

DESERT RIDGE LITTLE LEAGUE

BY-LAWS

ARTICLE I. TEAM SELECTION PROCESS

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

Section 2 – The Player Agent is responsible for all activities regarding the selection of teams in all Divisions.

All teams will have no more than 12 players unless approved by the Team Manager and Division Director.

Section 3 – Rookie (8-9 yr olds), Minor (9-11 yr olds), Major (11-12 yr olds), & Junior (13-14 yr olds) League Division Team Formation Guidelines:

Step 1: All players will participate in the evaluation process. Each manager will be supplied with a list of the players and their age. The managers will individually evaluate the players. The attempt is to be that each player be evaluated in the categories of infield, outfield, batting and overall, with each category being graded with a 1 thru 5; a grade of 1 being the lowest mark and a grade of 5 being the highest.

Step 2: Managers and the player's agent will meet for draft selection of players. Only team managers will be present at the draft. A random drawing is held for selection order of each manager.

Step 3: Managers will begin the drafting process in the prescribed order for round one, reverse order for round 2, original order for round 3, etc. until all players have been assigned to teams.

Sons of Managers – If a manager has a son eligible for the draft and wishes to draft them, the parent/manager must exercise this option before the close of the 4th draft round.

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

Blind Draft – Players that can not attend the evaluation process/tryouts will be included in a blind draft in order to fill out the rosters of each team. After the final draft pick from players that were evaluated is complete, the manager that is next in the prescribed draft order. Player's names will be drawn out of a hat.

ARTICLE II. ALL STAR PROCEDURES

It is critical to note that being named to represent Desert Ridge Little League on a postseason team is a privilege and not a right. It should reward those players who have had a successful season on the field, and are being recognized for their efforts. It is a reward for the few players who, based upon evaluations made by the appointed postseason managers as well as the postseason team director and his respective committee, demonstrate the best combination of the following:

- 1) Playing ability (pitching, fielding, hitting and baseball sense)
- 2) Character (sportsmanship and attitude)
- 3) Dedication (willingness to practice, work hard and strive to achieve goals)

All players will be invited to an evaluation workout and required to sign the postseason evaluation agreement (see attached form). The postseason teams will then be selected by the above mentioned individuals based upon the following criteria:

(1) The most highly skilled players as evidenced by the players' performance during the season and that of the evaluation workout.

(2) Availability of the players and his/her families to meet the time commitments and obligations required of postseason play.

(3) Any other factors that may, in the evaluators' judgment, reflect upon a candidate's fitness and ability to play on a postseason team. The objective is to fairly and impartially select the most skilled and competitive teams possible for postseason play.

The Desert Ridge Little League postseason teams will consist of the following:

Junior Team
11-12 Team
10-11 Team
9-10 Team

Process for Postseason Evaluation Workout:

The League President will schedule the evaluation workout(s). The Postseason team director and his respective committee and the appointed postseason team managers will coordinate and run the evaluation workout(s).

A mandatory parent (or legal guardian)/players meeting will be held at the beginning of the evaluation workout by the League President. The League President shall inform all of the participants and their parents (or legal guardian) of what is to be expected for postseason play. **Note: Only those players who have a signed postseason evaluation agreement will be allowed on the fields and considered for a postseason team.**

Postseason Team Selection Process:

Following the evaluation workout(s), the League President, the postseason committee and the postseason managers will meet to select the postseason teams based on the criteria noted above as well as based on the needs of each postseason team to ensure that all aspects of the postseason team are adequate (i.e. pitching, fielding, etc.)

Postseason Team Announcements:

The teams may not be announced, and no practices or games conducted, until allowed by the Official Rules and Regulations of Little League Baseball.

ARTICLE III. LOCAL LEAGUE RULES

Section 1 – All Division Rules:

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

Local Rules, Ground Rules and/or Bylaws.

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

Behavior & Conduct

1. The Desert Ridge Little League Board of Directors has the right to warn, suspend, and/or remove a manager or coach at the board's discretion for conduct which is in violation of league rules or otherwise detrimental to the purposes of Little League.
2. Sportsmanship is encouraged in all areas of the game.
3. The following are not permitted by players, coaches, parents, or spectators:

- Yelling at or taunting the opposing team.
 - Obscene language or gestures.
 - Abusive language.
 - Throwing of any equipment in anger by a player or a coach.
 - Arguing with another coach, parent, or player.
4. The use of such language and/or behavior could result in the disqualification of the player or coach and the removal of the player or coach from the team roster or the barring of the parents from attending future games.
 5. It is each team's responsibility to clean up their dugout and bleachers after every game. No food or glass containers are allowed in the dugout during game time.
 6. The Parent Code of Conduct

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

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

Preamble

The essential elements of character-building and ethics in sports are embodied in the concept of sportsmanship and six core principles:

- Trustworthiness,
- Respect,
- Responsibility,
- Fairness,
- Caring, and
- Good Citizenship.

The highest potential of sports is achieved when competition reflects these “six pillars of character.”

I therefore agree:

1. I will not force my child to participate in sports.
2. I will remember that children participate to have fun and that the game is for youth, not adults.
3. I will inform the coach of any physical disability or ailment that may affect the safety of my child or the safety of others.
4. I will learn the rules of the game and the policies of the league.
5. I (and my guests) will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game, practice or other sporting event.
6. I (and my guests) will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent such as booing and taunting; refusing to shake hands; or using profane language or gestures.
7. I will not encourage any behaviors or practices that would endanger the health and well being of the athletes.
8. I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
9. I will demand that my child treat other players, coaches, officials and spectators with respect regardless of race, creed, color, sex or ability.
10. I will teach my child that doing one’s best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
11. I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
12. I will never ridicule or yell at my child or other participants for making a mistake or losing a competition.
13. I will emphasize skill development and practices and how they benefit my child over winning. I will also de-emphasize games and competition in the lower age groups.
14. I will promote the emotional and physical wellbeing of the athletes ahead of any personal desire I may have for my child to win.
15. I will respect the officials and their authority during games and will never question, discuss, or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place.
16. I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all sports events.
17. I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.

Fields & Facilities

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

1. It is each team's responsibility to clean up their dugout and bleachers after every game. No food or glass containers are allowed in the dugout during game time.
2. Home teams will sit in the 3rd base side dugout.
3. **Before Game** - Both teams shall be responsible for preparing the field before each game, including dragging the field, watering the field if necessary, grooming the mound, lining the base paths and batter's boxes and installing the bases. It is the responsibility of the team managers and umpires to walk the fields for hazards and obstructions prior to the game.
4. **After Game** - If the last game of the day, both teams will be required to rake at all fields. Both teams shall remove the bases and store them away with all maintenance equipment. All rakes, hoses, etc. shall be neatly put away, not just tossed into storage.
5. Any manager not complying with teams responsibilities shall receive for the first offense a verbal warning, second offense shall be suspended for the next scheduled game, third offense the manager will appear before the board of directors.

Section 2 – Tee Ball Division Rules:

A. Teams and Games

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

B. Rosters and Substitutions

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

3. A coach must assure that all players bat and field each inning of every game they attend. Coaches must play all players in all positions. The players need to experience each position in the field.

C. Game Rules

1. Distances between the bases will be 35 feet
2. An inning will be after all players have batted.
3. Games must start and end on time. Warm up your team in an adjacent area prior to your game.
4. All players must wear a batting helmet when at bat and when running the bases.
5. A batted ball must roll beyond the 10 foot circle to be ruled a fair ball. Bunting or half swings are not permitted. The batter must make contact with the ball, not just the tee.
6. The batter shall be allowed to level his bat with the ball (half-swing) only one time per swing. An additional leveling or half-swing shall not be permitted. The ball will be replaced on the tee if the batter touches the ball or accidentally bumps it off the tee as he level his bat.
7. The coach shall present the ball and then place the ball on the batting tee when the player has declared himself ready to bat and the defensive players are positioned in the coach's judgment.
8. NO STRIKEOUTS
9. NO INFIELD FLY RULE
10. No stealing is permitted. A runner cannot leave a base until the ball is hit.
11. Play is dead when the ball has been retrieved by a fielder, and/or the base runner has advanced one base.
12. Feet first sliding into a base or home plate is permitted, but not encouraged. Head first sliding is PROHIBITED.
13. Base advancement will not be allowed on an overthrow.
14. Coaches will be permitted to position defensive players and offensive batters. One or two coaches may be on the field with his defensive team, provided they are both beyond the base paths.
15. Throwing the bat will not be permitted. It is the coach's responsibility to instruct each player on how to properly lay the bat down after hitting the ball.
16. A defensive player who is not involved in a play cannot impede the advancement of a base runner. If this occurs, the runner is awarded the next base.
17. During the month of April, advancement of a base runner is limited to one base each time the ball is put into play. The purpose of this is to allow ample time for all players to become familiar with the placement of bases, and in which order they should run. The last batter should make a complete run of the bases after contacting the ball.

D. Changes in Rule Beginning May 1st

1. During all games scheduled from May 1st to the end of the season, normal advancement of bases will be allowed. The base runner may advance as far as he/she or the coach feels is possible without being called/tagged out.
2. If a ball is thrown out of the field of play (out of play, beyond foul territory), a base runner may advance one base beyond the one he/she is approaching at the time the overthrow is made. Only one base is awarded for a pass ball that rolls into a dugout or bounces over the backstop.

3. During regular innings, play is immediately dead when a batted ball is in a defensive player's possession. Base runners can advance to the next base if they are at least halfway there before the play ends, but they shall not pass another base.
4. Base runners can be called/tagged out and must return to the dugout area without running the remaining bases.
5. The inning will be completed when all players from both teams have batted, regardless of the actual amount of outs that have been called.

Section 3 – Coach Pitch Division Rules:

A. Teams and Games

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

B. Rosters and Substitutions

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

C. Game Rules

1. Distances between bases will be 45 feet.

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

Section 4 – Rookie Division Rules:

A. Teams and Games

1. Each team will have no more than 12 players.
2. A Minimum of 8 players is required to play a game. There will be no more than a 10 minute waiting period past the scheduled time before the game will be declared a forfeit in favor of the team with required amount of players to begin the game. Only players on the official roster can play.
3. Each game will consist of 6 innings.
4. The first 4 innings will be machine pitch. The machine will be set up by the visiting team. After the bottom of the 4th the visiting team will break down the machine and remove it from the field.
5. The final 2 innings will be pitched by the players.
6. If there are mechanical problems with the machine the game will be pitched by the players.
7. Time limits will be adhered to. Games not completed in 2 hours will end at that time. The winning team will be determined by the score of the last completed inning. Playoffs are the exception, games will be finished.
8. Games may also be called because of darkness. The score will be determined by the last completed inning.
9. Any managers intentionally trying to stall a game will result in his teams forfeit of that game.

10. In case of rain cancellation every effort to re-schedule will be made by the Division Director. Realize though this may not always be possible.
11. The Home team is responsible for providing two game balls as well as setting up the bases.
12. At the end of the game the home team will put away the bases the visiting team will put the machine away.

B. The Game

1. Free substitution will apply on defense.
2. On offense you must have the same batting order for the entire game. If a player arrives late they will be added to the bottom of the order. If a player must leave a game for any reason, the coach will notify the other team and that player's spot will be skipped in the order. Each team will have to keep a scorebook. Coaches will be required to exchange batting lineups (complete with jersey #'s) prior to game time. Batting out of order will result in the batter being out.
3. All batters will be put in the batting order, no players will sit out on offense.
4. On defense you can play 10. 4 outfielders and 6 infielders.
5. All players must play in the field each game. All players should be rotated through the bench. Players may only be benched for one inning at a time. If a player sits out one inning, he must play the next. A partial inning does not count as a full inning. A player should not sit out more than 1 inning defensively per game.
6. An inning will consist of 3 defensive outs or 6 offensive runs whatever comes first. During the sixth inning the defensive team will be required to record 3 outs. There is no run limit.
7. The Home team will keep the official score. At the end of the game the visiting manager will sign off on the score sheet to verify the score is correct. All managers will report their pitch and game scores to the Director by email within 48 hours at rookiebaseball@desertridgelittleleague.com. If Director does not get a score reported by both teams, it will be considered a loss for the standings.
8. Standings will not be posted. This will be done to try and take some of the ultra-competitiveness away. The Director will keep and use the standings only for the seeding of the tournament.

C. Game Rules

1. The bases will be 50 ft apart.
2. The distance from home to the pitching rubber will be 40 feet.
3. Base stealing is not permitted.
4. Umpires are responsible for calling dead balls.
5. There is no infield fly rule.
6. There are no intentional walks
7. Batted balls that hit the machine are considered a single. All base runners will be advanced one base.
8. Defensively, a thrown ball that hits the machine will be considered dead. Base runners will stop at the base they were advancing to.
9. A batted ball must roll beyond a 15 foot arc to be ruled a fair ball.
10. An eight foot circle will be marked around the pitching machine. Players should avoid entering the circle and any ball coming to rest in the circle shall be a dead ball.

11. Managers, or another coach or adult designated by the manager, will feed the pitching machine to their own batters.

D. Pitching

1. Pitchers will be limited to 50 pitches a week.
2. No breaking pitches of any kind are allowed.
3. The pitcher must start his windup from the pitching rubber.

Section 5 – Minor and Major Division Rules:

A. Teams and Games

1. Home and Visiting teams are required to keep a scorebook and verify pitch counts and scores at the conclusion of each half inning. The Home Manager and Visiting Manager are both responsible for emailing the Division Director (minors@desertridgelittleleague.com & majors@desertridgelittleleague.com) after each game with the game results, which include pitch counts and scores. Pitch counts and scores will be posted on the internet at www.desertridgelittleleague.com and updated at least weekly.
2. The batting order will be once through the entire game roster, i.e., all players will bat once before the first batter bats twice, etc.
3. In Majors, an inning will consist of 3 defensive outs. In Minors an inning will consist of 3 defensive outs or once through the line-up. The number of batters in the line-up will be determined by the least number of players on the two teams.
4. No new inning will be started after 1 hour 45 minutes.
5. Managers must notify the umpire and the opposing team's manager of all pitching changes and other changes to the game roster.
6. If a player is injured, becomes ill or must leave the game site after the start of the game the team will skip over them when their time at bat comes up without penalty. The manager should notify the umpire and opposing team's manager of the player's status prior to their coming to bat.
7. Players who arrive after a game begins may be inserted in the lineup. The player will be placed last in the batting order. This applies even when a suspended game is resumed at a later date. DESERT RIDGE LITTLE LEAGUE ENCOURAGES MANAGERS TO PLAY ALL CHILDREN AS MUCH AS POSSIBLE, even if they are late to a game.
8. No player may sit out defensively for more than one inning at a time. If a player sits out one inning, they must be reinserted defensively the next inning unless prevented by injury or illness.
9. Home team shall provide 2 game balls.
10. All coaches are encouraged to use the Pool Players via the League's Player Agent when players are needed to complete a team.
11. Free substitution rules apply except for the pitcher who cannot return in the pitcher's position once removed.
12. For major division games, Little League rule 4.10(e) shall apply, but not before at least 1 hour and 15 minutes of play have passed. Minor division games shall not abide by Little League rule 4.10(e).

B. Pitching

Coaches will adhere to the Official 2008 Little League pitching rules.

C. Game Rules

All players must wear protective cups.

Section 6 – Juniors Division Rules:

A: Teams and Games

1. Desert Ridge Little League teams are required to keep a scorebook and verify pitch counts and scores at the conclusion of each half inning. Desert Ridge Little League teams are responsible for emailing the Division Director (juniors@desertridgelittleleague.com) after each game with the game results, which include pitch counts and scores. Pitch counts and scores will be posted on the internet at www.desertridgelittleleague.com and updated at least weekly.
2. All coaches are encouraged to use the Pool Players via the Pool Players Agent when players are needed to complete a team.

B. Pitching

Coaches will adhere to the Official 2008 Little League pitching rules.

C. Game Rules

All players must wear protective cups

ARTICLE IV. POOL PLAYERS

A. Pool Players

1. Desert Ridge Little League keeps team rosters at a level so as to provide players with the most possible playing time in games. However, at times, due to injury, illness, vacation, etc. a team may be required to forfeit a game unless additional player(s) are available to play for the team. This is the purpose of the pool players process. A team's manager determines how many players he is comfortable placing on a game roster.
2. In the event that a team needs a pool player, the manager calls the pool players agent to request a pool player. Managers are encouraged to provide at least 24 hours notice when a pool player is needed.

ARTICLE V. CODE OF CONDUCT

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

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

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

ARTICLE VI. AMENDMENTS

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

These BY-LAWS were approved by the Desert Ridge Little League Board of Directors on February 19, 2008.

Kimball Richins, President

_____ Date: _____

League ID:

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