

PADRE LITTLE AND SENIOR LEAGUE

CONSTITUTION AND BY-LAWS

Revised January 2010

PADRE LITTLE & SENIOR LEAGUE

CONSTITUTION

ARTICLE I -- NAME

This organization shall be known as "Padre Little League, Inc." and the official colors of the League shall be burgundy and navy blue.

Padre Little League Inc. is a non-profit Corporation identified under Filing Number 24851201 dated June 26, 1968 in the State of Texas.

The League's Federal Employee Identification Number is 23-7406353

The league's Little League Incorporated Identification Number is 343-23-17.

ARTICLE II -- OBJECTIVE

- A. The objective of Padre Little League shall be to implant firmly in the children of the area the ideals of good sportsmanship, honesty, courage, character, loyalty and respect for authority, so that they may be well adjusted, strong and happier children and will grow to be good, decent, healthy and trustworthy adults.
- B. This objective will be achieved by providing supervised competitive baseball games. The supervisors shall bear in mind that attainment of exceptional athletic skills or the winning of games is secondary and the molding of future men and women is of prime importance.
- C. In accordance with Section 501-(c)-(3) of the Federal Internal Revenue Code, Padre Little League, Inc. shall operate exclusively as a non-profit educational organization providing a supervised program of competitive baseball games. No part of the net earnings shall inure to the benefit of any private shareholder or individual; no substantial part of the activities of which is carrying on propaganda, or otherwise attempting to influence legislation, and which does not participate in or intervene in any political campaign on behalf of any candidate for public office.

ARTICLE III -- GOVERNMENT

- A. The government of Padre Little League shall be under the supervision of the President and the Board of Directors.
- B. The Board of Directors shall consist of twenty-three (23) members to serve one-year terms, with the exception of the President, who will serve a two-year term. Officers are (1) President, (2) League Vice-President, (3) Division Vice-Presidents, (4) Treasurer, (5) Secretary, (6) Player Agent(s), and (7) Safety Officer.
- C. The outgoing President (or incumbent) shall call a meeting of the elected Board of Directors following the election for the purpose of electing officers for the upcoming season and to fill

other key positions for the operation of the League. At this meeting the Board of Directors shall elect a President (if required), League Vice-President, Division Vice-Presidents, Treasurer, Secretary, Player Agent(s), and Safety Officer. Officers will be elected by a majority vote of the Board. The President may make other appointments, with the approval of the Board, as necessary to carry out the responsibilities of the League.

- D. The Board of Directors shall elect Division Vice-Presidents, each of whom shall be primarily responsible for a Division in the League. Such Division Vice-Presidents shall be selected from the Board of Directors and shall have the right to vote on any and all matters coming before the Board.
- E. The Directors shall, upon election, immediately enter upon the performance of their duties and shall continue in office until their successors shall have been duly elected and qualified.
- F. Any Board Member, Officer, League Manager or Coach may be impeached from any position by a simple majority vote of the Board of Directors.
- G. Manager/Coach representation on the Board shall not exceed minority.
- H. The spouse of a Board Member may not serve on the Board.
- I. Failure to attend three (3) consecutive Board Meetings without notifying an Officer of the Board beforehand, or habitual failure to attend Board Meetings, is reason for dismissal from the Board.
- J. No individual Board Member may speak for the entire Board.
- K. Business items at an official meeting will be passed by a simple majority vote of the Board Members present in person or by proxy, unless otherwise stipulated.
- L. The President may appoint, with the approval of the Board of Directors, any committees deemed necessary for the operation of the League.
- M. The management of the property and affairs of Padre Little League shall be vested in the Board of Directors.
- N. BOARD OF DIRECTOR VACANCY - The President of the League shall replace Board Members at any official meeting of the Board as follows:
 - 1. The President shall accept nomination(s) from the Board Members or may present nomination(s) to the Board.
 - 2. After nomination(s) have been made, a simple majority vote of the Board Members present will elect or reject a nominee. The nominee with the most votes will fill the vacancy.

ARTICLE IV -- MEETINGS

- A. Notice of Meetings. Notice of all Board meetings shall be given at least two (2) days in advance to all members of the Board of Directors unless notice of such meeting is waived. Participation by a Board Member at any meeting shall constitute waiver of the notice unless such member's participation is for the purpose of objecting to the legality of the meeting.
- B. Quorum. A meeting of the Board of Directors is OFFICIAL when not less than one-half of the total Board Membership is present. The presence in person or by proxy shall be necessary to constitute a quorum.
- C. Special Meeting. A meeting of the Board of Directors shall be called by the President upon request of any three (3) members of the Board.
- D. Rules of Order. Roberts Rules of Order shall govern the proceedings of all meetings, except where same conflicts with the Constitution or the By-Laws of the League.

ARTICLE V -- MANAGERS, COACHES AND UMPIRES

- A. The President, with approval of the Board of Directors, shall appoint managers, coaches, and umpires.
- B. No one may manage or coach without approval by the Board of Directors. A manager of a Padre Little League team shall manage only one (1) team during the regular season.
- C. Managers and coaches serve on a seasonal basis at the discretion of the *President and* Board of Directors, and shall bear the responsibility and the consequences for their actions on and off the field.
- D. A president **may** manage, coach or umpire **provided he/she does not serve on the Protest Committee nor serve as tournament team manager or coach**. Player agents shall not manage, coach or umpire in their respective divisions. Vice Presidents may manage, coach or umpire provided they do not serve on the Protest Committee.
- E. Umpires shall be appointed annually by the President, with approval of the Board of Directors, who shall be responsible for their assignments and for their actions on the field.
- F. A manager or coach who has been ejected from a game may be required to appear before a Board committee, assigned by the President, to discuss his/her ejection. The manager or coach will be required to serve a mandatory one game suspension to be enforced in the following game; however, a more severe penalty may be assessed if deemed necessary by the committee. A manager or coach who has been ejected from a game and continues to argue with an umpire or other League official, or refuses to leave the complex immediately, will be required to appear before a Board committee, assigned by the President, to discuss his/her ejection, and will be required to serve a mandatory two games suspension to be enforced in the following two games; however, a more severe penalty may be assessed if deemed necessary by the committee.

ARTICLE VI -- MEMBERSHIP AND DUES

- A. **Player Members.** Any player candidate meeting the requirements of Little League, Minor League or Senior League Regulations Article IV and who resides within the authorized boundaries of Padre Little League shall be eligible to compete for participation.
- B. **Dues.** Dues for players may be fixed at such amounts as the Board of Directors shall determine prior to the beginning of any membership period. A reasonable Little League participation fee may be assessed as a parent's obligation to assure the operational continuity of the program.
- C. **Refund of Registration Fees and Fundraiser.** Withdrawal after a player registers:

Fundraiser may be accepted back is re-usable, no refund if not re-usable.

- \$15 fee/penalty BEFORE division drafts begin

- \$40 (\$15 + \$25) AFTER division drafts begin and BEFORE games begin

- No refund of registration or fundraiser ONCE games begin

ARTICLE VII -- OFFICERS, DUTIES AND POWERS

- A. **Officers of the League** shall consist of a President, League Vice-President, Division Vice-Presidents, Secretary, Treasurer, Player Agent(s), and Safety Officer; all of whom shall hold office for the ensuing year or until their successors are duly elected. The Executive Committee shall consist of the League President, League Vice President, and not less than two additional Officers.
- B. **PRESIDENT.** The President shall:
 - 1. Conduct the affairs of the League and execute the policies established by the Board of Directors.
 - 2. Present a report of the condition of the League at an annual meeting.
 - 3. Communicate to the Board of Directors such matters that are deemed appropriate, and make such suggestions that tend to promote the welfare of the League.
 - 4. Be responsible for the conduct of the League in strict conformity to the policies, principles, Rules and Regulations of Little League Baseball, Inc., as agreed to under the conditions of charter issued to the League by that organization.

5. Designate in writing other officers, if necessary, to have power to make and execute for and in the name of the League, such contracts and leases as may have been received with prior approval of the Board.
6. Investigate complaints, irregularities and conditions detrimental to the League and report any situations to the Board or Executive Committee as circumstances warrant.
7. Prepare and submit an annual budget to the Board of Directors and be responsible for the proper execution of the budget.
8. With the assistance of the Player Agent(s), examine the application and support proof of age documents of every player candidate and certify to residence and age eligibility before the player may be accepted for try-outs and selection.

C. LEAGUE VICE-PRESIDENT. The League Vice-President shall:

In case of the absence or disability of the President, and provided he/she is authorized by the President or the Board to so act, the League Vice-President shall perform the duties of the President, and when so acting, shall have all the powers of that office, and shall have such other duties as from time to time may be assigned by the Board of Directors or by the President.

D. DIVISION VICE-PRESIDENTS. Division Vice-Presidents shall:

1. Interview and investigate prospective managers and coaches and recommend candidates to the President.
2. During the playing season, observe the conduct of the managers, coaches and players and report their findings to the President.
3. At the request of the President or Board of Directors, investigate complaints concerning managers, coaches and players, and make a report to the President or Board of Directors as the case may be.
4. Delegate to the managers and coaches in their divisions and assist in the responsibility of maintaining the clean and safe condition of the playing fields during the regular playing season.

E. SECRETARY. The Secretary shall:

1. Be responsible for recording the activities of the League and maintain appropriate files, mailing lists and necessary records.
2. Perform such duties as are specifically set forth, in addition to such other duties as are customarily incident to the Office of Secretary or as may be assigned by the Board of Directors.

3. Maintain a list of all Directors and committee members and give notice of all meetings of the League.
4. Keep the minutes of the meetings of the Board of Directors and record them in a book kept for that purpose.
5. Conduct all correspondence not otherwise specifically delegated in connection with any meetings and shall be responsible for carrying out all orders, votes and resolutions not otherwise committed.
6. Notify Members, Directors, Officers and committee members of their election or appointment.

F. TREASURER. The Treasurer shall:

1. Perform such duties as are specifically set forth and such other duties as are customarily incident to the Office of the Treasurer or may be assigned by the Board of Directors.
2. Receive all monies and securities, and deposit same in a depository approved by the Board of Directors.
3. Keep records for the receipt and disbursement of all monies and securities of the League, approve all payments from allotted funds and draw checks for the League.
4. Prepare an annual budget, under the direction of the President, for submission to the Board of Directors at an annual meeting.

G. PLAYER AGENT(S). The Player Agent(s) shall:

1. Record all player transactions and maintain an accurate and up to date record thereof.
2. Receive and review applications for player candidates and assist the President in checking residence and age eligibility.
3. Conduct the player draft and all other player transaction or selection meetings.
4. Prepare the Player Agent's list.
5. Prepare for the President's signature and submission to Little League Headquarters, team rosters, including players claimed. Assist the All-Star team Business Manager with the preparation and submission of the tournament team eligibility affidavit.
6. Notify Little League Headquarters of any subsequent player replacements.

H. SAFETY OFFICER. The Safety Officer shall:

1. Be responsible to create awareness, through education and information, of the opportunities to provide a safer environment for youngsters and all participants of Little and Senior League Baseball.
2. Develop and implement a plan for increasing safety of activities, equipment and facilities through education, compliance and reporting.

NOTE: In order to implement a safety plan using education, compliance and reporting, the following suggestions may be utilized by the Safety Officer:

- a) Education – Should facilitate meetings and distribute information among participants including players, managers, coaches, umpires, League officials, parents, guardians and other volunteers.
- b) Compliance – Should promote safety compliance leadership by increasing awareness of the safety opportunities that arise from these responsibilities.
- c) Reporting – Define a process to assure that incidents are recorded, information is sent to district and national offices, and follow-up information on medical and other data is forwarded as available.

ARTICLE VIII -- FINANCIAL POLICY

- A. The Board of Directors shall decide all matters pertaining to the finances of the League and shall place all income in a common league treasury, directing the expenditure of same in such manner as will give no individual or team *preferential treatment* over the other.
- B. The Board shall not permit the contribution of funds or property to individual teams but shall solicit same for the common treasury of the League. This is in order to discourage favoritism among teams and to endeavor to equalize the benefits of the League.
- C. Finance Procedure Changes
 - a. Divide receiving, recording, and deposit duties between Finance Committee members.
 - b. Dual Signatures from Finance Committee members on all expenditure checks.
 - c. Executive Committee approval for all P.L.L. expenditures over \$500.00
 - d. Board of Directors approval for all P.L.L expenditures over \$1500.00

ARTICLE IX -- AFFILIATION AND RULES

- A. Charter. The League shall annually apply for a charter from Little League Baseball, Inc. and shall do all things necessary to obtain and maintain such charter. The League shall devote its entire energies to the activities authorized by such charter, and it shall not be affiliated with any other program or organization or operate any other program.

- B. Rules and Regulations. The Official Regulations and Playing Rules as published by Little League Baseball, Inc. headquartered in Williamsport, Pennsylvania, for the current season, shall be binding on this League.
- C. Local League Rules. The local rules of this League shall be adopted by the Board of Directors at a meeting to be held not less than one *week* previous to the first scheduled game of the season, but shall in no way conflict with the Rules and Regulations of Little League Baseball, Inc.

ARTICLE X -- AMENDMENTS

- A. The Constitution and/or By-Laws may be amended or repealed by a majority vote of the total Board Membership (and to include those present at the time of the proposed amendment(s) and those voting by proxy ballot).
- B. Any amendment of the Constitution and/or By-Laws must be reviewed by the Board of Directors and must go through *two (2)* readings. Amendment(s) will be voted on by the Board of Directors at the *second* reading and will become part of the Constitution and/or By-Laws.

PADRE LITTLE & SENIOR LEAGUE

BY-LAWS

ARTICLE I -- ORGANIZATION

- A. Registration for participation in league play will be held at the discretion of the elected Board of Directors. Registration will close at the discretion of the Board.
- B. The Player Agent(s) will maintain a waiting list (player pool) of all players who move into Padre Little League's boundaries during the year for those who registered late.
- C. This League shall be divided into six (6) divisions:
 - 1. SENIOR LEAGUE
 - Senior Division – *14, 15 and 16 year-olds*
 - Junior Division – *13, 14 and 15 year olds*
 - 2. LITTLE LEAGUE
 - Major Division – *10, 11 and 12 year-olds*
 - 3. MINOR LEAGUE
 - Minor Division – *9, 10 year-olds and undrafted 11 year olds*
 - Coach Pitch Division -- *7 and 8 year-olds*
 - T-Ball Division Competitive -- *5 and 6 year-olds*
 - T-Ball Division Instructional – *4 and 5 year-olds*
- D. All Divisions must dissolve at the conclusion of the current season. All players are to return to their respective league's player pool.

- E. The number of players (or limit thereof) drafted to a team will be decided by a Draft Committee based upon the number of players registered and attending try-outs in each division and the number of teams in that respective division. The Draft Committee will at a minimum consist of League President, League Vice President, and Player Agent.
- F. All players must wear League-issued uniforms (jersey, cap, etc.) during regular season games. The only modifications that are permitted will be to have the players' names on the backs of the jerseys—in lieu of the team sponsor's name—if the team sponsor agrees to forego having its name on the backs of the jerseys. In this case, all players on the team must have their name on their jersey, and the team sponsor's name may be placed on the right sleeves of the jerseys or right upper front of jersey for softball.

ARTICLE II -- PLAYER DRAFT

A. GENERAL

1. The Player Draft will be held annually under the direction of the Player Agent, or an official of the Board of Directors of Padre Little League, Inc. The Draft procedures are outlined below and are in conformity with the Little League Baseball, Inc. Rules and Regulations. Members of the Padre Little League Board of Directors may be present to assist in the draft.
2. There will be no trading of draft choices or players at any time in Padre Little & Senior League. Violation of this rule will result in the automatic suspension of all managers, coaches, and/or Board Members involved.
3. Once drafted to a team, a player becomes the property of the team that he/she is drafted to for that season and will not be allowed to change teams for any reason other than special circumstances as determined by the Draft Committee when acting in the best interested of the players and The League.
4. If a player registers with the League and subsequently quits or withdraws his/her registration, that player will not be permitted to register for participation in league play during the same season.

B. OPTIONAL PLAYERS

1. Manager's options consist of the manager's sons/daughters, brothers/sisters, and legal wards. Managers should be appointed prior to the draft. Each manager must, prior to the draft, notify the Player Agent of his or her option players.
2. Team managers appointed after the draft shall have his/her options as exercised above. In the event the exercise of such option results in the optioned player being taken from another team, such team shall have the right to replace such player from the team taking the player, provided such team may protect five (5) of its players.

3. Assistant Coaches Option Rule (Majors, Minors, Coach Pitch and Tee Ball Division Only) Managers will be allowed to protect one player from draft (in addition to Coach's own children) whose parent will be listed as the teams Assistant Coach. In order for protection to be allowed, a completed Assistant Coaches Request Form from the Team Manager and Assistant Coach stating their intent to be the active Coaches (expectation is that the assistant will be an active coach on the field during games) will need to be presented at the draft (see Appendix A).

- 1) The child of the Assistant Coach will be automatically selected in the first round of the draft.

- 2) Coaches with Assistants Coaches' picks will be moved to the beginning of the first round of the draft in the order established by a random/hat drawing.

Ex: Round 1
Team 1 Asst Coach
Team 2 Asst Coach
Team 3 Asst Coach
Team 4 Asst Coach
Team 5 Asst Coach
Team 6 No Asst Coach
Team 7 No Asst Coach
Team 8 No Asst Coach

Round 2 reverse order
Team 8 No Asst Coach
Team 7 No Asst Coach
Team 6 No Asst Coach
Team 5 Asst Coach
So on

4. Brothers/Sisters Option Rule.
 - a) In the T-Ball, Coach Pitch, Minor and Major Divisions, brothers and/or sisters options will automatically be exercised unless the parents make a written request to the Player Agent prior to the draft requesting that the brothers and/or sisters not play on the same team. When the first brother or sister is drafted, the manager automatically takes the other brother/sister on the next round.
 - b) In the Senior Division, managers may submit an option on brothers and/or sisters becoming candidates who are subject to the draft. When the first brother or sister is drafted and an option has been submitted in writing prior to the draft, the manager automatically takes the other brother or sister on the next turn.
5. Managers' Sons and/or Daughters Option Rule.

Managers who have sons and/or daughters eligible for the draft who wish to draft them must notify the Player Agent prior to the draft. The parent-manager is required to

exercise this option prior to the close of the specific draft round depending on the league age of the sons and/or daughters, as indicated below:

<u>DRAFT ROUND</u>	<u>3RD</u>	<u>4 TH</u>	<u>5 TH</u>
SENIOR	16	15	14
JUNIOR	14	13	
MAJOR	12	11&10	
MINOR	10	9&8	
COACH PITCH	8	7&6	
T-BALL	6	5	

6. Overlapping Options.

In the event that a player falls into more than one option category, the requirements for the more restrictive option shall be followed.

C. DRAFT ORDER

1. The draft order for All Divisions will be in the following order: 1-2-3-4-5-6-7-8, 8-7-6-5-4-3-2-1, for the first two (2) rounds. Beginning with the third round, manager's son/daughter options will be assigned in accordance with the player's league age as outlined above. Managers without such options will draft as an open round in the order of their draft assignment. The fourth round will be in the reverse draft order with manager's son/daughter options assigned, and managers without such options will draft as an open round in the same order as the second round of the draft. The fifth and successive draft rounds will continue with alternating the draft order and reverse draft order as specified above for the first and second draft rounds, with T-Ball manager's son/daughter options for 5 year-olds in the fifth round.

D. SELECTION REQUIREMENTS

1. MINOR, COACH PITCH AND T-BALL Divisions - Player drafts are to be conducted as outlined above with the following exceptions:
 - a) The total number of players on each team and the number of players in each age group shall be established by the Draft Committee prior to the draft, based upon the number of players registered.
 - b) Prior to the draft, the Division Vice-Presidents shall determine their respective division's draft order by a drawing of lots. The returning managers of the respective divisions will have first choice of team name. The returning managers from other divisions will have second choice of team name. All new managers will select team names by a hat-draw.
 - c) No player shall be treated as a returning player regardless of the fact that he might have played on a Minor, Coach Pitch or T-Ball team the previous year.
 - d) The MINOR Division draft will include all 9, 10 and un-drafted 11 year-olds.

- e) The TEE BALL COMPETITIVE Division 5 and 6 year-olds will try-out and will be drafted. TEE BALL INSTRUCTIONAL Division 4 and 5 year-olds will be placed on T-Ball teams by coaches' selections until all registered players have been placed on teams.
- f) All registered players will be drafted or assigned as necessary. If the number of players on the final round is less than the number of teams in the Division, those players will be drawn from a hat pick. A sufficient number of numbered slips (1,2,3, etc.) will be added to the player's slips so the number of slips will equal the number of teams. The drawing will begin with that final round's draft order. Those teams drawing numbered slips will be eligible for Player Agent's distribution from the player pool in the order of the number drawn.
- g) The COACH PITCH division will be split into a two leagues once there are a total of eight or more teams. The teams will be split into two separate division based on draft order. The even teams will be in the American League and the odd teams will be in the National League

E. PLAYER AGENT'S LIST

- 1. The Player Agent shall keep a list of late registrants for assignment to Senior, Minor, Coach Pitch and T-Ball Division teams.
- 2. Pool Players
 - a) Player Agent can/will delegate creating and running the pool to the respective league VP's.
 - b) No more than 3 pool players may be used by a short rostered team.
 - c) Pool players shall play outfield positions.
 - d) Pool players may only be used in an effort to get a roster to 9 total players. If additional rostered players show up, pool players must play a minimum of 9 consecutive defensive outs and bat once (per LL rules), except in the TBall and Coach Pitch divisions (in lower divisions only rostered players should play if the team reaches 9 players as there are no substitution rules for CP or TBall).
 - e) Coaches must give a minimum of 24hrs notice to league VP that a pool player will be needed.
 - f) Initial rotation of pool will be set up by blind draw.

ARTICLE III -- RULES AND REGULATIONS

A. Player participation

- 1. Player participation by all divisions shall be controlled by Article IV of the Senior, Little and Minor League Official Regulations. In the event a player does not play six

(6) defensive outs and bat at least once during a game, such player must start the next game following and complete the previous game and current game's participation requirements consecutively. The official scorekeeper's record will be used in determining whether or not an infraction did occur.

- a) Substitutions in Major divisions must be made by the top of the 3rd inning.
- b) Substitutions in Junior/Senior division must be made by the top of the 4th inning.

In the event of non-compliance, the Manager will for the:

- a) First Offense: Receive a written warning from the Division Vice-President.
- b) Second Offense: Be suspended for his or her team's next scheduled game.
- c) Third Offense: Be suspended for the remainder of the season.

NOTE: If the violation is determined to have been intentional, a more severe penalty may be assessed by the Board of Directors. However, forfeiture of a game may not be invoked. It should be remembered that the prime aim of Little League Baseball is for all children to play.

- 2. Any player who is ejected from a game for improper behavior will be required to serve a mandatory one game suspension to be enforced in the following game unless the suspension is appealed. If requested, the player's manager or parent may appeal the suspension in writing to the League President within 24 hours of the incident. The player may continue to play pending the appeal.
- 3. For every game a player is absent or on discipline, such player will be credited with participation requirement. Notice of disciplinary action against a player must be given in writing to the official scorekeeper prior to the commencement of the game. Such written notice will be given to the Officer of the Day and forwarded to the Division Vice-President who will report this at the next scheduled Board of Directors meeting. After such notice, required participation of official play will be charged against the player on disciplinary status. Official League scorekeepers will notify the President and/or Division Vice-President of a player placed on discipline for the second consecutive game. The Officer notified shall contact the parent and manager of such player concerning such absence or disciplinary problems.
- 4. There shall be no Saturday or Sunday practice, except that Saturday practices will be permitted through Opening Day.
- 5. Player Replacement.
 - a) Upon permanent loss of a player, the manager shall immediately (within 48 hours) notify the Division Vice-President and the Player Agent. The Division Vice-President may be called upon to assist in determining the date of permanent loss. Penalty for non-notification will be the suspension of the manager from all games until the replacement player is on the team, unless the loss of a player occurs within the last two weeks of the regular season schedule.

- b) Replacement players must play his/her first game within fourteen (14) calendar days of the lost player's last game. Penalty for non-compliance will be the same as outlined under Subparagraph 1, Paragraph A-“Player Participation,” of Article III.
- c) All Minor Division teams must have had a player taken before a second player can be taken from one team. No distinction will be made between eleven and twelve year old players selected from the Minor Division by a Major Division team as long as the Major Division team does not exceed eight (8) players of either age group. A manager of a Minor Division team may protect his/her son/daughter from being called up to the Major Division to replace a lost player.
- d) In the Major Division, the manager will notify the Division Vice-President and Player Agent of the player selected to be drafted to the team from the Minor Division. This player will join the Major Division team with approval of both the Board of Directors and the parents involved. Refusal of any Minor Division player called up to the Major Division to comply shall result in forfeiture of further eligibility in the Major Division for that player for the current season, per Little League Regulations Article VIII, “Minor Leagues.” Replacement of a lost Major Division player from the Minor Division is not allowed during the last two weeks of the regular season schedule.
- e) The Player Agent will replace the lost player from the player pool in the T-Ball, Coach Pitch, Minor and Senior Divisions.

B. General

1. Team Game Day Responsibilities – Home teams are responsible for lining of the infield, providing an official scorekeeper and providing an announcer. Visiting teams are responsible for dragging the infield and repairing the pitcher's mound after each game and wetting down the infield (after the final game of the day). In the event infield lining is provided during the week, both teams are responsible for dragging the infield and repairing the pitcher's mound after each game and wetting down the infield (after the final game of the day).

In the event of non-compliance, the manager shall for the:

- a) First offense - Receive a written warning.
 - b) Second offense - Receive a suspension for the next scheduled game.
 - c) Third offense - Receive a suspension for the remainder of the season.
2. If play is halted due to weather or darkness prior to becoming a regulation game as defined by Article III, Paragraph B, Subparagraph 4, the game is a called "no game." If play is halted after the game has become a regulation game due to natural causes (rain or lightning) the game is over. IF play is halted after the game has become a

regulation game due to light failure, curfew, sprinkler malfunction or some human-error condition, it must be suspended and resumed the next available day.

3. The manager of each team must maintain an official pitcher affidavit. Upon completion of each game, the manager and the official scorekeeper for the game must sign the affidavit verifying the number of pitches for each pitcher of the game.
4. Time Limit and Extension of Games – SENIOR and JUNIOR Division.
 - a) An inning starts the moment that the third out is made completing the previous inning.
 - b) No inning shall start after 1 hour and 50 minutes of play if another game is scheduled in the next time slot on the same field that day, except when implementing Subparagraph e) below. If no game is scheduled in the next time slot on the same field that day, games shall be in accordance with the Senior League Official Regulations and Playing Rules.
 - c) For games subject to the 1 hour and 50 minutes limit as provided above, an inning started before the 1 hour and 50 minutes limit has expired will be completed. However, if the completion of an inning jeopardizes the possibility of completing the next scheduled game by the 10:30 p.m. curfew, the Officer of the Day will suspend play and the game will be resumed from that point at a later date, if necessary.
 - d) No inning shall start after 10:30 p.m. in accordance with Senior League Regulation X, “Night Games”.
 - e) The League President, League Vice-President, Senior or Junior Division Vice-President or Officer of the Day may extend the time limit of a game (but not the 10:30 p.m. curfew) to avoid a suspended game.
 - 1) If play is extended in the first game of a weekday schedule and a second game is scheduled, play will be halted in order to allow completion of the second game by the 10:30 p.m. curfew.
 - 2) The second game of a weekday schedule will be controlled by the 10:30 p.m. curfew. No inning will be started after the 10:30 p.m. curfew.
 - 3) In the event a game is extended and another game is scheduled, the following game will be started with no on field warm-up.
 - f) If in the judgment of the umpire, a player, manager or coach is deliberately attempting to delay the progress of a game for the purpose of obtaining a win by preventing the start of a new inning or a suspended game, the umpire may do whatever he/she feels is necessary to alleviate such action; including player, manager or coach ejection and/or forfeiture of the game by the offending team.

- g) If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

6. Time Limit and Extension of Games - MAJOR Divisions.

- a) An inning starts the moment that the third out is made completing the previous inning.
- b) No inning shall start after 1 hour and 45 minutes of play if another game is scheduled in the next time slot on the same field that day, except when implementing Subparagraph c) below. If no game is scheduled in the next time slot on the same field that day, games shall be in accordance with the Little League Official Regulations and Playing Rules.
- c) The League President, League Vice-President, Major Division Vice-President or Officer of the Day may extend the time limit of a game (but not the 10:00 p.m. curfew) to avoid a suspended game. In the event a game is extended and another game is scheduled, the following game will be started with no on-field warm-up.
- d) For games subject to the 1 hour and 45 minute time limit as provided above, an inning started before the time limit has expired will be completed. However, if the completion of an inning jeopardizes the possibility of completing the next scheduled game by the 10:00 p.m. curfew, the Officer of the Day will suspend play and the game will be resumed from that point at a later date, if necessary.
- e) No inning shall start after 10:00 p.m. in accordance with Little League and Minor League Regulation X, "Night Games." No inning shall start after 7:30 p.m. in the first game of a weekday when a second game on that field is scheduled.
- f) If in the judgment of the umpire, a player, manager or coach is deliberately attempting to delay the progress of a game for the purpose of obtaining a win by preventing the start of a new inning or a suspended game, the umpire may do whatever he/she feels is necessary to alleviate such action; including player, manager or coach ejection and/or forfeiture of the game by the offending team.
- g) If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

7. Time Limit and Extension of Games - MINOR and COACH PITCH Divisions.

- a) An inning starts the moment the third out is made completing the previous inning.

- b) Time limit of games shall be 1 hour and 30 minutes in Minor and Coach Pitch division regardless of the number of innings completed. The four (4) inning minimum requirement for a regulation game does not apply. Reference Minor League Regulation VIII (local league option). When halted due to weather or darkness, a regulation game will be 1 hour 30 minutes or four (4) complete innings, whichever comes first. No inning shall start after 10:00 p.m. in accordance with Regulation X, "Night Games."
- c) There will be no suspended games in the Minor or Coach Pitch for reasons of weather, darkness, tie games or time constraints.
- d) An inning started before the 90-minute time limit that continues after the time limit has expired (called an "extended inning") will be completed subject to the following:
 - 1) The extended inning shall not last more than 20 minutes beyond the game's regulation time limit as defined above.
 - 2) If the time extension period as defined above has expired without the determination of a winner or completion of the extended inning, the game score will revert back to the score at the last completed inning of play. *If the home team scores the winning run in its half of an extra inning, the game ends immediately when the winning run is scored.* If the extended inning ends with the score tied, then play does not continue and the game is considered a tie.

SPECIAL NOTE: If in the judgment of the umpire, a player, manager or coach is deliberately attempting to delay the progress of a game for the purpose of obtaining a called "no game" or winning the game by reverting back to the previous completed inning of play, the umpire may do whatever he/she feels is necessary to alleviate such action; including player, manager or coach ejection and/or forfeiture of the game by the offending team.

8. Time Limit and Extension of Games - T-BALL Divisions.

- a) An inning starts the moment the third out is made completing the previous inning.
- b) Time limit of games shall be 55 minutes regardless of the number of innings completed. The four (4) inning minimum requirement for a regulation game does not apply.
- c) There will be no suspended games in the T-Ball Divisions for reasons of weather, darkness, tie games or time constraints.

e) An inning started before the 55 minute time limit that continues after the time limit has expired (called an “extended inning”) will be completed subject to the following:

- 1) The extended inning shall not last more than 10 minutes beyond the game's regulation time limit as defined above.
- 2) If the time extension period as defined above has expired without the determination of a winner or completion of the extended inning, the game score will revert back to the score at the last completed inning of play.

SPECIAL NOTE: If in the judgment of the umpire, a player, manager or coach is deliberately attempting to delay the progress of a game for the purpose of obtaining a called “no game” or winning the game by reverting back to the previous completed inning of play, the umpire may do whatever he/she feels is necessary to alleviate such action; including player, manager or coach ejection and/or forfeiture of the game by the offending team.

- 3) If the extended inning ends with the score tied, then play does not continue and the game is considered a tie.
9. Tie games in T-Ball, Coach Pitch, and Minor Divisions will be counted as a $\frac{1}{2}$ win and $\frac{1}{2}$ loss for both teams involved. In T-Ball, Coach Pitch, and Minor Divisions, rainout games will be rescheduled for completion by the League President or the respective Division Vice-President, if possible.
 10. Rescheduled games will be played as soon as a field becomes available for play, provided neither team involved in the game would be forced to play a double-header. Rescheduled games that impact the division standings and potential playoff teams must be played or a winner determined.
 11. Questionable Playing Field Conditions. The Officer of Day or in his/her absence the League President, League Vice-President, Division Vice-President or Player Agent-- will decide whether or not to start play. Consultation with the umpire-in-chief is recommended. The umpire-in-chief will decide on playing conditions after the game has officially started (Rule 3.10 (b)). Non-official (“parent”) umpires must consult with the Officer of the Day or an official umpire before “calling” a game, for any reason.
 12. A maximum of four (4) adults or coaches will be allowed on the field or in the dugout at any one time for each team in the Coach Pitch (may allow a 5th adult as backstop catcher to speed up game) and T-Ball Divisions. A maximum of three (3) adults or coaches may be on the field or in the dugout during Senior, Major, and Minor Division games. The Rule Book for the appropriate league will be followed for control of the managers/coaches while the game is in progress.

13. All managers, coaches and players must stay off of the playing field during the games, except in fulfilling a normal position. Permission from the umpire must be obtained before a manager or coach may leave the dugout for a time-out.
14. The pitcher will be removed if the manager or coach makes a third trip to the pitcher at the mound (to the same pitcher) during the same inning. No manager or coach may make a third visit to the pitcher while the same batter is at bat. 8.06 - A manager or coach may confer with any other player, including the catcher, during the visit with the pitcher.
15. All substitutions MUST be reported to the scorekeeper and the opposing manager. Play will not continue until said substitution(s) are recorded by the scorekeeper with the stipulation that Rule 3.06 will be followed. This rule states that substitutions will be given to the umpire-in-chief, and Rule 3.07 states that the umpire-in-chief will announce the substitution(s). All game substitutions not covered by Padre Little League, Inc. By-Laws must conform to the Little League Baseball, Inc. Regulations and Playing Rules for the appropriate league/division.
16. All Padre managers and coaches are encouraged to umpire at least three games out of their division during the regular season (unless Paid Umpires are provided by the League). No manager or coach of a Padre Little League team will umpire ANY Padre Little League Baseball game of which said manager or coach has primary involvement.
17. Protests shall be controlled by Little League Baseball, Inc. Rule 4.19 and will be resolved by the Protest Committee within one week after a formal protest is filed.
18. A committee composed of the League President or his/her designated representative, Player Agent, the Vice-President of the Division in which the protest is filed, and one or more other officers or directors who are not managers in that Division, shall hear and resolve any protest, including playing rules. If any of the above officers has a child in the Division filing the protest, the League President will appoint another Board Member to the Protest Committee in his/her place. The umpire-in-chief may be added to the Protest Committee.
19. Any person who shows cause as being detrimental to the best interest of Little League Baseball may be expelled from Padre Little League ballparks by the Officer of the Day, or a Board Member, acting for the League President.
20. A manager or coach who refuses to leave the Padre Little and Senior League complex after being suspended or ejected from his/her game will be reprimanded by the Board of Directors and may be dismissed from his/her duties. He/she will also be required to serve a mandatory two games suspension to be enforced in the following two games.
21. Any complaints from managers, coaches, parents or fans concerning any umpire will not be considered or taken under advisement by any member of the Board of Directors unless such complaint is in WRITTEN FORM. Complaints must be

specific as to allegations, rules not followed or described misconduct. Said written allegations must be given to the Officer of the Day or League Official.

22. Any complaints from managers, coaches, parents or fans concerning League Officials, managers or coaches will not be considered or taken under advisement by any member of the Board of Directors unless such complaint is in WRITTEN FORM. Complaints must be specific as to allegations, rules not followed or described misconduct.
23. Any team unable to field nine (9) players at the scheduled start of the game will become the visiting team and bat first to allow late arrivals more time. When the position in the batting order of the missing/shortage player is due to bat, an out will be assessed to the batting team, unless the out will result in the 3rd out of an inning, in which case the batting order will skip to the first batter, the lineup will be followed until the defensive team earns the 3rd out. The un-assessed out will be applied to the following inning meaning the short-handed team will begin the next inning with one out. If more than one player is missing the opposing team has the option to loan players to the short team but is not required to do so.
An exception to this rule may be granted by the Board of Directors if the manager of the team unable to field a full line-up requests a waiver at least forty-eight (48) hours before the scheduled game, allowing the Board time to review the circumstances and notify the opposing manager of a re-schedule time.
24. Alcoholic beverages are not allowed at the Padre Little and Senior League complex. Anyone found with alcoholic beverages should be reported to the Officer of the Day or a League representative. This representative is to immediately notify the individual(s) involved of this regulation. The alcoholic beverages are to be immediately discarded. Local law enforcement officers will be notified if there is any resistance confronted. The League representative is required to then notify the League President of the individual(s) involved. The League President will bring each situation before the Board of Directors to determine whether or not suspension from the League is warranted.
25. Anyone found in possession of an illegal substance should be immediately reported to the Officer of the Day or a League representative. This representative will contact local law enforcement officers for further action. Confrontation with the individual(s) is neither required nor recommended.
26. Pre-game warm-up shall be limited to forty-five (45) minutes prior to the game. In non-compliance, the manager will be suspended from the game.
27. Courtesy Runner for Catcher in all divisions – when the batting team has two outs, the Catcher for the batting team, may be substituted with the runner/batter that made the 2nd out in the inning. This will allow the batting team’s catcher additional time to suit up in Catcher’s equipment and speed up the game.
28. When the batter throws his/her bat there is no official rule or interpretation however LL Rules Instruction Manual under 9.01(c) states that a batter and his team are issued

a warning the first occurrence. The next player who releases his bat gets ejected, regardless of whether it is the same player.

If the player is to be ejected, the umpire should, after all play has ceased: 1) call "time"; 2) eject the player; and 3) instruct the manager to provide a substitute runner if the ejected player reached base.

There is no out on the play as a result of the ejection unless his bat interferes with a fielder making a play. If it's an uncaught third strike where the batter may try for first base (LL Juniors and above), and the released bat hits the catcher or the loose ball, that is a form of interference that would also lead to the batter being ruled out. But the bat release itself is NOT penalized with an out.

Padre Little League encourages the umpire to have the following conversation with the manager. Umpire: "That's a second thrown bat. Your player, #xx, is going to need to be removed from the game. Either you sit him down for the rest of the game, voluntarily, or I'll eject him." Manager: "Okay. #xx will sit for the rest of the game." Net result -- #xx is not suspended for his next game, because he hasn't officially been ejected. While the umpire is not required to do this, it's usually appropriate if a) the thrown bat wasn't flagrant and b) it was a different player than the one who earned his team the warning.

29. For divisions that are batting full lineups, a removed or ejected player for non-illness or injury reasons will result in automatic out for the remainder of that game. When the position in the batting order of the missing/shortage player is due to bat, an out will be assessed to the batting team, unless the out will result in the 3rd out of an inning, in which case the batting order will skip to the first /next batter, the lineup will be followed until the defensive team earns the 3rd out. The un-assessed out will be applied to the following inning meaning the short-handed team will begin the next inning with one out.

C. SPECIAL TEE BALL DIVISION RULES (Competitive and Instructional)

1. T-Ball Division games shall be played in accordance with the current Minor League and Tee Ball Official Regulations and Playing Rules, as modified by the Padre Little and Senior League By-Laws. Managers shall familiarize themselves with these rules and regulations. 7 batters will bat each inning. Outs will not count towards ending an inning.

Instructional – Scores will not be kept

2. Each team will provide an umpire, unless paid umpires are provided by the league.
3. No protests will be allowed. The umpire's judgment will be final.
4. Rosters shall not exceed fourteen (14) players.
5. T-Ball will play with the batting tee throughout the season.

6. T-Ball will play with League-issued T-balls only.
7. The balk and infield fly rules shall not apply in T-Ball games.
8. T-Ball games will have a 55 minute limit or a maximum of (4) innings, whichever occurs first.
 - a) An inning is defined as that portion of a game wherein the teams alternate on offense and defense.
 - b) An inning starts the moment the seventh (7th) batter has batted, completing the previous inning.
 - c) A team half inning at bat is completed when seven (7) players have batted.
 - d) If the seventh batter is retired, play will continue until the ball is declared dead in the pitcher's circle.
 - e) If the bases are loaded and the seventh batter safely hits a fair ball and the pitcher has complete control of the ball in the pitcher's circle and no play is attempted, then the batter and all runners will advance one base and run will score.
 - h) No inning shall start after 9:00 p.m.
 - i) If the final inning of play ends with the score tied, the game is considered a tie.
 - j) There will be no suspended games in the Tee Ball Divisions for reasons of weather, darkness, tie games or time constraints.
9. Each team will field all players on the field during defensive play. The infield will consist of players at 1st base, 2nd base, 3rd base, shortstop and pitcher. All other players will play in the outfield. There will be no catcher position.
10. The ball is put into play by the umpire when the umpire places the ball on the tee.
11. Competitive - Each batter is allowed three (3) tries to hit the ball into fair territory. Failure to do so will constitute a strike out ball is in play regardless of contact with the batting tee, if it travels the required 15 feet in fair territory. If the ball fails to travel the required distance of 15 feet or if the ball is hit foul, a strike is called on the batter. The umpire's judgment will rule as to whether a strike has been committed.

Instructional - Each batter is allowed five (5) tries to hit the ball into fair territory.

12. The batter is not permitted to bunt or take a half-swing. If, in the judgment of the umpire, the batter does not take a full swing, he will assess a strike and call the batter back to swing again, unless it is the third strike in which case the batter will be declared out.
13. A batter who "throws" the bat out of the circle surrounding home plate and the batter's box will be declared out. The batter is out, the ball is dead, and all runners will return to their original base. This rule does not apply to a bat that rolls out of the designated area. The umpire's judgment will rule.
14. The pitcher must be in the circle surrounding the pitcher's mound and must have at least one foot in contact with the rubber until the ball is hit by the batter.
15. The ball will be considered "dead" when the pitcher has complete control of the ball and has both feet inside the pitcher's circle, or when a defensive player has control of the ball in front of the lead runner so that the base runners cannot advance. The umpire must declare the ball "dead". Any attempt to put a runner out before the umpire has declared the ball "dead" will constitute a live ball and play will continue until the ball has been declared "dead" by the umpire.
16. Runners who have advanced at least halfway to the next base prior to the ball having been declared "dead" as defined in Subparagraph 14 above, will be awarded that base. Runners who have not advanced at least halfway to the next base prior to the ball being declared "dead" as defined in Subparagraph 14 above, must return to the last base. The umpire's judgment will rule. This local rule shall not be enforced on a "dead ball" as defined in the Official Playing Rules.
17. On overthrows or pass balls on any attempted play at first base, the batter and runners will be permitted to advance at their own risk, but not more than one base (second base is the farthest the batter can advance). Award one base if the ball goes into a dead ball area. The play will be considered "dead" when the pitcher has complete control of the ball and has both feet inside the pitcher's circle, or when the batter/runner reaches second base, whichever occurs first.
18. A base runner must remain on the base until the ball is struck by the batter. If a base runner—in the judgment of the umpire on a ball legally hit into fair territory—leaves a base too soon, the runner is automatically declared out and play continues until a dead ball is declared by the umpire. Exception is when the runner leaving the base too soon is the third out then the side is retired and no runs are allowed to score on the play.
19. Any team unable to field nine (9) players at the scheduled start of the game will become the visiting team and bat first to allow late arrivals more time. When the position in the batting order of the missing/shortage player is due to bat, an out will be assessed to the batting team, unless the out will result in the 3rd out of an inning, in which case the batting order will skip to the first batter, the lineup will be followed until the defensive team earns the 3rd out. The un-assessed out will be applied to the following inning meaning the short-handed team will begin

the next inning with one out. If more than one player is missing the opposing team has the option to loan players to the short team but is not required to do so.

An exception to this rule may be granted by the Board of Directors if the manager of the team unable to field a full line-up requests a waiver at least forty-eight (48) hours before the scheduled game, allowing the Board time to review the circumstances and notify the opposing manager of a re-schedule time.

THIS RULE WILL NOT APPLY TO TEE BALL INSTRUCTIONAL.

20. Competitive - Managers will not be allowed to physically position the batter at the plate. Two (2) coaches will be allowed in the outfield for defensive coaching.

Instructional – Managers are allowed to position batters.

21. Competitive - Managers and coaches are allowed to coach first and third bases during the game.

Instructional – Manager and Coaches are allowed to coach all three bases. Three coaches are allowed in the outfield for defensive coaching. The coaches must be positioned behind all outfielders. Under no circumstances may a defensive coach come into contact with a player or a live ball. A maximum of four (4) coaches will be allowed on the field or in the dugout at any one time for each team.

22. The batting order will be from the top to the bottom of the complete roster. (A player who is not present at the beginning of the game will be added to the end of the batting order when he/she arrives.) Batting orders (line-ups) must be given to the official scorekeeper and opposing manager prior to the start of a game.

23. The official scorekeeper or either manager/coach shall inform the teams if a player has batted out of order. There shall be no penalty and that player shall not have another turn at bat, but shall resume his/her normal position the next time up. Either manager/coach may inform the home plate umpire that a player is batting out of order, in which case the error will be corrected prior to the player having completed a turn at bat. At that time, the correct player will become the batter and will assume the count of the original batter.

24. A maximum of four (4) organized gatherings per week, to include games, will be allowed. There shall be no Saturday or Sunday practice, except that Saturday practices will be permitted through Opening Day.

25. The player pitcher is NOT allowed to tag the batter out when advancing to first base. This rule is in place to eliminate the frequent collisions and injuries that occur when the pitcher and batter collide. The first baseman IS allowed to tag the batter out when advancing to first base.

D. SPECIAL COACH PITCH DIVISION RULES

1. Coach Pitch Division games shall be played in accordance with the current Minor League and Tee Ball Official Regulations and Playing Rules, as modified by the Padre Little and Senior League By-Laws. Managers shall familiarize themselves with these rules and regulations.
2. Each team will provide an umpire, unless paid umpires are provided by the league.
3. No protests will be allowed. The umpire's judgment shall be final.
4. Until four (4) complete innings have been played, the following rules shall apply:
 - a) A team half inning at bat is completed when:
 - 1) A third out is made according to rule, or
 - 2) Seven batters have completed a turn at bat (whichever comes first).
 - b) If the seventh batter is retired but is not the third out of the half inning, play will continue until the ball is declared dead in the pitcher's circle.
 - c) If the bases are loaded and the seventh batter safely hits a fair ball and the pitcher has complete control of the ball in the pitcher's circle and no play is attempted, then the batter and all runners will advance one base and run will score.
5. Beginning with the fifth inning and proceeding to the end of the game, three (3) outs must be made.
6. The balk and infield fly rules shall not apply in Coach Pitch games.
7. Each team will field all players on the field during defensive play. The infield will consist of players at 1st base, 2nd base, 3rd base, shortstop, catcher and pitcher. All other players will play in the outfield.
8. The batting order will be from the top to the bottom of the complete roster, (A player who is not present at the beginning of the game will be added to the end of the batting order when he/she arrives.) Batting orders (line-ups) must be given to the official scorekeeper and opposing manager prior to the start of a game.
9. The manager must, prior to the start of the game, designate his team's starting coach pitcher. Once a coach pitcher starts an inning, he/she must complete that inning (except due to injury).
10. Fifteen Run Rule. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
11. Any team unable to field nine (9) players at the scheduled start of the game will become the visiting team and bat first to allow late arrivals more time. When the position in the batting order of the missing/shortage player is due to bat, an out will be assessed to the batting team, unless the out will result in the 3rd out of an inning, in which case the batting order will skip to the first

batter, the lineup will be followed until the defensive team earns the 3rd out. The un-assessed out will be applied to the following inning meaning the short-handed team will begin the next inning with one out. If more than one player is missing the opposing team has the option to loan players to the short team but is not required to do so.

An exception to this rule may be granted by the Board of Directors if the manager of the team unable to field a full line-up requests a waiver at least forty-eight (48) hours before the scheduled game, allowing the Board time to review the circumstances and notify the opposing manager of a re-schedule time.

12. The coach pitcher shall stand at any location within the pitching circle until the batter hits a pitched ball. The player pitcher may stand anywhere within the pitchers circle with one foot outside of the circle AND even with or behind the pitcher's rubber (rubber closest to 2nd base on TB/SB Field). The penalty for coach pitcher stepping outside of circle is "dead ball" called by the umpire and pitch counting toward batter's total.
13. The coach pitcher must leave the field of play once the ball is put into play by the batter. The coach pitcher must attempt to avoid being hit by the batted ball and avoid interference with a defensive player.
14. The coach pitcher will pitch to his/her own batters. Underhand pitching is not permitted.
15. The coach pitcher will be allowed to coach his/her base runners or batters while on the field of play until the first pitch is thrown to the batter.
16. Each batter is allowed five (5) pitches to hit the ball into fair territory. Failure to do so will constitute a strike out. There will be no called strikes.
17. Batters are not permitted to bunt. Half swings/check swings are not bunts.
18. Base stealing will not be allowed. All runners must stay in contact with the base until the pitched ball is hit by the batter. Failure to do so will mean the base runner or runners will be called out. No runner will be allowed to advance on a passed ball.
19. On overthrows or pass balls on any attempted play at first base, the batter/runner will be permitted to advance at their own risk, but not more than one base. Award one base if the ball goes into a dead ball area. The play will be considered "dead" when the pitcher has complete control of the ball and has both feet inside the pitcher's circle, or when the batter/runner reaches second base, whichever occurs first. All other runners will be permitted to advance at their own risk, until the ball is declared dead.
20. The ball will be considered "dead" when any of the following occurs:
 - a) A batted ball strikes the coach pitcher. (Batter returns and no attempt is recorded.) IF THE COACH PITCHER INTENTIONALLY DEFLECTS THE

COURSE OF A BATTED OR THROWN BALL, HE/SHE WILL BE EJECTED FROM THE GAME.

- b) The coach pitcher interferes with a defensive player who is attempting to make a play on a live ball (umpire's judgment). (Batter returns and no attempt is recorded.)
 - c) When the defensive pitcher has complete control of the ball and has both feet inside the pitcher's circle, or when a defensive player has control of the ball in front of the lead runner so that the base runners cannot advance. (The ball will remain "dead" until the batter hits the ball into fair territory. Runners who have advanced at least halfway to the next base prior to the ball being declared "dead" will be awarded that base. Runners who have not advanced at least halfway to the next base prior to the ball being declared "dead" must return to the last base occupied.) The umpire's judgment will be final.
 - d) Any action that results in a "dead ball" as defined in the Official Playing Rules.
- 21. T-Ball bats are allowed in Coach Pitch Division.
 - 22. There shall be no Saturday or Sunday practice, except that Saturday practices will be permitted through Opening Day.
 - 23. The player pitcher is NOT allowed to tag the batter out when advancing to first base. This rule is in place to eliminate the frequent collisions and injuries that occur when the pitcher and batter collide. The first baseman IS allowed to tag the batter out when advancing to first base.

E. SPECIAL MINOR DIVISION RULES

- 1. Minor Division games shall be played in accordance with the current Minor League Official Regulations and Playing Rules, as modified by the Padre Little and Senior League By-Laws. Managers shall familiarize themselves with these rules and regulations.
- 2. All players at a minimum shall be required to play the field every other inning on defense and the all players will bat in consecutive order.
- 3. The manager of each team must maintain an official pitcher affidavit. Upon completion of each game, the manager and the official scorekeeper for the game must sign the affidavit verifying the number of pitches for each pitcher of the game.
- 4. Any team unable to field nine (9) players at the scheduled start of the game will become the visiting team and bat first to allow late arrivals more time. When the position in the batting order of the missing/shortage player is due to bat, an out will be assessed to the batting team, unless the out will result in the 3rd out of an inning, in which case the batting order will skip to the first batter, the lineup will be followed until the defensive team earns the 3rd out. The un-assessed out will be applied to the following inning meaning the short-handed team will begin

the next inning with one out. If more than one player is missing the opposing team has the option to loan players to the short team but is not required to do so.

An exception to this rule may be granted by the Board of Directors if the manager of the team unable to field a full line-up requests a waiver at least forty-eight (48) hours before the scheduled game, allowing the Board time to review the circumstances and notify the opposing manager of a re-schedule time.

5. Until three (3) complete innings have been played, the following rules shall apply:
 - a) A team half inning at bat is completed when:
 - 1) A third out is made according to rule, or
 - 2) 5 runs are scored (whichever comes first).
 - b) Beginning with the fourth inning and proceeding to the end of the game, three (3) outs must be made.

G. SPECIAL MAJOR DIVISION RULES

1. Major Division games shall be played in accordance with the current Little League Official Regulations and Playing Rules. Managers shall familiarize themselves with these rules and regulations.
2. The manager of each team must maintain an official pitcher affidavit. Upon completion of each game, the manager and the official scorekeeper for the game must sign the affidavit verifying the number of pitches for each pitcher of the game.
3. Any team unable to field nine (9) players at the scheduled start of the game will become the visiting team and bat first to allow late arrivals more time. When the position in the batting order of the missing/shortage player is due to bat, an out will be assessed to the batting team, unless the out will result in the 3rd out of an inning, in which case the batting order will skip to the first batter, the lineup will be followed until the defensive team earns the 3rd out. The un-assessed out will be applied to the following inning meaning the short-handed team will begin the next inning with one out. If more than one player is missing the opposing team has the option to loan players to the short team but is not required to do so.

An exception to this rule may be granted by the Board of Directors if the manager of the team unable to field a full line-up requests a waiver at least forty-eight (48) hours before the scheduled game, allowing the Board time to review the circumstances and notify the opposing manager of a re-schedule time.

H. SPECIAL SENIOR AND JUNIOR DIVISION RULES

1. Senior Division games shall be played in accordance with the current Senior League Official Regulations and Playing Rules, as modified by the Padre Little and Senior League By-Laws. Managers shall familiarize themselves with these rules and regulations.

2. The manager of each team must maintain an official pitcher affidavit. Upon completion of each game, the manager and the official scorekeeper for the game must sign the affidavit verifying the number of pitches for each pitcher of the game.
3. Any team unable to field nine (9) players at the scheduled start of the game will become the visiting team and bat first to allow late arrivals more time. When the position in the batting order of the missing/shortage player is due to bat, an out will be assessed to the batting team, unless the out will result in the 3rd out of an inning, in which case the batting order will skip to the first batter, the lineup will be followed until the defensive team earns the 3rd out. The un-assessed out will be applied to the following inning meaning the short-handed team will begin the next inning with one out. If more than one player is missing the opposing team has the option to loan players to the short team but is not required to do so.
An exception to this rule may be granted by the Board of Directors if the manager of the team unable to field a full line-up requests a waiver at least forty-eight (48) hours before the scheduled game, allowing the Board time to review the circumstances and notify the opposing manager of a re-schedule time.

ARTICLE IV -- PLAYOFFS

- A. In all divisions, playoffs rankings are based on a point system; 3 pts for win, 1 pt. for tie, 0 for loss. (Any games that remain un-played/un-completed by the end of the season shall be counted as a 0).
 1. Playoffs for T-Ball will be a single elimination tournament with ALL teams competing to determine the champion.
 2. Playoffs for Coach Pitch league be a double elimination tournament with ALL teams competing to determine the champion.
 3. Playoffs for MINOR league will be an EIGHT team double elimination tournament to determine the champion.
 4. Playoffs for Senior, Little League (Major) leagues will be in the format of a double elimination tournament with the top 4 teams competing to determine the champion.
- B. Season-ending Championship games in ALL Divisions will be played without a time limit.

ARTICLE V -- ALL-STARS

- A. Procedure for Selection of All-Star teams in all Divisions
 1. Team managers, in the respective divisions, will be instructed to nominate a maximum of 6 players from their team roster. Managers will not be allowed to nominate players from other teams. Each player's character, ability, statistics, etc., can be discussed by the nominating team manager.

2. If the League elects to sponsor only one (1) team in a tournament, 13 players will be selected for that tournament team. If the League elects to sponsor two (2) teams in the same tournament, 12 players will be selected for each team in the tournament.
3. The player agent will compile a ballot from the managers' nominations. If a Special 11 year-old team is selected, all eligible players will be on the ballot, but managers will be asked to discuss which players from their rosters are most deserving for selection to this team. Voting will be conducted by rounds. Ballots will be distributed to the managers and they will be instructed to vote for 13 players (12 players if two teams) in the 1st round of voting. Managers cannot vote for more than 5 of his/her own players. Each manager must vote for the required number of players in each round, or their ballots will not be counted.
4. After the ballots have been collected, the 13 players (12 players if two teams) from each manager's ballot will be announced. In rounds 1 and 2, the players must have unanimous votes from all the managers to be selected to the All-Star Team.
5. As players are selected for the All-Star Team, the number of players that each manager votes for in the next round decreases. For example, if in the first round of voting 5 players receive unanimous votes, managers will vote for 8 players (7 players if two teams) in the following round.
6. In rounds 3, 4, & 5 (if needed), managers will vote again for the required number of players and their ballots collected and announced. The players must receive a majority of votes to be selected for the All-Star team. Players receiving the highest number of votes will be selected first; additional players will be selected by descending order of majority votes.
7. If needed, from round 6 onward, the balance of the players will be determined by popular vote, until the 13 positions (12 positions if two teams) are filled.
8. In the event of a tie for the final spot on an All-Star Team, the managers will vote for the players involved to break the tie.
9. If the League is participating in any local tournaments, all Division All-Star Teams will be selected using the remaining players on the ballot. The managers will vote for 13 players (12 players if two teams) and the players receiving the highest majority votes will be placed on the team. This method will be used for 3 rounds, and if needed, popular vote will be used in the remaining rounds until 13 players (12 players if two teams) have been selected.
10. In each Division, the 13 players (12 players if two teams) receiving the most votes in the balloting process will constitute the "Burgundy" All-Star teams. The next group of 13 players (12 players if two teams) receiving the most votes will constitute the "Blue" All-Star teams.
11. If a player is selected, but is then unable to participate in the All-Star Tournament, the player (if still eligible) with the highest number of majority or popular votes from the

balloting process will fill the vacancy. If more than one player is tied with an equal number of votes, the All-Star Manager will determine who shall fill the vacancy.

12. The All-Star Committee, appointed by the League President, will be present during nominations and balloting in the event questions or problems arise. Committee members and team managers will be sworn to secrecy until after the All-Star selections have been announced.
13. **Special Coach Pitch All-Star Selection Criteria.** The total Coach Pitch All-Star teams participating in the local tournament will be per the following table. Coaches will nominate and vote on players based on items 1 thru 8 above except the ballot for the pool 1 first round will increase from 12 to 24 players when there are five or more regular season teams. All-Star Coaches will be selected based on **regular season** winning percentage at the time of the all star draft, any ties will be determined by coin toss or hat pick if there are more than two managers with a player in the same all star pool with same winning percentage. Final All-Star coach selection must be approved by the board. A coin toss will determine which All-Star coach drafts first. The coaches will divide up the 24 player pools by making alternating selections 1-2, 2-1 etc. The next pool of 12 will be based on either a 12 or 24 players' ballot. Coaches for the 2nd pool will be selected in the same fashion. Once the draft is complete the teams are set. If a player subsequently indicates that he or she cannot participate, then the coach may select any player not currently on an All-Star team by contacting the player agent. There will be no bumping of players in the coach pitch division. A coach that intentionally plays with less than 12 players will be subject to suspension from tournament play.

Regular Season Teams	Number All Star Teams	Pool 1	Pool 2
1-4	1	12	NA
5-7	2	24	NA
8-10	3	24	12
11+	4	24	24

B. All-Star Manager Selection (All Divisions)

1. The Division Champion Manager will be the All-Star Managers. If the Division Champion Manager cannot fill this position, the Runner-up Team Manager will become the All-Star Manager and the Third Place Team Manager will manage the second All-Star team, if one is selected. All All-Star manager appointments and All-Star coach appointments are subject to Board approval.
2. If a second All-Star team is fielded in a Division, the Division Champion Manager will select the team he/she will manage. The Runner-up Team Manager will manage the remaining team.

3. The All-Star Manager selected in each Division will be required to select an assistant manager from among the other regular season team managers in his/her respective Division or his/her regular season coach.
4. The first All-Star team in each Division will be the “Burgundy” Team and if fielded, the second All-Star team will be the “Blue” Team.

Padre Little League Assistant Coaches Player Request Form

We, _____ (Manager) and

_____ (Asst Coach)

- 1) Certify that we will jointly manage and work together for the 20__ Spring Baseball season
- 2) Commit that “both coaches will be actively involved at games” during the entire season
- 3) Both coaches have completed the Volunteer Application as required by Little League.

The following assistant coaches’ child
_____ (Player’s Name)

will be selected in the first round of the player draft as outline in the Padre LL Draft Procedures.

Manager’s Signature _____

Asst Coach’s Signature _____

Player Agent Signature _____

Division VP Signature _____

Date: _____

The Board of Directors at Padre Little League reserves the right to discipline or remove coaches for regular season, post-season and All Star activities, who do not meet the above requirements.

Intent of rule is to increase our Volunteer Coaches pool by:

- Allowing head coaches can ensure they will have competent coaching help and allows someone to volunteer as head coach who may be hesitant due to job commitments/conflicts and/or coaching skill level.

The purpose of the established draft procedure and order sequence:

- Attempts to prevent stacking of teams via ensuring the intent of the assistant coach and penalizing coaches with assistants via the draft order.