

# CUYAHOGA FALLS LITTLE LEAGUE NORTH BY-LAWS AND REGULATIONS

The Official Regulation and Playing Rules as published by Little League Baseball Incorporated Williamsport, Pennsylvania shall be binding for Cuyahoga Falls Little League North, National 1. The Board of Directors has adopted the following by-laws to provide a more effective, safe and strong athletic program.

## I. THE LEAGUE

### (A) Board of Directors Election

There are fourteen (14) CFLLN Board of Directors (or Board) positions. They are:

1. President
2. Executive Vice President
3. Major League Vice President
4. AAA Vice President
5. AA Vice President
6. Instructional (T-Ball/A) Vice President
7. League Secretary
8. League Treasurer
9. Umpire Chief
10. Facilities Manager
11. Equipment Manager
12. Fundraising Chairman
13. Player Representative
14. Concessions

The Board of Directors election meeting is open attendance. However, only "Interested Parties" may place names in nomination and/or vote. "Interested Parties" is defined as: Current year Board members and parents or custodians of children of Little League age (5-15) residing within the CFLLN boundaries.

Any adult (18 and over) may be nominated and elected to the CFLLN Board of Directors. Being an Interested Party or living within the CFLLN boundaries is not a requirement. Nominees must be able to attend meetings and have sufficient time available to fill one or more of the above listed positions.

Names are placed in nomination and seconded by Election Meeting attendees in order to be listed as a nominee. These names will be placed on a Nominee list. Nominees must acknowledge their willingness to serve on the Board in order to be placed on the Nominee List. There is no limit to the total number of nominees. However, each Interested Party may only place up to two (2) names in nomination.

Each Interested Party in attendance may vote on up to fourteen (14) names from the Nominee List by listing the names on a ballot form. An Interested Party may only place one vote for each nominee. Names listed more than once on a ballot form will be counted as one vote.

The fourteen (14) people receiving the most votes will be the new CFLLN Board of Directors. The new CFLLN Board of Directors will take office on September 1.

## (B) Officer Elections and Board Rules

The new CFLLN Board of Directors will convene on or before September to elect Officer Positions.

Elections to positions will be by majority vote with the nominee(s) abstaining. Voting will be concluded by anonymous ballots.

In addition to Officer Positions, the Board will select members to the following committees:

1. Draft (President, League Vice President and Players Agent)
2. Bylaws and Rules (3 or more members)
3. Grievance (3 or more members)
4. Tournament oversight (2 or more members)
5. Additional committees that the Board deem necessary

The President may be a Team Manager or Coach in any CFLLN program during his/her term except the Majors or the Major All-Stars.

No person is eligible to be elected President unless they have served on the Board at least one year.

Advisors. In addition to the fourteen (14) elected Board members, there are Advisor positions. Advisor positions are not voted in by the general population. The current elected Board may add up to four (4) advisors to the Board. These advisors serve a one (1) year term which runs concurrently with the elected Board. Each is a full voting member of the Board. Advisors are frequently past presidents and other board members, prominent community leaders and subject matter experts.

The Board shall have the power by a two-thirds (2/3) vote of those elected, to remove, suspend, discipline or replace any member or officer of the Board.

## II. THE TEAMS

### (A) The roster:

1. Major and Minor (AAA) baseball teams will have 12 players per team
2. AA, A and T-Ball teams will have no more than 15 players per team.
3. All teams must have equal numbers of players on their rosters (within 1). If it is determined by the Board that it is in the best interest of the players and the league to allow more players to participate in the program, they may allow a one year exemption from these rules. The Board may elect to allow additional teams to be added where one or more teams may not meet minimum player numbers or add players to existing teams where numbers would exceed maximum player numbers.

## (B) Player replacement for Major and Minor Baseball teams:

1. If a team drops below 12 players at any time during the season prior to May 15 of that year, verified by the Player Agent and League Vice President, the team must fill roster to 12 players.
2. If a team drops below 11 players at any time during the season after May 15 of that year, verified by the Player Agent and League Vice President, the team must fill roster to 11 players.
3. The order in which players may be selected by the team manager to move to a Major team and the players future draft status are as follows:

Player Agent list of 12, 11 and 10 year old players that tried out for Major league in descending order of their ages. Eleven and twelve year old players in the Minor league picked to play in the Major league to fill the roster are considered permanent members of the team. All rules of free agency and release apply should they choose to return to the draft. However, 10 year old players in the Minor League picked to play in the Major League to fill the roster must either go back into the draft the following year or be considered a FIRST ROUND pick at the following year's draft.

4. The order in which players may be selected by the team manager to move to a Minor team and the players future draft status are as follows:

Player Agent list of 10, 9 and 8 year old players that tried out for Minor league in descending order of their ages. Ten and nine year old players in AA league picked to play in the Minor league to fill the roster are considered permanent members of the team. All rules of free agency and release apply should they choose to return to the draft. However, 8 year old players in the AA League picked to play in the Minor League to fill the roster must either go back into the draft the following year or be considered a FIRST ROUND pick at the following year's draft.

5. All player movement must be approved by PARENTS, PLAYER AGENT, LEAGUE VICE PRESIDENT AND PRESIDENT.
6. All player movements are subject to one time Board stipulations and considerations in order to be fair to players and teams and take into account special circumstances.
7. No team rosters will be changed after June 20.
8. A team may borrow a player or players from the league below them if they need to do so to have up to ten (10) players for a given game. No player may play on a borrowed basis more than three (3) times for the same team. If the manager borrows a player they must play at least two (2) innings and they are prohibited from pitching.

### III. SELECTION OF PLAYERS

#### (A) Major and Minor Baseball Tryouts and Draft Rules:

1. All 11 and 12 year olds MUST and 10 year olds have the option to try out for the Majors.
2. All 9 and 10 year olds MUST and 8 years olds have the option to try out for the Minors.
3. For reasons of safety, no 9 year olds may play in the Majors. No 7 year olds may play in the Minors and no one under the age of 5 may play in either Instructional league. This includes siblings of current players.
4. Any player intending to re-enter the draft must state so at registration.
5. There will be two separate baseball drafts. The first will fill the Major League rosters and the second will fill the Minor League rosters.
6. Draft attendees. In order to ensure free exchange and discussion of players, parents and fans, the draft process is not open to the public. Only team managers and assistant coaches participating in the draft, league President, league Vice President and Player Agent will be permitted. The Board may, at its discretion, allow additional attendees under special circumstances.
7. It is the responsibility of all managers participating in the draft process to read and understand these rules.
8. Teams draft in reverse order of finish in their respective league the prior year.
9. Expansion teams entering the league draft first. If there is more than one expansion team in a given year, a coin toss will determine who picks first, second, etc.
10. Trading of draft picks is prohibited.
11. All managers MUST draft in the 12th round, providing their roster is not filled after all options are satisfied. Once a team has one remaining roster position, the manager will refrain from drafting until the 12th round. If a team has only one pick, it is in the 12th round.
12. A team must forfeit an option on a player(s) if that team will have over the 12 player limit after all options are satisfied.
13. All draftees must attend tryouts to be entered in the "standard draft". The Board must approve any player(s) entering the draft who did not attend tryouts. These players will be placed on a "Blind Draft" list. These players' names will be placed in a hat. A team choosing a Blind Draft player will pick a player name out of the hat. No team may select more than one "Blind Draft" player. The Board reserves the right to place a player on the standard draft list upon review of circumstances. Any such players will be discussed with managers prior to the draft.
14. There can be no more than eight (8) of any age group per Major or Minor baseball team.

15. Manager option. Option is exercised at the 11th round draft choice. Managers with more than one child entering must exercise the sibling option. Managers with additional player(s) entering in subsequent years must also exercise the sibling option. Teams losing players due to a managers option are eligible for a compensation pick.
16. Sibling option. Parents may submit options on siblings who are subject to draft. When the first sibling is drafted, the manager automatically takes the remaining sibling(s) in the next round(s). If the parent of a player currently on a team roster wishes to exercise the sibling option for a child entering the league in a subsequent year, the sibling option is exercised in the 4th round. Additional sibling options in the same year on the same team are exercised in following rounds (5th, 6th, etc.)
17. Assistant coach option. This option is exercised in the 1st round. Once a team has used the assistant coach option, it may not be used again until the original player picked is no longer eligible to play, whether or not the parent is still the assistant coach. Only players entering the draft for the first time are eligible to be an assistant coach option. Players may not be taken from another team for this option.
18. All options MUST be announced before the draft begins or the manager forfeits that option.
19. If a player is subject to two draft options, the highest draft placement option must be exercised.
20. Bonus picks. If, at the END of the first round of the draft, a team has four or less players, INCLUDING any manager, sibling and/or assistant coach options to be exercised later, that team may continue to pick as bonus picks enough players until that team has four players. Picks will alternate if multiple teams qualify for bonus picks.
21. Free Agency:
  - A. Each player acquired by a Major League or Minor League team shall be assigned to said team for the duration of their Little League career in that league, unless the player declares free agency. A free agent is defined as a player wishing to be returned to the draft.
  - B. Any player wishing to declare free agency must submit such request to the Board during the registration period. The Board may require said player and/or parents to appear before the Board to justify why the request for free agency should be granted. No person shall be declared a free agent without at least two-thirds (2/3) vote of the Board members present at a special or regularly scheduled meeting.
  - C. All approved free agents will be required to try out prior to the start of the draft. Teams losing players to free agency are eligible for compensation picks. Any player who quits and is not released from a team prior to completion of the season will be required to re-enter the draft the following season as a free agent and will be subject to the free agency and compensation pick rules stated herein.
22. Compensation picks. Teams losing a player to free agency or managers options are compensated for that player loss. Teams losing a player to free agency will receive a compensation pick immediately following selection of that player by another team. Teams losing a player to a manager's option will receive a compensation pick immediately following the second round pick or position of the team acquiring the player.

23. Player release. At a manager's request, and with a justifiable reason, a player may be released between the end of one season and the start of another. The release must be with the approval of the CFLLN Board of Directors. A player thus released is exempt from the free agency rules and may enter the draft with no compensation picks for the previous team.
24. All Minor league players who try out for a Major league team and are not drafted shall go back to the Minor league team played on the previous year. Any Minor league player wishing to go back into the Minor league draft is considered a free agent and subject to all free agency rules.
25. Players not drafted who do not wish to, or are not eligible to return to their previous team or re-enter the draft, will be placed on the Player Agent's list to be called up in the event of a roster shortage. If not called up, he/she will be allowed a full refund of all fees before the first game. Any player not wishing to be placed on this list will be given an immediate refund of all fees.
26. All 8 year old players not making a Minor (AA) team may go back to Instructional team (A) that they played for the previous year or be placed on another team.
27. Following the draft, managers may exchange players until fourteen (14) days after the first scheduled game. All exchanges must be made with the unanimous approval of the Player Agent, League Vice President, President and participating player's parents.
28. Any disputes over the interpretation or implementation of the rules will be resolved by a Draft Committee comprised of the President, League Vice President and Player Agent. This committee decision is final.

## (B) AA, A and T-Ball League Player Selection Rules:

1. T-Ball league is primarily aimed at 5 and 6 year olds, but 7 and 8 year olds may be placed in the league based on skill level or special circumstances.
2. Single-A is primarily aimed at 6, 7 and 8 year olds, but 9 year olds may be placed in the league based on skill level or special circumstances.
3. Double-A is primarily aimed at 8 and 9 year olds, but 10 year olds may be placed in the league based on skill level or special circumstances.
4. All players will be placed on a team by the individual League Vice Presidents
5. Players may, at the time of registration, request placement on any team. Every effort will be made to place players on the team of their choice while maintaining competitive balance (AA).
6. Players may request to stay on the same team as played the year before to establish a comfortable atmosphere for the players.

## IV. SCHEDULES

1. It is the team manager's responsibility to re-schedule missed games, including rain-outs, with the approval of the League Vice President and the Umpire Chief.
2. All missed games must be re-scheduled and played before the end of the regular season.
3. Any disputes regarding make up games will be resolved by the team managers, the League Vice President and the Board, if necessary.
4. Forfeited games will count as a loss this year and as a win the next year during draft positioning.
5. It may not be possible to make up all games prior to the end of the season. Should this happen, the Board may decide to consider current won/loss percentage in deciding team standings.

## V. MINOR LITTLE LEAGUE ALL-STARS

### (E) Player Selection:

1. Only 8, 9 and 10 year olds may be voted onto the Little League All-Star team.
2. Managers will submit up to 6 players' names from each team to the Board of Directors. Major League managers of 10 year old players will also submit names.
3. Managers will vote on the top 12-15 players. The Player Agent will act as an arbiter in the event of a dispute.
4. The top 9 vote getters will be selected to the All-Star team. The manager will select the balance of roster up to the Little League maximum

### (E) Manager Selection:

1. Managers and/or assistant coaches must declare his/her wishes to manage the All-Star team.
2. The Board of Directors shall choose the manager.
3. Manager will select his/her own coaching staff, one of the coaching staff should be a Minor League manager

### (E) Team Sponsors:

1. The team is responsible for obtaining its own sponsors to pay for uniforms or require each player to pay a fee
2. CFLLN Board of Directors may choose to sponsor team(s).

## VI. MAJOR LITTLE LEAGUE ALL-STARS

### (A) Player Selection:

1. Only 11 and 12 year olds may be voted onto the Little League All-Star team.
2. All Major League players will vote for 12 Major League players to be selected for the All-Star team. Players will make up half of the total vote.
3. Managers and assistant coaches of Major League teams will vote for 12 Major League players to be selected for the All-Star team. Managers and assistant coaches will make up half of the total vote.
4. The top 7 vote getters will be selected to the All-Star team.
5. The manager of the All-Star team will select the balance of the roster to include five (5) additional players and two (2) alternates.
6. All ballots must be turned in to the Player Agent for tallying.

### (B) Manager Selection:

1. Managers and/or assistant coaches must declare his/her wishes to manage the All-Star team.
2. The Board of Directors shall choose the manager.
3. Manager will select his/her own coaching staff.

### (C) Team Sponsors:

1. The team is responsible for obtaining its own sponsors to pay for uniforms or require each player to pay a fee
2. CFLLN Board of Directors may choose to sponsor team(s).

## VII. SPECIAL GAMES AND TOURNAMENTS

1. No tournament or special game team may be organized consisting of CFLLN players and using the CFLLN name without prior consent by the Board of Directors.
2. Managers and Board will meet to decide on which tournaments to enter.
3. Any tournament or special game team organized will be done using the following rules:

## (A) Teams:

1. Managers will submit up to six (6) player's names from each team for each team being formed.
2. Managers and assistant coaches will vote on the players. Only Minor League managers and assistant coaches will vote on the players for the 9 and 10 year old All-Star team. The number of players will depend on the tournament or special game rules.

## (B) Manager Selection:

1. Managers and/or assistant coaches must declare his/her wishes to manage the All-Star team.
2. The Board of Directors shall choose the manager.
3. Manager will select his/her own coaching staff, however, in the case of the 9 and 10 year old All-Star team, one of the coaching staff should be a Minor League manager.

## (C) Team Sponsors:

1. The team is responsible for obtaining its own sponsors to pay for uniforms or require each player to pay a fee
2. CFLLN Board of Directors may choose to sponsor team(s).

## VIII. SPECIAL RULES

### (A) AA and Instructional League Playing Rules:

1. T-Ball and Single-A will basically follow Little League regulations and rules. Rules regarding batting (# pitches, # swings, outs, etc.) and pitching (when to begin coach pitch, mound distance, etc.) will be discussed and agreed upon with managers and coaches prior to the start of the season.
2. Double-A will basically follow Little League Minor League regulations and rules. Rules regarding batting and pitching will be discussed and agreed upon with managers and coaches prior to the start of the season.

### (B) Conduct:

1. We expect all players, managers, coaches, umpires, Board members and fans to act in a sportsmanlike manner at all times. Abuse of players, coaches or umpires will not be tolerated. It is the responsibility of the team manager and/or coach to control his/her team and fans. Play will be stopped and a team may be forced to forfeit a game if it is determined by the umpire and/or member of the Board that, after sufficient warning, the conduct of a player, manager, coach and/or fan continues to be disruptive. At the discretion of the umpire, the disruptive party(ies) may be ejected followed by a one game suspension for players, managers or coaches. Fans that have been ejected will not be permitted to attend the next scheduled game.

## (C) Equipment:

1. Batting helmets must be worn in batting cages
2. Helmets with masks must be worn for hitting and running.

## (D) Playing

1. No head first slides into advancing base or any base once involved in a run down. The runner will be called out.
2. The runner either must slide OR otherwise attempt to avoid contact with the fielder who has the ball and is waiting to make the tag. The runner is out when it is in the opinion of the umpire that the runner is not attempting to avoid a collision. The rule is in place to avoid collisions between defensive players attempting to make a play and base runners. It is up to the umpire(s) to decide whether a play was being made. Coaches should discuss this rule with the umpire prior to the start of each game to determine his interpretation of the rule.
3. No fake tags. If, during the play of any live ball, a defensive player fakes a tag on a base runner, this fake tag is considered illegal. If the runner is subsequently tagged out, and it is of the opinion of the umpire that the legal tag is a direct result of the fake tag, then that runner is safe and returns to the advancing base, including home plate. If this player continues during the game with additional fake tags, then he is subject to ejection under unsportsmanlike conduct rules.
4. The umpire Chief has the authority to rectify any call by a field umpire that has placed a runner/batter in jeopardy. Judgment calls may not be appealed unless the umpire making the call grants permission for an appeal.
5. In accordance with rule # 4.10e(2) of the Official Regulations and Playing Rules, CFLLN chooses not to adopt a mercy rule for Minor or Major League play.
6. Two (2) coaches may be used as base coaches during a Minor League game.

## (E) Ground Rules for Complex:

1. Roster players, two coaches and managers only are allowed in the dugout and on the playing field.
2. Players, managers and coaches acting in an unsportsmanlike manner will be reviewed by the Board of Directors. The Board will determine the course of action to be taken per person per incident.
3. Special playing field ground rules may be determined based on field conditions. The decision is made by umpire(s) and managers.
4. Pitched passed balls through the backstop, the runner may advance one base, but not home.
5. Balls struck or rolled under or in a fence, fielder must raise arm and umpire must view ball before removal. Umpire will determine base position of runners when this condition occurs.

6. Two (2) coaches or managers will permitted on the field as base coaches during Minor League games.

## (F) Disputes:

1. Disputes or problems among players, fans, coaches, managers, umpires and/or parents must be resolved through the Grievance procedures and the Grievance Committee.
2. Protests or appeals by coaches or judgment calls or other rules interpretations by an umpire are governed by the Little League Rule Book and the League Bylaws where applicable. The plate umpire is responsible for execution of these rules.