

League #1130510

Rock Island-Milan Little League By-laws

These By-laws supersede all previous standing rules relating to the Rock Island-Milan Little League (RIMLL) and are effective January 1, 2015.

All Regular Members of the Rock Island-Milan Little League must be notified 7 days in advance of any Board of Directors meeting being held in which these by-laws are changed or amended.

Notices of said meetings shall be made via e-mail, Rock Island-Milan Little League website or through other social media sites administered by Rock Island-Milan Little League.

At least 50% of the members of the Board of Directors must be present before these by-laws can be changed.

Only a simple majority vote of the Rock Island-Milan Little League Board of Directors present at the meeting is needed to amend or change these by-laws. Votes to change these By-laws via e-mail, absentee ballots, and/or through the use of SKYPE-like video interfaces are acceptable.

Article 1 – Boundaries

The boundaries of the Rock Island-Milan Little League baseball program are as follows: the north boundary is the Mississippi River, follow that south to the Mercer County line, then east to County Highway 94, then the area bordered by County Highway 94 to the west, 30th Avenue to the South and 340th St/Knoxville Road to the East, then the East boundary follows the Sherrard School District Boundary Line and the Rock Island Milan School District Boundary Line. (See Attached Maps)

All age appropriate boys and girls, their parents, legal guardians, and or interested parties residing within these boundaries or attending any school within these boundaries are eligible to participate in the Rock Island-Milan Little League as either Players or Regular Members.

Article 2 - Duties of Managers

- Promote good sportsmanship among all league participants.
- Maintain good decorum on the playing field and dugout.
- Participate in the annual skills assessment and the player draft days while maintaining a roster of 12 players at all times.
- Select sufficient coaches to assist in the management of the team and instruction of the players.
- Contact their drafted players immediately following the draft. It is also recommended that the manager contact the player's parents and explain the responsibilities of a team member.
- Distribute uniforms to the players and maintain all equipment in good condition.
- Coordinate repair or replacement of equipment with Equipment Manager.
- Return all player uniforms and/or equipment to Rock Island–Milan Little League at the end of the season, except that which Rock Island-Milan Little League allows the players to keep.
- The All-Star team manager will collect and return All Star Binders and equipment to the League President.
- There is no smoking within Rock Island-Milan Little League controlled facilities. Furthermore, there

shall be no use of any tobacco related materials on Little League controlled facilities as well, per State law and City Ordinance.

- Supervise instructional play.
- Cooperate in implementing all rules for the betterment of league play.
- Supervise clean up of dugout and bleacher areas after all practices and games.
- Responsible for their fans and parents at all games.
- Any problems, questions, and or concerns that arise during the course of play that the manager is uncertain and or uncomfortable with handling directly should be routed to the league's Coaching Coordinator.

Article 3 - Umpires

- Appointed by the President with the approval of the Board of Directors.
- Must complete Volunteer Form and Background Check.
- Must be 14 years of age or older.
- First and second year umpires must have attended the umpires school sponsored by Rock Island-Milan Little League
- Should not participate in a game in which a relative is a member of the participating teams, unless there are no suitable substitutes.
- Must be one adult umpire or adult game coordinator present at all games utilizing umpires. (For the use of this document, 16 years of age is considered to be an adult unless otherwise specified by Little League International)

Article 4 - Registration

- Registration of prospective players shall be conducted at a time directed by the Board of Directors. Registration will take place at the same time for all leagues administered by Rock Island-Milan Little League.
- Player Agent(s) will notify all schools within the Rock Island-Milan Little League boundaries of the registration date, time and place and the age requirements.
- Registration fees will be paid prior to the first game, and each player must have his/her Registration Form, Medical Release Form and birth certificate turned in prior to playing their first game.
- Payment of the registration fee is not a prerequisite for participation in Rock Island-Milan Little League.
- Scholarships, partial and full, are available to families upon request. It is Rock Island-Milan Little League policy to never turn away a player because of an inability to pay the registration fees. Rock Island-Milan Little League asks that a family pay what they can afford, and the league will waive/scholarship the remainder of the fee. Families who are under scholarship are also reminded there are many volunteer opportunities to give back to the league in ways other than monetarily.
- Refunds will not be issued without Board approval.

Article 5 – Skills Assessment

- Skills Assessments are to be conducted during a period of time directed by the standing Board of Directors.
- Not required for Coach Pitch.
- The Draft Committee, consisting of the League President, Head Umpire, Coaching Coordinator, Player Agent and one board nominated coach, organizes and oversees the skill evaluations and drafts.
- Players who become members of teams are not required to attend skills assessment again except as provided elsewhere in this document.
- It is suggested that all new players attend the Skills Assessment.
- It is suggested that all players moving up to a new division attend the Skills Assessment.
- It is suggested that all Managers attend the Skills Assessment.

- Skills Assessments will be conducted according to procedures outlined in the Little League Operating Manual.
- Guidelines and Assessment Forms will be distributed to Coaches prior to the date of the assessment.

Article 6 - Draft

- Any player who wants to resign from a team and play on another team must notify the League's Board of Directors and be entered in the draft.
- The following rules govern the conduct of the draft:
 - The league President, Player Agent, and managers, who may be assisted by their coaches, conduct the draft.
 - The draft shall be in compliance with the Little League Player Selection System Plan A as detailed within the Little League Operating Manual.
 - No team should have more than eight players of the same league age.
 - In drafting teams; all due consideration will be given to players who have requested certain teams/coaches due to car-pooling necessities.
 - Managers and Coaches should attempt to group all siblings on the same team, within the associated age division, as to minimize the logistical discomfort of the parents.
- The Draft is concluded when each team has satisfied its player roster.

Article 7 - Player Eligibility and Participation

- Anyone residing or attending any school within the Rock Island Milan Little League Boundaries is eligible to play.
- Players must satisfy the age requirements established by Little League Baseball, Incorporated.
- No player will be allowed to play until Registration Form and Medical Release form have been completed.
- It is the intent of Rock Island-Milan Little League that all players participate in league games, in accordance with Little League rules.
- A player should play at least six defensive outs and bat once per game.
- A player's minimum playing time per game may not be waived by a manager or coach.
- If a player plays in the Rock Island Milan Little League in the previous baseball season, they may continue to participate for the duration of their player eligibility. This rule also applies to siblings of players that played in the Rock Island Milan Little League in the previous baseball season. (Regulation II(d))

Article 8 - Protests

- Only the manager, or in his/her absence a coach, may file a protest
- The protest will be noted at the point of its register and entered in the scorebook. The game will be completed subject to the protest.
- The Protest Committee, comprised of the President, Player Agent, Vice President, Secretary and Chief Umpire of the league, at least 3 of whom shall meet with the game umpire and two involved managers as soon as practical of the filing of the protest, and, thereafter make a decision. The decision shall be based on a majority vote of those making up the Protest Committee.
- The official regulations and playing rules of Little League Baseball Incorporated, together with these By-Laws shall govern all decisions of the Protest Committee.
- The protest must be submitted in writing within 24 hours of the completion of the game subject to the protest or the protest will automatically be waived.
- A protest not upheld shall not affect the outcome of the game as completed.
- If a protest is upheld, the protested game will be played from the point of the protest as noted in the scorebook, on a makeup date as soon as possible.

- Judgment calls cannot be protested.

Article 9 - League schedule

- The President, with the help of the Scheduling Manager, will establish the league schedule.
- Scheduling of games will be announced each year after teams have been formed.
- All rainouts should be re-scheduled in the order that they occurred.
 - The President, Chief Umpire and managers of the teams affected will determine the dates and times of the make-up games.
- If a team cannot field a team because of a school function, that game will be treated as a rainout and be rescheduled. Failure to field a team for any other reason will be treated as a forfeiture.
- A period of 15 minutes after the scheduled start time is the amount of time an umpire or league official will give a team to field the proper number of players.
- No team will be required to play more than 3 games per calendar week because of make-up or inter-league games.

Article 10 – All Star Play

Rock Island-Milan All Star teams will be selected for participation in the district All Star Tournament. The Little League District representative will establish the schedule for the tournament.

- All Star players will be selected based on the plan recommended by Little League Baseball, Incorporated, by vote of each division's managers.
- All Star players must be at least 9 years old according to Little League rules.
- A maximum of 14 players can be selected per team.
- Only one manager and two coaches may coach the All Star team during tournament play. There is no limitation, however, during practices.
- The team manager and coaches will be selected by the Board of Directors.
- The Rock Island-Milan Little League Board shall attempt to minimize the interruption of league play of the All Star Tournament, by completing the regular season before the tournament, if at all possible.
- The following documents are required to successfully complete the Tournament Player Verification form. (1) A certified copy of the player's birth certificate, (2) At least three different documents that show a named parent on the player's birth certificate lives within the boundaries of the Rock Island-Milan Little League or is otherwise qualified by additional supporting documentation. There are seventeen (17) categories that can be used as a proof of residency document:

Residency Proof (If residence changes to outside the league boundaries, a Regulation II(d) form must be prepared and attached to this form. If player has written approval via the Charter Committee of Williamsport, Pennsylvania, attach copy of written approval to this form.)

- | | | |
|-----------------------------------------------------|----------------------------------------------------|---------------------------------------------------------------|
| <input type="checkbox"/> Driver's License | <input type="checkbox"/> Local (Municipal) Records | <input type="checkbox"/> Medical Records |
| <input type="checkbox"/> Voter's Registration | <input type="checkbox"/> Support Payment Records | <input type="checkbox"/> Military Records |
| <input type="checkbox"/> School Records | <input type="checkbox"/> Homeowner/Tenant Records | <input type="checkbox"/> Internet, Cable or Satellite Records |
| <input type="checkbox"/> Welfare/Child Care Records | <input type="checkbox"/> Utility Bills | <input type="checkbox"/> Vehicle Records |
| <input type="checkbox"/> Federal Records | <input type="checkbox"/> Financial Records | <input type="checkbox"/> Employment Records |
| <input type="checkbox"/> State Records | <input type="checkbox"/> Insurance Documents | |

- Only one (1) document from each category is allowed. For example, you may not submit multiple drivers' licenses or multiple utility bills. Note that Internet, Cable or Satellite documents are a separate category from utility bills.
- All proof of address documents must be dated between February 1 of the prior year and February 1 of the current year.

- A player will only have to provide evidence of eligibility once for their entire career with Rock Island-Milan Little League.
- **Anyone who was on an All Star team for the 2013 or 2014 season does not need to resubmit their proof of age and address documents.**

Article 11 - Tag Day

- The league may have up to 2 fundraising events designated as “Tag Day events” when all ballplayers will solicit donations at businesses within the Rock Island-Milan Little League boundaries. Players may only participate in one event.
- Ballplayers shall be dressed in their uniforms while soliciting funds.
- An adult associated with the team must supervise solicitations by ball players.
- The League Fundraising Manager will obtain permission from the cities and from the businesses for ballplayers to solicit donations on their premises.

Article 12 - Player Responsibility and conduct

- Each player shall provide a certified copy of his/her birth certificate and Registration Form and Medical Release form signed by his/her parent or legal guardian.
- Players must comply with the sportsmanship code and other rules established by Little League Baseball Incorporated, and these by-laws.
- Foul language, throwing equipment in anger, and general unsportsmanlike conduct will not be tolerated.
- Harassment of umpires, ballplayers or other game participants will not be permitted.
- A player will not be allowed to bring food and drink into the dugout except as authorized by the manager.
- Misconduct at the ballpark by a uniformed player will be handled by a Manager, Coach, or league official in the same manner as misconduct on the playing field.
- Players must clean up their dugout and bleacher area after every practice and game.

Article 13 - Player Vacancies

- The Player Agent shall verify the eligibility of a player for the purpose of filling a vacancy.
- A vacancy must be filled as soon as possible.
- The player’s parent or legal guardian will verify a vacancy due to player withdrawal, or for any other reason, before it becomes final.

Article 14 - Game and Practice Balls

- Each team will be provided a box of new baseballs.
- All balls must meet Little League specifications.
- All game balls will be accessible to the competing teams in the concession stand.
- At the conclusion of the game, the used game balls can be divided amongst the RIMLL teams that played in the game. Unused game balls should be returned to the Concession Stand.
- At the conclusion of each year’s play, the Equipment Manager shall collect all baseballs and distribute them, as equally as possible, to team managers at the beginning of practice the following year.

Article 15 - Equipment

- Rock Island-Milan Little League will supply shirts, hats, 6 batting helmets (7 for Jr/Sr/Big League), catcher gear, and 2 bats for each team.
- Player will supply pants, cleats and glove.
- Protective cup is **required** for all male players.
- All bats must be Little League approved. For Coach Pitch, Minors and Majors, bats cannot be

more than 33 inches long nor more than 2-1/4 inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less. (Rule 1.10). No tee-ball bats will be utilized within the course of play or practice.

- Before the start of the season, managers will pick up team equipment and keys at a time and place predetermined by the Equipment Manager of the league.
- At the end of the year, managers will turn in all equipment and keys at a time and place predetermined by the Equipment Manager of the league.

Article 16 – Miscellaneous

- Home team is listed last on all schedules.
- Home team occupies the third base dugout and the Visitors will occupy the first base dugout.
- Home team will have the field until 15 minutes before the start of the game and then the Visitors will have the field until the start of the game.
- Home team manager is responsible for getting the diamond ready for play, setting up bases and chalking the field, and retrieving game balls from the concession stand.
- A Manager, Coach, or League Official will remove any person who refuses to abide by the rules pertaining to the use of vulgar language and or the consumption of any alcoholic beverages while at a Rock Island-Milan Little League sanctioned practice or game.
- Only 12 players, the team manager and coaches shall be allowed in the dugout during league play.
- An adult manager/coach must be in the dugout at all times.
- All team managers must be reviewed and approved by the League Board and must complete a Volunteer Form and background check before assuming his/her duties.
- All players are eligible to pitch, and are subject to the pitch count and rest rules of Little League Baseball, Incorporated (Rule VI)
- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that calendar day. (Rule VI(a))
- Any player who has played the position of catcher for four or more innings in a game is not eligible to pitch on that calendar day. (Rule VI(c))
- For each batter there will be three strikes and four balls (except Coach Pitch)
- There will be no alcohol of any kind allowed on the premises of any of the ball parks. If alcohol is found or reported, the police will be called and you will be held accountable.
- No intentional contact can be made by a coach with a player to physically manifest guidance or instruction to a player. If this happens, the player will be called out and will leave the playing surface without delay.

Article 17 - Junior/Senior/Big League

- All Little League Rules Apply
- Ages 13 and up as according to Little League age guidelines.
- 2-1/4 hour time limit, no new inning after 2 hours, subject to complete game rules of 5 innings. (Rule 4.10)
- Check the pitch count every ½ inning.
- Metal cleats are allowed.
- Due to a rain delay or injury, the time stops. If needed you can suspend, reschedule, or resume the game at a later date and time.

Article 18 - Major League

- All Little League Rules apply.
- Ages 11 and 12 according to Little League age guidelines.

- 2 Hour time limit, no new inning after 1 hour and 45 minutes, subject to complete game rules of 4 innings. (Rule 4.10)
- 10 run rule after 4 innings.
- Check the pitch count every ½ inning.
- A player may not pitch in more than one game per calendar day.
- No metal cleats.
- No head first slides, except when returning to a base.
- Due to rain delay or injury, the time stops. If needed you can suspend, reschedule, or resume the game at a later date and time.
- One double header is allowed per week.

Article 19 - Minor League

- All Little League Rules Apply
- Ages 9 and 10 according to Little League age guidelines. Players that are 8 years old may be allowed to play depending on ability and safety, with one year of play at the Coach Pitch level and/or evaluation by Player Agent and Coaching Coordinator.
- 2 hour time limit, no new inning after 1 hour 45 minutes, subject to complete game rules of 4 innings. (Rule 4.10)
- 5 run rule per inning.
- All players bat in a continuous order.
- It is suggested that the batting order be permanent and continuous during the regular season. For example, if the #4 batter makes the last out in a game, the #5 batter leads off the next game.
- Check the pitch count every ½ inning.
- A player may not pitch in more than one game per calendar day.
- No head first slides, except when returning to a base.
- Due to rain delay or injury, time stops. If needed you may suspend, reschedule, or resume that game at a later date and time.
- No double headers allowed.
- No metal cleats.

Article 20 –COACH PITCH

- All Little League Rules Apply.
- Ages 8 and under according to Little League guidelines.
- All games will be 6-innings or 1 ½ hour time limit. For the purpose of enforcing the time limit, the beginning of an inning will be immediately after the third out in the bottom of the previous inning. No inning will start after 1 hour and 15 minutes. Subject to complete game rules of 4 innings. (Rule 4.10)
- Coach will pitch from the rubber or at a distance no closer than 37 feet. (9 feet from the pitching rubber)
- The method of how the coach pitches the ball is up to their discretion. The coach must be in a direct line between home plate and second base and within a width from one side of the pitching rubber to the other
- Maximum of 6 pitches. Exception will be if the last pitch is fouled off, one additional pitch will be allowed.

- A ball that is not hit past the “minimum distance arc” is considered a foul ball. The “minimum distance arc” is defined as 7 ft from the front of home plate. (This is the grass at Milan. Distance must be marked at Old Horace Mann and Douglas Park.) Balls hit inside the arc will be considered foul. Home plate is in FAIR territory, therefore if the ball hits home plate and rolls beyond the minimum distance arc, it is a FAIR ball.
- The runner must be held if the ball is in the infield and in the possession of the pitcher on the mound (player or coach). However, if the runner is over halfway to the next base, he is allowed that base. The halfway mark will be chalked by the home team coaches.
- Only one base is allowed on an overthrow to the 1st basemen. Any over-throws to all other bases, runners may advance at their own discretion until the ball is back to the pitcher (player or coach).
- Any ball in the outfield (non-overthrown) is considered live and the runners may advance as many bases as the defense will allow.
- Base runners may not leadoff until the ball is hit.
- The player playing the pitcher position must be in-line with the rubber and within 3 feet of the rubber on either side.
- NO BUNTING/NO STEALING/NO WALKS
- Defensive alignment will be one pitcher, one catcher, one 1st baseman, one 2nd baseman, one 3rd baseman, one shortstop and four outfielders. (Outfielders must be standing 15 feet in the grass before the ball is hit.)
- This is an instructional league. All players should be rotated to all positions. No player should play the same position for more than two innings. Each player must play at least one infield position and one outfield position per game. Issues of player safety must be brought to the attention of and cleared with the Player Agent.
- Runners must slide when there is a play. No contact at any time. No head first slides except when going back to a base.
- All players bat in a continuous order.
- It is suggested that all players bat in a permanent and continuous batting order during the regular season. For example, if the #4 batter makes the last out in a game, the #5 batter leads off the next game.
- No player will sit out more than one consecutive inning. No player will sit out two innings until all players have sat out one inning. No player may sit out more than two innings per game.
- 5 run maximum per inning or 3 outs, whichever comes first. All runs will be scored on an over-the-fence homerun.
- The 1st and the 3rd baseman may not cross the line 2 feet in front of the base until the ball is hit. If they are across the line and field a ball the runners will all be safe.
- A base runner will be allowed to turn in either direction after crossing 1st base. Players should be taught to turn towards the right to avoid being tagged out as they move up into the next age division.
- No misuse of equipment or unsportsmanlike conduct will be tolerated. Violation may result in ejection or forfeiture of the game.
- Time must be called for a coach or manager to confer with a player.
- Helmets must be worn from the time a batter leaves the dugout until they return. Warnings will be issued to a runner that intentionally removes his/her helmet. All helmets must have face masks.
- All games must be played as scheduled. Changes must be approved by the scheduling committee. Rain games will be rescheduled and resume from the point they were delayed. Unavailable players will be removed from the batting order. New players will be added in their normal rotation.

- Any player disciplinary issues should be discussed with the player's parents and two Board members.
- Home team manager is responsible for getting the diamond ready for play, setting up bases and chalking the field. This includes chalking the halfway point between 1st and 2nd and 2nd and 3rd.
- In the event of a disagreement over a rule, the managers of each team should discuss the dispute. If an agreement can't be reached, any Board Member present at the field should be consulted. If no Board Member is present, call the Rock Island-Milan Little League phone number. A JUDGEMENT CALL CAN'T BE PROTESTED.
- No infield fly rule.
- No metal spikes will be allowed.
- The pitching coach may not coach his batters or runners while on the field. First offense will be a warning. Second offense will be an out for the batting team.
- The pitching coach must attempt to not interfere with any potential plays.
- Two coaches per team will be allowed in the outfield and one coach behind home plate during his/her team's defensive portion of each inning.

Article 22 - Concession Volunteer Requirements

- One parent/guardian of each player is required to volunteer a minimum of one game in the concession stand.
- If you choose not to donate your time, a \$40 buy-out fee is required.
- The \$40 buy-out fee will be used to cover the cost of hiring a predetermined replacement.
- The Concession Manager will set the schedule for concession volunteer workers at the beginning of the season.