

MAIDU LITTLE LEAGUE BYLAWS



These bylaws to the constitution may be amended, repealed or altered in whole or in part by a majority vote of the Board of Directors (unless where otherwise stated) as decided by the Board complicit with approved amendment procedures, once per Board year. President may vote in the event of a tie. Where contradictory, local league rules/bylaws will defer to Little League Baseball Official Regulations, Playing Rules and Policies.

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I. REVISION HISTORY

Amendment Date	Approved by	Sections Updated
May 1, 2022	Board of Directors	<input type="checkbox"/> Not applicable
October 2022		<input type="checkbox"/> Cover Page, Articles III, IX
October 8, 2023	Board of Directors	<input type="checkbox"/> Articles III, IV, V, VII, VIII, IX, XI, XIII
October 13, 2024	Board of Directors	<input type="checkbox"/> Articles III, VIII, XII

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II. LOCAL LEAGUE RULES

Little League International publishes the Little League Baseball official regulations, playing rules and policies annually (Green Book). Maidu Little League has separate division rules as described below by Division, with exception to 50/70 and Juniors where the Green Book Rules are followed:

- T-Ball Rules
- Farm/A Rules
- AA Rules
- AAA Rules
- Majors
- 50/70 and Juniors refer to Green Book Rules.

SECTION 1: MINIMUM PLAY

All Managers must play each player the minimum as stated in the league's divisional rules and in the spirit of the guidelines set forth in the Green Book. A violation of minimum playing time may result in disciplinary action against the Manager.

SECTION 2: SAFE ENVIRONMENT

In order to promote a safe environment for all players, coaches and spectators, Maidu Little League will comply with applicable Federal, State and County Health Department requirements and standards.

III. GUIDELINES FOR MANAGERS AND COACHES

SECTION 1: APPOINTMENTS

The procedures for appointing Managers and Coaches must be understood and accepted by all concerned. The policies are:

- There is no seniority or tenure in serving as a Manager or Coach.
- All appointments expire seasonally.
- All Managers and Coaches wanting to be considered for a position should complete a Manager / Coach application or let the League President or designated representative(s) know their intent.
- The selection committee or designee creates and provides a list of applicants to the League President.
- The League President reviews all applicants.
- The League President and/or selected designee(s) will interview candidates for AA, AAA, Majors, 50/70, and Juniors Divisions. Interviews for T-Ball and Farm Divisions are conducted at the discretion of the board.

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- The League President forwards nominees to the Board for confirmation.
- The Board of Directors will vote and approve by simple majority.
- All Managers and Coaches are directly responsible to the President or his/her designated representative, as well as to the League's Board of Directors.
- The President or his/her designated representative is responsible to the Board of Directors for the actions of all managers and coaches.
- There is no appeal process for reconsideration.
- Selection of Managers, Coaches and Umpires is in the Local League jurisdiction and is not subject to intervention from the District or Region.

SECTION 2: QUALIFICATIONS

To ensure that the Local League has the best possible leadership and commitment, Managers and Coaches should have the following qualifications:

- In order to manage or coach, at least the Manager from each team must attend the safety clinic, a division meeting and a Board of Directors approved coaching clinic. The time and place will be designated by the Vice President prior to the season opening game. Or, alternate means determined by the Board of Directors.
- All volunteers are subject to Little League International and State Law requirements.

Junior League — Manager and coach candidates should have managed and/or coached at the Junior, 50/70, or Major level (or have equivalent baseball experience).

50-70 Division- Manager and coach candidates should have managed and/or coached in the 50/70 or Majors level (or have equivalent baseball experience).

Major League — Manager and coach candidates should have managed and/or coached at the Junior, 50/70, Major, or AAA Minor level (or have equivalent baseball experience).

Minor League — Managers selected should have managed or coached previously or display sufficient knowledge of baseball to perform successfully at this level.

SECTION 3: EJECTION, SUSPENSION, TERMINATION AND ZERO TOLERANCE POLICY

EJECTION

If a Manager, Coach, or player is ejected from a game, that Manager, Coach, or player is suspended from managing, coaching, or playing a minimum of one

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game, administered the next game played, up to permanent termination, at the discretion of the Board. For example, if the next game is rained out, the suspension is carried out on the next game that is played, not on the make-up game for the rain out. Failure to abide by this rule is grounds for permanent termination.

SUSPENSION

Violation of minimum play and suspension are voted and approved by the Vice President and President.

TERMINATION

Volunteers may be terminated by resignation or action of the Board of Directors. In the case of a Manager or Coach, suspension or termination of volunteers shall also suspend or terminate their duties as a Manager or Coach.

ZERO TOLERANCE POLICY

Managers and Coaches will be held to a high standard by the Board of Directors. There is a "zero tolerance" policy for inappropriate behavior, during practices or games. Failure to abide by these standards may result in disciplinary action up to and including immediate termination.

Zero Tolerance Policy - If a member of the Board receives a complaint of inappropriate manager/coach behavior, whether aimed at a player, umpire, or parent, the President is to be notified within 24 hours and a prudent and timely investigation of the allegation will take place.

The President of the Local League shall appoint an Incident Review Committee (hereinafter referred to as "IRC") which shall consist of not less than three (3) nor more than five (5) Directors, including the President, Vice President, Treasurer, Registrar, and Safety Officer. If the President or IRC determines that there is a conflict of interest concerning a particular complaint or investigation, then the member(s) of the IRC shall be recused for that specific investigation/incident.

The IRC shall have authority to review all incidents brought to its attention via the President of the Board of Directors. The IRC has sole and exclusive power to determine what incidents require a hearing, what incidents can be managed by the IRC, and which may be summarily dismissed on their face.

If at the end of this investigation the IRC, or Board, concludes the behavior was indeed "inappropriate" and detrimental to the league, the manager or coach will be given written notice from the Board of Directors and the opportunity to address the issue before a meeting of the Board. At the discretion of the Board of Directors, the Manager or Coach may either be suspended or terminated with no further recourse extended by the League.

SECTION 4: LENGTH OF TERM

All Managers, Coaches and Umpires are appointed for one (1) season (i.e.: Spring Season) only and incumbents must be re-appointed on a season-by-season basis. At the conclusion of each season, the Board of Directors shall review the performance of the Managers and Coaches. They shall determine their ability to handle a team and members of that age group within the concepts and purposes of Little League Baseball.

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IV. BOUNDARIES

SECTION 1: RESIDENCY

Little League determines the place of residence of a candidate for entry into a local Little League as:

- The place of residence of the parents (their legal residence), or
- The place of residence of the parent that has legal custody of the child, or
- The place of residence of the guardian of the child, as established by a Court of jurisdiction.

A map of the boundaries or link to where the boundaries can be located, for the Maidu Little League shall be placed on the league's website prior to the opening of spring registration.

Refer to the current Little League rules on residency and obtaining waivers for players residing outside of local league or school boundaries.

SECTION 2: SCHOOL BOUNDARIES

Little League determines the policy for school boundaries and define as: A player will be deemed to attend school in the boundaries if:

- The physical location of the school where they attend classes is within the boundaries established by the local league.
 - Note: This excludes home schools, cyber schools, sports related schools, sports academies, or preschool or after school where a student participates outside of the primary school the player is enrolled in.
- "School attendance" refers to the (place) physical location the player in question attends school during the traditional academic year. Once established, a location of school attendance shall not be considered changed unless the child is enrolled and attends another school or is no longer enrolled or attending the previous school.
- School attendance shall be established and supported by a document indicating enrollment for the current academic year, dated prior to guidelines below and with the physical location of the school to determine school attendance by such player:
 1. A Little League issued school attendance form completed by the principal, assistant principal or administrator

V. SIGN-UPS

SECTION 1: SIGN-UP DATES

Regular registration shall be online and/or at announced location(s) as required and held during the months prior to the season. The Board of Directors may, at its

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discretion, provide early registration discounts, and/or late registration fee increases. Open Registration will be permitted until the end of the player evaluation period or all available player slots are full.

SECTION 2: LATE SIGN-UP

Any player who signs up after the registration period is closed or full will be classified as a "late sign-up" and shall be placed on a waiting list. This list will be based on age, and it will be a first-come-first-serve basis. Placement on a team will be determined by the Registrar, Vice President, President or designate and communicated with the Managers in the division prior to the player's placement.

T-ball and Farm Divisions are the exception. Late registrations in T-ball and Farm may be added until Opening Day since there are no player evaluations for these levels. After Opening Day, those players who register late for T-ball or Farm will be added to a waitlist and added to teams if a player of the same age is forced to leave the league.

VI. PLAYER EVALUATIONS

SECTION 1: PLAYER EVALUATION

Player Evaluations will be facilitated by the Vice-President or designee. Players of different ages play in the same Division; an objective and consistent scoring model is employed.

Participation in League facilitated player evaluations is required for all players who will play above the Farm level.

SECTION 2: ELIGIBILITY

Player candidates must check in at player evaluations with their respective parent/guardian to receive credit for attendance. All players must attend at least one of the player evaluations to be eligible to play that particular season. Any exceptions to these rules must be approved by the Board of Directors.

SECTION 3: SPECIAL REQUEST TEAM PLACEMENT

A "special request team placement" is defined as a parent requesting a player not be placed on a team with a manager, coach or player. The parents of a player not yet placed on a team may request in writing to the President or their designated representative their child not be drafted by certain manager, coach or placed on same team as another player and must specify the reason(s). This request must be submitted in time for the President or their designated representative to review, provide approval and notify the impacted parties. No guarantees are made that a player will have their request granted.

SECTION 4: SPECIAL REQUEST DIVISION

A "special request division" is defined as a request to have a player to be evaluated to play in a higher or lower division than their default age. This request must be communicated to the Registrar in writing and completed prior to the player evaluation.

If a child is requesting to play in a higher division, they **must** attend the applicable player

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assessment for their default age in addition any other pertinent assessment. If a child is not drafted into a higher division the player will remain in the division that their age default reflects.

If a child is requesting to play in a lower division than their default age, they still will attend the applicable player assessment.

Important: Requests will not be honored post assessment or draft.

VII. PARENT OR GUARDIAN AGREEMENT

At the time of sign-up, the parent or guardian agrees to all League drafting procedures prior to and during the playing season.

SECTION 1: CONDUCT

Parents are required to sign a Parent Code of Conduct at the beginning of each season. The Code of Conduct is to be signed by any parent or guardian who will be in attendance at games and/or practices.

SECTION 2: VOLUNTEERING

Each family is encouraged to volunteer for opportunities determined annually by the Board of Directors.

Opportunities for volunteering will be advertised and available upon request by the Board of Directors.

SECTION 3: POST-SEASON

If a child will be participating in District 54 postseason play and Maidu Little League is hosting any post season tournament, the player's family will be encouraged to work shifts during the Maidu Little League hosted tournament in addition to the volunteer opportunities during the regular season. Post-Season volunteering is not limited to the families of participating players.

VIII. TEAM COMPOSITION

As a policy, age requirements/limitations will be met as set forth by the Rules and Regulations of Little League Baseball, Inc.

SECTION 1: DIVISION

Safety is the primary consideration for the placement of all players, for both the individual play and other players on the team. It is for this reason that MLL requires all players age 8 assessing for AA Division and up participate in a skill level evaluation held as part of pre-season player evaluations. No player may be moved up more than one division level relative to the defined "default" age limits for that division without the approval of the Board of Directors. It is important to note that not only the player's evaluation scores, but existing divisional skills mix, number of available teams, and safety all weigh into the final placement of players into any division. These are age guidelines for each division:

- **T-Ball:** Default ages are 4, 5 and 6 (use the Little League Age Calculator to determine

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child's League Age for current season). This division is focused on the basics of catching, throwing, and hitting using an instructional batting tee.

- **Farm:** Default ages are 6 and 7 (use the Little League Age Calculator to determine child's League Age for current season). A Coach Pitch Division, developing the concepts of baseball on 60-foot bases.
- **AA:** Default age is 8, 9, and 10 (use the Little League Age Calculator to determine child's League Age for current season). A limited number of 7-year-olds with high skill assessment scores. Any 7-year-old assessing for the AA division must also attend the appropriate evaluation. This player pitch division uses a 60 foot diamond and the pitching distance is 40 feet.
- **AAA:** Default ages are 9, 10, and 11 (use the Little League Age Calculator to determine child's League Age for current season). A limited number of 8-year-olds with high skill assessment scores. Any 8-year-old assessing for the AA division must also attend the appropriate evaluation. This player pitch division uses a 60 foot diamond and the pitching distance is 46 feet.
- **Majors:** Players of league age 11 and 12 are eligible to play in the Majors. A very limited number of highly skilled 10-year-olds may be considered for the Majors Division. For a 10-year-old to be considered for Majors, the player's parent or legal guardian indicate willingness for the player to be drafted into Majors. This player pitch division uses a 60 foot diamond and the pitching distance is 46 feet.
- **50-70:** Players league age 13 may attend assessments for the 50-70 division if applicable. Based on the number of participants, more than one team may be drafted. If there are only enough players/managers to have one team at the 50-70 division, the remaining 50/70 kids will be eligible for Junior assessments and/or able to inner district with surrounding leagues. This player pitch division uses a 70 foot diamond and the pitching distance is 50 feet.
- **Juniors:** Players league age 14 may attend assessments for the Juniors division if applicable. Based on the number of participants, more than one team may be drafted. If there are not enough players/managers to complete a full team one team at the Junior division, the remaining 50/70 kids will be eligible for Junior assessments and/or able to inner district with surrounding leagues. This player pitch division uses a conventional 90 foot diamond and the pitching distance is 60 feet, 6 inches.
- **Challenger League:** Players age 4-18. All players will be turned over to the District for placement onto District 54 teams.

SECTION 2: TERMS OF DRAFT

If a player is drafted to a team in any Division, the player must play in that Division in accordance with Little League rules unless exempted by the Player Agent, President and Vice President or designee for a safety concern.

SECTION 3: DRAFT SELECTION — CHOOSING A PLAYER

A team will be able to choose a player from the division draft pool created by the Registrar, Vice President, or designee, provided that age bracket is not already filled on the team and falls within the approved player pool determined by the Registrar or designee.

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SECTION 4: OPTIONS/PROTECTED PLAYERS

The only situations in which players can be protected prior to the draft for a particular team are as follows:

1. Sons and/or daughters of Managers
2. Sons and/or daughters of 1 Coach per team for AA, AAA, Majors, 50/70, and Juniors.

All protected players must be declared in writing by the respective Manager prior to the beginning of the draft.

Selection of siblings on the same team in the same division will be accommodated if requested by the parent(s).

SECTION 5: LOSS OF A PLAYER

If a team loses a player for the remainder of the season after the draft and before or during the season due to injury, change of residence, etc., he/she must immediately notify the Coaching Coordinator, Vice President, and President. A determination whether to fill the vacancy or not, will be made by these officials, in communication with the Manager.

SECTION 6: TEAM FORMATION

It is critical for the Registrar (or designee) to actively participate in the roster formation for all Divisions. The Registrar (or designee) will own the "Master" draft list of all players eligible for each Division (with corresponding skills evaluation scores). This list must be updated (and communicated to the Vice President and Player Agent or designee) after each division has completed their roster formation. It is also critical that the "Master" draft list be deemed "Confidential" and that the sharing of information by board members, or any league representative, is subject to reprimand and possible removal from the League.

It is critical for the registration report be used as the 'Document of Record' all throughout the skills assessment and team formation process. This registration report must be run on a regular basis to account for any late or manual sign-ups. Updates need to be communicated to the Player Agent, Vice President and President or designee.

The Registrar is responsible for submitting the final team rosters online by the end of May to Little League International via the Data Center.

Rosters must be completed in the following sequence:

- Juniors and 50/70 → Majors → AAA division → AA division
- Division drafts are to be conducted in order and a communication to allow for the managers/coaches to communicate with all players drafted into each division.

TEAM FORMATION (Juniors)

- Team formation may be via a draft if more than one team is being created.
- The Registrar or designee will propose the number of teams and

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approved by the Vice President and President.

- If there are not enough participants for multiple teams, a team will be formed based on the age of the registrants.
- The Manager and Player Agent or designee through the assessments will select the team members.
- The age for the division is league age 14-year-olds.
- Drafted/selected players must be contacted immediately (within one (1) to two (2) days after draft), unless directed otherwise, by the Manager. The "Master" draft list will then be updated.

TEAM FORMATION (50-70)

- Team formation may be via a draft if more than one team is being created.
- The Registrar or designee will propose the number of teams and approved by the Vice President and President.
- If there are not enough participants for multiple teams, a team will be formed based on the age of the registrants.
- The Manager and Player Agent or designee through the assessments will select the team members.
- The age for the division is league age 13-year-olds.
- Drafted/selected players must be contacted immediately (within one (1) to two (2) days after draft), unless directed otherwise, by the Managers. The "Master" draft list will then be updated.

TEAM FORMATION (MAJORS)

- Team formation for the Majors will be via a player draft.
- Number of teams will be proposed by the Registrar or designee and approved by the Vice President and President
- Teams will consist of twelve (12) players per team; best effort should be made to ensure all teams have the same number of players.
- Registrar, Vice President and the Player Agent or designee will schedule and facilitate the draft.
- Drafted players must be contacted immediately (within one (1) to two (2) days after draft), unless directed otherwise, by the Managers. The "Master" draft list will then be updated.

TEAM FORMATION (AA-AAA)

- Team formation for the AAA and AA divisions will be via a player draft.
- Number of teams will be proposed by the Registrar or designee and

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approved by the Vice President and President

- Teams will consist of twelve (12) players per team; best effort should be made to ensure all teams have the same number of players.
- Registrar, Vice President and the Player Agent or designee will schedule and facilitate the draft.
- Drafted players must be contacted immediately (within one (1) to two (2) days after draft), unless directed otherwise, by the Managers. The "Master" draft list will then be updated.

TEAM FORMATION (Farm –T-Ball)

- Teams are formed by Player Agent, Registrar, and Vice President or designee.
- Teams are formed following the closure of the registration period.

A complete list of eligible players will be provided by the Registrar or designee.

SECTION 7: MAJORS DIVISION TEAM COMPOSITION

- All players eligible for play in the Majors Division shall be placed in a draft pool for consideration and may be drafted in any order except as described in IV section 3.
- All players remaining after the Major Draft shall be placed in the Minor Division draft pool.
- All league-age 12-year-olds will be expected to be drafted in Majors unless the player and player's parents request a waiver to be placed in AAA and the request is approved in accordance with current District 54 waiver policies.
- All returning Majors players must be drafted to a Majors team prior to the completion of the draft process, regardless of age.

IX. PLAYER SELECTION

SECTION 1: THE DRAFT SYSTEM

Juniors, Intermediate (50/70), Majors, and AAA Divisions

- **Attendance:** Each divisional draft is attended by the League President, League Registrar, Divisional Player Agent, Team Managers and other designated Board Members as assigned by the League President. Other coaches, parents and players are prohibited from attending the draft.
- **Player Agent:** The Player Agent is responsible for overseeing and moderating the draft proceedings. Every effort should be made to ensure all draft options are appropriately communicated and any situation not governed by these general rules vetted through the League Board prior to the draft. Managers should communicate "special circumstances" to the Player Agent that may need consideration prior to the draft to insure the League Board can be consulted if necessary. Should a manager be unable to attend the draft, his/her team will be drafted by the Player Agent. At any point during the draft the Player Agent may stop the draft to consult members of the League Board. Should the need arise during the draft proceedings the League

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President or a designated Board Member will communicate with parents of players. All draft decisions made by the Player Agent are final.

- **League Registrar:** Prior to the start of the draft the League Registrar will provide the Player Agent the complete draft pool and "hat pick" pool for the divisional draft. Under the direction of the Player Agent, the League Registrar will record the draft as well as trades. Following the draft, the League Registrar will organize and communicate system generated reports of the final teams to the Player Agent.
- **Confidentiality:** The Draft is kept completely confidential, including skills evaluation results, player draft order and trades. Each individual attending the draft is responsible for maintaining the confidentiality of the draft and draft materials. Failure to maintain confidentiality can result in suspension.
- **Evaluations:** Evaluations are the responsibility of each manager. The Player Agent will evaluate all players in the draft pool in case he/she is required to perform the draft duties for any team.
- **Comments:** Draft attendees are prohibited from making comments or sharing personal opinions about any draft candidate (including, but not limited to, a player's perceived skill level).
- **Draft Pool:** Consists of all players who attended at least one league evaluation session.
 - Juniors: Playing age 13-14*.
 - Intermediate (50/70): Playing age 13*.
 - Majors: Playing age 10-12*.
 - Minor **AAA** Division: Playing age 8-11*.
- **Divisional Playing Age Draft Requirements:**
 - Juniors: All 14-year-olds will be drafted into Juniors. The Player Agent will monitor the draft to ensure sufficient draft spots are available to accommodate these players.
 - *Junior Division age exceptions are made on a case-by-case basis to account for player safety. These exceptions are approved by the League Board. Playing Age 14 players must play in Juniors. Any exception must be approved by the District Administrator.
 - Intermediate (50/70): All 13-year-olds will be drafted into Intermediate (50/70). The Player Agent will monitor the draft to ensure sufficient draft spots are available to accommodate these players.
 - *Intermediate (50/70) Division age exceptions are made on a case-by-case basis to account for player safety. These exceptions are approved by the League Board. Playing Age 13 players must play in Intermediate (50/70) or Juniors. Any exception must be approved by the District Administrator.
 - Majors: All 12-year-olds will be drafted into the Majors. The Player Agent will

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monitor the draft to ensure sufficient draft spots are available to accommodate these players.*

- *Major Division age exceptions are made on a case-by-case basis to account for player safety. These exceptions are approved by the League Board. Playing Age 12 players must play in Majors. Any exception must be approved by the District Administrator.
- AAA Minors: All 11 year olds will be drafted into either the Majors or AAA Minor Division. The Player Agent will monitor the draft to ensure sufficient draft spots are available to accommodate these players.*
 - *Minor Division age exceptions are made on a case-by-case basis to account for player safety. These exceptions are approved by the League Board. Playing Age 12 players must play in Majors. Any exception must be approved by the District Administrator.
- **Team Structure:** Prior to the draft the League Board will determine the number of teams and the number of players that will be selected to each team in each division. The League Board will also determine the minimum and maximum number of players of each playing age that can be selected to each team.
- **Draft Options:** Draft options must be communicated to the Player Agent at least 48 hours prior to the draft.
 - Divisional Option: Parents may submit a request to have their players only be part of the draft pool of the lowest minor division relative to their playing age. The Board of Directors will approve these requests after considering player needs and safety requirements. The Board of Directors reserves the right to deny any parent request based on these grounds.
 - Sibling Option: Parents may submit an option to have sibling players be drafted to the same team in the same division. NOTE: Playing age requirements of the draft pool still apply and must be satisfied.
- **Manager's and Coach's Son/Daughter/Sibling Option:**
 - 1 manager and 1 coach can "coach" together (their kids are protected)
 - The kids of the manager and coach to be slotted where they would be picked in an open draft in their respective divisions
 - Coach's kids should be evaluated and slotted just like every other kid is. All coach's kids are not equal in talent, nor are all kids of the same age
 - Siblings who have been requested and approved to be on the same team will be slotted similar to manager/coach's kids and the same rules will apply including the potential of forfeiting a pick in a round.
 - The player agent will be the deciding vote on the round a coach's kid is in if an agreement cannot be made by the managers of that division
 - If the kids of the coaches would be drafted in the same round, 1 of them moves to the next round and the following round's pick would be forfeited
 - Example: If kids are both 1st round picks, 1 goes in the 1st round, 1 goes in the 2nd round, and the 3rd round pick is forfeited

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- If the coach's kid goes 2 rounds above, then the following 2 rounds picks are forfeited. This can happen due to the "sibling rule"
 - Example: If 2 kids are 1st round picks and the other is a 2nd round pick, the 4th and 5th round picks would be forfeited because a 1st round kid would be slotted for the 3rd round
- Example below:
- Coach A – 2 1st round pick kids
- Coach B – 2 2nd round pick kids
- Coach C – 2nd & 3rd round pick kids
- Coach D – 2 1st round picks & 1 2nd round pick kids (siblings)

	Coach A	Coach B	Coach C	Coach D
1	Coach kid			Coach kid
2	Coach kid	Coach kid	Coach kid	Coach kid
3	Forfeit	Coach kid	Coach kid	Coach kid
4		Forfeit		Forfeit
5				Forfeit
6				

- **Hat Picks:** The Hat Pick pool consists of all players that don't participate in at least one League Evaluation session. These players are only eligible to play in the lowest division relative to their playing age unless approved by the Board of Directors. It is the responsibility of the Player Agent to monitor the draft to ensure sufficient spots are left available for the "Hat Pick" pool at the end of the draft. A "Hat Pick" process consists of random selection picking up the draft order with the team with the next selection. The entire last round of the draft will use the "hat pick" process. The hat will include all "hat pick" players as well as enough blank "draft pool player" cards to equal the number of teams in the draft. Each team will select from the hat in draft order. If they select a "hat pick" player they will receive his/her rights. If they select a "draft pool player" card they select from the remaining players in the original draft pool.
- **General Draft Procedure (AAA thru Majors)**
 - **Draft Order:** The Draft Order is established by random selection, determined and governed by the Vice President or their designee. This establishes a serpentine order throughout the draft (1-n, n-1). Teams at each end of the order effectively have two consecutive picks straddling the end and beginning of consecutive rounds. Managers may not pass a turn.
 - **Team Names:** Team Names are chosen by the reverse order of the draft order (prior to player selection).
 - **Selection:** Managers are allowed 2 minutes to complete their selection. The Player Agent verbally repeats the selection and the League Registrar records it in the master grid. The Player Agent then initiates the next selection in draft order.
- **Trades**

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- **Trading Period:** The Player Agent will officially open the trading period directly following the conclusion of the draft. All trades must be initiated and completed before leaving the draft site.
- **Transactions:** All trades must be approved by the Player Agent. The Player Agent may deny the trade **if it** is deemed that the trade is significantly unequal and/or negatively effects parity within the division. Under the direction of the Player Agent the League Registrar records the trade.
- **Closing the Trading Period:** The Player Agent will officially close the trading period. No additional trades will be recognized after this period without the express consent of the Maidu Board of Directors.
- **Confidentiality:** As with all things during the draft, trades are to remain confidential.
- **Conclusion of the Draft:** After the draft and trading period are completed the division is effectively CLOSED. No additional players will be placed in the division and no trades will be recognized without the express consent of the Maidu Board of Directors.

AA Division

- **Attendance:** Each AA divisional draft is attended by the League President, League Registrar, AA Player Agent, Team Managers and other designated Board Members as assigned by the League President. Other coaches, parents and players are prohibited from attending the draft.
- **Player Agent:** The Player Agent is responsible for overseeing and moderating the draft proceedings. Every effort should be made to insure all draft options are appropriately communicated and any situation not governed by these general rules vetted through the League Board prior to the draft. Managers should communicate "special circumstances" to the Player Agent that may need consideration prior to the draft to insure the league Board can be consulted if necessary. Should a manager be unable to attend the draft, his/her team will be drafted by the Player Agent. At any point during the draft the Player Agent may stop the draft to consult members of the League Board. Should the need arise during the draft proceedings the league President or a designated Board Member will communicate with parents of players. All draft decisions made by the Player Agent are final.
- **League Registrar:** Prior to the start of the draft the League Registrar will provide the Player Agent the complete draft pool and "hat pick" pool for the divisional draft. Under the direction of the Player Agent, the league Registrar will record the draft as well as trades. Following the draft, the League Registrar will organize and communicate system generated reports of the final teams to the Player Agent.
- **Confidentiality:** The Draft is kept completely confidential, including skills evaluation results, player draft order and trades. Each individual attending the draft is responsible for maintaining the confidentiality of the draft and draft materials. Failure to maintain confidentiality can result in suspension.
- **Evaluations:** Evaluations are the responsibility of each manager. The Player Agent will evaluate all players in the draft pool.

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- **Draft Pool:** Consists of all players who attended at least one league evaluation session. Playing age 7 players are not eligible for the AA Division without attending a league evaluation session.
- **Divisional Playing Age Draft Requirements:**
 - AA Minors: All playing age 8, 9 and 10 year olds not drafted into the AAA Minor Division will be drafted into the AA Minor Division. The Player Agent will monitor the draft to insure sufficient draft spots are available to accommodate these players.* Playing age 7 players not drafted to the AA Minor Division will be assigned to the Farm Division.
 - Minor Division age exceptions are made on a case-by-case basis to account for player safety. These exceptions are approved by the League Board.
- **Team Structure:** Prior to the draft the League Board will determine the number of teams and the number of players that will be selected to each team in each division. The League Board will also determine the minimum and maximum number of players of each playing age that can be selected to each team.
- **Draft Options:** Draft options must be communicated to the Player Agent at least 48 hours prior to the draft.
 - Divisional Option: Parents may submit a request to have their players only be part of the draft pool of the lowest minor division relative to their playing age. The Board of Directors will approve these requests after considering player needs and safety requirements. The Board of Directors reserves the right to deny any parent request based on these grounds.
 - Sibling Option: Parents may submit an option to have sibling players be drafted to the same team in the same division. NOTE: Playing age requirements of the draft pool still apply and must be satisfied.
 - Managers and Coach's Son/Daughter/Sibling Option: Managers may submit an option to have their son/daughter/sibling player and one coach's son/daughter/sibling player drafted to their team.
- **Players Missing Evaluation:** If a player does not participate in a league evaluation session they will be treated in one of two ways in the AA draft:
 - If their skill level can be ascertained enough to appropriately place them in the draft rankings the player will be added to the draft pool like any other player.
 - If their skill level is unavailable and it's impossible to know where they should be assigned they will become a "Hat Pick". See below.
- **Hat Picks:** The Hat Pick pool consists of all players that don't participate in at least one League Evaluation session and isn't sufficiently known to the managers and league officials. These players are only eligible to play in the lowest division relative to their playing age unless approved by the Board of Directors. A "Hat Pick" process consists of random selection picking up the draft order with the team with the next selection. The entire last round of the draft will use the "hat pick" process. The hat will include all "hat pick" players as well as the "draft pool players" in the last round equal the number of teams in the draft. Each team will select from the hat in draft order.
- **General Draft Procedure {AA Division}**

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- **Evaluation Results Combined:** Following the evaluation and prior to the draft the Player Agent and all managers will submit their player rankings to the league Registrar. The League Registrar will tabulate and combine the rankings to create a master draft board slotting players from highest combined score to lowest using a serpentine order (1-n, n-1). Teams at each end of the order effectively receive two consecutive players straddling the end and beginning of consecutive rounds.
- **Player Agent/Managers Evaluate Board:** At the draft site, the AA Player Agent and managers review the board and discuss possible incorrect placement based on previous coaching experience and knowledge of the player's skills. Players are re-slotted as necessary to build as much parity into the board as possible attempting to gain consensus within the group.
- **Manager/Coach Players:** Manager's and designated coach's players are designated to their teams in the following manner:
 - Adjustments are made from lowest 1st round draft pick backward.
 - Highest slotted manager/coach's player is adjusted first.
 - Players are moved to their assigned team and all players are shifted in draft order to fill the gap.
 - This step may not be a science but the Registrar and Player Agent will attempt to maintain the parity of the original draft board by shifting the board as minimally as possible. All decisions by the Player Agent are final.
- **Hat Picks Assigned:** Hat picks are assigned as previously described
- **Trades**
 - **Trading Period:** The Player Agent will officially open the trading period directly following the conclusion of the draft. All trades must be initiated and completed before leaving the draft site.
 - **Transactions:** All trades should be done as equitably as possible maintaining the integrity of the draft board. All trades must be approved by the Player Agent. The Player Agent may deny the trade if it is deemed that the trade is significantly unequal and/or negatively effects parity within the division. Under the direction of the Player Agent the League Registrar records the trade.
 - **Closing the Trading Period:** The Player Agent will officially close the trading period. No additional trades will be recognized after this period without the express consent of the Maidu Board of Directors.
 - **Confidentiality:** As with all things during the draft, trades are to remain confidential.
- **Conclusion of the Draft:** After the draft and trading period are completed the division is effectively CLOSED. No additional players will be placed in the division and no trades will be recognized without the express consent of the Maidu Board of Directors.

X. SCHEDULING

SECTION 1: OPENING DAY

Opening Day shall be at the discretion of the Board of Directors and will be set to

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accommodate adequate practices during the time between team formation and the start of the game schedule. League games may be played on the opening Saturday.

SECTION 2: PRACTICES

Only practices held on approved fields by Maidu Little League are sanctioned and covered under Maidu Little League insurance. Practices held on private property or other fields are not sanctioned by Maidu Little League.

Practices are scheduled by the League Scheduler. The scheduled number of practices and frequency are dependent upon the number of teams and field availability in each division. The practice schedule will be set prior to the first week of allocations and practices commencing, on an annual basis. Practices can be canceled to accommodate games rescheduled due to rain or weather conditions.

SECTION 3: GAME SCHEDULES

Games are scheduled by the League Scheduler. The scheduled number of games and frequency are dependent upon the number of teams and field availability in each division. Regular season runs from opening day in March through May, with post-season through middle of June.

- Generally there will be one-week day game and one game on Saturday
- 50/70 and above schedule will fluctuate as games are played with other leagues.

SECTION 4: RAINOUTS AND/OR TIE GAMES

It is the intent of MLL that all teams play all scheduled games. Every attempt will be made to make up rainouts. This may be handled by playing three (3) games or more in any one week or on an open date provided by the League Scheduler. Standard Little League pitching rules and eligibility cannot be waived.

If applicable, failure to play the rainout or tie game will result in a forfeit. The forfeit will be reflected in the season standings as a loss for tournament play seeding. Inclement weather which could pose scheduling conflicts and not allow make-up game(s) is the exception.

At the AA and AAA level, if a game ends in a tie but there is sufficient time left in the official game time to start another inning, the next inning will be played. If at the completion of that inning the score is still tied and if time has run out, the game may end in a tie. These games will not have to be continued at a later date. The tie breaker process will go into effect.

SECTION 5: WINNING PERCENTAGE

AA and AAA: In the event the season ends with an uneven amount of games played by all teams in the division, we will use the winning percentage of total games played during the regular season. If a team is tied in winning percentage and points, the winner will be decided in order of: 1) head to head matchup during the regular season and 2) Runs against in head to head record.

SECTION 6: TIE BREAKER

Majors: In the event of a tie at the end of the regular season, the winner will be

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decided in order of: 1) head to head matchup during the regular season and 2) Runs against in head to head record. 3) By a one game playoff. The League Division Champion will be the team with the best overall record. If so desired by the Board, the first and second place teams will meet in a best one or two out of three game contest to determine the League Champion.

AA and AAA: In the event of a tie at the end of the regular season, the winner will be decided in order of: 1) head to head matchup during the regular season 2) Runs against in the head to head matchup. 3) Runs against for the season Schedule. 4) By a one game playoff. The League Division Champion will be the team with the best overall record. If so desired by the Board, the first and second place teams will meet in a best one or two out of three game contest to determine the League Champion.

XI. PLAY OFFS

Maidu Little League will have playoffs for AA and AAA. Playoffs follow regular season local rules; tournament Green Book rules do not apply to Maidu Little League playoffs.

XII. DISTRICT TOC TEAM SELECTION

If the Board of Directors chooses to participate in a District tournament, the choice will be done by division.

AAA Team Selection:

The team that wins the Division Championship game will serve as Maidu's TOC team.

(Intermediate) 50/70- Team Selection:

The team with the best overall record in the Division will serve as Maidu's TOC team.

Juniors- Team Selection:

The team with the best overall record in the Division will serve as Maidu's TOC team.

Major Team(s) Selection:

If two teams from a division are to be represented in TOC's, the following will occur:

The winner of the division championship game will be Team A and the winner of the overall season will be Team B. In the occurrence it is the same team, then the runner-up team in the championship game will be Team B.

Any changes to this must be unanimously agreed to by the managers and a

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simple majority vote from the Board of Directors prior to the start of the regular season.

XIII. POST SEASON PLAY AND ALL-STAR TEAM SELECTION

There is no “post-season” play in Divisions Farm and lower unless approved by the Board of Directors, and communicated to Managers/parents **prior to the start of the season**. The League All-Star team shall not be announced prior to a date specified by Little League International and no team practices may start until this date. Only those teams’ age groups/divisions recognized by Little League International can be considered for post-season play. All post-season play is subject to Board discretion.

SECTION 1: ALL-STAR MANAGER SELECTION

In order to be considered as an All-Star Manager or Coach applicants must have served as a Manager or Coach during that year’s regular season, unless no applications have been received per that division. In addition, the manager must have attended the coaching clinic and be current on safety training. Exceptions to this must be presented to the Board of Directors President and are subject to a simple majority vote by the Board of Directors.

Managers must have a strong understanding of the Greenbook Tournament Rules.

The procedures for appointing Managers must be understood and accepted by all concerned. The policies are:

- All Managers and Coaches wanting to be considered to manage an All-Star team should let their intent be known to the Little League President or their designee and complete a manager interview.
- The League President forwards nominees to the Board for confirmation.
- The Board of Directors will vote and approve, by a simple majority,
- The selected manager will select their Coach(es) from the pool of Managers/Coaches for that year’s regular season, subject to the Board of Directors approval.

SECTION 2: ALL-STAR PLAYER COMMITMENT

Players league age eligible for All-Star team selection are to read, review, commit and sign the All-Star Commitment form. All eligible players for All-Stars are strongly discouraged from participating in another baseball/travel ball program during the Post-Season. Failure to abide by the rules can result in the player being removed from the All-Star team and may be ineligible to play future All-Star opportunities.

SECTION 3: ALL-STAR SELECTION PROCESS

To be eligible for the respective division’s players must have played in the following division(s) in the regular season; 8-10 and 9-11 must have played in AAA or Majors divisions during regular season; 10-12 must have played in Majors division during the regular season; Intermediate (50/70) must have played in Intermediate (50/70) division; Juniors must have played in Juniors division.

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8-10 SELECTION PROCESS

STEP 1:

Eligible players must attend the player evaluation for the team or alternative determined by the Board of Directors.

STEP 2:

The managers from the Divisions in which the players will be selected from convene to select the first 12 players of the team. If voting is unanimous for any particular player, the player is one of the 12 players. If voting is not unanimous, discussion will continue until a consensus is reached.

STEP 3:

Manager of said age division All-Star team, may have the discretion of completing the team with 12 players, or adding an additional 1-2 players, of their selection.

9-11/SELECTION PROCESS

The process for the creation of the 9-11 team is focused on ensuring that the players represented in the Majors Division have a prominent decision in the selection of their All-Star team. One ballot will be created and given to each player in the Majors Division. The Player Agent (or designee), will manage the process including the distribution and collection of the ballots. Majors players are encouraged to make their selections based upon the player's skill, character to include but not limited to attitude, loyalty and teamwork they believe are deserving of selection to an All-Star Team.

STEP 1:

The ballot vote by the Majors players will determine the first 6 players of the All-Star team.

- Ballots received from all players will be reviewed by the Player Agent, Vice President and President and tallied.

STEP 2:

The managers from the Majors Division and AAA will select an additional 6 players. If voting is unanimous for any particular player, the player is one of the 6 players. If voting is not unanimous, discussion will continue until a consensus is reached.

STEP 3:

Manager of the 9-11 All-Star team, may have the discretion of completing the team with 12 players, or adding an additional 1-2 players, of their selection.

10-12/Majors SELECTION PROCESS

The process for the creation of the 10-12/Majors team is focused on ensuring that the players represented in the Majors Division have a prominent decision in the selection of their All-Star team. One ballot will be created and given to each player in the Majors Division. The Player Agent (or designee), will manage the

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process including the distribution and collection of the ballots. Majors players are encouraged to make their selections based upon the player's skill, character to include but not limited to attitude, loyalty and teamwork they believe are deserving of selection to an All-Star Team.

STEP 1:

The ballot vote by the Majors players will determine the first 6 players of the All-Star team.

- Ballots received from all players will be reviewed by the Player Agent, Vice President and President and tallied.

STEP 2:

The managers from the Majors Division will select an additional 6 players. If voting is unanimous for any particular player, the player is one of the 6 players. If voting is not unanimous, discussion will continue until a consensus is reached.

STEP 3:

Manager of the Majors All-Star team, may have the discretion of completing the team with 12 players, or adding an additional 1-2 players, of their selection.

Intermediate (50/70) SELECTION PROCESS

50/70 All-Star teams will be created by ballots, All-Star Team Manager, Player Agent, Vice President and President. Exception: When there is only one regular season MLL 50/70 division team.

JUNIOR SELECTION PROCESS

Junior All-Star teams will be created by ballots, All-Star Team Manager, Player Agent, Vice President and President. Exception: When there is only one regular season MLL Junior division team.

SECTION 4: BLENDED TEAM EXCEPTIONS

If blended teams (i.e. teams made up of players from both MLL and other League(s)) existed in any respective Division during the regular season, exceptions to the All-Star process can be made but must follow Little League rules and be approved by the Player Agent and simple majority vote from the Board of Directors.

SECTION 5: ALL-STAR UNIFORMS AND LEAGUE COLORS

All-Star uniform jerseys and hats will be provided to players by MLL with All Star player registration. Players will provide their own pants, belt and socks.

The primary color of the uniforms will be our official league colors of blue and white.