

# Rolando Little League



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## 2026 League Bylaws

## **TABLE OF CONTENTS**

Article 1 - General Responsibilities of the Board of Directors .....	4
Article 2 - Amendments and Approval of Bylaws .....	4
Article 3 - Managers and Umpires Requirements.....	4
A. Managers:.....	4
B. Umpires Training / Use of Youth Umpires.....	4
Article 4 – Registration, Divisions and Age Ranges; Rookies and Tball Team Formation .....	5
A. Registration in Division and Exceptions.....	5
B. Majors Ages and Roster Size.....	5
C. Minors Ages and Roster Size.....	5
D. CAPs Ages and Roster Size.....	6
E. Rookies Ages, Roster Size and Team Formation .....	6
F. T-ball Ages, Roster Size and Team Formation.....	6
Article 5 – Assessments and Draft for Majors, Minors and Caps Divisions.....	6
A. Assessments .....	6
B. Drafts and Confidentiality.....	7
Article 6 – Rules and Policies Governing Regular Season Play .....	7
A. Majors Division Minimum Play Rules .....	7
B. Minors Division Minimum Play Rule: .....	7
C. Minimum Play Rule Enforcement at Majors and Minors Division Level:.....	8
D. Time Limit for Majors and Minors games:.....	8
E. Mercy Rule in Majors and Minors Division: .....	8
F. Majors and Minors Standings and League Tournament of Champions (TOC) Seeding:.....	8
G. Five Run Rule for Minors Division only (not Majors Division): .....	8
H. Majors and Minors Player Pool: .....	9
I. Caps Division Rules of Play: .....	9
J. CAPs Manager Coach Pitch v. Player Pitch Rules .....	10
K. Rookies Division Play Rules .....	10
L. T-Ball Division Play Rules .....	11
Article 7 – Rainouts / Rescheduling Games / Rules of Suspended Games .....	11
Article 8 - Tournament Teams (All Stars / Little Stars / Future Stars).....	11
A. Fee for All-Stars:.....	11
B. Committees .....	12
C. Selection of All Stars Manager and Coaches .....	12

D. Player Consideration for All-Stars / Ages for Teams / All Star Information Meeting.....	12
E. Voting For Majors and Minors Divisions.....	12
F. Formation of 12U Roster:.....	13
G. Formation of 11U Roster:.....	13
H. Formation of 10U Roster:.....	13
I. BOD Ratification of Rosters:.....	14
J. Selection of Little Stars and Future Stars Players, Managers and Coaches.....	14
Article 9 – Fields Set Up and Rules.....	15
Article 10 - League Accounting.....	15
Article 11- League Safety / Volunteer Screening.....	15
Article 12 – League Conduct / Conduct Review Committee and Discipline.....	16
A. Severe Infractions. ....	16
B. Manager / Coaches Rule and Safety Violations: .....	17
Article 13 – Uniforms .....	17

Exhibit A: Rolando Little League Scorekeeping and Gamechanger Guidelines

# **Rolando Little League Bylaws (Revised January 2026)**

## **Article 1 - General Responsibilities of the Board of Directors**

- All activities of the Rolando Little League Board of Director (“BOD”) are governed by the Rolando Little League Constitution. It is the responsibility of every Board Member to immediately correct, address when possible, and report to the appropriate Board Member any act or conduct at variance with the Little League rules or local League rules, including unsafe acts or conditions.
- Board Members who miss three (3) consecutive meetings or a total of five (5) meetings in a fiscal year may be replaced at the discretion of BOD.
- During the regular season, it is the goal to have one Board Member (who is not attending as a fan) on site at the League fields when games are being played. For League T.O.C. games, there will be at least one Board Member (not attending as a fan) on site.

## **Article 2 - Amendments and Approval of Bylaws**

- These bylaws, or section thereof, may be amended by a two-thirds vote of the BOD.
- At a minimum, these bylaws will be reviewed and either amended or re-approved annually, prior to the first regular season game each Spring, and also submitted to District 33.

## **Article 3 - Managers and Umpires Requirements**

- All Managers, Coaches and Volunteer Umpires are expected to conduct themselves within the guidelines set forth in the Rolando Code of Conduct Form. Any infractions will be subject to actions taken by the Conduct Review Committee as outlined in Article 11, below.

### **A. Managers:**

1. Managers will be allowed to manage only one (1) team per season but can serve as a coach on a second team in a different division than the one in which he/she is a manager.
2. Managers and Coaches will be required to attend training and obtain other certifications as required by Little League International and/or District 33. The Safety Officer s is responsible for giving information to Managers and Coaches to complete the requirements.
3. Prior to the start of the regular season, each Manager must submit to the League Safety Officer a signed form confirming they have received a copy of and reviewed these Bylaws
4. Selection of Managers: it is the responsibility of the Coaching Coordinator to oversee the selection of managers, first by soliciting the names of interested candidates and then conducting interviews of the candidates. To assist with interviewing and evaluation of candidates, the Coaching Coordinator shall form a Manager Interview Committee with at least two other board members. At the conclusion of interviews at each division level, the committee members shall meet to discuss their opinions and agree upon a list of managers to present to the Board for approval by majority vote. If a board member on the Manager Interview Committee has a familial relationship with a managerial candidate, that board member shall not participate in the interview of said candidate nor shall the board member’s evaluation of said candidate be considered as part of the committee’s final list of recommended managers.

### **B. Umpires Training / Use of Youth Umpires**

1. Volunteer Umpires are expected to attend at least one of the following: Umpire Training Clinic hosted by District 33 or Rolando Little League, District Rules Meeting or Rolando Coaches Local Leagues Rules Meeting.
2. Youth (under age 16) may serve as a base or plate umpire during a league game subject to the following requirements: (a) the game must be in a division *lower* than the division the youth plays; (b) an adult serves as a second umpire with the youth or a board member is on site to monitor the game; and (c) the youth has attended a training clinic for the season and/or successfully umpired in a prior season.

3. A youth (under the age 16) may serve as a base umpire only for games at their *same* division level, and only if an adult is acting as the plate umpire and that youth has one season of experience as a junior umpire.

#### **Article 4 – Registration, Divisions and Age Ranges; Rookies and Tball Team Formation**

##### **A. Registration in Division and Exceptions**

1. Every League Age (“LA”) eligible youth within the boundaries of RLL (established by Little League) will be allowed to register, regardless of their financial ability to pay the required registration fees. Alternative payments methods/plans may be approved by the Treasurer.
2. Full refund of registration, minus a \$30 processing fee, is available if a cancellation request is received prior to the formation of teams. No refunds after the formation of teams without approval by the League President.
3. Players will be registered in the division that matches their LA for the upcoming Spring season (age groups are discussed below).
4. It is the League’s policy that registered players have priority for roster spots in the division for which they are registered.
5. Players requesting to “play up” a division will be subject to the rules and process described below, without any guarantee that a roster spot will be made available once LA registered players are accounted for in each division.
6. If a player played up a division the prior Spring season and completed that season without any issues, then the next Spring season that player may register directly into that same division even if the player would again be considered “playing up” based on LA. For example, if Spring 2025, a 7 year old LA player played up to Minors, then for Spring 2026 that player (now LA 8 years old) can register directly into Minors.
7. If, at any point during the season, there is a safety concern with a player playing at his league age division, any decision to move that player into a different division shall be made by the League President and applicable Player Agent, with consultation of the player’s manager and parents.

##### **B. Majors Ages and Roster Size**

1. Majors division will be composed mainly of players that are League Age (LA) 11 and 12.
2. In certain circumstances, at the discretion of the Player Agent(s), LA 9 and 10 players will be eligible to play up in Majors, assuming spots are available after accounting for the number of LA eligible players already registered for Majors.
3. It is the League’s policy to have a 12 players roster size per team. If necessary to accommodate registered players LA 11 and 12, the Board has the discretion to have a maximum of 13 players per team. Rosters will not be expanded to 13 players simply to accommodate players looking to “play up” in Majors.

##### **C. Minors Ages and Roster Size**

1. Minors division will be composed of mainly players League Age (LA) 9 and 10.
2. In certain circumstances, at the discretion of the Player Agent(s), LA 7 and 8 players will be eligible to play up in Minors, assuming spots are available after accounting for the number of LA eligible players already registered for Minors.
3. Players LA 11 or 12 may not play Minors unless approved by the Board, with the focus of that decision being the safety of all Minors players.
4. It is the League’s policy to have a 12 players roster size per team. If necessary to accommodate registered players LA 9 and 10, the Board has the discretion to have a maximum of 13 players per team. Rosters will not be expanded to 13 players simply to accommodate players looking to “play up” in Minors.

#### D. CAPs Ages and Roster Size

1. Will be composed of mainly players League Age (LA) 7 and 8.
2. In certain circumstances, at the discretion of the Player Agent(s), LA 6 players will be eligible for caps, assuming spots are available after accounting for the number LA eligible players already registered for Caps.
3. LA 11 or 12 players are not allowed to play in the Caps division.
4. Players LA 9 or 10 may not play Caps unless approved by the Board, with the focus of that decision being the safety of all Caps players.
5. It is the League's policy to have a 12 players roster size per team. If necessary to accommodate registered players LA 7 and 8, the Board has the discretion to have a maximum of 13 players per team. Rosters will not be expanded to 13 players simply to accommodate players looking to "play up" in Caps.

#### E. Rookies Ages, Roster Size and Team Formation

1. Will be composed mainly of players League Age (LA) 6, and 5 year olds that are playing their 2<sup>nd</sup> year of Little League.
2. Maximum of 12 players per team, with the BOD having discretion to approve rosters up to 13 players per team if necessary given enrollment numbers.
3. No player above LA 7 may play in the Rookies division. Players LA 7 are not allowed to play Rookies unless approved by the Board, with the focus of that decision being the safety of all Rookies players.
4. Rookies Division players will be distributed to teams by the Player Agent in a serpentine fashion to each team in order of age, with the Player Agent having discretion to honor "buddy" or "manager" requests.

#### F. T-ball Ages, Roster Size and Team Formation

1. Will be composed only of players League Age (LA) 4, and 5 year old players that are new to Little League.
2. Maximum of 12 players per team, with the BOD having discretion to approve rosters up to 13 players per team if necessary given enrollment numbers
3. T-Ball Division players will be distributed by the Player Agent in a serpentine fashion to each team in order of age, with the Player Agent having discretion to honor "buddy" or "manager" requests.

### **Article 5 – Assessments and Draft for Majors, Minors and Caps Divisions**

#### A. Assessments

1. The BOD will approve and advertise the date(s) for the Player Assessments for Majors, Minors and Caps divisions.
2. Caps Division: all players, League Age (LA) 7 and 8, must attend the Caps assessment. LA 6 players wanting to be evaluated for playing up in Caps must also attend the Caps assessment session.
3. Minors Division: All players LA 9 and 10 must attend the Minors assessment. LA 7 or 8 players wanting to be evaluated for playing up in Minors must also attend the Minors assessment (assessment for Caps does not carry over).
4. Majors Division: All players LA 11 and 12 must attend the Majors assessment. LA 9 or 10 players wanting to be evaluated for playing up in Majors must also attend the Majors assessment (assessment for Minors does not carry over)
5. If, during an assessment, a Player Agent sees a safety issue with any player, they may request that player attend an assessment at a lower division.
6. Assessment Scoring:
  - a. Final assessments for each player will be an average of the sum of the assessments from the managers, coaches and/or board members that attended and participated in the assessment.
  - b. Grading System; 5-Outstanding, 4-Above Average, 3-Average, 2-Below Average, 1-Needs

Improvement.

- c. Players will be rated in the following areas: catching outfield pop-flies and throwing the ball to the infield, fielding infield ground balls, running, pitching, and hitting.

**B. Drafts and Confidentiality.**

1. Majors, Minors, and Caps Division teams will be formed via a draft, with the draft day for each division determined by the Board.
2. Each draft will be “Serpentine” style, i.e. 1 – 8, 8 -1, etc.
3. A lottery drawing at the beginning of each draft session will determine the order of each Manager's draft selection.
4. The President (or VP in the absence of the President) and Player Agent(s) oversee the draft. Managers shall attend the draft, but not coaches; nor can Managers communicate with any coaches during the draft.
5. All players who do not attend evaluations will be placed on teams within their respective divisions at the discretion of the respective Player Agent.
6. Confidentiality: Managers will be instructed that all draft results shall remain confidential until the rosters are approved and disseminated by the BOD. If a manager breaches this confidentiality provision, the manager will be subject to discipline by the Conduct Review Committee.

**Article 6 – Rules and Policies Governing Regular Season Play**

- All local rules are governed by and subject to the rules of Little League International.
- For Majors, Minors and CAPs Divisions, the Rolando Little League Scorekeeping and Gamechanger Guidelines, a copy of which is attached as Exhibit “A,” must be followed.

**A. Majors Division Minimum Play Rules**

1. Continuous Batting Order, meaning all players are placed in the batting order at the start of the game and the team bats through that order during the game.
2. For regular season games, all players shall play a minimum of 12 defensive outs per game, including a minimum of six defensive outs in an infield position per game (which includes the pitcher and catcher positions).
3. Each player shall be inserted into a defensive position no later than the second inning and into an infield defensive position no later than the fourth inning.
4. EXCEPTION: If a team has 13 players, a minimum of three defensive outs in the infield will be required for all games played into the fourth inning or later.
5. Before the start of the League T.O.C, the President shall distribute to Managers the Rules and Policies Governing TOC Play.
6. For any District Run Tournament, the Tournament’s minimum play rules shall apply.

**B. Minors Division Minimum Play Rule:**

1. Continuous Batting Order, meaning all players are placed in the batting order at the start of the game and the team bats through that order during the game.
2. For each regular season game, all players shall play a minimum of 12 defensive outs per game, including a minimum of six defensive outs in an infield position per game (which includes the pitcher and catcher positions).
3. Each player shall be inserted into a defensive position no later than the second inning and into an infield defensive position no later than the third inning.
4. EXCEPTION: If a team has 13 players, a minimum of one defensive inning in the infield will be required for all games played into the fourth inning or later.
5. Before the start of the League TOC, the President shall distribute to Managers the Rules and Policies Governing TOC Play.

6. For any District Run Tournament, the Tournament's minimum play rules shall apply.
- C. Minimum Play Rule Enforcement at Majors and Minors Division Level:
1. If a player does not meet the minimum play requirements in a game, then the missed requirement is carried over and added to the next game. For example, if in Game 1 a player plays only three defensive outs in the infield, then in Game 2 that player must play a minimum of nine defensive outs.
  2. If a player was otherwise set to meet their minimum play requirement but does not because the game ended prior to a full six innings being played, there is no enforcement issue. For example, if a player was set to play its final three defensive outs in the bottom of the 6<sup>th</sup> inning, but the game is completed after the top of the 6<sup>th</sup> inning because the home team was in the lead, then there is no violation of the minimum play rule and no carry over requirement for the next game.
  3. Violations of the Minimum Play Rule will be investigated by the Conduct Committee and the consequences can include manager and/or coaches being suspended and forfeiture of games.
- D. Time Limit for Majors and Minors games:
1. The goal is to have all games completed by the 2 hour mark, with the clock starting when the umpire declares the start of the game.
  2. No new inning may start after the 1 hour and 45 minutes mark from the start of the game.
  3. If an inning starts prior to the 1 hour 45 minute mark, but is not completed by the 2 hour mark, the game may continue up to the 2 hour 15 minute mark to complete that inning only. If the 2 hour 15 minute mark is reached before the entire inning is completed, the score shall revert to the score at the last completed inning and the game is final. 2hr 15mins is a hard stop for all non-T.O.C. games.
  4. In all events, the umpire for the game has the discretion to halt the game and deem it final if the safety of the players is an issue, including for darkness, excessive heat or other weather conditions. If the umpire halts a game before an inning is completed, then the score shall revert back to the score at the last full inning and that shall be deemed the final result of the game.
  5. Managers should be aware of Little League Rule 4.15, which sets forth the conditions in which the umpire may deem a game forfeited, including 4.15(f) re: using tactics to delay or shorten a game.
- E. Mercy Rule in Majors and Minors Division:
1. For all regular season games, in the event any of the following occurs, the Manager with the least runs shall concede victory to the opposing team, and the game is deemed a completed regulation game:
    - a. After three innings, or two-and-one half innings if the home team is ahead, one team has a lead of fifteen (15) or more runs;
    - b. After four innings, or three-and-one-half innings if the home team is ahead, one team has a lead of ten (10) or more runs;
    - c. After five innings, or four-and-one-half innings if the home team is ahead, one team has a lead of eight (8) or more runs.
- F. Majors and Minors Standings and League Tournament of Champions (TOC) Seeding:
1. Games which count toward regular-season standings (i.e. TOC seeding) will be clearly denoted on the league scheduled disseminated to Managers before the start of the season.
  2. Interleague games never not count towards league standings.
  3. League TOC seeding is based on regular-season standings. If teams are tied in the standings, the tiebreaker will be decided in the following order: (a) Head-to-Head Record between the teams; (b) Fewest Runs Allowed in games that counted toward regular season; (c) Coin flip.
- G. Five Run Rule for Minors Division only (not Majors Division):
1. Each half inning ends when the batting team has scored five runs or three outs are made, whichever occurs first.

2. In the 6<sup>th</sup> inning *only*, the Five Run Rule shall not apply.
3. Instead, the 6<sup>th</sup> inning shall be considered an “open” inning, meaning each team continues to bat unless and until three outs are made regardless of how many runs are scored in that half-inning. If the game does not make it to the 6<sup>th</sup> inning, then there is no “open” inning for that game.
4. There is no inning run limit rule in Majors Division

#### H. Majors and Minors Player Pool:

- During the portion of the season *where games count towards regular season standings*, the League will use a player pool system for teams that have a shortage of players for a game. The player pool will operate as follows:
  - a. The Player Pool may only be utilized to reach a 9-player threshold for a game. The pool shall not be used to add bench players.
  - b. By the end of February, each Majors and Minors Manager shall email to the designated Player Agent a list of players from that Manager’s team who want their name placed in the Player Pool for the division in which the player is playing the season.
  - c. After receiving each Manager’s lists, the Player Agent shall create a randomized list of the “pool” of players for each division, thereby creating a Player Pool List for Majors and one for Minors.
  - d. If a Manager knows that his team would otherwise have less than nine (9) of their players available for a game, the Manager shall immediately contact the designated Player Agent with no less than 24-hour notice (unless in exceptional circumstances where 24-hour notice cannot be provided), to request a Pool Player(s) be assigned to that team so that the team has nine eligible players (but not more than nine) for that game.
  - e. When contacted by a Manager in need of a Pool Player, the Player Agent shall, working down from the top of the Player Pool List, contact the number of players needed by the Manager.
  - f. When a player on the Player Pool List either (a) plays in a game, or (b) is contacted but declines to play, that player shall be placed at the bottom of the Player Pool List.
  - g. If the Player Agent is unable to contact a player within the time frame the Player Agent deems appropriate under the circumstances (and, thus, the player does not play and has not declined the opportunity to play), that player shall maintain his/her spot on the Player Pool List for the next opportunity without being moved to the bottom of the list.
  - h. A pool player must bat last in the lineup, and defensively can play in the outfield only.
  - i. In no event shall the Player Pool be used to obtain an unfair competitive advantage. The purpose of the Player Pool is to address the limited circumstances when, due to no fault or control of the Manager or Coaches, a team has less than nine (9) eligible players available for a game.
  - j. Any Manager (or Coach) found to have abused the Player Pool system shall be subject to discipline by the Conduct Review Committee, including a forfeit of the game where the wrongful use of the Player Pool occurred.

#### I. Caps Division Rules of Play:

1. Minimum Play Rule:
  - a. Continuous Batting Order, meaning all players are placed in the batting order at the start of the game and the team bats through that order during the game.
  - b. No player shall play more than three consecutive outs at the same defensive position.
  - c. No player shall play more than six defensive outs total at the same position over the course of the game.
  - d. Each player must play a minimum of three defensive outs in the infield per game and be inserted into the infield defensive position by the start of the third inning.
  - e. No player shall be on the bench for two consecutive defensive innings.

2. Five Run Rule:
  - a. each half inning will end once five runs have scored or three (3) outs have been recorded, whichever occurs first
3. Game Time Limit:
  - a. No new inning will start 1 hour 30 minutes after the scheduled start time.
  - b. Game shall not exceed 2 hours
4. No Win / Loss Standings
  - a. Score will be kept by a Scorekeeper.
  - b. No official record of wins or losses will be recorded.
5. Other Game Play Rules
  - a. No stealing. No walks.
  - b. Hit by pitch: the player may be given the option to forgo taking first base and continue with their at bat, with the hit pitch counting as a ball.
  - c. Free substitutions will be allowed.
  - d. There are no protests (Rule violations will be reported to the Coaching Coordinator and subject to discipline by the Conduct Committee).
  - e. No Managers or Coaches allowed on the field except Base Coaches.
  - f. A Manager/Coach of the team in the field will call balls and strikes from behind the pitcher, unless an umpire is provided for the game.
  - g. Other than a runner on third base, runners may advance one base total for any overthrows from the infield (runners may not advance a 2<sup>nd</sup> base even if a 2<sup>nd</sup> overthrow occurs).
  - h. No advancement to home from third is allowed unless the batter puts the ball in play.
  - i. The player in the Pitcher position must remain in contact with the mound during Manager/Coach Pitch (either side of the mound).

J. CAPs Manager Coach Pitch v. Player Pitch Rules

1. During all Coach Pitch, the batter will get five pitches total or three strikes, whichever occurs first.
2. The first five games on the regular season schedule shall be played with Coach Pitch for the entire game. Managers and Coaches are to be working with players, at practices, to get ready for Player Pitch.
3. For games six through ten on the schedule: first two innings played with Player Pitch, then the remainder of the game shall be Coach Pitch.
4. For games 11 through 15 on the schedule: first four innings played with Player Pitch, then the remainder of the game shall be Coach Pitch.
5. For games 16 through the end of season: Player Pitch the entire game.
6. When a player is pitching, once the batter receives his or her fourth ball from, the Manager or Coach for the batting team will pitch the remaining pitches to the batter. For example, if the batter had two strikes when the fourth ball was pitched, the batter shall get one pitch from the Manager or Coach. If the batter fouls off the final pitch, the batter shall receive another pitch.
7. Little League pitch count rules, including mandatory dates of rest, shall be in effect for all players pitching. Further, while warm up pitches are not part of the official pitch count, managers and coaches are strongly encouraged to be mindful of how many warmup pitches are thrown between innings (a maximum of eight is recommended) as doing so both protects the arms of young players and helps speed up the pace of play.

K. Rookies Division Play Rules

1. No game shall last longer than one (1) hour and 30 minutes from the scheduled start time.
2. No sliding.
3. Managers/Coaches shall use the “Blue Flame” pitching machine.
4. Each batter will get three strikes or five total pitches, whichever comes first. If the batter hits a foul ball on the last pitch, he will get another pitch.

5. Four Run Rule: the batting team will be out when three defensive outs have been recorded or four (4) runs have been scored.
6. No stealing. No walks.
7. No advancing a base on overthrows
8. Batters may advance a maximum of two (2) bases on a hit to the outfield.
9. An extra outfielder may be utilized, if available.
10. The defensive team may have two (2) coaches in the field of play to encourage and teach and act as umpires.
11. There will be no standings or official score kept.
12. No new inning will start 1 (1) hour 15 minutes after the posted schedule time.
13. Players shall rotate defensive positions each inning, and no player shall play the same defensive position for more than six defensive outs over the course of a game.

L. T-Ball Division Play Rules

1. Game shall not last longer than one (1) hour from scheduled start time.
2. No sliding.
3. No stealing bases.
4. There will be no standings or official score kept.
5. No strikeouts or walks. No swing limits. Batter bats until ball is put in play.
6. Free substitutions will be allowed.
7. Defensive Coaches, Base Coaches and a Hitting Coach will be allowed on the field during play.
8. The side will be out when the offensive team has batted through their roster. No three out or inning run rules.
9. Each batter shall advance one base only when the ball is put in play. No advancing bases on overthrows.
10. For the final batter in each ½ inning, that batter, and all players on base, will continue to run through the bases until they reach home base.
11. Game shall not last longer than one (1) hour from scheduled start time.

**Article 7 – Rainouts / Rescheduling Games / Rules of Suspended Games**

- For Major and Minors games *that count* in the League’s standings, a game that is cancelled or suspended due to weather or for some other reason, teams should expect that said games will be made up on the next available Sunday or Friday.
- For Majors and Minors games *that count* in the League’s standings, if a game is suspended due to weather or for some other reason, then when the game resumes the Minimum Play, pitcher and catcher requirements and limits continue and carry over from the suspended game. For example, if Player A pitched two innings and then was replaced in the game before it was suspended, Player A cannot pitch in the resumed game as that would violate the rule that a player cannot be reinserted as a pitcher. Similarly, if Player B had played four innings at catcher before the game was suspended, Player B may not pitch in the resumed game. And if Player C had pitched 41 or more pitches before the game was suspended, Player C cannot play catcher in the resumed game.
- For all other games (Major and Minors game that do not count in the standings, CAPs, Rookies and T-ball games), the League will *not* look to reschedule those games. Instead, if the managers of the teams involved want to look to reschedule said games, then they should work with the League President and Coaching Coordinator to find field availability to play those games.

**Article 8 - Tournament Teams (All Stars / Little Stars / Future Stars)**

A. Fee for All-Stars:

1. To partially offset the increasing costs associated with fielding All-Star teams, the League will assess a participation fee of \$50 for each player selected to an All-Star team.
2. The fee will be due from each player at the time of document turn-in for players selected to an All-Stars team.

## B. Committees

1. The President will form an All Star Committee that will consist of three (3) BOD members
2. The President will form a Little Stars and Future Stars Committee that will consist of two (2) BOD members.
3. The BOD members selected for said committees may not be considered as for any All Stars or Little Stars / Future Stars Manager.
4. As described below, Managers, Coaches, and Players for each All Stars, Little Stars and Future Stars team will be selected and approved by the respective Committee and then submitted to the BOD for ratification by majority vote.

## C. Selection of All Stars Manager and Coaches

1. Eligible managers and coaches interested in managing an All Star team must submit their intent in writing by the deadline announced by the BOD.
2. All eligible managers and coaches are encouraged to submit their name for consideration, regardless of whether their player(s) seeks to, or will, be part of All Stars.
3. To be eligible to manage or coach an All-Star team, candidates must have attended all required clinics and obtained all required certificates, as required by the District.
4. Managers will be selected by the All Star Committee, which has the discretion, but is not obligated, to interview the managerial candidates.
5. The All-Star Committee's manager selections must be ratified by a majority vote of the BOD.
6. Once the team is ratified by the Board, each Manager shall nominate two coaches for his/her staff. The coaching staff must be approved by the All Star Committee and then ratified by the BOD.

## D. Player Consideration for All-Stars / Ages for Teams / All Star Information Meeting

1. Each season, the League fields three All Star Teams.
2. Eligibility for each team is determined by a player's LA, not the division they played in during the season.
3. Per Little League rules, 12U All Stars is open to players LA 10 through 12; 11U All Stars is open to players LA 9 through 11, and 10U All Stars is open to players LA 8 through 10.
4. Eligible players must declare their intent to be considered for inclusion on All-Stars by completing an All Stars Commitment Letter.
5. All-Stars Commitment Letters will be distributed to a player's parent or guardian at an All Stars Information Meeting. The meeting will be scheduled to occur in late March and/or early April, during which the All-Stars process will be reviewed and questions can be answered. If a player's parent or guardian does not attend the meeting, that player is subject to exclusion from All-Stars consideration.
6. If a player's parent or guardian attended an All Stars Information Meeting in a prior year, they may receive an All Stars Commitment Letter without attending another meeting.
7. As part of declaring their intent for All-Stars, each player is committing to be fully available to their All-Star team, if selected, except for any dates the player lists on his/her Commitment Letter.
8. A player that is selected for an All-Stars team but then has unexcused absences from the team (whether practices or games) is subject to discipline to be determined by a majority vote of the BOD after consultation with the Manage. Such discipline could include being removed from the team and/or being ineligible for future All-Star teams.

## E. Voting For Majors and Minors Divisions

1. There will be two ballots created for All-Stars voting: a Majors Division ballot and a Minors Division Ballot.
2. All eligible players that have timely turned in a completed Commitment Letter will be placed on the ballot for the division they played during the regular season.

3. All Majors and Minors players will have the opportunity to vote for the All Star team.
4. The players will vote using the ballot for the Division they played in during the season, i.e. Majors players will vote on the Majors ballot and Minors players will vote on the Minors Ballot.
5. Ballots with more than twelve (12) votes are invalid. A ballot with fewer than twelve (12) votes is acceptable.
6. Player Votes count as one (1) point for each player they select on their ballot.
7. All Majors and Minors Managers, and their *two* respective coaches, will have the opportunity to vote for the All Star team. Managers and Coaches will vote using the ballot for the division they managed and coached in during the season, i.e. Majors managers and coaches players will vote using the Majors ballot and Minors managers and coaches will vote using the Minors Ballot.
8. Ballots with more than twelve (12) votes are invalid. A ballot with fewer than twelve (12) votes is acceptable.
9. Manager Votes count as seven (7) points for each player selected on their ballot, and Coach votes count as three (3) points for each player selected on their ballot.
10. Ballots shall be collected by members of the All-Star Committee. All ballots will be kept confidential.
11. The player point totals shall be tabulated by no less than three BOD members (at least 1 of which is not on the All Star Committee) to be selected by the President.
12. The vote totals will then be provided to the All Star Committee for use as described below.

F. Formation of 12U Roster:

1. The size of the 12U Roster will be not less than 12 players and not more than 14 players, with the final number being determined by consultation between the 12U Manager and the All Star Committee.
2. The top seven (7) point getters from the Majors Division Ballot will be placed on the 12U Team.
3. The remaining roster spots will be determined through consultation between the All Star Committee and the 12U Manager.

G. Formation of 11U Roster:

1. The size of the 11U Roster will be not less than 12 players and not more than 14 players, with the final number being determined by consultation between the 11U Manager and the All Star Committee.
2. After the 12U Roster is selected, the All Star Committee shall turn to the formation of the 11U Roster.
3. In doing so, the All Star Committee (and the 11U Manager) should operate with the understanding that the League's goal is to have the 11U team filled mostly, but not necessarily exclusively, with 11-year old players that are All Star caliber.
4. After removing from consideration any 11U older player selected to the 12U team, the LA 11 players having the next top 6 vote totals on the Majors Ballot are to be placed on the 11U team.
5. The remaining roster spots will be determined through consultation between the All Star Committee and the 11U Manager.

H. Formation of 10U Roster:

1. The size of the 10U Roster will be not less than 12 players and not more than 14 players, with the final number being determined by consultation between the 10U Manager and the All Star Committee
2. After the 10U roster is selected, the All Star Committee will select nine (9) eligible players for the 10U team.
3. In making their selections, the All Star Committee shall give special consideration for eligible players that played "up" in the Majors Division during the regular season, but those players are *not* guaranteed a spot on the 10U roster. If, after considering said players, the Committee has remaining selections, the Committee must choose players from the Minors Division and choose said players in order they finish in the results of the voting on the Minors Ballot.

4. The remaining roster spots will be determined through consultation between the All Star Committee and the 10U Manager.

I. BOD Ratification of Rosters:

1. After the All Star Committee has approved the rosters for each of the 12U, 11U and 10U teams, as set forth above, the Committee will present each of the rosters to the President.
2. The President, after ensuring that the rosters were constructed in good faith and within the guidelines of these Bylaws, will submit the rosters to the BOD for ratification that the rosters were constructed within the guidelines set forth in these Bylaws.

J. Selection of Little Stars and Future Stars Players, Managers and Coaches

- Little Stars and Future Stars are two separate tournaments, which are not part of the Little League All-Stars Season. Instead, both Little Stars and Future Stars are tournaments run within our local District to give more players an opportunity for post-season, competitive tournament play.
- Unlike the Little League All-Star tournament, which has a long, established history (i.e. occurs every year), Little Stars and Future Stars are a year-by-year collaboration among leagues in our District, and the rules for each may vary from year to year.

1. Managers and Coaches:

- a. Eligible Managers and Coaches must submit their intent to manage a Little Stars and/or Future Stars team in writing by the deadline announced by the BOD.
- b. All eligible managers and coaches are encouraged to submit their name for consideration, regardless of whether their player(s) seeks to, or will, be part of Little Stars and/or Future Stars.
- c. To be eligible to manage or coach, candidates must have attended all required clinics and obtained all required certificates, as required by the District.
- d. Managers will be selected by the Little Stars and Future Stars Committee, which has the discretion, but is not obligated, to interview the managerial candidates.
- e. The Committee's manager selections must be ratified by a majority vote of the BOD.
- f. Once the team is ratified by the Board, each Manager shall nominate two coaches for his/her staff. The coaching staff must be approved by the Little Stars and Future Stars Star Committee.

2. Formation of Little Stars and Future Stars Players Rosters

- a. All players LA 7 or 8 are eligible for the Little Stars team, regardless of the Division they played in during the season.
- b. All players LA 9 through 10 are eligible for Future Stars team, regardless of the Division they played in during the season.
- c. Each eligible player must declare their intent to participate in Little Stars or Future Stars through a written form provided by the Little Stars and Future Stars Committee.
- d. Commitment Letters will be handed out to a player's parent or guardian at a Little Stars and Future Stars Information Meeting. The meeting will be scheduled to occur in late March and/or early April, during which time the Little Stars and Future Stars process will be reviewed and questions can be answered. If a player's parent or guardian does not attend the meeting, that player is subject to exclusion from Little and/or Future Stars consideration.
- e. If a player's parent or guardian attended an All Stars Information Meeting in a prior year, they may receive an All Stars Commitment Letter without attending another meeting.
- f. From the list of eligible players that have timely returned a completed commitment letter, the Little Stars and Future Stars Committee will select twelve (12) players.
- g. Caps Managers shall be encouraged to be present during selection to provide input for the Committee.
- h. If there is a Future Stars tournament, the Committee will select twelve (12) players, from the list of eligible players that have timely returned a completed commitment letter.
- i. Caps and Minors Managers should be encouraged to be present during selection to provide input for the

Committee.

3. BOD Ratification of Rosters:

- a. After the Little Stars and Future Stars Committee has selected the team rosters, the Committee will present the final rosters to the President.
- b. The President, after ensuring that the rosters were constructed in good faith and within the guidelines set forth in these Bylaws, will submit the rosters to the BOD for ratification that the rosters were formed within the guidelines set forth in these Bylaws.

**Article 9 – Fields Set Up and Rules**

- No tobacco, vapor pens, smoking, drugs, or alcohol will be permitted within 100 feet of the facilities, in the grandstands or in the dugout by anybody at any time.
- No food (including sunflower seeds or gum) is allowed in the dugouts or on the field. Water or sports drinks are permitted.
- Managers, coaches, volunteers, fans, and players are responsible for the general maintenance of the field and dugout before and after the game.
- For intraleague games, the “home” team is responsible for pre-game field set-up, and the “away” team is responsible for post-game field clean up.
- For interleague games hosted at RLL fields, the RLL team is responsible for both pre-game field set-up and post-game field clean up.

**Article 10 - League Accounting**

- Two (2) Board Members, the President and Treasurer, will be authorized to sign checks written against the Rolando Little League bank account.
- Any expense outside of the approved annual budget, and exceeding \$500, must be approved by a majority of the BOD.
- At each board meeting, the Treasurer will provide a detailed report of the leagues financial activity.
- All money collected on behalf of the League is to be deposited by the Treasurer.
- Snack Bar funds will be deposited by the Concessions Manager or the Treasurer.

**Article 11- League Safety / Volunteer Screening**

- All Volunteers must satisfactorily complete all safety and screening processes required by Little League, District and/or State Law. The League Safety Officer shall communicate those requirements to the volunteers and track their compliance.
- Every volunteer that will be in a position through which they will have regular, ongoing contact with the youth participants (e.g. board members, managers, coaches, team parents, umpires) must complete the following screening: (1) background check through J.D. Palatine, as required by Little League (once every year); and (2) Livescan fingerprinting, as required by California law (one time requirement)
- The League, not the volunteers, will pay the costs associated with above. The League’s Safety Officer will provide volunteers with the information necessary to complete the above.
- The League’s Safety Officer shall serve as the Custodian of Records for the background check and Livescan reports.
- If the screening reveals a prospective volunteer has charges pending or been convicted or has plead guilty to a crime involving children or minors, the Safety Office must report that information to District 33 as the volunteer is ineligible by Little League rules.
- If the screening reveals the prospective volunteers has charges pending or been convicted or has plead guilty to a crime other than one involving children or minors, then the Safety Officer shall share the information with the League’s President and Vice-President and the three board members shall determine if the prospective volunteer shall be permitted to volunteer with the League. In making that determination, the Safety Officer, President and Vice-President may consider all information they believe is relevant, including the nature of the charges, the passage of time, the prospective volunteers past involvement with the League. The Safety Officer will then communicate the decision to the prospective

volunteer. To the extent the decision needs to be communicated to any other league member (i.e. informing a manager a prospective volunteer is not permitted to help), the information communicated shall be as minimal as necessary and with the intent to respect the prospective volunteer's privacy.

## **Article 12 – League Conduct / Conduct Review Committee and Discipline**

- All Players, Parents, Managers, and Volunteers must sign and adhere to the Rolando Little League Code of Conduct.
- As per Little League policy, the actions of players, managers, coaches and league officials must be above reproach.
- The President shall appoint a Conduct Review Committee (CRC) consisting of three (3) BOD members, which does not include the President and shall include the League's Safety Officer.
- Any complaints of misconduct by members of any kind, shall be presented in writing via the Code of Conduct Incident Form or via email, to any member of the BOD, and then directed to the CRC for investigation and adjudication.
- Each incident assigned to the CRC is independent and will be reviewed thoroughly.
- In doing so, the CRC shall seek to maintain anonymity regarding the identity of the person(s) submitting the complaint. However, in instances where maintaining anonymity would interfere with investigation of the incident (e.g. investigating a complaint about a manager's interaction with a particular player), the CRC shall inform the complainant and see if the complainant is willing to waive anonymity to allow for a more thorough investigation.
- The CRC should, in most cases, follow a "Three Strikes" policy in adjudication of conduct infractions.
- Depending on the severity of the incident, including if the incident is conduct that has been repeated on different occasions, an infraction can carry more than one (1) "Strike," as determined by the CRC.
- Strikes are cumulative each season, and the strikes associated with a Severe Infraction may be carried over into the next season(s) if recommended by the CRC and approved by a majority vote of the Board.
- In the event the CRC cannot reach a majority with regard to the adjudication of a conduct infraction, the President shall cast a tiebreaking vote. In the event the President has a conflict of interest as to the infraction at issue, the Vice-President shall cast a tiebreaking vote. If the Vice-President has a conflict of interest, President shall select another BOD member to cast the tiebreaking vote, so long as that BOD member does not have a conflict of interest.
- If recommended by the CRC, the BOD may vote, by a two-third majority at a regular or special meeting of the BOD, to terminate or suspend the membership of any League member or player.
- The League member involved shall be notified of such meeting, informed of the general nature of the charges, and given an opportunity to appear at the meeting to answer such charges before the BOD votes.

### **A. Severe Infractions.**

#### **1. Physical assault:**

- a. Physical assault is defined as any physical action such as hitting, punching, kicking, pushing, slapping, or grabbing any player, league member, guest, and other spectator or participant or umpire.
- b. Any incident of physical assault shall be cause for immediate removal from the area under RLL jurisdiction including both playing fields and any area designated for practice.
- c. Punishment: immediate multi-day suspension, which could be extended to the entire season; likely expulsion from the league, to be determined by the CRC.

#### **2. Verbal Abuse:**

- a. Verbal abuse is defined as any use of profanity, racial/ethnic slurs, vulgar language, yelling, threatening language, taunting of any kind, approaching an umpire after any game to negatively discuss the umpire's performance during the game, repeated heckling of umpires, and repeated or uncontrolled questioning of umpire's ruling.
- b. Punishment: minimum punishment includes ejection and one (1) game suspension but could be extended to season-long suspension and expulsion from the league, depending on the severity of

the abuse and if it has been a repeated issue, as determined by the CRC.

3. Threats of Physical Confrontation or Altercation

- a. For Managers/Coaches and Players, this is defined as crossing onto the playing field in a hostile manner to confront another person.
- b. For all other members, guests, and spectator or participants, this is defined as going onto any part of the playing field, at any time, without advance permission, in a hostile manner to confront another person, or to approach any person off the field in a hostile or threatening manner.
- c. Punishment: minimum punishment of ejection and one (1) game suspension but could be extended to season-long suspension and expulsion from the league, depending on the severity of the conduct and if it has been a repeated issue, as determined by the CRC.

B. Manager / Coaches Rule and Safety Violations:

- Any reports of a manager and/or coach failing to adhere to the safety protocols, Little League rules, or these Bylaws will be investigated by the CRC.
- If the CRC determines a violation has occurred, then depending on the severity and whether the manager or coach has a previous violation, the punishment can range from a warning, a suspension and/or forfeiture of games.

**Article 13 – Uniforms**

- For Lower Divisions (Caps, Rookies and Tball) games the players shall wear the jerseys and hats supplied by the League.
- For Minors Division, the players shall wear the jerseys supplied by the League. Rather than the League supplying hats to Minors Division players, each Minors Managers shall choose a hat for that team's uniforms. The League will provide each Minors' team with a per-player amount of funds to partially offset the cost of purchasing the hats, and the Manager may collect no more than \$20 extra per player to pay for the hat. All hats must be pre-approved by the Player Agent before being purchased by the Manager to ensure the hats conform with Little League guidelines and RLL standards.
- For Majors Division, each Manager may select a uniform modeled after a major league baseball franchise. The League will provide each Majors team with a sum of money designed to offset most, but not likely all, of the cost of the uniforms, and the Manager may collect from each player the difference in cost for the uniforms.

# Exhibit A

# Rolando Little League Scorekeeping and GameChanger Guidelines

1. Required Game Roles
  - Every CAPS, Minors, and Majors game MUST have:
    - One official scorekeeper (typically the home team)
    - One official pitch counter (typically the away team)
  - These roles must be identified before the first pitch. If a role is unfilled, the manager is responsible for assigning a volunteer.
2. Official Scorekeeping Method
  - The official scorekeeper may use a paper scorebook or GameChanger
  - GameChanger is optional, not required
  - If GameChanger is used:
    - Head-to-Head scoring must be selected
    - Only one official GameChanger scorekeeper should score the game
  - The official scorekeeper's record (paper or GameChanger) is the official game record
3. Official Pitch Counts (Required)
  - Pitch counts MUST be tracked and finalized on paper
  - Paper pitch count is the only official pitch count record
  - GameChanger pitch counts may be used as a reference only and does not replace paper pitch counts
  - Pitch counters should communicate pitch counts to the umpire and managers at the end of each inning. Immediately notify the umpire when a pitcher reaches a pitch limit
4. Official Scores, Standings, and Records
  - Official standings and win/loss records are maintained by the league
  - League records supersede all unofficial records and may not match GameChanger statistics
5. Discrepancies and Disputes
  - If a discrepancy arises, defer to the umpire's ruling. The issues must be addressed by managers, not spectators or assistant coaches.
  - Scorekeeping discussions should be brief and efficient
  - The priority is to keep the game moving
6. Technology Limitations
  - The league is not responsible for app errors or outages, device battery or connectivity issues. If electronic scoring fails, the game continues using the scorekeepers available record, moving to paper scorebook if necessary
7. Sportsmanship and Conduct
  - Scorekeepers and pitch counters should be neutral volunteers supporting the game. They should not coach, argue calls, or engage in disputes.
8. End of Game Verification
  - Before leaving the field, scorekeeper and pitch counter should confirm with the umpire and both team managers:

- The final score
  - Pitch counts and completed pitching affidavits
  - Managers are encouraged to report issues to the league the same day
9. The league reserves the right to correct scores, adjust standings, resolve discrepancies using official records and umpire reports

Resources:

- [Link to paper pitch count record](#)
- [Link to paper pitch count affidavit](#)
- Game Changer University:  
<https://gc.com/gamechanger-university/scorekeeping-baseball-softball>
- Scorekeeping basics:  Little League Scorebook Training