# 2025 Laguna Beach Little League
# BYLAWS

(Version 2, revised January 2025)

LAGUNA BEACH LITTLE LEAGUE BY-LAWS

This set of by-laws modifies certain provisions of the 2025 Little League  Operating Manual (aka "The Blue Book") as outlined below.

I.    TEAM FORMATION (Intermediate/Majors/AAA/AA)
- ☐ The League **Player Agent** shall be responsible for preparing the list of all eligible[1] players;
- ☐ All eligible players must attend skills check;
- ☐ Skills check and the draft shall be attended by the following:
  - a.  League **President**;
  - b.  **Players Agent**;
  - c.  **League Commissioner** (e.g., Fall Commissioner, AAA Commissioner, etc.)
  - d.  All Board-approved managers;
- ☐ Players **not** appearing at at least one skills check event are **not** **eligible** for the draft unless approved by the Board of Directors
- ☐ Players cannot be placed in a lower division than played in their previous Spring season.
- ☐ For the Upper Division, players who register after teams are formed, must be approved by board vote to be placed on a team. A committee of the Player Agent, President, and Division Commissioner will be formed to make a recommendation to the board.

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[1]An "eligible" player is a player that has fully participated in skills check and has indicated that he/she wants to be available to play in an upper division (defined as AA, AAA, Majors and Intermediate).

## II.   PLAYER DRAFT (AA, AAA, Majors, and INT): PROCESS, AGES, OPTIONS, REQUIREMENTS

The LBLL draft procedures generally follow Alternate Plan B for Team Formation in the Little League Operating Manual (i.e., all managers shall reverse their draft order at the end of each draft round). Little League International strongly recommends that players spend at least one year in each division of play. LBLL realizes there are instances related to age or skill level which create rare exceptions to that guideline. Therefore:

☐ Managers may select players of eligible ages in any round (*see Table 1*).

☐ Only eligible players may be drafted.

☐ A player may elect to "freeze"[2] and play in the same division as last year, subject to the rules below, but such election is not guaranteed.

    a.   A player freeze may be granted <u>only</u> when there is a safety issue.

    b.   **EXAMPLE:** If a League Age 10 or 11 year old player was selected to an All Star team the previous season, that player may not be frozen in the same division as the previous  season.

    c.   In special circumstances, a parent may appeal this rule in writing to the  **President**, **Player Agent** and/or the **Commissioner** of the affected division, which shall be voted on by the Board or appropriate committee. The appeal decision shall be final.

☐ **Options for Drafting Siblings/Managers' Children**: when two or more siblings are eligible to draft at the same division age and ability (as determined by the **Player Agent**), the parents/guardian may request that siblings be drafted on the same team.

    a.   If such an option is invoked, and the first sibling is drafted by a manager, that manager automatically drafts the sibling(s) as their draft pick(s) in the immediately subsequent round(s).

    b.   If the manager is required to take their child in that round, the manager will automatically take their sibling in the subsequent round.

        i.   Example: The AAA manager has a 10-year-old son who is required to be drafted in the 3rd Round, per Table 2. If one sibling is drafted in the 2nd round, the other sibling must be taken in the next available pick, in this case the 4th round because the Manager's son is drafted in the 3rd round. If the manager does not exercise that option, the second sibling is then available to be drafted by any team.

    c.   If a manager does not wish to draft their child, they must submit that option in writing.

    d.   A "parent manager" is otherwise required to draft their child at or before the close of a specific draft round depending on League Age of children/siblings (*see Table 2 below*).

        i.   If a manager has twins, triplets, etc., the manager must take child #1 during a specific draft round (*see Table 2*), and the manager must automatically select his remaining children in the immediately subsequent rounds.

        ii.   **EXAMPLE:** AAA manager has 10-year-old triplets, he would draft the triplets in rounds 3, 4 and 5). Parent/manager option takes priority over any other option.

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[2]

**Table 1: Player Eligibility Per Division**

| AGE | ELIGIBLE DIV. | DRAFT REQUIREMENTS | HOME DIVISION |
|---|---|---|---|
| 7 | Rookie/A/AA | Maximum of (2) eligible League Age 7 players drafted by the end of the 8th round per AA team.  Players in Rookie and A divisions are assigned to teams and there are no drafts. | A |
| 8 | A/AA/AAA | Maximum of (3) eligible league age 8 players drafted by the end of 10th round per AAA | AA |
| 9 | AA/AAA | No Requirements. Cannot play A. | AA |
| 10 | AA/AAA/MAJ | Cannot play INT. | AAA |
| 11 | AAA/MAJ/INT | Must play AAA, Majors or Intermediate | AAA/Majors |
| 12 | MAJ/INT | Must play either Majors or Intermediate | Majors |
| 13 | Intermediate | Must play either Intermediate or Juniors | Intermediate |
| 14 | Juniors | Must play Juniors | Juniors |

**Table 2: Draft Round for Managers' Children / Siblings**

| LEAGUE AGE | | DRAFT ROUND OF MANAGERS' CHILDREN / SIBLINGS | | | |
|---|---|---|---|---|---|
| | Juniors | Intermediate | Majors | AAA | AA |
| 14 | 3rd Round | N/A | N/A | N/A | N/A |
| 13 | N/A | 3rd Round | N/A | N/A | N/A |
| 12 | N/A | 3rd Round | 3rd Round | N/A | N/A |
| 11 | N/A | 4th Round | 3rd Round | 3rd Round | N/A |
| 10 | N/A | N/A | 4th Round | 3rd Round | 3rd Round |
| 9 | N/A | N/A | 4th Round | 4th Round | 3rd Round |
| 8 | N/A | N/A | N/A | 4th Round | 4th Round |
| 7 | N/A | N/A | N/A | N/A | 4th Round |

☐ TRADES: ALL trades must be completed in accordance with the provisions of the Little League Operating Manual.
   a. All trades must be concluded immediately following the draft, but before all managers, **Player Agent**, and **President** leave the draft.
   b. All trades must be made through and approved by the **Player Agent**.

☐ PRACTICE TIME SELECTION: if for the Upper Divisions, teams will select practice times in the

inverse order of the draft without any snaking, from highest division to lowest.

    a. **EXAMPLE**: the team with the 1<sup>st</sup> pick would pick their practice time last for that division. If teams are allowed to pick another (second) practice time, that same team would again pick the last practice time.

## III. TEAM FORMATION (Single A, Rookie, and Tee Ball)

- ☐ The **Player Agent** and the **Commissioner** will form teams from a final list of all Single A, Rookie and Tee Ball eligible players.
- ☐ Brother/sister combinations shall be placed on the same team.
- ☐ Teams will be formed with the best effort to accommodate coach/player requests.
- ☐ Formation of teams will also be sensitive to grouping of players in close geographical proximities and practice field availability.
- ☐ Pursuant to National Rules, all players league age 6 must have played at least one year of Tee Ball to be eligible for play at the Rookie Level.
- ☐ A league age 5-year-old with no experience must play Tee Ball.
- ☐ A league age 5-year old with one year of Tee Ball experience may opt to play Rookie but is recommended to play Tee Ball.
- ☐ A league age 4- year-old must play Tee Ball.
- ☐ When a minimum of 80 eligible players are registered to play Tee Ball, two (2) separate Tee Ball leagues may be established.
  - a. League one (National) will consist of players aged 4 and 5 that have not played Tee Ball in the league during a prior season.
  - b. League two (American) will consist of players aged 5 that have previously played Tee Ball in the league and aged 6 that have not played Tee Ball in the league.
  - c. Each team will only play against other teams in their league.

## IV. MINIMUM PLAY and LOSS OF PLAYERS DURING SEASON

- ☐ Loss of an INTERMEDIATE Player: If an Intermediate team loses any player on the roster during the regular season, another eligible player shall be obtained through the **Player Agent**.
  - a. The first option is to add a player that has registered with the league and is formally on the WaitList as maintained by the **Player Agent**.
  - b. If no waitlist exists, an eligible player shall be a Majors player that was available to be drafted in Intermediate but remains undrafted (*see Table 3*)
  - c. **EXAMPLE**: a 12-year-old player was in the Intermediate draft pool, but the player was not selected and was drafted in Majors.
- ☐ Minimum Play INTERMEDIATE: if a player is expected to miss more than 7 consecutive organized baseball events, the player's circumstances will be reviewed by a special committee of the **President**, **Player Agent** and **Commissioner** to determine if that player is considered a loss and if a replacement will be needed.
  - a. If the special committee determines that the player is a loss, a manager must replace a player within 3 days of the loss of the player.
  - b. If the manager does not choose an eligible replacement player within 3 days, the **Player Agent** will assign an eligible replacement from Majors if available.
  - c. Each Majors team will have only one player moved to Intermediate until all teams in Majors have had one player moved to Intermediate.
- ☐ Loss of a MAJORS Player: if a Majors team loses any player on the roster during the regular season, another eligible player shall be obtained through the **Player Agent**.
  - a. The first option is to add a player that has registered with the league and is formally on the Wait List as maintained by the **Player Agent**.
  - b. If no waitlist exists, an eligible player shall be a AAA player that was available to be drafted in Majors but was not drafted (Refer to Table 4, e.g. an 11 or 10 year old

player was in the Majors draft pool, but the player was not selected and was drafted in AAA).

☐ Minimum Play MAJORS: if a player is expected to miss more than 7 consecutive organized baseball events, the player's circumstances will be reviewed by a special committee of the **President**, **Player Agent** and **Commissioner** to determine if that player is considered a loss and if a replacement will be needed.

    a. If it is determined by the special committee that the player is a loss, a manager must replace a player within 3 days of the loss of the player.

    b. If the manager does not choose an eligible replacement player within 3 days, the **Player Agent** will assign an eligible replacement from AAA if available.

    c. Each AAA team will have only one player moved to Majors until all teams in AAA have had one player moved to Majors.

**Table 3: Player Movement from Majors to Intermediate**

| Division Losing Player | Eligible Replacement Division | Age of Eligible Player |
|---|---|---|
| Intermediate | Wait List or Majors | 12 or 11 (no League Age 10 are permitted to play in Intermediate) |

**Table 4: Player Movement from AAA to Intermediate**

| Division Losing Player | Eligible Replacement Division | Age of Eligible Player |
|---|---|---|
| Majors | Wait List or AAA | 11 or 10 |

## V.   FIELD FITNESS – RAINOUTS

☐ During periods of inclement weather or other causes that may adversely affect the fitness of the field, the following procedure will apply:

Weekdays: The League's **President** or duly designated representative shall inspect the fields prior to noon and leave a message on the league website http://www.beachbaseball.com by 1:30 PM whether that afternoon or evening games/practices will be played.

Weekends: The above shall apply except the message shall be left by 8:00 AM.

☐ When games are canceled, the League **President** or duly designated representative shall be responsible for contacting the Chief Umpire.

☐ All umpires shall be responsible for checking the website for information regarding their games.

☐ In cases where the League has indicated the fields are suitable for play and conditions subsequently change, Blue Book Rule 3.10(a) shall apply.

## VI.   PRE-GAME/POST-GAME RESPONSIBILITIES

- ☐ <u>Home team</u> is responsible for:
  - a. Field preparation,
  - b. Staffing and opening the Riddle snack bar 30 minutes prior to game start,
  - c. Supplying the official scorekeeper, and
  - d. Providing three (3) new game balls.
- ☐ <u>Visiting team</u> is responsible for:
  - a. Scoreboard operation, and
  - b. Official pitch-count.
- ☐ If available at Riddle Field, the scorekeeper and pitch counter will sit at a designated area away from the bleachers (i.e., score booth).
- ☐ Field preparation (chalking etc.) must be done according to Little League standards.
  - a. Field lines shall be done with straight string lines.
  - b. Managers who habitually fail to properly field prep may be subject to suspension.
- ☐ Teams in all divisions should recite the <u>Little League Pledge</u> prior to the start of every game.
- ☐ In all divisions (except Tee Ball), managers shall exchange lineup cards and provide a copy to the umpire.
- ☐ Managers shall provide a signed pitching log for inspection by the opposing manager and umpire (see below).
- ☐ AA managers may be required to exchange defensive lineups which demonstrate their minimum play requirements (if applicable)
- ☐ POST GAME: The home team will:
  - a. Drag the infield,
  - b. Put the bases away (if last game of the day),
  - c. Lock the batting cages and field gates at completion of the game,
  - d. Turn off all lights,
  - e. Walk the field and dugouts to clean debris, and check for field/equipment safety.
    - i. If damage occurs due to the field not locked after completion of play, managers may be subject to suspension.

## VII.   FIELD PREPARATION (Tee BALL)

- ☐ Teams playing in the first game of the day shall:
  - a. Set up the backstop fencing, outfield fencing, benches, and shall mark the field.
  - b. In addition to foul lines, the midpoint of the base paths and a 9' diameter semicircle from home plate will be marked chalked around the pitcher's plate.
- ☐ Teams playing the last game of the day shall:
  - a. Breakdown and securely lock, to the park perimeter fence, the backstop fencing and benches.
  - b. The outfield fencing shall be returned to the secured area adjacent to the recreation building at Lang Park.

## VIII.   MAKEUP GAMES (Intermediate/Majors/AAA/AA)

- ☐ Games canceled or suspended prior to reaching an official game due to inclement weather, field fitness, etc. will be played/continued on the next available makeup date as determined by the schedule.
  - a. A completed game shall be determined per Little League rule 4.00(c)(1):
    - i. 5 innings = Juniors, Intermediate;
    - ii. 4 innings = Majors, AAA, AA
    - iii. This rule may be modified if Local League Option Rules apply a time limit [Rule 4.00(c)(2)]
- ☐ Makeup game dates may occur on Sundays.
- ☐ In scheduling makeup games, <u>no</u> consideration shall be given to number of games

scheduled per week, pitching rotation, or player availability.

## IX. PITCHING LOG, RECORDS AND SCOREKEEPING

- ☐ <u>Visiting team</u> is responsible for the **official pitch count** and scoreboard operation unless otherwise stipulated in interleague / coalition rules.
- ☐ Home team managers must update pitch count on the league website within 24 hours of the completion of a game.
- ☐ Pitch count rules are always in effect unless stipulated otherwise in interleague / coalition rules.
- ☐ Managers at the Juniors, Intermediate, Majors, AAA and AA divisions of play must maintain proper pitch count records for inspection by the opposing manager and umpire.
- ☐ Pitch count will be kept in Single A after Spring Training (first week after LBUSD Spring break).
- ☐ If a manager is unable to provide a signed pitching log, then *no* pitchers will be considered eligible and the game shall be forfeited;
    - a. 1st Offense: Forfeit game
    - b. 2nd Offense: Forfeit game and manager suspension for the next game played
    - c. 3rd Offense: Forfeit game and manager suspension for the remainder of the season.
- ☐ The **Chief Umpire** shall report violations to the league **President** in writing.

## X. SCORES / STANDINGS

- ☐ <u>Home team</u> is responsible for providing the **official scorekeeper**
- ☐ The official scorebook shall be maintained by the home team scorekeeper.
- ☐ Scores and statistics (pitch counts, strikeouts, and over-the-fence homeruns in Intermediate, Majors, AAA, and AA Divisions only) are to be entered on the League website by the home team manager within 24 hours after the completion of a game.
- ☐ Scores and standings will not be kept at the Single A, Rookie, or Tee Ball level.

## XI. UMPIRES (AA & AAA)

- ☐ Home team will provide the <u>home plate umpire</u>
- ☐ Visiting team will provide the <u>base umpire</u> (unless interleague rules stipulate otherwise).
- ☐ Failure to provide a home plate umpire:
    - a. 1st Offense: Automatic one out in the first inning while at bat.
    - b. 2nd Offense: Automatic two outs in the first inning while at bat.
    - c. 3rd Offense: Automatic three outs in the first inning while at bat.
    - d. 4th Offense:
        - i. Automatic three outs in the first inning while at bat; and
        - ii. one game suspension of manager.

## XII. UMPIRES (Majors & Intermediate)

- ☐ The League will provide/schedule umpires for these divisions; BUT
- ☐ Teams should have trained prepared volunteers ready to umpire if needed.

## XIII. TIEBREAKERS (Intermediate/Majors/AAA/AA)

- ☐ If two or more teams are tied in standings at the end of regular season play, tiebreaker options shall go in the following order:
    - a. Win/loss results of the head-to-head matchups;
    - b. (Least) Runs allowed in the head-to-head matchups; otherwise
    - c. Play a one game playoff.
- ☐ **NOTE: For the 2025 season, the Intermediate, Majors, AAA, and AA divisions will consider the results of games played between opponents from LBLL and interleague play**.
- ☐ Before the start of each new season, a playoff day will be determined by the season calendar if a

one game playoff is required to determine the league champion and second place.
- ☐ If for some reason, the specified day is no longer available, or the calendar does not allow for a date due to T.O.C. start dates, then the game must be played as soon as possible.
- ☐ If it is impossible to play the game, then the managers will flip a coin to determine the league champion and second place.

## XIV.   POST-SEASON LBLL TOURNAMENT (Intermediate/Majors/AAA/AA) – PLAYOFFS
- ☐ A double-elimination tournament will be played following the regular season.
- ☐ Teams will be seeded in order of regular season finish as determined by overall records/winning percentage. (**NOTE: Every effort MUST be made to play all games scheduled**)
- ☐ Winning percentage shall be used if there are an uneven number of games played.
- ☐ The first round of games will be determined by seeding, with the top seed playing the bottom seed.
- ☐ If an uneven number of teams, the top seed will receive a bye for the first round of games.
- ☐ With a 6- team league, the top two (2) seeds will receive a bye for the first round of games.
- ☐ The tournament shall be played according to regular season rules except there will be <u>no time limit</u>, with the following exceptions:
  - a. For the AA division, if the game has been played for **1 hour and 45 minutes**. Any inning which has been started prior to the time limit expiring will be completed. No new inning will begin once the time limit has expired. See Rule 4.10. There is no guarantee of an "unlimited run" inning.
  - b. For AAA, Majors, and Intermediate divisions, the game shall be **suspended** 15 minutes prior to the next scheduled game. The game shall be **resumed** as soon as possible. The game may be resumed at a different field and/or on another day. All Little League Pitching Rest Rules <u>MUST</u> be followed.
- ☐ The higher seeded team will be the home team.
  - a. If teams play each other more than  once during the post season, they will alternate home and away in subsequent games.

## XV.   TOURNAMENT OF CHAMPIONS (Intermediate/Majors/AAA/AA)
- ☐ Subject to modifications from District 55, two teams will go to the District 55 Tournament of Champions:
  - a. the first place team from the regular season; and
  - b. the first place team from the LBLL tournament
- ☐ If these teams are one and the same, the second place team from the regular season will go to the tournament.
- ☐ The manager of the regular season 1st place team gets to pick its seeding in TOC.
- ☐ The manager must make the decision within 48 hours of being alerted by the League **President** or **Division Commissioner** of the brackets being announced.
- ☐ If the manager of the regular season 1st place team does not make the decision within 48 hours of being notified, the team will automatically be designated LB1 for the TOC.
- ☐ If District 55 allows only one team to be entered into the District 55 Tournament of Champions, the winner of the LBLL post-season tournament shall be selected.

## XVI.   ALL-STAR TEAM (All)
- ☐ LBLL will roster 12 or 13 players per all-star team, unless approved by LBLL Board of Directors and District 55. Additionally, approval from Little League International, if required.
- ☐ Whether to have 12 or 13 players on the roster will be determined by the all-star Manager.
- ☐ All-Star rosters will be formed by the manager within 72 hours of being informed of managerial approval If a complete roster is not formed within this time, a committee may be formed to complete the roster.
- ☐ Alternate players will not be selected.

- For the Intermediate (13U) and Majors (12U) divisions only; the manager that finishes in 1ˢᵗ place during the regular  season shall be the manager of that division's all-star team, subject to Board approval. Winning Managers must accept the position within 5 days or the LBLL Board of Directors may name an alternate.
- The all-star managers for the 11U, 10U, and 9U ("Small Stars") teams will be nominated by the President, or their designee, and approved  by the Board.
- The all-star manager may choose his coaches pending approval of the Board.
- Laguna Beach Little League may field the following all-star teams:
    a. One Intermediate (13U), and/or
    b. One Majors team (12U),
    c. One League Age 11U team
    d. One League Age 10U team
    e. One League Age 8/9 ("Small Stars") team
- Depending on enrollment number for 12 and 13 year old players, as well the timing of the Majors and Intermediate tournaments, the Board will reserve the right to determine if an Intermediate and/or a Majors team will be formed.
- ALL-STAR TEAM SELECTION: All Upper Division Managers will nominate two players per All-Star team. All-Star Managers will use the nominations to inform their roster, but the final decision will rest with the All-Star Manager.

## XVII.    PITCHING MACHINE AT RIDDLE

- The Riddle Field pitching machine is to be operated by currently registered Laguna Beach Little League managers and coaches.
- Only currently registered Laguna Beach Little League players in the Intermediate, Majors, AAA , and AA divisions may hit in the cage.
- It is to be only used during the Little League spring and fall baseball seasons
- Hours of operation: The pitching machine may be used during games and practices on:
    a. Weekdays 3:00 pm – 8:30 pm
    b. Saturdays 9:00 am – 5:00 pm
    c. Sundays 10:00 am – 5:00 pm
- Teams with a scheduled practice or game shall receive priority use of the machine as follows:
    a. Practice: the team has priority during their practice.
    b. Game:
        i. Visiting team shall have priority from 70-40 minutes prior to the scheduled start time of their game.
        ii. Home team shall have priority from 40 – 10 minutes prior to the scheduled start time of their game.
        iii. The machine shall not be used in the last 10 minutes prior to the scheduled start time of the game.
- An adult must be present in the cage at all times monitoring the machine.
- A batting helmet must be worn at all times.
- Only one player and one coach in the cage at a time.
- No horseplay or unsafe practices will be tolerated.
- The Manager or coach will lock the cage at the end of each use.
- No duplicate keys will be made by anyone except the League **President** or **Equipment Manager**.
- If anyone loses their key, they shall pay the league $50 for the cost/inconvenience of re-keying.
- Any individual in violation of these rules will have their pitching machine privileges revoked and may be suspended as determined by the Board.

## XVIII.    STARTING AND ENDING THE GAME (AA/AAA/Majors/INT)

- Unless otherwise stipulated in interleague / coalition rules, a game will be regulation if the game has been played for **1 hour and 45 minutes**. Any inning which has been started prior to the time limit

expiring will be completed. No new inning will begin once the time limit has expired. See Rule 4.10.

- [ ] A Manager, Coach, or Player intentionally delaying a game to gain an advantage is subject to disciplinary action, including removal from the game and/or suspension.
- [ ] <u>Inning transition time:</u> transitions between innings should be limited 2 minutes between half innings.

XIX.    USAGE OF VIDEO AND AUDIO RECORDINGS

- [ ] Under NO CIRCUMSTANCES will video replay be used for reviewing or changing ANY judgment calls made by umpires on the field.
- [ ] In the event a game is protested per Little League Rule 4.19 - PROTESTING A GAME, only a protest committee may consider video evidence to inform their decision.
- [ ] Video broadcasts may only be shared online in a secure fashion (i.e. password protected, or invite only).

XX.    PROTESTS

- [ ] Protest shall be considered only when based on the violation or interpretation of a playing rule, use of an ineligible pitcher or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. Equipment which does not meet specifications must be removed from the game. Exception: Illegal bat [see Rule 6.06(d)].
- [ ] AA/AAA Divisions - During the Regular Season, protests must be resolved before the next pitch. No protest committee will be formed. Umpires and Managers are encouraged to review all applicable rules and come to a decision swiftly on the field. Umpires on the field will have final decision authority. Game time limits still apply; no additional game time will be given during a review.
- [ ] Majors/Intermediate - During the Regular Season, Umpires and Managers are encouraged to review all applicable rules and come to a decision swiftly on the field. If a mutually acceptable decision cannot be found, a game may be protested according to Little League Rule 4.19.
- [ ] All Division's Post Season LBLL Tournament Games - Umpires and Managers are encouraged to review all applicable rules and come to a decision swiftly on the field. If a mutually acceptable decision cannot be found, a game may be protested according to Little League Rule 4.19.