

**2023**

# **HENDERSON COUNTY LITTLE LEAGUE**



## **Bylaws & Local Ground Rules**

**A Division of  
Little League Baseball, Inc.**

**For online information:  
[www.HCYB.org](http://www.HCYB.org)**

# Part A---Baseball

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# Henderson County Little League Constitution and Bylaws

## Article I: League Divisions

The Henderson County Youth Baseball Division will be made up of a maximum of 8 divisions: Tee ball 4/5, Minor League Divisions 5/6, 7/8, 9/10, Major League Division 11/12, Junior League Division 13/14, and a Senior Division 15/16. The softball divisions will consist of Minor League Divisions 5/6, 7/8, 9/10, and a Major League Division 11/12. If any division does not have at least 2 teams they may be combined with another division. For baseball, players born in 2005 or later, ages are determined by the player's age as of August 31 of the current year for Spring and August 31 of the next year in the Fall. For softball, players born in 2005 or later, ages are determined by the player's age as of January 1 of the current year for Spring and January 1 of the next year in the Fall.

## Article II: Team Formation

- A. T-Ball and 5/6-year-old teams will be created by Player Agent and age group VPs via random selection.
- B. The method for the team creation for 7–12-year-old teams shall be the Assigned Blind Draft Method.

### Assigned Blind Draft using evaluations

- 7–12-year-old teams will be conducted as a blind draft and allow for 2 freezes consisting of the head coach's (manager) child(ren) and one assistant coach's child(ren)
- Each player must attend evaluations and will be given a rating from 1-5 as outlined in HCLL constitution. Any player not attending evaluations will be given a rating based upon last season and will not be allowed to be on a previous coach's team.
- There will be **NO TRADES** in the 7-12 divisions. The only special requests taken are for siblings or in "no-coach" situations.
- For all divisions, teams will be created by the Division VP and a 2nd present HCLL Board Member.
- After evaluations, all players in each age group will be placed on a master roster list for that age group. The Division VP and HCLL board member will remove the players' names from the list and form teams based solely on ratings and balancing the number of 5, 4, 3, 2, 1's, on each team. Each head coach will then draw their respective team from a hat.
- For age groups 9/10 and 11/12, the teams will be formed the same as the 7/8 division with the exception of pitchers and catchers. All players designated as pitchers and catchers will be pulled from the list and will be divided between managers. This includes frozen players that are designated as pitchers or catchers. Each team will have a minimum of 2 pitchers and 1 catcher, where possible, before the remainder of players are divided evenly.
- Junior and Senior Division (13-16 yr old) teams will be determined at the discretion of the board (**Subject to change**).

## Article III: Player Selection

- A. Any openings on rosters will be filled from a waiting list maintained by the Player Agent who will be responsible for assigning the player(s) to the appropriate team. Players added after the draft will be randomly drawn to balance the number of players on a team. No player will be added once two teams are left unbalanced until two players are found to play.
- B. The policy of HCLL is to encourage parents to have their children play within their child's Little League age-group. Recognizing that children have different abilities and maturity, HCLL will allow children 11 and under to play up or down one age-group with the following restrictions.
  - 1. Parents must request in writing a division change request.
  - 2. Players playing down may be required to attend an evaluation to assess a player's ability.

3. The HCLL Board of Directors has the authority to deny a request to play down based on their assessment of the player's ability. Refusal to accept this decision forfeits any payment to HCLL.
4. Players playing outside of their LL age-group are **eligible** for "Little League" All-Star play only in the division in which they play the regular season. For purposes of this rule, players Little League Age 9 are eligible for any 9U or 9/10 All Star team. HCLL Board of Directors may grant exceptions for players playing up only for hardship/sibling reasons prior to All-star selections.
- C. There will be absolutely no trades after drafts are completed. **NO EXCEPTIONS.**
- D. The child(ren) of a manager must be frozen to his team
- E. Brothers/sisters will be placed on the same team and will be considered a hardship that will be handled by the Board.
- F. Parents may specify on the registration form if they do not want a specific coach. The Division VP is expected to follow-up on these requests to determine if a problem needs to be addressed.
- G. All players, ages 7-12, must go through evaluations. If a player moves into the area too late to participate in player evaluations, the Player Agent will assign him to a team based upon the need of the team and the player.
- H. The Board has the final say on the placement of players.

#### **Article IV: Rosters**

- A. Division VP and Player Agent will determine the number of players for each team.
- B. Any player dropped from a team roster must be reported in writing to the Player Agent and also the reason why they are being dropped.

#### **Article V: Managers and Coaches**

- A. All volunteers **MUST** consent to random drug or alcohol screening before being able to volunteer.
- B. All base coaches under 16 years old are required to be in uniform and wearing an authorized batting helmet.
- C. All managers and coaches will be required to fill out a volunteer application yearly.
- D. Each team will be allowed one manager and two adult coaches. Coaches will be appointed after the draft.
- E. All managers and prospective managers must be screened and approved by the Baseball Board. Managers that do not meet the requirements may be removed at any time and a new manager appointed. All managers must attend the mandatory coaches' meeting that will begin each season.
- F. When there is a vacancy of a manager position, the vacancy will be filled with the Baseball Board's approval.
- G. If a coach is requested to come before the Board and refuses, it will be grounds for dismissal.
- H. All players, managers and coaches must wear official team jerseys and HCLL-issued (Regular season) uniform hats during games. If a uniform hat is unavailable, the player/coach/manager must go without a hat.
- I. Managers, coaches, umpires, or scorekeepers during any game, practice or other HCLL function will not use tobacco products.
- J. Use of alcohol or the evidence of such use will not be tolerated and is grounds for dismissal of a manager, coach, umpire, or scorekeeper.
- K. In the event that a division has too many head coach requests, the Division VP, Player Agent, and prospective coaches will attempt to come to a mutual agreement on coaching assignments. If a mutual agreement cannot be reached by all parties, the HCLL Board of Directors will select the coaches by majority vote.

#### **Article VI: Local and Ground Rules**

- A. General Local Rules (affecting multiple age divisions):
  1. The Little League Rule Book will be used with the following local rules. Any discrepancy between the Little League Rule Book and the Local Rules, the Local Rules will prevail.
  2. **Batting Cages:** Field 1 visiting team shall have rights to the 1<sup>st</sup> base batting cage on Field 2 from 45 minutes prior to scheduled game time to 25 minutes before scheduled game time. The Field 1 home team shall have the cage from 25 minutes before scheduled game time to five minutes until scheduled game time. The third base side batting cage on Fields 2 and 3 are split cages, and shall be reserved for those teams playing on those fields beginning 45 minutes before game time.
  3. Managers and Umpires must agree upon ground rules before the game starts.
  4. 4 and 5/6 Division games shall start at scheduled time regardless of number of players.

5. Players arriving **after the game has begun** shall be placed at the bottom of the batting order.
6. Ages 7 and Up - If a team cannot field at least 8 players by 15 minutes after scheduled game time, the game will be declared a forfeit by the umpire. A team must have at least 8 players to start a game and 7 players to finish a game. Game play must begin with the arrival of the 8<sup>th</sup> player. (Exception: If a team has 9 or less players on the roster they may start with 7 players)
7. Only the manager (or their designee for 4 or 5/6), coaches, players and scorekeeper will be allowed in the dugout. No defensive coaches will be allowed on the field during a game in the 9-13 year old age divisions.
8. A courtesy runner may be used for the catcher at any time, but this is not mandatory. This does not count as a substitution. The courtesy runner must be the player that made the last batted out.
9. **Both teams must bat all players present.** Both teams are allowed free defensive substitutions. Pitching remains as per the Little League Rules. Batting order must stay the same.
10. **Mandatory Play:** No player may sit out for 2 consecutive defensive innings. Failure to follow this will result in a disciplinary action. This includes games called due to the time limit. The penalties for not abiding by this rule will be:
  1. That player must start the next game.
  2. Suspension of Manager for the next game.
  3. Manager must apologize to the player and parents.
  4. The team must forfeit the affected game.
11. All age groups will have a **5 run rule maximum per inning.**
12. Home team will be designated on the schedule. The home team must take the first base side dugout and the visitors must take the third base side dugout. Home team scorebook is the official scorebook. Visiting team is responsible for scoreboard operation.
13. Any attempt to intimidate or coerce the umpires during a game shall not be tolerated. If there is a question regarding a ruling, assistant coaches are not permitted to come onto the field in an attempt to argue a call. The responsibility lies specifically with the manager or head coach and should be handled in a respectful, sportsman-like manner.
14. The 10 run rule still applies after a game is official (3 ½ innings minimum). All games will be played to the time limit. After the 10 run mercy rule is hit, the score is frozen and final. Players must change positions and finish the remainder of the time limit of the game.
15. If Visitors are leading by 6 runs or more or Home team is leading and batting after the time limit is reached the game is over after the batter hitting when time expires has completed his/her turn at bat. Time limits and tie games shall be enforced according to the Time Limit Table.
16. 13/14 & 15/16 Year Old Junior & Senior Divisions -- All games must end in a complete inning with no new innings beginning after 2 hours with the exception that they are official games of at least 3 ½ innings or according to the Time Limit Table.
17. 11/12 Year Old Division – All games must end in a complete inning with no new innings beginning after 1 hour and 45 minutes with the exception that they are official games of at least 3 ½ innings or according to the Time Limit Table.
18. 9/10 Year Old Division – All games must end in a complete inning with no new innings beginning after 1 hour and 30 minutes with the exception that they are official games of at least 3 ½ innings or according to the Time Limit Table.
19. 7 & 8 Year Old Divisions – All games must end in a complete inning with no new innings beginning after 1 hour and 20 minutes with the exception that they are official games of at least 3 ½ innings or according to the Time Limit Table.
20. If a player is injured or becomes ill during a game it will **NOT** be an out when his turn to bat comes up. However, if a player leaves the game for any other reason including ejection from a game, then each time he is to come up to bat it will be an out. Any player arriving after the start of a game will be placed at the bottom of the lineup without penalty.
21. Players subject to disciplinary action will be identified to the Division Vice President, Player Agent, and the opposing team manager prior to the start of the game. This will be noted in the official scorebook. The Division Vice President and the Player Agent will verify these cases.

## Age Specific Local Rules

### A. 4/5 Year Old (Instructional Tee-Ball) ) Local Rules

1. Every batter gets 4 pitches from a coach and if the player does not make contact within the 4 pitches the ball will be placed on a tee and the player given 2 swings. The ball is live when the batter hits the ball from the coach or the tee. A ball that rolls off the tee when the batter makes contact only with the tee is NOT a live ball. The ball should be replaced and the batter shall continue his/her at-bat.
2. The ball is considered dead when the ball is possessed by the player-pitcher and he has both feet within the pitcher's circle or when the ball has been thrown to or in the vicinity of the player-pitcher, even if the throw was not caught.
3. There will be no recorded outs. Every batter will remain on base, regardless if he/she was out on the play.
4. All players will play the field on defense. No more than 5 players may play in the infield at one time. This includes the Pitcher, 1<sup>st</sup> Baseman, 2<sup>nd</sup> Baseman, 3<sup>rd</sup> Baseman and Shortstop. **All players are required to play in the infield for at least one inning per game.**
5. The player-pitcher must keep at least one foot in the circle until the ball is struck.
6. On overthrows to any base by an infielder the runner will only get the base he is going to. This includes first base. This does not apply to throws made from the outfield. Likewise, an outfielder may not be used to receive a throw on a force play in the infield. All outfielders must stay in the grass until the ball is hit.
7. A chalked line will be laid out on the field equal distance between each base. The runner must have one foot over the line when the time is called in order to advance to that base.
8. The Infield Fly Rule does not apply in 4 year old play.
9. Games will consist of 2 innings.
10. Each team will bat through their entire roster each time at bat.
11. Up to four coaches will be allowed in the outfield when playing defense. They must coach from the outfield grass.
12. The batting team is entitled to two base coaches and one "pitching" coach who will set the ball on the tee before each swing. This coach will also move the tee and bat from the plate area if a runner or runners are attempting to cross the plate.
13. **4/5 Year Old Instruction Tee-Ball division will not keep score.**

### B. Minor League (5/6) Local Rules

1. The ball is considered dead when the ball is possessed by the player-pitcher and he has both feet within the pitcher's circle. Dead ball may also be called by the umpire when a defensive player attempts a throw to the player/pitcher and the ball passes through or is in this vicinity. This is strictly a judgment call by the umpire. It is the coach-pitcher's responsibility to back-up the player pitcher in an attempt to assist the defensive team in stopping play. Possession of the ball by the coach pitcher will also result in a dead ball.
2. **All players must play ONE FULL inning in the infield on defense per game.**
3. **Each coach-pitcher should have the mindset of playing defense for the opposing team. Coach-pitchers are expected to stop the ball if necessary to back-up an attempted throw to the player pitcher.**
4. All players will play the field on defense. No more than 6 players may play in the infield at one time. This includes the Pitcher, Catcher, 1<sup>st</sup> Baseman, 2<sup>nd</sup> Baseman, 3<sup>rd</sup> Baseman and Shortstop. **Teams are required to play a pitcher, catcher, and first baseman at a minimum in the infield**
5. The player-pitcher must keep at least one foot in the circle until the pitched ball crosses home plate or is struck.
6. The coach-pitcher does not have to remain in the circle while pitching. He may move closer to the batter if he desires, to encourage hitting. Coach-pitchers must keep one foot behind the pitching line. They must return to the center of the circle after the ball has been put into play awaiting defensive play by the opposing team.
7. The batter will receive a maximum of 6 pitches. If the batter has not hit after 6 pitches they are out unless the 6<sup>th</sup> pitch is fouled off, in which case the at-bat continues.

8. On overthrows to any base by an infielder the runner will only get the base he is going to. This includes first base. **This does not apply to throws made from the outfield.**
9. A chalked line will be laid out on the field equal distance between each base. The runner must have one foot over the line when the time is called in order to advance to that base. This is strictly a judgment call by the umpire.
10. The Infield Fly Rule does not apply in 5/6 year old play.
11. Games will consist of 3 innings. A tie game after 3 innings shall end in a tie.
12. Each team will bat through their entire roster each time at bat. However, runs will not count after the 3<sup>rd</sup> out. **When last batter comes up assume there are two outs.**
13. In situations where one team has less players on their roster than the other team then the game will be played according to the number of players on the lesser team's roster. Example: If Team A has 12 players and Team B has 13 players then Team B can only count the number of runs that the 12<sup>th</sup> batter batted in. Any runs batted in by the 13<sup>th</sup> batter will not be counted.  

**NOTE:** This rule is based on the number of players on the roster **NOT** the number of players that show up for the game. This rule does not apply to how many players can play in the field. All players are allowed to play in the field.
14. Only two (2) coaches will be allowed in the outfield when playing defense. They must coach from the outfield grass. Any other coaches must remain behind the fence. An additional defensive coach shall assist the catcher. This coach shall ensure catcher safety and assist in speeding up play.
15. If a batted ball hits the coach-pitcher, the ball is dead and the pitch will not count.
16. A maximum of 6 infielders are allowed, including the catcher. All players will be allowed on the field for defense. An outfielder may not be used to make a throw on a forced play in the infield. All outfielders must stay in the grass until the ball is hit.
17. A coach pitch hitting the batter shall not count as a pitch.
18. If the game gets out of reach for one team, the scoreboard shall be reset to pre-game condition.
19. **If the home team is leading going into bottom of the third inning, manager must flip batting order for runs to count.**

### **C. Minor League (7/8) Local Rules**

1. Machine pitch speed to be set at 36 mph (setting #7) placed 40' from the plate. The coach will feed the machine.
2. If a batted ball hits the machine, the ball is dead and the runner advances to first base. All runners will also advance one base even if unforced. If a thrown ball hits the machine, the ball is live and in play. If a batted ball hits the coach/pitcher the ball is dead and it is ruled a NO PITCH.
3. Each player receives 6 pitches or three swinging strikes. There will be no "NO PITCH" calls by the umpire. Each batter gets 6 pitches good or bad. If a batter fouls the 6<sup>th</sup> pitch, or beyond, the batter will continue.
4. No fielding coaches. **One** coach may stand outside the dugout while on defense to coach defensive players. One coach may stand behind the catcher to help speed up the game. This coach SHALL NOT instruct any players or coach any players.
5. On overthrows to any base by an infielder the runner (s) will get one at risk base only. Umpire should call time when the runner is either safely at the next base or is tagged out. This includes first base. **This does not apply to throws made from the outfield. Umpires should call time and players are then encouraged to make the throw to the base in front of the runner (s).**
6. Player-pitcher must keep one foot inside the circle until the ball is hit. Pitchers may be up to 5 feet directly behind circles if concerned about safety.
7. Ten defensive players are allowed. A maximum of six infielders and four outfielders. No short fielders. All outfielders must stay in the grass until the ball is hit. Outfield may not be used to take a throw on a forced play on the infield.
8. 5 run rule per inning.
9. There is no infield fly rule in the 7/8 year old division.
10. To speed up play, coaches are encouraged to have two baseballs on hand in case of foul balls.
11. **Coach-pitcher may not coach base runners!**
12. **NO WARMUPS!**

13. **The coach-pitcher must move off the playing field after the ball is struck**

**D. Minor League (9/10) Local Rules**

1. Division will play with 10 players in the field, 6 infielders and 4 outfielders.
2. Pitching limitations and trips to the mound shall be as per the Little League Rule Book. (3<sup>rd</sup> visit in one inning then must change pitchers or 4<sup>th</sup> overall visit warrants a pitching change).
3. Home team is the official score book. Please write down pitchers used and number of pitches by each pitcher in the score book and have it signed by the scorekeeper, both team coaches and the umpire after each game.
4. Any balks called are for instructional purposes only and shall not be penalized.
5. Any pitcher, after being removed, may NOT re-enter a game as a pitcher.
6. INTENTIONAL WALKS WILL BE ALLOWED. (4 pitch penalty)
7. 5 run rule per inning.
8. No coaches allowed on field.
9. The infield fly rule applies

**E. Major League (11/12) Local Rules**

1. Division will play with 9 players in the field, 6 infielders and 3 outfielders.
2. Pitching limitations and trips to the mound shall be as per the Little League Rule Book. (3<sup>rd</sup> visit in one inning then must change pitchers or 4<sup>th</sup> overall visit warrants a pitching change).
3. Home team is the official score book. Please write down pitchers used and number of pitches by each pitcher in the score book and have it signed by the scorekeeper, both team coaches and the umpire after each game.
4. Any balks called are for instructional purposes only and shall not be penalized.
5. Any pitcher, after being removed, may NOT re-enter a game as a pitcher.
6. INTENTIONAL WALKS WILL BE ALLOWED. (4 pitch penalty)
7. 5 run rule per inning.
8. No coaches allowed on field.
9. The infield fly rule applies.
10. If a player "ages out" by Fall League (13 years old), they cannot play during the Fall season due to insurance policy restrictions. Players will be referred to Fletcher League.

**Article VII: Henderson County End of Season Tournament**

- A. Pairing for the tournament, using a SINGLE or DOUBLE elimination bracket, at the Board's discretion, will be based on regular season record. The standard seeding formula will be used.
- B. In case of tied records at the conclusion of the regular season, the following tie-breakers to determine final regular season league standings and seeding for tournament will be implemented in this order:
  1. Head to Head record
  2. Runs Differential (Runs For minus Runs Against) against each other
  3. Total Runs Differential (Total Runs For minus Total Runs Against) for the season
- C. All other rules will be the same as the regular season.
- D. The Home Team will always be the higher seed unless IF game, then a coin toss will determine.
- E. Pitching rules still apply. Pitching count does not restart.
- F. Tournament Championship games for ages 7 and up shall not have a time limit. The ten-run rule still applies.

**Article VIII: All-Star Competition**

- A. At least one All Star team will be selected from each age group.
- B. Managers and coaches of All Star teams must have participated in HCLL as a Head or Assistant coach during the season in any division.
- C. Any Manager or Assistant coach may submit his/her name for the All Star Manager position of their respective division. Each team will submit (2) votes to the Board for the All Star Manager position. The



Manager or Assistant coach receiving the most votes will be selected as All Star Manager of their respective division. In the event of a tie, the Board will appoint the All Star Manager.

- D. The All Star Manager will select his/her assistant coaches, providing that they are in good standing with the league and they have managed or assisted during that season.
- E. The Board has final approval of all All-Star team Managers and coaches.
- F. In the 2nd half of the season, the VP for each division will have the Managers provide a list of potential All-Stars from their team. The Managers will be able to nominate up to (4) players from their team. This list shall be emailed to [hcybaseball@gmail.com](mailto:hcybaseball@gmail.com) or turned in to the Age Group VP by the 6<sup>th</sup> game. The Managers will begin to look at players during the rest of the season using this list. **This list will be confidential.**
- G. Managers of 9/10 and 11/12 Divisions can nominate up to four players for each age that is having an All Star team. A separate ballot shall be conducted for each team. Managers having players in the younger age of the division can have that player placed on both ballots, if justified.

Examples:

- 11/12 Division could have 11/12 All Stars and 10/11 All Stars.
  - 9/10 Division could have 9 Special games and 9/10 All Stars.
- H. Team managers shall obtain completed All-Star applications from potential All-Star players prior to All-Star nomination meeting.
- I. Parents/Players must fill out an All-Star Consideration Form. Players that do not have a completed form turned in by the All-Star voting day will not be eligible for the team.
- J. Any player that quits the All-Star team during the All-Star season after accepting a position will be ineligible to participate in All-Stars the following year. The player can appeal to the Board to become eligible.
- K. All-Star nominees will participate in an All-Star tryout that will be established and used as an evaluation.
- L. For all other Divisions an All-Star nomination meeting shall be held between the 9<sup>th</sup> and 11<sup>th</sup> game. All of the Managers (or their designee) from that age division, the President or designee, the Player-Agent and the division Vice-President must attend the All-Star nominating meeting. The Managers will discuss each nominated player. Managers by majority vote may also add a player to the candidate list that was not nominated by their coach. (This is simply a vote to place on the ballot, not the team) Players declining All-Stars shall be removed from the candidate list at this time.
- M. Managers will be given a ballot of the remaining names to be returned in a sealed confidential envelope with no markings. This ballot shall be placed in a second envelope identifiable only to establish who has returned their ballots with a return deadline.
- N. The Managers will vote for the players they feel should be on the All-Star team based on **Ability & Attitude**. The managers shall vote for 13 players they recommend to the All-Star team to represent the league.
- O. Ballots shall be opened in the presence of the League President or designee (to ensure adherence to procedures), Player-Agent and Age Group VP.
- P. The top 12 vote recipients shall be placed on the All Star roster. At this time, there will be 1 “Reserve” player selected that can practice with the team and can be used if another player gets injured or cannot participate. **This list and votes shall remain confidential.**
- Q. HCLL may financially support its All Star Teams.
- R. HCLL will NOT financially support parents or additional coaches.