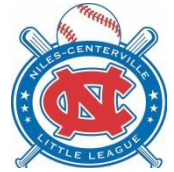


2026 BYLAWS (v3)

NILES-CENTERVILLE LITTLE LEAGUE

League ID: 0405-14-04

Approved by the Board of Directors (04/02/2026)



1. Playing Divisions, Rosters, and Draft.

1.1. Playing Divisions. All players will be placed into one of the following divisions of play, subject to Board discretion. League-age 12-year-olds may not be compelled to play in a division higher than Majors.

<u>Division</u>	<u>Ages</u>
Tee-Ball	4-7 years
Farm	6-9 years
Minor B	6-11* years
Minor A	8-11 years
Majors	10-12* years
Intermediate	12-13 years
Juniors	12-14* years
Seniors	14-16 years

- 1.1.1 5 or 6-Year-Olds in Minor B.** May be considered for the Minor B division, assuming:
 - Following Little League *“Regulation 4a, Minor League Division, Note 1”*, and
 - Has been assessed by Player Agent to participate and approved by the Board of Directors

- 1.1.2 9-Year-Olds in Major.** May be considered for the Major division, assuming:
 - The player has completed at least one year of play at the Minor A level, and
 - Has been assessed by Player Agent to participate and approved by the Board of Directors

- 1.1.3 15-Year-Olds in Juniors.** May be considered for the Junior division, assuming:
 - Following Little League *“Regulation 4a, Junior League Note”*

1.2 Player Advancement. Players will be permitted to advance only one playing level from season to season, unless qualified to do so at the discretion of the Board.

1.3 Property Players – All Divisions. NCLL will follow Little League draft method B, Alternate Method. NOTE: The players in the Major Division and above are property of the Division in which they play.

1.4. Order of Draft.

1.4.1. Division Order. Under the discretion of the Board of Directors, teams will be drafted in the following order: Juniors, Intermediate, Majors, Minor A.

Minor B teams will be selected under the discretion of the Player Agent of that division.

Farm and T-Ball teams will be selected under the discretion of the Player Agent/Board of Directors.

1.4.2. Team Draft Order. The order in which teams draft players will be determined by a lottery system on draft night; the draft will proceed as pursuant to the Alternate Method for Plan B in the Little League Operations Policies.

1.4.2.1 For players league age 8 and under, the manager's son or daughter must be selected in the 6th round. Older ages are addressed in the Alternate Method for Plan B draft process.

1.5 Player Trades. Managers may trade players through, and with the approval of, the Player Agent, but only in the draft room immediately after the conclusion of the draft. The Board may consider extenuating circumstances for trades after this time, if presented to the Board within 14 days of the draft, or after the player is notified of his team placement, whichever is later.

1.6. Late Registration or Inability to Attend Player Evaluations.

1.6.1. Inability to attend player evaluations - All players (exception of Tee-Ball and Farm) are required to attend player evaluations. Any player unable to attend player evaluations must submit in writing to the President their reasons for not participating in the player evaluations. If approved by the Board, the player will be evaluated and then included in the draft.

1.6.2. Late Registration – Prior to Draft. All players registering after player evaluations are required to submit in writing to the President their reasons for not participating in the player evaluations. If approved by the Board, the player will be evaluated and then included in the draft.

1.6.3. Late Registration – After the Draft. In addition to the requirements of 1.6.1 ("Late Registration – Prior to Draft"), all players who register after the draft are subject to the following:

1.6.3.1 All 12-year-old players who register after the draft will be placed on a waitlist. These players will be assigned to a team if a roster position becomes available in their appropriate division of play.

1.6.3.2 Player Agents shall assign any available players on the waitlist PRIOR to implementation of any other replacement proceedings. Such players shall be assigned on a "first registered - first assigned" basis.

1.6.3.3 Majors and Minor A divisions: after all teams have 12 rostered players, any newly registered players for these divisions will be placed on a waitlist until a team releases a player which results in the number of rostered players for that team to drop below 12.

1.6.3.4 When a late registrant is eligible and ready to be placed on a team, he/she will be placed on the team in their appropriate division with the fewest rostered players. If there are multiple teams in that division with the fewest rostered players, the player will be randomly assigned to one of those teams.

1.7. Replacement Notification. Managers have seven (7) days to replace a player who has been released from his/her team. A player is considered “released” only with the approval of the Board. Any manager who fails to notify the appropriate Player Agent of a player’s continued absence, or is found with a short roster, will be required to accept a player assigned by the Player Agent.

1.8. Player Replacement Procedures. All player replacement procedures will be administered in accordance with the Little League Regulations and Operating Policies. The Player Agent oversees all player transactions, with Board approval.

For Minor players refusing to move up to Majors as a replacement player: If a Minor player refuses to move up when requested to do so as a replacement player, then that player is not eligible to move up the rest of the season. If another Minor player (Player B) is then moved up after the refusal of the first player (Player A) to move up, Player A may be moved to the team Player B came from and may be replaced by another player in their Minor division to balance teams.

Minor players will not be moved as replacement players for Majors teams during the final 2 weeks of the season (14 days before the last regularly scheduled game).

2. Responsibilities of the Manager

2.1. Field Work Projects. Managers must attend or arrange for team representation to participate in all NCLL Field Work Events. Any manager who fails to fulfill this requirement will be assigned a work project by the Field Manager and may be subject to further disciplinary action, including suspension, as considered appropriate by the Board.

2.2 Post-Practice Duties. After practices, Managers are responsible to conduct mound and field maintenance to ensure the field is left in proper condition (repairs to infield, filling holes, etc.)

2.3. Field Prep Duties. Managers who consistently fail to adequately prepare the field for safe play before game time will be assigned a work project by the Field Managers and may be subject to further disciplinary action, including suspension, as considered appropriate by the Board. Fields must be prepped *no later than* 25 minutes prior to game time.

2.3.1. Home Team Responsibilities

Pre-game

- Water and drag the infield
- Prepare the pitcher's mound and batter's box, including filling holes
- Chalk the infield and install bases
- Retrieve game balls from the Snack Shack cabinet

Post-game

- If the visiting team is a non-NCLL team, the home NCLL team has the visiting team post-game responsibilities as well as the listed home post-game responsibilities
- Remove all trash, water bottles, etc. from the home team's dugout AND bleachers after each game.
- Put away the pitching machine (if required)
- Take down the outfield fence (90-foot field only)

2.3.2. Visiting Team Responsibilities

Pre-game

- Unlock and power on scoreboard
- Set up the pitching machine (if required)
- Set up the outfield fence (90-ft field only)

Post-game

- Remove all trash, water bottles, etc. from the visiting team's dugout AND bleachers after each game.
- Ensure that all equipment (bases, pitching screen, rakes, hoses) and score booths are locked up if playing the final game of the day.
- Water and drag the infield
- Repair damage to pitcher's mound and batter's box
- Place covers over mound and batter's box
- Power off and lock scoreboard
- Lock dugouts, infields gates, and scorekeeper booth

2.3.3. Dugout Assignments – Major, Minor, Tee-ball Fields. The home team shall occupy the 3rd base dugout.

2.3.4. Dugout Assignments – 90 Foot Field. The home team shall occupy the 1st base dugout.

2.4 Joy of the Game. A Managers primary role is to ensure all players are learning baseball, progressing their skills, and having fun. Managers must maintain a positive environment with their players, assistants, and parents. Managers should prioritize development and fun over winning. Every player, regardless of skill level, should feel welcomed, valued and respected by the team. Managers should embrace mistakes, praise effort and progress, and ensure that each player is physically and emotionally safe. Managers failing to meet this standard may face disciplinary action, which may include additional training, meeting with the coaching coordinator and committee, suspension, or removal.

2.5 Umpiring Duties. All teams will be assigned games to umpire by the Umpire-in-Chief. Each manager shall encourage as many parent volunteers as possible to attend umpire training classes and clinics to qualify for the umpire program.

- All teams will be assigned games to umpire by the Umpire-in-Chief.
- Teams will not umpire games within their own division of play. (Exception: T-ball, Farm and Minor B. T-ball, Farm, and Minor B managers and coaches are responsible for umpiring their respective levels of play/games.)
- Umpires will only be assigned to Minor A and higher levels of play. Umpires may be assigned by the Umpire-in-Chief to Minor B division games for training purposes.
- The Umpire-in-Chief may approve current players as umpires. These players may umpire any games below the division in which they currently play. All player umpires must be approved by the Umpire-in-Chief and appointed by the league President and approved by the Board.
- The Umpire-in-Chief shall assign the crew chief. The crew chief may be the plate umpire or a base umpire.
- Managers will be responsible for their team's umpiring assignments and are encouraged to staff the assignments themselves and/or by their coaches.
- All switching of umpire assignments must be approved by the Umpire-In-Chief not later than 72 hours in advance.

2.5.1. Failure to Fulfill Umpire Duties. Failure to fulfill umpire duties will result in the following procedure:

- 1st Offense: Umpiring duties rescheduled
- 2nd Offense: One game suspension of manager; umpiring duties rescheduled
- 3rd Offense: Two game suspension of manager; umpiring duties rescheduled. (A harsher penalty may be administered and enforced, including suspension of the manager for the remainder of the season, at the discretion of the Board.)

2.6. Scorekeeping Responsibilities. For all levels of play (except T-ball), both the Home and Visiting teams are to provide one scorekeeper during each game. The Home Team's scorekeeper will be designated the Official Scorekeeper for the game. Both scorekeepers may sit in the Scorekeeper area immediately behind Home Plate if agreed upon by both scorekeepers. If either scorekeeper has a preference to remain physically distanced from the other scorekeeper, this is allowed and should be respected. If the scorekeepers are physically distanced, the home scorekeeper inhabits the score booth and the visiting team scorekeeper is permitted to score from the bleachers.

Scorekeepers shall not communicate with any individuals other than umpires and participants of the game as allowed by the Little League Rule Book. Only approved scorekeepers will be allowed to keep score during games.

2.6.1 Failure to Fulfill Scorekeeper Responsibilities. Failure to provide a scorekeeper for a game shall result in the following penalty:

- 1st Offense: Written warning from Board.
- 2nd Offense: One game suspension of manager
- 3rd Offense: Two game suspension of manager. (A harsher penalty may be administered and enforced, including suspension of the manager for the remainder of the season, at the discretion of the Board.)

3. Discipline and Conduct.

3.1. No Tobacco/Smoking/Alcohol/Drug Policy. All tobacco use (smoking, vaping, chewing, dipping, etc), smoking of any kind (cigars, cigarettes, e-cigarettes, other drugs, etc), and the presence of alcoholic beverages or illegal drugs are PROHIBITED on Vallejo Mill school grounds and NCLL fields and facilities. Further, managers, coaches, or League Officials with alcohol on his/her breath (i.e. drinking elsewhere then returning to the game/practice site) will not be allowed on the premises.

3.1.1. Violations/Disciplinary Actions. Violations of the No Tobacco/Smoking/Alcohol policy will generally result in the following actions:

- 1st offense: One game suspension
- 2nd offense: Suspension for the remainder of the season. The offender will be barred from participating in any league sponsored game, practice, activity or event but may attend games as a spectator.
- Violations of this policy deemed to be egregious in nature by the Board of Directors may result in elevated disciplinary action even on the first offense.

3.2. Player Benching. Managers may bench players for attendance/conduct, subject to the following: The Player Agent **must** be notified at least 48 hours prior to the game for which the benching is to occur. The Player Agent will collect information and circulate to the Disciplinary Committee prior to the start of the game. If the Disciplinary Committee determines that such discipline was not valid, all mandatory play rules apply. Benching is defined as a player suspended from play during a scheduled game.

3.3 General Conduct and Citizenship. Little League Regulation XIV governing decorum and behavior of players, managers, coaches, umpires and league officials, on or off the field, will be strictly enforced by the Board of Directors. Anyone violating Reg XIV(a) or (e) is subject to disciplinary action

3.4 Game Conduct. The conduct of players, coaches, managers and league officials will be closely scrutinized by NCLL. The umpires will be in complete charge of all games once started. The umpires will enforce all rules with special emphasis on ensuring good sportsmanship by all participants. The Board shall fully support the umpires at all times.

Players, coaches and managers are subject to the following disciplinary actions:

3.4.1. Any manager, coach or player ejected from a game will be required to appear before the Disciplinary Committee before they can be present at any subsequent game. A player must appear with his/her manager. If the reason for the ejection was an illegal bat or other administrative penalty not related to bad behavior or poor sportsmanship, and this is the individual's first ejection for this reason, the President (or another member of the Disciplinary Committee, if the President has a conflict of interest) may waive this requirement to appear before the committee.

3.4.2. Any manager, coach or player ejected from a game must immediately leave the game site, which includes all Vallejo Mill school grounds and the Vallejo Mill City Park, for the remainder of the day. Exception: Players may remain in the Snack Bar until picked up by their parent or guardian.

3.4.3. A mandatory one game suspension per the Little League Rule Book.

3.4.4. Harsher penalties may be administered and enforced as necessary at the discretion of the Board.

3.4.5. The Disciplinary Committee shall hear any complaints of unsportsmanlike conduct by a manager, coach, player or team. The manager is always completely responsible for the conduct of their team members. After a hearing by the committee, the manager, coach or player may be suspended from the league.

3.5. Repeated Violations/Disciplinary Actions. Any manager, coach or player ejected from a game shall be subject to the following penalties:

- 1st offense: Suspended from next scheduled game
- 2nd offense: Suspended from next two scheduled games
- 3rd offense: Expulsion from NCLL for the remainder of the season and may include recommendation to future boards to not re-appoint

3.6. Fighting. Fighting will not be tolerated. A five-game suspension will be imposed on any player involved in a fight, as determined by the Board. This suspension will include post-season games and activities. Any player involved in a fight will also be required to appear before the Disciplinary Committee along with his/her manager; such committee may determine that additional discipline is appropriate.

3.7 Disciplinary Committee. Subject to the discretion of the Board President, the Disciplinary Committee shall be comprised of the Board President, Coaches' Coordinator, Head Player Agent, Player Agent for Relevant Division, and the Umpire in Chief.

4. Medical and Safety

This section is subject to the NCLL Safety Plan. If any conflict between these Bylaws and the Safety Policy, the Safety Policy shall govern.

4.1. Injury Reports. Managers/coaches are required to report all injuries that occur during an NCLL game or practice, regardless of how minor they may appear, within 24 hours to the NCLL Safety Officer.

4.2. Doctor's Releases. Subject to and including the requirements for concussion situations set forth below, any player injured, on or off the field, **and** requires medical treatment by a doctor, must submit a doctor's release to the Safety Officer prior to returning to participate in any practice or game. ("Doctor" includes an accredited medical provider). The release may be reviewed by a safety committee (consisting of at least the Safety Officer, League President, and the player's Player Agent) to ensure the contents of the release are clear and reasonable.

Any manager found in violation of this requirement will receive a one (1) game suspension.

4.3. Concussion Policy. NCLL will:

- Require each coach and administrator to successfully complete the concussion and head injury education offered annually before supervising an athlete in any baseball activity.
- Provide each family with a concussion and head injury information sheet
- Require that each player and parent review, sign and return the signed concussion information sheet before the player engages in any baseball activity, including tryouts, practice, and competition.
- Require that any player showing signs or symptoms suggestive of a concussion or other head injury be immediately removed from participation/competition. If an athlete who is 17 years or age or younger has been removed from an athletic activity due to a suspected concussion, the player will not be allowed to return to play in NCLL until he/she has been evaluated by a licensed health care provider and has received a written clearance to return to athletic activity from a licensed health provider who is trained in the evaluation and management of concussions and is acting within the scope of his/her practice. The clearance must be on the health provider's letterhead and display the address location. It is important to note that conditional clearances will NOT be accepted. If the licensed health care provider determines that the athlete sustained a concussion or other head injury, the athlete shall also complete a graduated return-to-play protocol of no less than 7 days in duration under the supervision of a licensed health care provider.

4.4. Sudden Cardiac Arrest Prevention Policy. NCLL will:

- Require each coach, administrator, and umpire to successfully complete the sudden cardiac arrest prevention education offered annually before supervising an athlete in any baseball activity.

- Provide each family with a sudden cardiac arrest prevention information sheet with a requirement that each player and parent review, sign and return the signed sudden cardiac arrest prevention information sheet before the player engages in any baseball activity, including tryouts, practice, and competition.
- Sudden cardiac arrest prevention education and educational materials and a sudden cardiac arrest information sheet shall, at a minimum, include information relating to all of the following:
 - Cardiac conditions and their potential consequences.
 - The signs and symptoms of sudden cardiac arrest.
 - Best practices for removal of an athlete from an athletic activity after fainting or a suspected cardiac condition is observed.
 - Steps for returning an athlete to an athletic activity after the athlete faints or experiences a cardiac condition.
 - What to do in the event of a cardiac emergency: this shall include calling 911, performing hands-only CPR, and using an automated external defibrillator (AED) if it is available.
- Post related information online or provide educational materials to athletes and parents, or both.
- Require that an athlete who has passed out or fainted in an athletic activity shall be immediately removed from the athletic activity for the remainder of the day and shall not be permitted to return to any athletic activity until the athlete is evaluated by a licensed healthcare provider. The athlete shall not be permitted to return to athletic activity until the athlete receives written clearance to return to athletic activity from a licensed healthcare provider. It is important to note that conditional clearances will NOT be accepted. If the licensed healthcare provider suspects that the athlete has a cardiac condition that puts the athlete at risk for sudden cardiac arrest or other heart-related issues, the athlete shall remain under the care of the licensed healthcare provider to pursue follow-up testing until the athlete is cleared to play. If an athlete who is 17 years of age or younger has been removed from athletic activity due to fainting or another suspected cardiac condition, NCLL shall notify a parent or guardian of that athlete of the time and date of the injury, the symptoms observed, and any treatment provided to that athlete for the injury.

4.5. Policy on Suspected Abuse. NCLL is committed to preventing any and all forms of child abuse, including emotional, physical, and sexual abuse. We have a zero-tolerance policy for any behavior that is consistent with any type of child abuse or exploitation. In accordance with requirements by the SafeSport Act, California State Law, and Little League International, NCLL adopts the following policies.

4.5.1. Reporting of abuse involving a minor to the proper authorities.

- All volunteers of NCLL are mandated reporters and are required to report suspected, disclosed, or witnessed act of child abuse to any police department, sheriff's department, county probation department, or the county welfare department, but not including school district police or security, within 24 hours. The Alameda County Emergency Response Child Abuse Reporting Telephone Number at: (510)259-1800.
- Volunteers should also notify the NCLL President that a report of child abuse has been filed with the proper authorities. The NCLL President will then notify the District Administrator.
- Volunteers could face criminal charges if they or the league chooses to ignore, or not report to the proper authorities, any act of child abuse, including sexual abuse, within 24 hours.

4.5.2. NCLL prohibits retaliation on "good faith" reports of child abuse. Any NCLL member that retaliates against a person or persons who made a good faith report of actual or suspected child abuse will be subject to disciplinary action up to and including dismissal.

4.5.3. In compliance with California State Law, NCLL requires, to the greatest extent possible, the presence of at least two mandated reporters whenever administrators, employees, or volunteers are in contact with, or supervising, children.

4.5.4. NCLL requires all board members, team coaches and managers, and all volunteers to complete the Abuse Awareness for Adults training provided by USA Baseball and SafeSport on an annual basis.

4.6. Policy Against Sexual Harassment. It is the policy of NCLL that all of the parties involved in the operation of NCLL will provide a League environment which is free of all forms of discrimination, including incidents of sexual harassment. No individual shall be subjected to verbal or physical sexual behavior. Sexual harassment will be treated as misconduct and may result in the application of appropriate corrective action up to and including dismissal. See the Sexual Harassment Policy in the Little League Operating Policies published in the annual rulebook for definitions, reporting procedures, and responsibilities.

4.7. Policy on Board Member/Manager/Coach/Volunteer Training. It is the policy of NCLL to provide as much training as possible to its volunteers. Mandatory training for managers and coaches in abuse awareness/mandatory reporter training, First Aid/Safety, proper mechanics/fundamentals orientation, and Little League philosophy are scheduled annually. Abuse awareness/mandatory reporter training will be supplemented with additional information on the state of California reporting requirements and process. This supplemental information will be provided by the Safety Officer. First Aid/Safety trainings shall be conducted at annual Team Parent meeting. Makeup First Aid/Safety trainings shall also be scheduled to ensure all managers, coaches, and any other on-field volunteers attend one annually.

4.8 Policy on Board Member/Manager/Coach/Volunteer Fingerprinting

Fingerprinting must be completed by all volunteers and administrators who have direct contact with or supervise youth more than 16 hours a month or 32 hours a year (CA Business and Professions code, Division 8, Chapter 2.9). Fingerprinting will be done utilizing a LiveScan system which submits fingerprints to CA DOJ. The cost of fingerprints will be paid by NCLL for all volunteers requiring fingerprinting. During the fingerprinting process, NCLL must be identified as requiring updated alerts should a subsequent event occur involving the volunteer that would generate a notice from CA DOJ. NCLL must notify the state when a volunteer is no longer volunteering in the organization.

It is NCLL’s intention to fully comply with the amended California Business and Professions Code subsection 2.9 “Youth Service Organizations” requiring fingerprinting for some of NCLL’s volunteers. The following list identifies volunteers who will and will not be required to be fingerprinted. At the discretion of the NCLL League President, other league volunteers or league positions may be identified that are required to be fingerprinted to comply with California law.

Required to LiveScan for NCLL:

- Board member, Managers, Coaches
- Non-voting board members with consistent field presence
- Home plate umpires (substitutes who will not reach the legal hour requirement for LiveScan can be exempted at the direction of the league President)
- On-field adult volunteers (practice and/or games)
- Safety parent
- Snack shack supervisors

NOT required to LiveScan:

- Scorekeepers
- Volunteer base umpires
- Team parents
- Snack shack volunteers
- Field maintenance/field prep crew

4.9 Policy on Board Member/Manager/Coach/Volunteer Presence with Children

To the greatest extent possible, the presence of at least two mandated reporters whenever administrators, employees, or volunteers are in contact with, or supervising, children (CA B&P Division 8, Chapter 2.9).

5. Parking and On-field Vehicle Use.

Vehicle parking is permitted only in the Vallejo Mill School parking lot in front of the school, the Vallejo Mill Park parking lot (driveway only), and on city streets. Only on-duty Board Members, umpires, and disabled individuals may park in the designated area behind the Snack Bar (in park area only). Other than NCLL vehicles (ATV, lawnmower), no vehicles are permitted on any field.

6. Exceptions to, and exercising of optional, Little League Playing Rules.

6.1 T-Ball. T-Ball games are subject to a 60-minute time limit. An inning is over for the offense when seven players have come to bat, notwithstanding the number of outs. Refer to NCLL Appendix B for T-ball rule exceptions.

6.2 Farm. No new inning shall be started after 90 minutes of play. A full inning must be played if an inning is started (both teams' bat). Given the instructional focus of the Farm division, an additional coach or volunteer (beyond the 3 coaches specified by Little League) may be on the field or in the dugout to help/supervise each team. Refer to NCLL Appendix C for Farm rule exceptions.

6.3 Minor B. No new inning shall be started after 105 minutes of play. A full inning must be played if an inning is started (both teams' bat). In addition to Little League Regulation IV Mandatory Plan requirements, each player must play two complete and consecutive innings of defense during a game. Each player may not play more than 4 defensive innings in the infield during a game and no more than 2 infield innings in succession (subject to game time roster and player safety). Given the instructional focus of the Minor B division, 4 total coaches may be on the field or in the dugout to help/supervise each team. Refer to NCLL Appendix D for Minor B rule exceptions.

6.4 Minor A. For all innings until the 6th Inning or the "last inning" as designated by the Umpire, the five-run rule is in place. For the 6th inning or "last inning", the 5 run limit is lifted for that inning and thereafter. However, an inning will end when all players on the line-up card have batted one time in the inning.

6.5 Options in Rulebook. NCLL will follow/exercise the following Little League rulebook options for regular season games at the specified divisions.

6.5.1 Rule 4.04 - [Majors; Tee Ball and Minor leagues are required to utilize continuous batting order by rule] The league adopts the policy of a continuous batting order that includes all players on the team roster present for the game. If a player arrives late to a game site, if the manager chooses to enter them into the lineup they will be added to the end of the current lineup.

6.5.2 Rule 4.04, 4.16, 4.17 [Tee Ball and above] Teams may start and play games with 8 players. A team with (8) players will skip over the ninth (9th) position without penalty. A game may not be continued with less than eight (8) players on each team.

- 6.5.3 Rule 6.02c - [Minor B and above]** After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. (Exceptions listed in LL Rulebook)
- 6.5.4 Rule 9.01d - [Minor A and above]** Application of the rule to stealing and relaying signs.
- 6.5.5 Rule 7.14b - [Minor B and above]** A courtesy runner for the catcher and/or pitcher of record is allowed when there are two (2) outs. When continuous batting order is being used, the courtesy runner must be the player in the batting order who made the last out.
- 6.5.6 Tournament Playing Rules - Rule 14 - [Minor A and above]** Tie game rules for starting each half inning with a runner (last batter scheduled to bat in that inning) on 2nd for all extra innings.

6.6 Options in Rulebook. NCLL will decline the following Little League rulebook options for regular season games at the specified divisions.

- 6.6.1 Rule 4.01e - [Minor A and above; 8-run rule]** The league will not adopt the 8 run rule.

7. Regular Season Game Schedule.

7.1. Regular Season. The Board shall schedule and approve all games for each division of play prior to the start of the season. The number of games to be played in the regular season shall be at the discretion of the Board and per the following:

7.1.1 There shall be a minimum of twelve (12) regular season games.

7.1.2. The season shall be divided into two halves, to be determined prior to the start of the season and approved by the board of directors (refer to section 7.5 for rules regarding rescheduled games).

7.2. Inter-league and Inter-district Games. Prior to the start of the season, at the discretion of the Board, the Board may elect to participate in Inter-league and Inter-district games during the Regular Season. Inter-league games are defined as games played against other teams at the same level of play from neighboring leagues within CA District 14 boundaries. Inter-district games are defined as games played against other teams at the same level of play from neighboring districts. The decision to play inter-league and inter-district games will be on a division-by-division basis. District 14 inter-league and Inter-district rules shall apply to these games and may supersede these by-laws. Teams may play a combination of league, inter-league, and inter-district games during the Regular Season. These games will not count towards division standings.

7.3. Game Scores and Division Standings. *Please note, games scores and division standings are not kept, shown or posted for T-Ball and Farm Divisions. For Minor B, the scoreboard may be used while the game is in progress. No scores or division standings shall be posted or recorded.*

Game scores and division standings for Minor A divisions and above shall be posted and recorded.

7.3.1. League Championship. A League Champion shall only be determined in the Minor A, Majors, Intermediate, Juniors, and Seniors divisions. The teams with the best overall win-loss record from each half shall play a 1-game championship to determine the League Champion. The championship game shall be played using all regular season baseball rules. If a team wins both the first and second half, no playoff is required, and that team is declared the League Champion (Refer to Tie Breaker section 8 for more information).

7.4. Rescheduling of Games. Managers are required to notify the NCLL President, in writing, no later than two weeks (14 days) after the divisional draft of any dates the manager will be unable to field at least nine (9) players for a scheduled game. (For example, a school trip). The Board will consider these dates when preparing the season schedule but will make no guarantee that no games will be scheduled for the manager's team on the dates listed.

Managers are required to notify the NCLL President, in writing, no later than two weeks (14 days) after the divisional draft of any dates the manager will only be able to field nine (9) players for a scheduled game. If, at any time during the season, an illness or injury drops the number of available players for a game listed below nine, the game may be rescheduled at the discretion of the NCLL Board. The manager will be required to provide medical evidence verifying the illness or injury on game day. The affected game will be rescheduled at the earliest available date and time (excluding Sundays for Majors and below) at the discretion of the Board. Note: At no other time will illness or injury be cause for a postponement.

7.5. Postponements and Suspended Games. Games that need to be rescheduled due to postponement, suspension or other unavoidable circumstances (For example: weather, field closures, field/game conflicts, protests, darkness, curfew, power outages, but not games that fall under the provisions of the previous section: Rescheduling of Games), shall be rescheduled and played/resumed on the first available date and time. The date and time shall be determined at the discretion of the Board.

A rescheduled game counts as a first half game if the game was originally scheduled in the first half and counts as a second half game if the game was originally scheduled in the second half of the season.

7.6 Players Pools. To aid teams that are having a difficult time getting enough players for their scheduled games, the League may form pools of players from existing teams. Pools may be formed for the Minor A division and above. Pools will be formed and administered as required by Little League Regulation V (c).

7.6.1. Pool players will wear their original team's uniform, bat last in the lineup, and not be able to pitch.

7.6.1.1. [Majors & Below] Pool players will not be able to play the position of catcher.

7.6.2 [Majors & Below] Managers may only request pool players to bring their gameday roster size to nine players. If additional pool players beyond nine are requested, must be approved by the Division Player Agent and President. All pool players still must meet the nine consecutive defensive outs play requirement.

8. Tied Standings.

Division standings that are tied at the end of all scheduled games in each half shall use the following tie-breaking rules to determine the champion for each half:

If two teams end a half with the same win/loss record, the two teams shall play each other in a playoff game to determine the champion for that half. For a first half tie, the playoff game will be scheduled for the first Monday after the completion of the first half for all teams in that division. Normal Little League rules apply, including pitching eligibility, innings pitched, and mandatory play. The Home team for this game shall be determined by coin flip.

If there are more than two teams tied at the end of either half, the top 2 teams will be determined by the 2 teams with the least total runs against their team in the half being decided.

9. All-Stars.

All-Star teams shall consist of a maximum of fourteen (14) players, but not less than twelve (12) players. The NCLL Board of Directors will determine the roster size. All rosters must be submitted, and are subject to final approval by the President, Vice Presidents, and Player Agents. The All-Star team selection will be determined as follows:

9.1. Order of Selecting All-Star teams by division: Once voting has been completed for all divisions, the formation of teams will proceed in the following order:

1. Senior All-Star Team
2. Junior All-Star Team
3. Intermediate 50/70 All-Star Team
4. 10-12 year old All-Star Team
5. 8-10 year old All-Star Team
6. 9-11 year old All-Star Team

9.2. Players Selected to multiple All-Star Teams: Placement of that player onto a single all-star team is at the discretion of the parents/player, player agent, and President and is subject to approval by the NCLL board. Players selected to multiple All-Star teams are only eligible for (and cannot play for more than) one team actively.

9.3 Senior, Junior and Intermediate (50/70) divisions. In these divisions, all players will vote for up to twelve (12) players within their division. The top six (6) player vote recipients will automatically be on the team. The top four (4) managers ranked players, who were not elected by the player vote, will automatically be on the team. The All-Star manager for each division will select the remaining players from a list of all eligible players in the appropriate division.

9.4. All 10, 11, and 12-year old players in the 50/70, Majors and Minor A divisions will vote for up to twelve (12) 10-12 year old players from those divisions. The top six (6) player vote recipients will automatically be on the team. The top four (4) players ranked by Majors division managers, who were not elected by the player vote, will automatically be on the team. The All-Star manager will select the remaining players from a list of the next twelve (12) top player vote recipients. Of those remaining roster selections, the All-star manager may exercise two (2) Manager Options from all eligible players in those divisions.

9.5. All 8, 9, and 10-year old players in the Majors and Minor A divisions will vote for up to twelve (12) 8-10 year old players from those divisions. The top six (6) player vote recipients will automatically be on the team. The top four (4) players ranked by Minor A division managers, who were not elected by the player vote, will automatically be on the team. The All-Star manager will select the remaining players from a list of the next top twelve (12) player vote recipients. Of those remaining roster selections, the All-Star manager may exercise two (2) Manager Options from all eligible 8/9/10 year old players.

9.6. All 9, 10 and 11-year old players in the Majors and Minor A divisions will vote for up to twelve (12) 9-11 year old players from those divisions. The top six (6) player vote recipients will automatically be on the team. The top four (4) players ranked by Majors and Minor A division managers, who were not elected by the player vote, will automatically be on the team. The All-star manager will select the remaining players from a list of the next twelve (12) top player vote recipients. Of those remaining roster selections, the All-Star manager may exercise two (2) Manager Options from all eligible 9/10/11 year old players.

9.7. Player voting ties. In the event of a tie in the player voting for any All-Star team, if the number of players tied results in one additional player being automatically selected (e.g. for Majors team, a two-way tie for 6th or a three-way tie for 5th, and so on), those players tied for the final spots will be automatically selected. If there is a tie that would result in two or more players beyond the set number of automatic selections being included (e.g. for Majors team, a three-way tie for 6th, four-way tie for 5th, ...), then the All-Star manager will decide by including the tied players in the list of next top vote recipients, if applicable, and/or the pool of eligible players remaining. The same process applies for player selections from manager voting.

Player eligibility for All-Star team participation and voting by age/division:

Player Age	Division	8/9/10 Team	9/10/11 Team	10/11/12 Team
8	Minor B	No	No	No
8	Minor A	Yes	No	No
9	Minor B	No	No	No
9	Minor A	Yes	Yes	No
10	Minor B	No	No	No
10	Minor A	Yes	Yes	Yes
10	Major	Yes	Yes	Yes
11	Minor B	No	No	No
11	Minor A	No	Yes	Yes
11	Major	No	Yes	Yes
12	Major	No	No	Yes

9.8. NCLL All-Star Managers/Coach Selections

9.8.1. The League President shall appoint All-Star team managers, which are subject to Board approval. Candidates interested in becoming an All-Star team manager must formally apply to the Board by emailing the league president to indicate interest. Candidates must be from the current season’s staff of NCLL managers and coaches.

9.8.2. The League President shall appoint two assistant coaches subject to the approval of the Board. The President may seek input from the All-Star team manager or other League officials in making his appointments.

9.8.3. The Board shall objectively consider and discuss the following during the selection of All-Star Managers and Coaches: Team performance as demonstrated by the team’s win-loss record; accomplishment of stated goals for the respective division of play; conduct on and off the field, including any violations of league policies or guidelines and efforts to remedy issues that have been communicated during the season to the manager or coach; conduct towards players; conduct towards umpires; and history with the league. The Board may also collect information about each manager candidate from league umpires, players, parents, and/or other reputable knowledgeable sources and through direct observation.

9.9. All-Star Attendance/Commitment Policy. To ensure fairness to all players, All-Star players will be required to acknowledge and abide by the NCLL Tournament Team Attendance Policy. The purpose of the agreement is to promote honest disclosure on the part of players and parents so managers may plan accordingly. See Appendix A.

10. District Representation.

As a member of District 14, which was incorporated in 2019, NCLL must appoint a Director to the District 14 Board. The sitting NCLL President shall serve as this District 14 Director. In the event of extenuating circumstances under which the President is unable to perform this duty, the NCLL Vice President of Baseball Operations shall serve as the District 14 Director.

Appendix A

Tournament Team Commitment Policy/Agreement

To be selected to participate on an NCLL All-star team is an honor and a privilege. It represents the culmination of a season-long effort on behalf of our players, our managers and coaches, and the great volunteer staff. It is also the time to recognize those players who have consistently sustained a level of performance above all others and who have demonstrated exceptional sportsmanship and leadership abilities in and around the league.

As a league, we have begun to observe some semblance of competitive maturation. We will rely on those players who have been selected by one another, to live up to the commitments expected by every member of the team. The level of play in tournaments is much greater than what has been experienced in league play, and the preparation of our players starts with our practices. Attendance at all practices and games is imperative.

Prior to participation in any practices and/or games, the selected tournament players and their respective parents must acknowledge and agree to the following NCLL Tournament Team Attendance Policy.

The Policy

From the official start of practice through the end of the tournament, each player is required to attend ALL practices and tournament games. The official start date for All-star team practice will be stated in the "Tournament Rules and Guidelines" section of the Little League Rule Book. Realizing that there may be unforeseen circumstances which may prohibit a player from completely fulfilling his/her commitment, each player is permitted the following:

1. A maximum of three (3) excused absences (illness, medical appointments, or family emergency) where either a practice or a game is missed. Of these three absences, only ONE of them may result in a missed game.
2. A maximum of one (1) unexcused absence (absent without notifying the manager or coach at least two hours prior, lack of transportation) where either a practice or a game is missed.
3. A vacation whereby the parent notifies the manager at least two (2) weeks in advance of the absence may be accepted as an excused absence. In this case, the absence criteria will be based on the number of games and/or practices the player will miss. If the player will miss at least THREE practices OR at least TWO practices and ONE game, it will be necessary to replace that player.

If, after accepting a place on the tournament team by returning a signed agreement, any player who breaches his/her commitment to the team by violating one or more of the rules detailed above will be immediately replaced on the team by the next eligible player.

Parent Signature

(Date)

Player Signature

(Date)

Appendix B NCLL TEE-BALL RULE EXCEPTIONS

Tee-Ball is “non-competitive play.” No scorekeeping of any type is allowed. No standings are maintained.

Rule	Explanation
Inning	<ul style="list-style-type: none"> ● An inning is over for the offense when all batters have come to bat. ● At season halfway point, players may be called “out” and must leave base. Three outs will not end an inning.
Run Limitation per Inning	<ul style="list-style-type: none"> ● No run limit (because runs are not tracked).
Time Limit	<ul style="list-style-type: none"> ● No new inning shall be started after 60 minutes of play.
Defensive Alignment	<ul style="list-style-type: none"> ● All players may be on the field for defense. Extra players will be placed in the outfield.
Mandatory Play & Mandatory Positions	<ul style="list-style-type: none"> ● Each player must play 2 complete and consecutive innings of defense during game. ● Each player may not play more than 3 defensive innings in infield during game and no more than 2 infield innings in succession. This is subject to game-time roster and player safety.
Adult in the Dugout	<ul style="list-style-type: none"> ● An adult must always be in the dugout when one or more players are in the dugout.
Defensive Coaches	<ul style="list-style-type: none"> ● Defense may have 2 coaches on the field for defensive instruction.
Offensive Coaches	<ul style="list-style-type: none"> ● Offensive coach plates ball on tee, moves tee during play and assists batter and catcher with placement. ● Offense may have 2 adult base coaches. ● Players may base coach – with helmet.
Coach Pitch	<ul style="list-style-type: none"> ● Coach-pitch begins halfway through the season. Coach-pitch is “soft toss” from offensive coach. Batter gets three pitches. If batter does not hit, the tee is returned to the plate, and the batter hits off the tee.
Hits to outfield	<ul style="list-style-type: none"> ● When a ball is hit to the outfield, all base runners may continue to advance until the ball has been picked up and thrown by a fielder in the direction of the infield. Runners may continue to the base they are advancing to at the time the ball is thrown but shall not continue further. Past season midpoint, if runner advances and is tagged out, runner is “out”.
Catcher	<ul style="list-style-type: none"> ● Optional position

Appendix C

NCLL FARM RULE EXCEPTIONS

Farm is “Non-competitive Play.” Scorekeepers track runs for purposes of 5-run inning limit only. No standings are maintained. Games are to allow the players to PLAY. In-game instruction should be minimal to players on both offense and defense. Practice is for practice and games are to let the kids play baseball. Keep the game (and fun) going!

Farm games are played on the T-Ball / Farm field. For all games, the slingshot pitching machine is used.

Rule	Explanation
Run Limitation per Inning	<ul style="list-style-type: none"> ● Per LL Minor Rules, each team may score a maximum of 5 runs in any one inning.
Time and Innings Limit	<ul style="list-style-type: none"> ● No new inning shall be started after 90 minutes of play. A full inning must be played to completion if you start an inning – both teams bat. ● No more than 6 complete innings. ● No extra innings.
Defensive Alignment	<ul style="list-style-type: none"> ● 10 defensive players (4 outfielders) ● Outfielders must be positioned in the outfield no closer than 20 feet from the baseline at the time of the pitch.
Mandatory Play & Mandatory Positions	<ul style="list-style-type: none"> ● Each player must play 2 complete and consecutive innings of defense during game. ● Each player may not play more than 3 defensive innings in infield during game and no more than 2 infield innings in succession (subject to game time roster and player safety)
Adult in the Dugout	<ul style="list-style-type: none"> ● An adult must always be in the dugout when one or more players are in the dugout.
Defensive Coaches	<ul style="list-style-type: none"> ● Defense may have 2 coaches on the field for defensive instruction: 1 coach in outfield and 1 coach to assist catcher in retrieving ball and to assist the batter.
Offensive Coaches	<ul style="list-style-type: none"> ● Offense may have 2 adult base coaches. ● Players may base coach – with helmet. ● Offense will also have an adult operate the pitching machine; this adult serves as the umpire.

Pitching Machine	<ul style="list-style-type: none"> • All batters must wear helmet with face mask if machine in use. • An adult (manager, coach) shall operate the pitching machine for his or her own team's at bat. • Pitching machine adjustments shall be made at the discretion of the umpire (managers), at any time during or after innings, depending on the location of the ball being delivered into the strike zone of the batters. • The goal is to get as many players to bat as many times as possible during the time limit of the game.
Hits to outfield	<ul style="list-style-type: none"> • When a ball is hit to the outfield, all base runners may continue to advance until the ball has been picked up and thrown by a fielder in the direction of the infield. Runners may continue to the base they are advancing to at the time the ball is thrown but shall not continue further. If runner advances and is tagged out, runner is out!
Number of pitches	<ul style="list-style-type: none"> • Each player gets maximum of 6 pitches, except foul ball on 6th pitch means additional pitched ball. • 3 swinging strikes is an out. If batter doesn't swing on 6th pitch, batter out. • No walks. • If batter is hit by pitch, it is a "no pitch." No base is awarded, and the pitch doesn't count against the 6 pitches.
Catcher	<ul style="list-style-type: none"> • The catcher is set up in normal catcher's position – squatting behind home plate in protective gear. A catcher's mitt must be used.
Offensive Play	<ul style="list-style-type: none"> • Stealing is not permitted. • Advancing on a wild pitch is not permitted. • No bunting is allowed.
Infield Fly Rule	<ul style="list-style-type: none"> • The infield fly rule does not apply.

Appendix D

NCLL MINOR B RULE EXCEPTIONS

Minor B is “Non-competitive Play.” Game scores should only be recorded by the scorekeeper (scoreboard should not be used to keep score). No standings are maintained. Games are to allow the players to PLAY. In-game instruction should be minimal to players on both offense and defense. Practice is for practice and games are to let the kids play baseball. Keep the game (and fun) going!

Rule	Explanation
Run Limitation & Length of Inning (normal LL Minor division rules)	<p>An inning is over when either:</p> <ul style="list-style-type: none"> ● The defense records three (3) outs (meaning, three offensive players are legally put out), or ● All players on the line-up card have batted one time in the inning, or ● When the offensive team scores five (5) runs.
Time and Innings Limit	<ul style="list-style-type: none"> ● No new inning shall be started after 105 minutes of play. A full inning must be played if you start an inning – both teams must bat. ● No more than 6 complete innings. ● No extra innings. ● Little League 10/15 run rules do not apply. The use of the scoreboard shall only be used for innings/balls/strikes/outs
Defensive Alignment	<ul style="list-style-type: none"> ● Outfielders must be positioned in the outfield no closer than 20 feet from the outer edge of the infield at the time of the pitch.
Mandatory Play	<p>The below 2 bullets are in addition to the Little League Regulation IV Mandatory Play requirements.</p> <ul style="list-style-type: none"> ● Each player must play 2 complete and consecutive innings of defense during game. ● Each player may not play more than 4 defensive innings in infield during game and no more than 2 infield innings in succession (subject to game time roster and player safety).
Adult in the Dugout	<ul style="list-style-type: none"> ● An adult must always be in the dugout when one or more players are in the dugout.
Offensive Coaches	<ul style="list-style-type: none"> ● Offense may have 2 base coaches. ● A player may base coach if batting helmet is worn. ● Offense must have an adult operating pitching machine. This adult will also serve as umpire.

Pitching Machine	<ul style="list-style-type: none"> ● All batters must wear a helmet with a face mask if the machine is in use. ● Pitching machine should be set at about 32-40 MPH (~35% setting). ● Pitching machine adjustments shall be made at the discretion of the umpire (managers), at any time during or after innings, depending on the location of the ball being delivered into the strike zone of the batters. ● The goal is to get as many players to bat as many times as possible during the time limit of the game. This means in-inning adjustments for each batter (except when extreme size discrepancies) are not permitted.
Hits to outfield	<ul style="list-style-type: none"> ● When a ball is hit to the outfield, all base runners may continue to advance until the ball has been picked up and thrown by a fielder in the direction of the infield. Runners may continue to the base they are advancing to at the time the ball is thrown but shall not continue further. If a runner advances and is tagged out, the runner is out.
Number of pitches (Pitching Machine / Coach Pitch)	<ul style="list-style-type: none"> ● Each player gets a maximum of 5 pitches, except foul ball on 5th pitch means an additional pitched ball. ● 3 swinging strikes is an out. If the batter does not swing on 5th pitch, the batter is out. ● No walks. ● If a batter is hit by a pitch, it is a “no pitch.” No base is awarded and the pitch doesn’t count against the 5 pitches.
Coach Pitch	<ul style="list-style-type: none"> ● Batter out after 3 strikes (foul or swinging). Third strike must be swinging or called. ● No walks. ● The coach must be within 10 feet of the pitching plate when pitching and standing up (not on knees). The player-pitcher shall stand to one side or the other of the coach while the coach is pitching. ● Hit by COACH-pitch is a “no pitch”. No base awarded.
Player Pitch	<ul style="list-style-type: none"> ● Player pitch will only be allowed during the 2nd half of the season as determined by the player agent for the division. ● Coach from the offensive team will stand behind the pitcher and call balls/strikes. <p style="text-align: center;"><u>THINK STRIKES! ENCOURAGE PLAYERS TO SWING (AND HIT)</u></p> <ul style="list-style-type: none"> ● Batter out after 3 strikes (called, foul, swinging). Third strike must be swinging or called. <ul style="list-style-type: none"> ● No walks. ● Hit by PLAYER pitch shall be awarded first base.

	<ul style="list-style-type: none"> ● Player-pitcher shall pitch a maximum of 4 called balls per batter; after 4 balls, offensive coach/umpire shall pitch the remaining pitch(es) to the batter. Each pitch delivered by the coach shall be called a strike. Batter continues at-bat with same count and remains at bat until three strikes are made.
Offensive Play	<ul style="list-style-type: none"> ● Stealing is not permitted. ● Advancing on a wild pitch (by any pitcher) is not permitted. ● No bunting is allowed.
Infield Fly Rule	<ul style="list-style-type: none"> ● The infield fly rule does not apply.