

Abilene South Junior/Senior League By-Laws 2007 Season

1. **Code of Conduct** - All managers, coaches, players, parents and spectators are required to comply with the Little League Code of Conduct at all times while participating in any League activities (including all games and team practice sessions).
2. **League Official** - The League Official at the game represents the league. A Manager or Coach may not serve as League Official while participating in a game which is being played at that time.
3. **Alcoholic Beverages and/or Illegal Substances** – Alcoholic beverages and illegal substances are not allowed on the Abilene South Junior/Senior League premises. Anyone who is found to be in possession of alcoholic beverages or illegal substances will be required to leave the premises. Intoxicated individuals will also be required to leave the premises.
4. **Profanity** – Anyone using excessive or repeated profanity on the Abilene South Junior/Senior League premises or on the premises of any Abilene South Junior/Senior League practice field will be required to leave the premises.
5. **Fighting**
 - a. **First Occurrence** – Players fighting will be benched for 4 games or two weeks, whichever is the shortest period of time. The player will still be required to attend practice and scheduled games, unless otherwise instructed by the League President. Any Manager or Coach fighting or using physical force on a player will lose the privilege to manage or coach a team.
 - b. **Second Occurrence** – The player will be dismissed from the league for the remainder of the season.
6. **Trash and Field Maintenance** - Each team, as well as spectators, are asked to pick up trash on their side of the field and in their designated dugout after each game. This will assist the League in keeping the ballpark in good condition.
7. **Unsportsmanlike Conduct** - A player may not throw, slam or otherwise abuse equipment on the playing field, or in or around the dugout. The team manager and/or Members of the League Board of Directors and/or League Officers has/ have the option of suspending the player for the remainder of the game. The suspension may be extended to additional games upon recommendation of a majority of the League's Board of Directors.
8. **Helmets** - All players are required to wear batting helmets while batting and/or on deck prior to batting. Helmets are not to be removed until the player is back in the dugout.

9. **Disciplinary Actions** - Before any player is removed from a team for disciplinary reasons, or otherwise suspended from playing, the Player Agent must be notified and approval of the dismissal must be made by a majority vote of the League Board of Directors.
10. **Removal or Resignation** - If a player quits a team for any reason, or is removed from a team for disciplinary reasons, the player cannot be picked up by another team during the current season. Upon request, the player will be returned to the draft the following season if eligible.
11. **Practice Attendance** - A manager has the option to bench any player for 1 game if that player has missed 3 consecutive practices, unless the parent provides a valid excuse.
12. **Post-Game Sportsmanship** - After each game all players and coaches are expected to shake hands with the opposing team and maintain sportsmanlike conduct.
13. **Minimum Playing Requirements** - Each player must be allowed to play at least six outs AND have the opportunity for at least one at bat per game. (This does not apply to pool players).

Penalties: In a shortened game (less than 5.5 innings) the player must start the next game and play any previous requirement not completed in addition to the requirement for the current game prior to removal from the game. If a game is completed (5.5 innings) without having played their required minimum, the player must be allowed to play the following game in its entirety.

14. **Additional Players** - Players who move into the league's district after the season starts may be added to a team. The Player Agent will be responsible for placing the player on the appropriate team.
15. **High School Baseball Players** - A player who is playing for a high school baseball team **MUST** register during the designated registration period and must be subject to the draft along with all the other players. The coach that drafts this player does so with the understanding he may not be available for part or all of the season. **There will be no exceptions made for these players after the teams have been drafted.**
16. **Game Delays and/or Cancellations** - When games are delayed or cancelled due to inclement weather, they will be made up as soon as possible. Preferably within the same week.
17. **Ten-Run Rule** - If the winning team is ahead by 10 runs after five complete innings, the game is over.

18. **Practices** - Managers are required to set times for practice and adult supervision must be provided during games and practices.
- There will be a minimum number of 1 practice a week.
19. **Pool Players** -
- a. The Player Agent is responsible for compiling and maintaining a list of players which contains the names and phone numbers of all of the League players who are willing to play extra games when needed. Any player interested in being a pool player will be put on the list.
 - b. Pool players may **only** be requested by a manager if the manager is ***reasonably certain*** that there will not be the **minimum** number of his players present and/or physically able to play in a scheduled game.
 - c. A pool player will **not** be allowed to pitch at any time while playing for another team as a pool player.
 - d. A pool player will play at least 9 consecutive outs and be given a minimum of 1 at bat.
 - e. The Player Agent is solely responsible for placing pool players. A manager, coach or anyone else **may not** ask others to play as a pool player.
 - f. If a team is present at the ball park and does not have the minimum amount of players required to field a team for a scheduled game, and the Player Agent is unavailable on short notice, the **League Official** may ask another eligible league player to participate in that particular game as a pool player.
 - g. The only position that can be specifically requested is the position of team **catcher**. This is due to the fact that the risk of injury is greater in this position for a pool player who is not familiar with or otherwise skilled in this position. This is for the protection and benefit of everyone involved.
20. **Time Limits**: In both Junior/Senior League games, a time limit of 1 hour and 45 minutes will be enforced (this is set by the umpire association). If after 1 hour and 45 minutes, and if the point differential between the teams is significant in the opinion of the League Official, and a half inning or inning is all that is lacking for a completed game, the League Official may ask the umpires to continue the game to completion. Every effort will be made to complete the inning during the extended time period. The extension of the game should not jeopardize the start of the 8:00 p.m. game if at all possible. If it is not possible to finish the game it will be suspended until a time can be scheduled to complete the game. This should be completed within one week if possible. The time will be kept by an official in the press box.
21. **Curfew** - No inning may commence after 10:30 p.m. This is a Little League Rule.
22. **Tie Games** - A tie between teams in league standings will be broken as follows:

- a. **Head to Head** – if a team defeats **all** the other teams involved in the tie in **all** of the regular season games it played against those teams. The results are used to advance one team and any other ties must revert to the methods designated in Rule 22A.
 - b. **Defensive runs scored all games** - The total number of runs given up in **all** regular season games played by that team, divided by the number of half-innings played on defense in the regular season games by that team. The results are used to advance one team and any other ties must revert to the methods designated in Rule 22A.
 - c. **Defensive runs scored tied teams only games** - The total number of runs given up in regular season games played between the teams involved in the tie, divided by the number of half-innings played on defense in the regular season games by that team. The results are used to advance one team and any other ties must revert to the methods designated in Rule 22A.
 - d. All statistics and information utilized to determine the outcome of a tie will be taken from the books kept by the official scorekeeper.
23. **Draft:**
- a. To play in Junior League a player must be 12, 13 or 14. (Baseball age is from May 1 thru April 30). Preferably 12 years olds will play in the majors.
 - b. To play in Senior League a player must be 14, 15 or 16. (Baseball age is from May 1 thru April 30). Preferably, 14 years olds will play in junior league.
 - c. Managers will draft 12 players with no more than 8 players of any age.
 - d. Trading players must be accomplished prior to leaving the draft. Any other trades will only be allowed with a majority of the League's Board of Directors' approval.
24. **Managers:**
- a. Managers will select a coach, a dugout coach, and 2 alternate coaches. All will be required to have a volunteer form filled out.
25. **City Tournament:**
- a. The top 2 or 3 teams (depending on how many are asked to participate) will be determined by the overall record for the season.
26. **All-Star Managers:**
- a. Managers from the top 2 teams with the best overall record for the season will be given the opportunity to manage all-stars. If one declines the 3rd place manager will be offered a team. It will then progress down the line to 4th, 5th and so on.