base umpire and scoreboard operator.
5. End of Season Tournament Playing Rules
 - a. Regular season playing rules will be utilized with the following exceptions for the end-of-season tournament only:
 - i. If a game ends with a tie score either after becoming a regulation game (6 innings) or when the time limit is reached, "California Rules" will be used for any extra innings until a winning team can be declared. Each half inning will begin with the players who were the last two batters in the previous inning at second and third base, and the batting team will start with one out.
 - ii. Stealing of home will be allowed.

Section 6 – Major Division

The Major Division is for players 11 to 12 years old who want to play in competitive baseball games and continue to learn the fundamentals of baseball. The primary goals of the Major Division are to have fun, to teach the players the fundamentals of baseball, and to allow them to experience the value of teamwork in a competitive environment. In keeping with the philosophy of learning the fundamentals of baseball, players shall play multiple positions during the season.

The 2010 edition of the Official Regulations and Playing Rules for All Divisions of Little League Baseball will be followed and should be consulted for more details and other rules that apply. Item below are highlights of some of the rules that apply to this age group but they are not all inclusive.

1. Playing Time
 - a. Every player on the team roster will participate in the game for a minimum of 6 defensive outs and bat at least one time (Section IV (i) page 36).
 - b. Playing time must also conform to local rule #3 below.
 - c. The player may enter and/or re-enter defensively anytime during the game provided that the mandatory play requirements are met (Section 4.04 page 65).
2. Pitching
 - a. Any player on the team roster may pitch (Section VI (a) page 38).
 - b. A player once removed as a pitcher may not pitch again the same game (Section VI (b) page 38).
 - c. The manager must remove the pitcher when said pitcher reaches 85 pitches (75 pitches if the player is Little League age 10) but the pitcher may remain in the game at another position.
 - d. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. (Section VI (c) page 38).
 - e. Pitchers must adhere to the following rest requirements (Section VI (d) page 38):
 - i. 66 or more pitches in a day, 4 calendar days of rest must be observed.

- ii. 51 to 65 pitches in a day, 3 calendar days of rest must be observed.
 - iii. 36 to 50 pitches in a day, 2 calendar days of rest must be observed.
 - iv. 21 to 35 pitches in a day, 1 calendar day of rest must be observed.
 - v. 1 to 20 pitches in a day, no (0) calendar day of rest is required.
 - f. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.
 - g. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
- 3. Batting
 - a. A continuous batting order that includes all players on the team roster present for the game shall be used.
 - b. Each player is required to bat in his/her respective spot in the batting order.
- 4. Game Procedures
 - a. A regulation game consists of 6 innings (Section 4.10 (a) page 67).
 - b. If after four innings or three and half innings if the home team is ahead, one team has a lead of 10 runs or more, the game is complete and shall end (Section 4.10 (e) page 67).
 - c. At the beginning of each inning, the pitcher shall be permitted to pitch no more than 8 preparatory pitches. Such preparatory pitches shall not consume more than one minute of time (Section 8.03 page 90).
 - d. Managers or coaches shall not warm up a pitcher at home plate or in the bull pen or elsewhere at anytime (Section 3.09 page 63).

Local Rules Adopted By A.L.L.B.

- 1. Game Log
 - a. The Manager from each team will prepare and maintain an official A.L.L.B. game log for their team. The Manager may delegate the maintenance of the game log to a parent, but the Manager is responsible for the log's accuracy.
 - b. A game log will detail the batting line-up of one team, positions that each player plays during the course of the game, names and numbers of all pitchers (both teams) and pitch counts.
 - c. Both Managers will sign both teams' official game logs and give both copies to the umpire immediately following the game.
- 2. Pitching
 - a. A representative from each team (i.e., including Coaches, Managers, and Parents) shall track pitch counts and meet with the other team's representative after each ½ inning to agree to and record the official pitch count for each player that pitched during the ½ inning on each team's official game log. The Manager is responsible to insure that this is done.
- 3. Playing Time
 - a. Every player on the team roster that is present for a game shall play a minimum of three complete innings defensively.
 - b. Any player who does not play the minimum of three innings in a game shortened due to time, weather, 10 run rule or the visiting team being behind after the top half of the last inning, will start the following game and play three consecutive complete innings.
 - c. Failure to comply with rules 3a and 3b will result in forfeiture of the game and repeated violations of this rule may result in removal of the manager or coach from the league.
 - d. All players shall play in both the infield and outfield during the course of the season.
- 4. Game Procedures
 - a. There is a five run limit per half-inning for innings 1, 2, and 3.
 - b. Games are limited to 6 innings or the time limit. No new inning can be started after 120 minutes of play (a new inning begins immediately after the final out is recorded in the previous inning). The game will end upon completion of any full inning after 120 minutes regardless of the score. Any game that is halted by the time limit will be considered a complete game regardless of the number of innings played.
 - c. If the score is tied at the end of 6 complete innings, but the time limit has not been reached, additional innings ("extra innings") can be played up to the time limit. If extra innings are played (any inning beyond 6), the game will end upon a) completion of any full inning in which the score

- is not tied, b) the home team taking the lead in the bottom of an extra inning, or c) completion of any full inning after 120 minutes regardless of the score. If the score is tied once the time limit has elapsed, then the game shall be considered a tie.
 - d. Home team provides the base umpire and scoreboard operator.
5. End of Season Tournament Playing Rules
- a. Regular season playing rules will be utilized with the following exception for the end-of-season tournament only:
 - i. If a game ends with a tie score either after becoming a regulation game (6 innings) or when the time limit is reached, "California Rules" will be used for any extra innings until a winning team can be declared. Each half inning will begin with the players who were the last two batters in the previous inning at second and third base, and the batting team will start with one out.

Section 7 – Junior Division

The Junior Division is for players 13 to 14 years old who want to play in competitive baseball games and continue to learn the fundamentals of baseball. The primary goals of the Junior Division are to have fun, to teach the players the fundamentals of baseball, and to allow them to experience the value of teamwork in a competitive environment. In keeping with the philosophy of learning the fundamentals of baseball, players shall play multiple positions during the season.

The 2010 edition of the Official Regulations and Playing Rules for All Divisions of Little League Baseball will be followed and should be consulted for more details and other rules that apply. Items below are highlights of some of the rules that apply to this age group but they are not all inclusive.

1. Playing Time
 - a. Every player on the team roster will participate in the game for a minimum of 6 defensive outs and bat at least one time (Section IV (i) page 36).
 - b. Playing time must also conform to local rule #3 below.
 - c. The player may enter and/or re-enter defensively anytime during the game provided that the mandatory play requirements are met (Section 4.04 page 65).
2. Pitching
 - a. Any player on the team roster may pitch (Section VI (a) page 38).
 - b. A player once removed as a pitcher may not pitch again the same game (Section VI (b) page 38).
 - c. The manager must remove the pitcher when said pitcher reaches 95 pitches (85 pitches if the player is Little League age 12) but the pitcher may remain in the game at another position.
 - d. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. (Section VI (c) page 38).
 - e. Pitchers must adhere to the following rest requirements (Section VI (d) page 38):
 - i. 66 or more pitches in a day, 4 calendar days of rest must be observed.
 - ii. 51 to 65 pitches in a day, 3 calendar days of rest must be observed.
 - iii. 36 to 50 pitches in a day, 2 calendar days of rest must be observed.
 - iv. 21 to 35 pitches in a day, 1 calendar day of rest must be observed.
 - v. 1 to 20 pitches in a day, no (0) calendar day of rest is required.
 - f. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.
 - g. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
3. Batting
 - a. A continuous batting order that includes all players on the team roster present for the game shall be used.
 - b. Each player is required to bat in his/her respective spot in the batting order.
4. Game Procedures
 - a. A regulation game consists of 7 innings (Section 4.10 (a) page 67).

- b. If after five innings or four and half innings if the home team is ahead, one team has a lead of 10 runs or more, the game is complete and shall end (Section 4.10 (e) page 67).
- c. At the beginning of each inning, the pitcher shall be permitted to pitch no more than 8 preparatory pitches. Such preparatory pitches shall not consume more than one minute of time (Section 8.03 page 90).
- d. Managers or coaches shall not warm up a pitcher at home plate or in the bull pen or elsewhere at anytime (Section 3.09 page 63).

Local Rules Adopted By A.L.L.B.

1. Game Log
 - a. The Manager from each team will prepare and maintain an official A.L.L.B. game log for their team. The Manager may delegate the maintenance of the game log to a parent, but the Manager is responsible for the log's accuracy.
 - b. A game log will detail the batting line-up of one team, positions that each player plays during the course of the game, names and numbers of all pitchers (both teams) and pitch counts.
 - c. Both managers will sign both teams' official game logs and give both copies to the umpire immediately following the game.
2. Pitching
 - a. A representative from each team (i.e., including Coaches, Managers, and Parents) shall track pitch counts and meet with the other team's representative after each ½ inning to agree to and record the official pitch count for each player that pitched during the ½ inning on each team's official game log. The Manager is responsible to insure that this is done.
3. Playing Time
 - a. Every player on the team roster that is present for a game shall play a minimum of three complete innings defensively.
 - b. Any player who does not play the minimum of three innings in a game shortened due to time, weather, 10 run rule or the visiting team being behind after the top half of the last inning, will start the following game and play three consecutive complete innings.
 - c. Failure to comply with rules 3a and 3b will result in forfeiture of the game and repeated violations of this rule may result in removal of the manager or coach from the league.
4. Game Procedures
 - a. There is a five run limit per half-inning for innings 1, 2, and 3.
 - b. Games are limited to 7 innings or the time limit. No new inning can be started after 130 minutes of play (a new inning begins immediately after the final out is recorded in the previous inning). The game will end upon completion of any full inning after 130 minutes regardless of the score. Any game that is halted by the time limit will be considered a complete game regardless of the number of innings played.
 - c. If the score is tied at the end of 7 complete innings, but the time limit has not been reached, additional innings ("extra innings") can be played up to the time limit. If extra innings are played (any inning beyond 7), the game will end upon a) completion of any full inning in which the score is not tied, b) the home team taking the lead in the bottom of an extra inning, or c) completion of any full inning after 130 minutes regardless of the score. If the score is tied once the time limit has elapsed, then the game shall be considered a tie.
 - d. Home team provides the base umpire and scoreboard operator.
5. End of Season Tournament Playing Rules
 - b. Regular season playing rules will be utilized with the following exception for the end-of-season tournament only:
 - i. If a game ends with a tie score either after becoming a regulation game (7 innings) or when the time limit is reached, "California Rules" will be used for any extra innings until a winning team can be declared. Each half inning will begin with the players who were the last two batters in the previous inning at second and third base, and the batting team will start with one out.

BY-LAW V – CONDUCT

Section 1 – Player Misconduct

Players involved in A.L.L.B. are expected to conduct themselves by showing good sportsmanship, tolerating individual differences, and be committed to learn from instruction. Unacceptable behavior by players may result in discipline, suspension, or dismissal. Authority for discipline, suspension and/or dismissal lies with the Executive Committee of the Board of Directors. Disciplinary action will be taken only after discussion among the Executive Committee.

The Board of Directors notes the following examples of unacceptable player behavior including but not limited to:

1. Failure to follow L.L.B.I. and/or A.L.L.B. rules, regulations and policies.
2. Using unnecessarily rough tactics in the play of a game against the body of an opposing player.
3. Physically abusing another player, umpire, manager, coach, A.L.L.B. official, A.L.L.B. volunteer, parent or spectator, or encouraging another person to do so. Physical abuse would include pushing, shoving, hitting, striking, throwing and intentionally running into a person.
4. Disputing or showing violent displeasure at a judgment call by umpire.
5. Publicly embarrassing, making derogatory comments to, ridiculing, or demeaning a player, umpire, manager, coach, A.L.L.B. official, A.L.L.B. volunteer, parent or spectator.
6. Intimidating, demeaning, threatening or harassing another player, umpire, manager, coach, A.L.L.B. official, A.L.L.B. volunteer, parent or spectator.
7. Using profanity during A.L.L.B. activities.
8. Bribing or blackmailing a player, umpire, manager, coach, A.L.L.B. official, A.L.L.B. volunteer, parent or spectator.
9. Using tobacco, alcohol, or prohibited drugs on or in close proximity to the playing field; or having used alcohol or prohibited drugs prior to a game or practice in such a way that such use alters behavior or makes obvious that these substances have been used. These policies should also extend to immediate pre- and post-game meetings.
10. Finally, in addition to or instead of any explicitly stated rule, behavior by a player that suggests these rules are trivial or can be evaded or that compliance is optional.

Section 2 – Misconduct By Others

Managers, coaches, umpires, league officials, volunteers, parents, and spectators involved in A.L.L.B. are expected to conduct themselves in an exemplary way, setting an excellent example of sportsmanship, tolerance of individual differences, and commitment to instruction. Unacceptable behavior by managers, coaches, umpires, league officials, volunteers, parents, and spectators may be grounds for discipline, suspension, or dismissal. Authority for discipline, suspension and/or dismissal lies with the Executive Committee of the Board of Directors. Disciplinary action will be taken only after discussion among the Executive Committee.

The Board of Directors notes the following examples of unacceptable behavior including but not limited to:

1. Failure to follow L.L.B.I. and/or A.L.L.B. rules, regulations and policies.
2. Physically abusing a player, umpire, manager, coach, A.L.L.B. official, A.L.L.B. volunteer, parent or spectator or encouraging another person to do so. Physical abuse would include pushing, shoving, hitting, striking, throwing and intentionally running into a person.
3. Disputing or showing violent displeasure at a judgment call by umpire.
4. Publicly embarrassing, making derogatory comments to, ridiculing, or demeaning a player, umpire, manager, coach, A.L.L.B. official, A.L.L.B. volunteer, parent or spectator.
5. Intimidating, demeaning, threatening or harassing any player before his peers, or attempting to do so to an opponent, umpire, manager, coach, A.L.L.B. official, A.L.L.B. volunteer, parent or spectator.
6. Using profanity during A.L.L.B. activities.
7. Bribing or blackmailing a player, umpire, manager, coach, A.L.L.B. official, A.L.L.B. volunteer, parent or spectator.
8. Using tobacco, alcohol, or prohibited drugs on or in close proximity to the playing field; or having used alcohol or prohibited drugs prior to a game or practice in such a way that such use alters behavior or

makes obvious that these substances have been used; or using tobacco while nominally off the playing field but close enough to be visible to players while using tobacco. These policies should also extend to immediate pre- and post-game meetings.

9. Finally, in addition to or instead of any explicitly stated rule, behavior by managers or coaches that suggests these rules are trivial or can be evaded or that compliance is optional.

BY-LAW VI – TOURNAMENT OF CHAMPIONS

Section 1 – Tournament of Champions Participation

A.L.L.B. is electing to not participate in the District's Tournament of Champions during the 2010 Season.

BY-LAW VII – ALL-STAR PROCEDURES

Section 1 – All-Star Participation

Playing on an A.L.L.B. all-star team is an honor and a privilege. Only players who are eligible per L.L.B.I. rules and regulations and are willing to commit to participate in the majority of all-star practices and in all the all-star games will be allowed to participate. All all-star players and their parents or guardians will be asked to acknowledge their willingness to participate, their understanding that all-star tournament play is competitive and their understanding that the playing rules are determined by Little League Baseball Incorporated. The tournament playing rules only require that each player play a minimum of three consecutive defensive outs and bat at least one time. Local rules will not apply. Any player that fails to participate in the majority of all-star practices and in all the all-star games will not be eligible to participate in all-stars the following year.

Players are not allowed to preference an all-star team. If selected they will be offered a spot on the all-star team representing the league and/or division in which they played throughout the regular season. They may decline the offer if they so choose. If they decline the offer they are not eligible for all-star play for the remainder of that season.

Section 2 – AAA Division All-Stars

AAA Division – The all-star teams will consist of 13 players, one manager and two coaches. Each team will have three alternates. All-star alternates are never contacted or notified of their status as an alternate until they are needed. The AAA Division will field one 8-9 year old all-star team and one 9-10 year old all-star team.

Section 3 – Major Division All-Stars

Major Division – The all-star teams will consist of 13 players, one manager and two coaches. Each team will have three alternates. All-star alternates are never contacted or notified of their status as an alternate until they are needed. The Major Division will field one 10-11 year old all-star team and one 11-12 year old all-star team.

Section 4 – Junior Division All-Stars

Junior Division – The all-star teams will consist of 13 players, one manager and two coaches. Each team will have three alternates. All-star alternates are never contacted or notified of their status as an alternate until they are needed. The Junior Division will field one 12-13 year old all-star team and one 13-14 year old all-star team.

Section 5 – All-Star Managers and Coach Selection

All-Star Managers and Coaches must meet the criteria specified by L.L.B.I. The opportunity to serve as All-Star Manager or Coach of any division or sub-division which fields an All-Star team is an honor and a privilege. The regular season managers and coaches will individually nominate a manager and a coach or coaches (depending on the division) for each all-star team in their division. The managers and coaches should nominate candidates that they feel did the best job of managing and coaching during the regular season, demonstrates a commitment

to the ideals of A.L.L.B. and L.L.B.I. and will represent A.L.L.B. in a positive manner throughout the tournament. The Division Vice President will collect these nominations and prepare a report for the Executive Committee of the Board of Directors that includes the total number of managers and coaches making nominations, the number of nominations each manager or coach received and their recommendation of who should manage and coach the all-star teams in their division. The Executive Committee of the Board of Directors will review the report and make the final decision. The managers and coaches selected must agree to not participate in any other baseball programs for the duration of the all-star tournament games.

Section 6 – All-Star Player Selection

All-Star players are chosen by a process of nominations of players from their own team and votes of the division Managers and Coaches. The purpose of the player selection process will be to end up with a team of thirteen players (depending on the division) who have had the most outstanding season in that league or division that year.

Voting for All-Star teams is supervised by the Director of All-Stars and/or by the President. The polling of players shall be done by a representative from the Board of Directors who does not have a child playing in the division being polled. The number of all-star candidates to be nominated by each team is determined by dividing the total number of all-star players and alternates in a Division and dividing it by the number of teams in the Division, rounding that answer up to the nearest whole number and then adding one.

Example - The AAA Division consists of 10 teams and has 32 total all-star players and alternates (2x(13+3)). 32 divided by 10 equals 3.2 which rounds up to 4 and 4+1 would equal 5. So in this example each team would nominate 5 players.

Each individual player will be polled by a representative from the Board of Directors to vote for the determined number of nominees who he or she feels is the best player or players from their team and who would represent A.L.L.B. in a positive manner. They should rank their selections from best to worst.

The representatives from the Board of Directors will compile the players' votes to determine the team's candidates. This should be done using a system of reverse weighting. If a team is supposed to have 5 candidates, a player would get 5 points for each best player on the team vote he or she received, 4 points for each 2nd best player on the team vote, 3 points for each 3rd best player on the team vote, 2 points for each 4th best player on the team vote, 1 point for each 5th best player on the team vote and no points for no vote. The points of each player are totaled up and the player with the most points is the team's top candidate and the player with the second most points is the team's second candidate, and so on. The representative from the Board of Directors will turn the list of all the teams' candidates in to the Director of All-Stars.

The Director of All-Stars will summarize the lists for each team in the league and/or sub-division as appropriate. The nominated players and their total votes will be split into two lists. The first list will be players of the upper age limit in that division and players that are in the same grade as those players and have a birthday between May 1st and July 30th. In all Divisions the last list will be the remaining players. The lists will be sorted in order of points received. From each list, players in the top 9 spots will be automatically placed on the all-star team. The remaining roster and alternate spots will be selected by the managers and coaches. In the event two candidates are tied in ranking by their teammates, the managers and coaches will vote. The candidate receiving the most votes will be the automatic pick.

The nominees on the lists that were below the top 9 are the candidates to fill the remaining roster and alternate spots. They will be selected by the managers and coaches. They are put on a ballot and voted on using ranked voting system (best player on the ballot is ranked one, etc.). If the All-Star team is to be made up of candidates for the entire division, then all managers and coaches present may vote. If the All-Star team is to be made up of candidates from either the American sub-division or National sub-division only, then only the American sub-division or National sub-division managers and coaches present may vote. A reverse weighting system will be used to produce a composite score for each candidate. The candidates will be ranked from highest score to lowest score. Players with the highest scores will be placed on the all-star team until the roster and alternate spots are filled.

In the event, enough selected players decline the offer to play and all alternate players have been contacted and there is still not enough players to field a team, the Division Vice President with approval from the Director of All-Stars, the Player Agent and the President may ask any other eligible player to participate. If this process does not yield enough players for a team, then the team will not be allowed to participate in the all-star tournament.

BY-LAW VIII – GENERAL PROCEDURES

Section 1 – Accounting Guidelines

The following accounting procedures will be utilized:

1. The fiscal year begins October 1st and ends September 30.
2. The books will be kept in Microsoft Excel. The Excel workbook will be passed from one treasurer to the next to maintain consistency.
3. Income will be recognized when it is deposited.
4. Interest will be recognized when it is deposited.
5. Expenses will be recognized when the check is written.
6. Amounts will be entered into the fiscal year spreadsheet into the correct category.
7. If possible deposit slips will be split by category (i.e. sponsor checks and registration checks will be on separate deposit slips).
8. Comments will be inserted into the spreadsheet cell to indicate the deposit dates and amounts.
9. Comments will be inserted into the spreadsheet cell to indicate the check numbers, payees and amounts.
10. Registration refunds and sponsorship refunds will be entered as negative income.
11. Refunds of expense items will be entered as negative expenses.
12. Bank statements will be sent to the treasurer and the current president.
13. Bills will be sent to the post office box.
14. The fiscal year report will be updated through the end of the previous month prior to each board meeting by the treasurer.
15. Following the end of the fiscal year a final report will be issued, reviewed and approved by the board. Totals will be entered into the historical tabulation worksheet.
16. Four copies of the final report will be issued: one copy will be sent to the national little league office, one copy will be sent to a tax preparer so that the appropriate tax forms can be filed, one copy to the league president and one copy will be retained by the treasurer.
 - a. Send the final financial reports to L.L.B.I. at the following address:
Becky Bassett
Operations Coordinator
Little League International
539 U.S. Route 15 Highway
P.O. Box 3485
Williamsport, PA 17701-0485
17. Copies of the prepared tax forms will be kept by the treasurer and by the president.

Section 2 – Donations Policy

All cash, scholarship, service, time and material donors shall receive a thank you letter from the Board of Directors. In addition to the thank you letter, cash, scholarship, service and material donors who have given in excess of \$125 will be offered a complimentary 8" x 8" engraved paver. This will be offered once per fiscal year per donor.

Section 3 – Sponsor Program

League Sponsor

1. \$250.00 donation.
2. Sponsor provides a sign (3 feet tall by 6 feet wide) with company name and/or logo.
3. Sponsor responsible for the cost and design of the sign.

4. Ames Little League will hang the sign for the duration of the 2010 Little League Baseball season on the outfield fence at one of the Hunziker Sports Complex baseball fields.
5. The sign must have 3 metal eyelets across the top and bottom (6 total) to ensure a strong hold to the fence.
6. Additional \$175/sign to have signs at more than one field.
7. Sponsor name will appear on a scrolling header at the ALLB website.

Scholarship Donations

1. Each season we have approximately 20 players that are financially unable to pay their player registration fees. Every child who wants to play baseball in Ames plays, regardless of their parents financial circumstances, and their registration fees are paid by scholarship donations.
2. The total amount needed to fully fund the scholarships is approximately \$1,800.00.
3. Donations of any amount are appreciated.

Paver Donations

1. See the available brochure for more information on the Engraved Pavers Project.

Other Donations

1. Donations of gift certificates, products or services that could be used for fundraising prizes, concession stand operation, or field and facility maintenance or construction.

Note: Ames Little League Baseball is a 501(c)3 non-profit corporation. Donations made to it should be tax deductible.

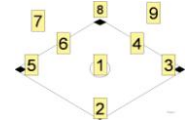
Section 4 – Umpire Policy

A.L.L.B. will pay umpires for working behind the plate in the AAA, Major and Junior Divisions. The base umpires will be volunteers except for during All-Star games that we host, at those times we will pay base umpires as well. We will pay umpires \$30 per complete game and \$30 per incomplete rainout game, if they have played an hour or more before it was rained out. We will pay umpires \$10 if they show up and are sent home due to a cancelled game that they were not informed of, and \$15 if they umpire a game that is rained out within the first hour of play, or if they umpire the end of an incomplete game that was previous stopped due to weather after an hour of more of play. Umpires will be paid double for any scheduled doubleheaders. Umpires (plate and base) will be paid an additional \$5.00 for all-star tournament games.

In addition to the above compensation, each umpire will be allowed a \$3.00 credit per game umpired to be used at the concession stand. The credit can be used before or after the game but must be used the same day.



AMES LITTLE LEAGUE BASEBALL OFFICIAL GAME LOG



Date: _____ Field Number (circle one): #1 #2 #3 #4 #9 NRV League (circle one): AAA Majors Juniors

Batting Order and Position Log

Team Name: _____

Batting Order	Player Name	#	Position Each Inning						
			1	2	3	4	5	6	7
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
13									

Pitching Log (put additional pitchers on back of page)

Visiting Team Name: _____

Player Name	#	# of Pitches per Inning							Total
		1	2	3	4	5	6	7	

Home Team Name: _____

Player Name	#	# of Pitches per Inning							Total
		1	2	3	4	5	6	7	

Game Completion Attestment

Final Score Visitors: _____ Signature: _____
Manager or Coach

Final Score Home: _____ Signature: _____
Manager or Coach

Umpire Name: _____ PAID (Circle when paid)