CUYAHOGA FALLS LITTLE LEAGUE NORTH

BY-LAWS AND REGULATIONS

The Official Regulation and Playing Rules as published by Little League Baseball Incorporated Williamsport,

Pennsylvania shall be binding for Cuyahoga Falls Little League North, National 1. The Board of Directors has adopted the following by-laws to provide a more effective, safe and strong athletic program.

I. THE LEAGUE

(A) Board of Directors Election

There are fifteen (15) CFLLN Board of Directors (or Board) positions. They are:

1. President

2. Executive Vice President

3. Softball Vice President

4. Major League Vice President

5. AAA Vice President

6. AA Vice President

7. Instructional (T-Ball/A) Vice President

8. League Secretary

9. League Treasurer

10. Umpire Chief

11. Facilities Manager

12. Equipment Manager

13. Fundraising Chairman

14. Player Representative

15. Concessions

The Board of Directors election meeting is open attendance. However, only “Interested Parties” may

place names in nomination and/or vote. “Interested Parties” is defined as: Current year Board members and parents or custodians of children of Little League age (4-15) residing within the CFLLN boundaries.

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

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

Each Interested Party in attendance may vote on up to fifteen (15) names from the Nominee List by listing the names on a ballot form. An Interested Party may only place one vote for each nominee. Names listed more than once on a ballot form will be counted as one vote.

The fifteen (15) people receiving the most votes will be the new CFLLN Board of Directors. The new CFLLN Board of Directors will take office on September 1. An option of assistants to the Secretary, Facilities Equipment & Fundraising will apply and voted upon by the new 14 members.

(B) Officer Elections and Board Rules

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

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

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

1. Draft (President, League Vice President and Players Agent)

2. Bylaws and Rules (3 or more members)

3. Grievance (3 or more members)

4. Tournament oversight (2 or more members)

5. Additional committees that the Board deem necessary

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

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

Advisors: In addition to the fifteen (15) elected Board members, there are Advisor positions. Advisor positions are not voted in by the general population. The current elected Board may add up to four (4) advisors to the Board. These advisors serve a one (1) year term which runs concurrently with the elected Board. Each is a full voting member of the Board. Advisors are frequently past presidents and other board members, prominent community leaders and subject matter experts.

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

II. THE TEAMS

(A) The roster:

1. Minor (AAA) baseball teams will have 12 players per team.

2. AA, A and T-Ball teams will have no more than 12 players per team.

3. All teams must have equal numbers of players on their rosters (within 1). If it is determined by the Board that it is in the best interest of the players and the league to allow more players to participate in the program, they may allow a one year exemption from these rules. The Board may elect to allow additional teams to be added where one or more teams may not meet minimum player numbers or add players to existing teams where numbers would exceed maximum player numbers.

4. Majors baseball teams will have 12 player per team, unless numbers do not allow us, in which we will request a waiver through Little League’s Charter Committee for approval to have teams of 11 players.

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

1. If a team drops below the final 12 players roster at any time during the season prior to May 15 of that year, verified by the Player Agent and League Vice President, the team must fill roster to the required amount of 12 players.

2. If a team drops below 12 players at any time during the season after May 15 of that year, verified by the Player Agent and League Vice President, the team must fill roster to 12 players using the available players list.

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

Player Agent list of 12, 11 and 10 year old players that tried out for Major league in descending order of their ages. Eleven and twelve year old players in the Minor league picked to play in the Major league to fill the roster are considered permanent members of the team.

4. All player movement must be approved by PARENTS, PLAYER AGENT, LEAGUE VICE PRESIDENT AND PRESIDENT.

5. All player movements are subject to one time Board stipulations and considerations in order to be fair to players and teams and take into account special circumstances.

6. No team rosters will be changed after the 1st Scheduled Regular Season Game without President’s Approval.

7. A team may borrow a player or players from the league below them if they need to do so to have up to twelve (12) players for a given game. No player may play on a borrowed basis more than three (3) times for the same team. If the manager borrows a player they must play at least three (3) innings and they are prohibited from pitching. Players will be selected by the Player Agent on a rotating basis from the available player list.

III. SELECTION OF PLAYERS

(A) Major and Minor (AAA and AA) Baseball Tryouts and Draft Rules:

1. All 11 and 12 year olds MUST and 10 year olds have the option to a try out or evaluation for the Majors.

2. All 9 and 10 year olds MUST and 8 years olds have the option to try out or evaluation for the Minors (AAA).

3. For reasons of safety, no 9 year olds may play in the Majors. No 7 year olds may play in the Minors (AAA) and no one under the age of 5 may play in Instructional league (A). This includes siblings of current players.

4. All players are entered into the draft each year (Following Draft Plan A)

5. There will be three separate baseball drafts. The first will fill the Major League rosters, the second will fill the Minor League rosters (AAA) and the third will fill the AA rosters.

6. Draft attendees. In order to ensure free exchange and discussion of players, parents and fans, the draft process is not open to the public. Only team managers and 1st coaches participating in the draft, league President, league Vice President and Player Agent will be permitted. The Board may, at its discretion, allow additional attendees under special circumstances.

7. It is the responsibility of all managers participating in the draft process to read and understand these rules.

8. Draft Procedure: Draft Plan A

When a thorough tryout program has been completed, the results of the evaluation/try-out procedures will be calculated and the scores of the protected players will determine the strength of the teams that will enter the draft. Draft order will be the lowest score selecting 1st and continuing to the highest total score. Score is based off of Manager and 1st Coach’s child scores at tryouts.

9. Manager and 1st Coach’s children must be selected using the appropriate option for their age. 12 year olds must be optioned by the 3rd Round, 11 year olds must be optioned by the 4th Round and 10 year olds must be optioned by the 5th Round.

10. Trading of draft picks is prohibited.

11. All draftees must attend tryouts to be entered in the “standard draft”. The Board must approve any player(s) entering the draft who did not attend tryouts or they will be placed into the Blind Draft.

12. There can be no more than eight (8) of any age group per Major or Minor baseball team.

13. Sibling option. When the first sibling is drafted, the manager automatically takes the remaining sibling(s) in the next round(s)

14. All Minor (AAA) league players who try out for a Major league team and are not drafted shall go back into the Minor (AAA) draft.

15. Players not drafted who do not wish to re-enter the draft at the next level, will be allowed a full refund of all fees before the first game.

16. All 8 year old players not making a Minor (AAA) team shall go back into the AA draft

17. Following the draft, managers may exchange players until the first scheduled game. All exchanges must be made with the unanimous approval of the Player Agent, League Vice President, President and participating player’s parents.

18. Any disputes over the interpretation or implementation of the rules will be resolved by a Draft Committee comprised of the President, League Vice President and Player Agent. This committee decision is final.

19. For the AAA (Minors) Draft, the draft order will be set by taking the combined average of the Manager and 1st Coach’s children. The lowest overall score will select 1st while the highest score will select last. AAA VP, Players Agent and President may adjust the draft to ensure competitive balance. Draft order will be approved by the AAA VP, Players Agent and President prior to the draft. Their decision is final.

22. For the AA Draft only, each Manager may select two(2) player options prior to the draft. This shall mean they will have 4 players, maximum of 5 prior to the draft (Manager’s child, 1st coach’s child and 2 optional selections from previous year’s team). If a Manager and 1st Coach have siblings which brings their starting team total to 4 players, they will be allowed to keep 1 player of their choice from the previous season. No team may start a draft with more than 5 players on their team. Draft order will be approved by the League VP, President and Players Agent. Their Decision is final.

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

1. T-Ball league is primarily aimed at 4 and 5 year olds, but 6 year olds may be placed in the league based on skill level or special circumstances.

2. Single-A is primarily aimed at 6 and 7 year olds, but 8 year olds may be placed in the league based on skill level or special circumstances.

3. All players will be placed on a team by the individual League Vice Presidents or President.

4. Players may, at the time of registration, request placement on any team. Every effort will be made to place players on the team of their choice.

5. Players may request to stay on the same team as played the year before to establish a comfortable atmosphere for the players.

6. CFLLN does not guarantee placement on a specific team.

IV. SCHEDULES

1. It is the team manager’s responsibility to re-schedule missed games, including rain-outs, with the approval of the League Vice President and the Umpire Chief.

2. All missed games must be re-scheduled and played before the end of the regular season.

3. Any disputes regarding make up games will be resolved by the team managers, the League Vice President and the Board, if necessary.

4. It may not be possible to make up all games prior to the end of the season. Should this happen, the Board may decide to consider current won/loss percentage in deciding team standings.

V. CFLLN LITTLE LEAGUE ALL-STARS

A. All-Star Discussion Meeting

 An All-Star Discussion Meeting shall take place 7pm on the first Sunday of June. Each Majors, AAA, and AA CFLLN team shall send representation to the meeting.

 At this meeting, each team will discuss performance of individual players from their respective teams to aid in the voting process. Under no circumstance shall any outside parents or players be present at this meeting. VP’s shall be present.

 All player names will appear on the ballots. There will be ballots for 12U, 11U, 10U, 9U, 8U. Age/League eligibility for placement on ballots is detailed below.

 This meeting is the team’s forum for discussing the all-star credentials of each player. At this time, team representatives can also discuss if individual players should be considered as a candidate to “play up.” Via nomination, the player will also appear on the ballot for the older league.

Note: In this case, the player will appear on two ballots. Example: Player X is an 11 year old and his manager nominates him for 12U. **That player will appear on the 12U and 11U ballots. Those casting votes may vote for that player for 11U only. If the voter votes for that player for 12U, he should also vote for the player for 11U.**

B. Voting and Selection Overview

 For all age groups, Managers and 1 coaching representative from each team will participate in voting. Voters will vote only for players in their league, at all age groups. Voters will not vote for players from other leagues, even if in same age group.

 Player Agent will send ballots via e-mail. Ballots should be delivered IN PERSON in a sealed envelope to League President or designee. Deadline for return of ballots is the Friday after the All-Star Discussion Meeting.

 Voters will vote for up to 12 players from each age group appearing on his ballot. It is not required that voters vote for 12, but 12 is the maximum.

 For 12U only, ALL majors players will also be given a ballot with the names of all 11 and 12 year old majors players. Players will vote for up to 12 players and their vote will constitute 1/2 of the total 12U vote.

 Player Agent and League President will oversee counting of the ballots and will rank order players in each age-group from #1 to #13 in order of votes received.

 With the exception of 12U, the Top 9 vote getters will be placed on the respective all-star teams. The balance of each team will be determined via an All-Star Selection Meeting due to the potential for players in each age-group to be in 2 different leagues. That process is detailed below.

 12U selection will differ since all 12U players are in majors; The Top 13 vote getters will be placed on the 12U team, of which 1 or 2 may be designated as alternates.

C. Selection of All-Star Managers

 For each age group, coaches and managers who wish to be considered shall submit their names to their respective VP.

 AFTER the initial Top 9 all-star results are tallied, the VP will present candidates to the CFLLN Board who will vote on the manager candidates.

 For 12U, the CFLLN Board will vote on the manager candidates after the Top 13 is identified.

 Managers will be selected and announced prior to the All-Star Selection Meeting.

D. Selection of All-Star teams

**12U- To consist of 11 and 12 year old Majors players.** Selection as follows:

 Top 13 vote getters will be placed on the 12U team, of which 1 or 2 may be designated as alternates.

**11U- To consist of 11 year old majors or AAA players or 10 year old majors players.** Selection as follows:

 Top 9 vote getters from Majors will be placed on the 11U team.

 Those ranked #10-#13 will be eligible for discussion during All-Star Selection Meeting to fill final spots.

 Top 3 vote getters from AAA will also be eligible for discussion during All-Star Selection Meeting to fill the final spots.

 At the All-Star Selection Meeting, Majors and AAA VPs and All-Star Manager will render final discussion of these eligible players. Consensus will be agreed to name not less than 2 and not more than 4 additional players to the 11U roster, of which 2 may be designated as alternates.

 If there is a tie in determining the Top 9 Majors players, all those ranking above the tie will be placed onto the 11U team. If there is a tie in determining the Top 9 Majors players or the Top 3 AAA players, all players tied will be eligible for discussion during All-Star Selection Meeting to fill final spots. At the All-Star Selection Meeting, Majors and AAA VPs and All-Star Manager will render final discussion of all eligible players. Consensus will be agreed to name a maximum of 13 players to the 11U roster, of which 2 may be designated as alternates.

 If there are fewer than 9 majors players named to the 11U team via vote, the AAA players will be placed onto the 11U team in rank order to a maximum of 13 total players, of which 1 or 2 may be designated as alternates.

**10U- To consist of 10 year old Majors players or 9 and 10 year old AAA players.** Vote will proceed as follows:

 Top 9 vote getters from Majors will be placed on the 10U team.

 Those ranked #10-#13 will be eligible for discussion during All-Star Selection Meeting to fill final spots.

 Top 3 vote getters from AAA will also be eligible for discussion during All-Star Selection Meeting to fill the final spots;

 At the All-Star Selection Meeting, Majors and AAA VPs and All-Star Manager will render final discussion of these eligible players. Consensus will be agreed to name not less than 2 and not more than 4 additional players to the 10U roster, of which 2 may be designated as alternates.

 If there is a tie in determining the Top 9 Majors players, all those ranking above the tie will be placed onto the 10U team. If there is a tie in determining the Top 9 Majors players or the Top 3 AAA players, all players tied will be eligible for discussion during All-Star Selection Meeting to fill final spots. At the All-Star Selection Meeting, Majors and AAA VPs and All-Star Manager will render final discussion of all eligible players. Consensus will be agreed to name a maximum of 13 players to the 10U roster, of which 2 may be designated as alternates.

 If there are fewer than 9 majors players named to the 10U team via vote, the AAA players will be placed onto the 10U team in rank order to a maximum of 13 total players, of which 1 or 2 may be designated as alternates.

**9U- To consist of 8 or 9 year old AAA players.** Vote will proceed as follows:

 Top 9 vote getters from AAA will be placed on the 9U team.

 Those ranked #10-#15 will be eligible for discussion during All-Star Selection Meeting to fill final spots.

 At the All-Star Selection Meeting, AAA VP and All-Star Manager will render final discussion of these eligible players. Consensus will be agreed to name not less than 2 and not more than 4 additional players to the 9U roster, of which 2 may be designated as alternates.

 If there is a tie in determining the Top 9 AAA players, all those ranking above the tie will be placed onto the 9U team. If there is a tie in determining the Top 9 AAA players, all players tied will be eligible for discussion during All-Star Selection Meeting to fill final spots. At the All-Star Selection Meeting, AAA VP and All-Star Manager will render final discussion of all eligible players. Consensus will be agreed to name a maximum of 13 players to the 9U roster, of which 2 may be designated as alternates.

**8U- To consist of 8 year old AAA or 7 or 8 year old AA players.** Vote will proceed as follows:

 Top 9 vote getters from AAA will be placed on the 8U team.

 Those ranked #10-#13 will be eligible for discussion during All-Star Selection Meeting to fill final spots.

 Top 3 vote getters from AA will also be eligible for discussion during All-Star Selection Meeting to fill the final spots;

 At the All-Star Selection Meeting, AAA and AA VPs and All-Star Manager will render final discussion of these eligible players. Consensus will be agreed to name not less than 2 and not more than 4 additional players to the 8U roster, of which 2 may be designated as alternates.

 If there is a tie in determining the Top 9 AAA players, all those ranking above the tie will be placed onto the 8U team. If there is a tie in determining the Top 9 AAA players or the Top 3 AA players, all players tied will be eligible for discussion during All-Star Selection Meeting to fill final spots. At the All-Star Selection Meeting, AAA and AA VPs and All-Star Manager will render final discussion of all eligible players. Consensus will be agreed to name a maximum of 13 players to the 8U roster, of which 2 may be designated as alternates.

 If there are fewer than 9 AAA players named to the 8U team via vote, the AA players will be placed onto the 8U team in rank order to a maximum of 13 total players, of which 1 or 2 may be designated as alternates.

E. Voting Results

 Initial voting results will be e-mailed by Player Agent to VPs no later than the Friday after the All-Star Discussion Meeting. With the exception of 12U, each team will contain a maximum of 9 players at this time.

 VPs will let the All-Star managers know the players selected to each team.

 12U team will contain 13 players, of which 1 or 2 may be designated as alternates. 12U manager may finalize his roster at this time.

 Final discussion will take place at the All-Star Selection Meeting to complete the remaining 11U, 10U, 9U, and 8U rosters.

F. All-Star Selection Meeting

 Meeting will be held 7pm the second Sunday of June. League VPs and All-Star Managers are expected to attend in order to finalize the individual 11U, 10U, 9U, and 8U rosters.

 12U Manager does not need to be present as this roster will already be complete.

 Purpose of meeting is to render final discussion of all eligible players. The final spots for each age group will be determined by 3-person consensus of the All-Star Manager and the VPs represented by each age group.

 In the event that the same person occupies 2 of these positions, a hierarchy is established to have additional Board Members serve in order to have 3-person consensus. That hierarchy is as follows:

 1. Player Agent

 2. Executive VP

 Player Agent shall be present during the meeting in any event to ensure players’ interests are protected.

G. Naming of All-Stars

 The order of all-star naming shall necessarily be 12U, followed by 10U, 11U, 9U, then 8U.

 This is to ensure that those who are voted to “play up” have opportunity to accept or reject the bid. Once the older team is finalized, the finalizing of the younger league may take place.

 Parents of elected players will be notified as soon as possible after the All-Star Selection Meeting by the All-Star managers. If a player is unable to participate, the parent must notify the All-Star manager immediately. Manager may then select a replacement according to rank-order of vote.

 In addition, in the case of a player “playing up” to the older league, an additional member shall be added to the younger roster according to rank-order of vote for that respective age group.

 Rosters will be finalized once parents have been contacted and bids have been accepted.

 All-Star presentation ceremony will be held on June 15 6pm. NO GAMES WILL BE PLAYED AT THIS TIME.

VII. SPECIAL GAMES AND TOURNAMENTS

1. No tournament or special game team may be organized consisting of CFLLN players and using the CFLLN name without prior consent by the Board of Directors.

2. Managers and Board will meet to decide on which tournaments to enter.

3. Any tournament or special game team organized will be done using the following rules:

(A) Teams:

1. Managers will submit up to six (6) player’s names from each team for each team being formed.

2. Managers and assistant coaches will vote on the players. Only Minor League managers and assistant coaches will vote on the players for the 9 and 10 year old All-Star team. The number of players will depend on the tournament or special game rules.

(B) Manager Selection:

1. Managers and/or assistant coaches must declare his/her wishes to manage the All-Star team.

2. The Board of Directors shall choose the manager.

3. Manager will select his/her own coaching staff, however, in the case of the 9 and 10 year old All-Star team, one of the coaching staff should be a Minor League manager.

(C) Team Sponsors:

1. The team is responsible for obtaining its own sponsors to pay for uniforms or require each player to pay a fee

2. CFLLN Board of Directors may choose to sponsor team(s).

VIII. SPECIAL RULES

(A) AA and Instructional League Playing Rules:

1.T-Ball will follow a 10 week Practice/Game program as outlined by Little League International. At no time is a Coach allowed to alter the format without permission from the CFLLN Board.

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

3. Double-A will basically follow Little League Minor League regulations and rules. Rules regarding batting and pitching will be discussed and agreed upon with managers and coaches prior to the start of the season.

(B) Conduct:

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

(C) Equipment:

1. Batting helmets must be worn in batting cages

2. Helmets with masks must be worn for hitting and running for any games no matter where the games are played. This rule holds true for Practices, Regular Season, Post Season and All-Star play.

(D) Playing

1. No head first slides into advancing base or any base once involved in a run down. The runner will be called out.

2. The runner either must slide OR otherwise attempt to avoid contact with the fielder who has the ball and is waiting to make the tag. The runner is out when it is in the opinion of the umpire that the runner is not attempting to avoid a collision. The rule is in place to avoid collisions between defensive players attempting to make a play and base runners. It is up to the umpire(s) to decide whether a play was being made. Coaches should discuss this rule with the umpire prior to the start of each game to determine his interpretation of the rule.

3. No fake tags. If, during the play of any live ball, a defensive player fakes a tag on a base runner, this fake tag is considered illegal. If the runner is subsequently tagged out, and it is of the opinion of the umpire that the legal tag is a direct result of the fake tag, then that runner is safe and returns to the advancing base, including home plate. If this player continues during the game with additional fake tags, then he is subject to ejection under unsportsmanlike conduct rules.

4. The umpire Chief has the authority to rectify any call by a field umpire that has placed a runner/batter in jeopardy. Judgment calls may not be appealed unless the umpire making the call grants permission for an appeal.

5. In accordance with rule # 4.10e(2) of the Official Regulations and Playing Rules, CFLLN chooses not to adopt a mercy rule for Minor or Major League play.

6. Two (2) coaches may be used as base coaches during a Minor League game.

(E) Ground Rules for Complex:

1. Roster players, two coaches and managers only are allowed in the dugout and on the playing field.

2. Players, managers and coaches acting in an unsportsmanlike manner will be reviewed by the Board of Directors. The Board will determine the course of action to be taken per person per incident.

3. Special playing field ground rules may be determined based on field conditions. The decision is made by umpire(s) and managers.

4. Pitched passed balls through the backstop, the runner may advance one base, but not home.

5. Balls struck or rolled under or in a fence, fielder must raise arm and umpire must view ball before removal. Umpire will determine base position of runners when this condition occurs.

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

(F) Disputes:

1. Disputes or problems among players, fans, coaches, managers, umpires and/or parents must be resolved through the Grievance procedures and the Grievance Committee.

2. Protests or appeals by coaches or judgment calls or other rules interpretations by an umpire are governed by the Little League Rule Book and the League Bylaws where applicable. The plate umpire is responsible for execution of these rules.