



Haddon Township Athletic Association
Little League Baseball (5-12)
Bylaws

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1.0 League Charter

The purpose of this organization is to give instruction in the fundamentals of baseball, and to teach the principles of sportsmanship and fair play. This organization is an officially chartered member of Little League International. The age groups in which we are chartered with Little League are the 6-12 year old. Being a part of Little League International, we will adhere to their rules and regulations as they pertain to our organization. Little League International recognizes local league play and allows each organization to determine certain rules deemed necessary to allow their program to function properly. That is the purpose of this document.

2.0 League Officers

This organization shall be governed according to the rules established by this document and those of Little League International. The Executive Board along with the League Coordinators shall make sure that these rules are adhered to.

2.1 Executive Board

2.1.1 Executive Board members shall serve two year terms for each election. Annual elections will feature half of the Executive Board (**Year A** - Vice President, Treasurer, Equipment Manager and Secretary / **Year B** - President, Technology Director and Head Grounds Keeper)

1. Executive Board members may be re-elected

President- It is the responsibility of the president to make sure that the rules and bylaws are adhered to within the organization and to be the deciding vote in the instance that there is a tie. Also it the responsibility of the president to attend the monthly HTAA meeting to give a status report of his organization. The secretary must make sure that we are properly registered with Little League International each year. The president will also chair all meetings involving the Executive Board and the League Coordinators.

Vice President- It is the responsibility of the vice president to assume the responsibilities of the president in his absence. It is the responsibility of the vice president to make sure that we are entered into tournament play correctly. The vice president will be responsible for post season trophies and awards. The vice president shall vote on league policy and rule changes.

Treasurer- It is the responsibility of the treasurer to order all equipment necessary to run the organization and make sure the all bills are paid in a timely fashion. The treasurer must keep accurate records and submit a budget report to the president. The treasurer will also take care of sending out sponsor letters each year and following up on them. The treasurer shall vote on league policy and rule changes.

Secretary- It is the responsibility of the secretary to take and publish the minutes of all meetings held by the executive board. The secretary shall vote on league policy and rule changes.

Equipment Manager- It is the responsibility of the equipment manager to inventory and give out playing equipment and uniforms at the start of the season and collect all equipment and make sure that the managers collect all uniforms at the end of the season. He shall also inform the President about any new equipment that needs to be ordered and make sure that all equipment is in good condition and safe for play. The equipment manager shall vote on league policy and rule changes.

Head Grounds Keeper- It is the responsibility of the head grounds keeper to maintain the field of play and to make the president aware of conditions necessary to do so. The head grounds keeper shall vote on league policy and rule changes.

Technology Director – It is the responsibility of the Technology Directory to provide technical assistance with the current htaasports.org website. This includes access to technical help from the websites administrators. The access is to provide information about HTAA Baseball. It includes but is not limited to on-line registration, updates to baseball home page, additions and changes to the same. The Technology Director shall vote on league policy and rule changes.

2.2 League Coordinators

The League Coordinator shall be responsible for making sure that their individual league adheres to the rules set down by the organization in its' Bylaws and Little League International.

- **Clinic Coordinator**
- **AAA Minor Coordinator**
- **AA Minor Coordinator**
- **A Minor Coordinator**
- **Major League Coordinator**

Their responsibilities are:

1. Setup team rosters;
2. Setup playing schedule;
3. Give out equipment and uniforms;
4. Interface with the managers and coaches on regular basis;
5. Make sure games are played in a timely fashion;
6. Attend Board meetings to give status report on their league to president;
7. Collect equipment and uniforms at the end of the season;
8. Shall vote on league policy;
9. Shall vote on rule changes.

2.3 Managers and Coaches

A Manager or Coach shall be responsible for making sure that their individual team adheres to the rules set down by the organization in its' Bylaws and Little League International.

The responsibilities are:

1. Make sure games are played in a timely fashion;
2. Ensure that ample practice time is allocated;

3. Provide instruction in the fundamentals of baseball to including hitting, base running, fielding, pitching, catching, dugout decorum, the rules of the game and sportsmanship
4. Monitor the conduct of their players and that of the team's parents or fans
5. Provide feedback to the League Coordinators;
6. Maintain accurate records & statistics where appropriate
7. Establish and utilize a meaningful level of communication with team parents.
Example: practice schedule, scrimmage schedule, game schedule, picture day, uniform policy, uniform pickup, required equipment, team rules, contact information for team personnel etc.
8. Distribute equipment and uniforms
9. Collect all shirts at the end of the last game;
10. Make sure that equipment and uniforms are given back to the League Coordinator
11. Attend HTAA Baseball meetings in pre-season, during the season and during Tournament play where appropriate

12. Assist in the Maintenance of the Field of Play before, during and after a game or practice session. Failure to do so will result in forfeiting home field status in the next regularly scheduled game
13. Managers and Coaches shall vote on rule changes

2.3.1 All managers and coaches shall be approved by the Executive Board prior to the season

2.3.2 All new managers and coaches must be approved by a majority vote of the Executive Board.

2.3.3 Any existing manager or coach may be removed from his/her position by unanimous vote of the Executive Board.

2.3.4 The Executive Board shall conduct a review of all existing managers and coaches on a yearly basis and at that time may remove any manager or coach pursuant to by-law 2.3.3

2.4 Voting Definitions and Privilege

2.4.1 League policy

Any issue which pertains to the way the organization is governed. Administering disciplinary actions according to the Bylaws.

2.4.2 Rule Changes

Changes made to Bylaws in regards to league play. Also any field or complex changes.

2.4.3 Voting Privilege

At any given meeting, a person shall be eligible to vote only if he or she has attended four of the previous six meeting. An eligible voter may send a representative with his or her proxy vote (but only the representative would be credited for attendance at that meeting).

3.0 Drafting Players

- 3.1 **Clinic**-Players are not drafted at this level. Team rosters are established by League Coordinators.
- 3.2 **AAA Minor**- see Section 3.1
- 3.3 **AA Minor**- see Section 3.1
- 3.4 **A Minor**- The 'A' Minor League and Draft will feature the following ages 9, 10, 11 and (with Executive Board and Little League approval) age 12. All ages governed by 2016 Little League Age Guidelines.
 - 3.4.1 A Minor League draft will take place after Major League draft;
 - 3.4.2 No more than 5 returning players will be allowed on any one team; If more than 5 return then the League President along with his Executive Board shall fairly disperse remaining players to other teams;
 - 3.4.3 The order in which a team drafts is determined by their previous season record. (e.g. last place team drafts first, next to the last drafts second, and so on); in the event of a 2 team tie in the standings from the previous year a coin flip will determine the draft order.
 - 3.4.4 No more than 14 players on any roster.
 - 3.4.5 See Little League International President's Manual on optioned players.

3.5 Major League-

- 3.5.1 Major League draft must happen before A Minor League draft;
- 3.5.2 All eligible A Minor league players must attend (*or submit a written request for permission not to attend*) the draft or face being ineligible for *Majors*. The Executive Board is responsible for publishing a list of A Minor players. The Vice President is responsible for maintaining a list of players who are deemed ineligible for tournament play.
- 3.5.3 The order in which a team drafts will be randomly selected prior to the start of the draft
- 3.5.4 No more than 12 players on roster;
- 3.5.5 No more than 8 twelve year olds on any team;
- 3.5.6 See Little League Presidents Manual on optioned players;
- 3.5.7 Players should be drafted on their abilities
- 3.5.8 Majors teams will be dissolved and redrafted each year
- 3.5.9 At the Board's discretion, and only with a majority approval, players may be placed on Majors teams prior to the official draft in order to achieve competitive balance.

3.7 Expansion Teams-

- 3.7.1 Expansion teams will have the first two picks in the draft; In the event that there are multiple expansion teams, they will alternate picking the first two picks and the first pick is decided by coin toss
- 3.7.2 The manager's son is optioned in the third round.

3.8 Brothers Act-

- 3.8.1 Parents of brothers who are eligible to play in the same league will be asked by the League President shortly after registration whether they want their sons or daughters (hereinafter brother) to play on the same team. If the parents so request, then:
 - (a) If one brother is already on an existing team,
 - 1) after tryouts, the Executive Board shall vote on which round of the draft, if any, is appropriate for the second brother,

- 2) the manager of the existing team then must draft the second brother in the round voted on by the Executive Board or as his last pick, whichever comes first;
- (b) If neither brother is on an existing team,
 - 1) after tryouts, the Executive Board shall vote on which round of the draft, if any, is appropriate for each brother,
 - 2) if a manager takes the first brother, and the second brother has been designated by the Executive Board for another round, then that manager must take the second brother in that designated round or as his Last pick, whichever comes first.

3.8.2 If, pursuant to Rule 3.8.1(a)(1), the Executive Board rules that the brother in the draft should be considered as a First Round selection then the team who is obligated to draft that brother, pursuant to Rule 3.8.1(a)(2), may draft this brother with their second available pick but their draft position for the First Round only shall be moved to the end of the First Round.

4.0 Local League Rules

4.1 Regular Season

4.1.1 Clinic- 5&6 year olds:

- (a) Emphasis on Basic Skills, catching, hitting, batting stance and swing, how and when to run the bases and where the different positions are;
- (b) All hitting will be from a batting tee;
- (c) Allow 20 minutes for warm-up drills and instruction, games will approximately last 40 minutes;
- (d) Bat the order around once per inning regardless of outs so all get an equal opportunity to play;
- (e) No score keeping;
- (f) Rainouts will not be made up.

4.1.2 AAA Minor- 7 year olds:

- (a) No player shall sit on the bench for more than one inning;
- (b) Coaches will pitch to their team;
- (c) Each batter will receive 5 pitches and if the batter has not hit the ball after that, the batter must hit off of a batting tee;
- (d) Bat the order around once per inning regardless of outs so all get and equal opportunity to play;
- (e) Only 9 players will be allowed to play the field, excluding the coaches pitching and catching. Assign players to field in the pitcher's and catcher's position once the ball is hit;
- (f) No score keeping;
- (g) Rainouts will not be made up;
- (h) No new inning shall start after two hours;

4.1.3 AA minor- 8 year olds:

- (a) No player shall sit on the bench for more than one inning;
- (b) Three outs will end an inning;

- (c) Bat entire roster; to avoid runaway games each player will only be allowed to bat once per inning;
- (d) Managers will be responsible for calling balls and strike's on their own players; assume an umpiring position behind the opposing pitcher;
- (e) Last inning both sides are allowed to bat until three outs are achieved;
- (f) Base stealing is not permitted;
- (g) One base on an overthrow; **ANY OVERTHROW!**
- (h) Coaches are allowed to pitch;
 - 1.) Batter will not be walked;
 - 2.) Strikeouts are by swinging only;
- (i) Try to encourage and teach your players to pitch;

(j) If child is pitching:

- 1.) Pitchers may only pitch 4 innings per calendar week (M thru Su)
- 2.) One pitch in an inning constitutes an inning;
- 3.) Pitcher may only pitch two innings in a game;
- 4) If pitcher pitches more than one inning in a game, he must have at least two calendar days rest before he pitches again; (pitching two innings on Monday means he cannot pitch again until Thursday)
- 5.) Pitchers are allowed to move one bat length closer to home plate; the home plate umpire will determine the correct distance;
- 6.) Balks will not be called on the pitcher but the umpire should inform the pitcher of the illegal move, if he indeed sees it. Once informed of the illegal move the player should make an attempt to correct the illegal move and coaches should instruct to prevent its re-occurrence;
- 7.) Balls and strikes will be called;
- 8) If a pitcher hits a batter twice in one inning or three times in a game the pitcher must be removed from the mound. It is at the discretion of the umpire to determine whether or not the batter made an attempt to avoid getting hit by the ball. If the batter did not make an attempt to avoid getting hit by the pitch than the pitcher is not charged for that occurrence, but the batter still gets first base;
- (k) Rainouts need not be made up;
- (l) No new inning shall start after two hours.

4.1.4 A Minor- 9 to 12 year olds:

- (a) No player shall sit on the bench for more than one consecutive inning;
- (b) Unlimited substitution with the exception of the pitcher who is governed by the re-entry policy under the Little League rule book
- (c) A team will bat its entire roster;
 - 1.) A team will continue to bat until three outs have been achieved;
- (d) Courtesy runners
 - 1. Optional "courtesy runner" for the Catcher (with 2 outs)

2. No courtesy Runner - if a player is injured or ill, he/she should not participate in the game
- (e) In the event of an injury substitution the injured player shall be removed from the batting rotation for that game and the rest of the order shall remain the same;
- (f) Base stealing is permitted;
- (g) One base on an overthrow; **ANY OVERTHROW!**
- (h) Pitching:

- 1.) HTAA Baseball follows Little League International's most current pitch count limits and mandatory rest rules
- 2.) One pitch in an inning constitutes an inning;
- 3.) A pitcher may not pitch more than the current (2017) limits permit

Age	Allowed Per Day
9-10	75
11-12	85

- 4.) A pitcher must follow the mandatory rest period following his last pitch thrown (league ages 7-14)

No. of pitches in a day	No. of Calendar Days of Rest*
1 - 20	No days rest
21 - 35	1
36 - 50	2
50 - 65	3
66 or more	4

* days rest required before Pitching Again

- 5.) Each team must designate a scorekeeper or official to track pitch counts as the game progresses. Both teams will confer at the end of each inning and agree on the pitch count. The manager of the pitcher who reaches his pitch count must notify the Umpire and other manager that the pitcher is no longer eligible to pitch
- 6.) Any violation of the pitch count rule can result in a protest of the game in which it occurs.
- 7.) Balks will not be called on the pitcher but the umpire should inform the pitcher of the illegal move, if he indeed sees it. Once informed of the illegal move the player should make an attempt to correct the illegal move and coaches should instruct to prevent its re-occurrence;
- 8.) If a pitcher hits a batter twice in one inning or three times in a game the pitcher must be removed from the mound. It is at the discretion of the umpire to determine whether or not the batter made an attempt to avoid getting hit by the ball. If the batter did not make an attempt to avoid getting hit by the pitch than the pitcher is not charged for that occurrence, but the batter still gets first base;
- 9.) A twelve year old player is not permitted to pitch.
- 10.) Pitcher to catcher ban: any pitcher who delivers 41 or more pitches in a game may not go behind the plate to play catcher for the remainder of the day

11.) Catcher to pitcher ban: any player on a regular season team may pitch. Exception: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.

12.) Pitches in suspended/regulation tie games charged against pitcher's eligibility. If suspended games are resumed on another day, pitchers of record at time game was suspended will be allowed to pitch to the extent of their eligibility for that day if they have rested the proper amount of days.

i) A runner must make an attempt to slide or veer if there is a possible play at home plate; It is at the umpires discretion whether or not there was a possible play, and if the runner does not make an attempt to slide or veer than he is out. No head first slides; In the event that a player slides head first he is out.

(j) Rainouts must be made up at the next available date, or the team, which is unable to do so, will have to forfeit that game; Home team must notify the League Coordinator;

(k) No new inning shall start after two hours.

(l) No team shall score more than 5 runs per inning

1. Continuation concept – inning will continue until 5 runs or three outs occur. Should a team score more than 5 runs in the same inning, the inning will terminate with all runs counting

2. Rally inning – a rally inning shall be declared either in the 6th inning or when a team is facing a 10 run mercy situation. There may be more than one rally inning

(m) Teams shall provide no more than 4 coaches on the field or in the dugout during game-time. (*A Minors*)

(n) 12 year olds are permitted to play in A Minor

1. written request from parent or guardian

2. permission must be granted from Executive Board

3. permission must be secured from Little League Regional Executive

4.1.5 Majors- 10 to 12 year olds:

(a) No player shall sit on the bench for more than one consecutive inning;

(b) Unlimited substitution with the exception of the pitcher who is governed by the re-entry policy under the Little League International.

(c) A team will bat its entire roster;

1.) A team will continue to bat until three outs have been achieved;

(d) Courtesy runners;

1. Optional "courtesy runner" for the Catcher (with 2 outs)

2. No courtesy Runner - if a player is injured or ill, he/she should not participate in the game

(e) In the event of an injury substitution the injured player shall be removed from the batting rotation for that game and the rest of the order shall remain the same;

(f) Base stealing is permitted;

B(g) Pitching:

- 1.) HTAA Baseball follows Little League International's most current pitch count limits and mandatory rest rules
- 2.) One pitch in an inning constitutes an inning;
- 3.) A pitcher may not pitch more than the current (2016) limits permit

Age	Allowed Per Day
9-10	75
11-12	85

- 4.) A pitcher must follow the mandatory rest period following his last pitch thrown (league ages 7-14)

No. of pitches in a day	No. of Calendar Days of Rest*
1 - 20	No days rest
21 - 35	1
36 - 50	2
50 - 65	3
66 or more	4

* days rest required before Pitching Again

- 5.) Each team must designate a scorekeeper or official to track pitch counts as the game progresses. Both team will confer at the end of each inning and agree on the pitch count. The manager of the pitcher who reaches his pitch count must notify the Umpire and other manager that the pitcher is no longer eligible to pitch
- 6.) Completion of pitching to batter: If a pitcher reaches the pitch-count limit for their age, or day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until the batter reaches base, the batter is retired, or the third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter
- 7.) Any violation of the pitch count rule can result in a protest of the game in which it occurs.
- 8.) Balks will not be called on the pitcher but the umpire should inform the pitcher of the illegal move, if he indeed sees it. Once informed of the illegal move the player should make an attempt to correct the illegal move and coaches should instruct to prevent its re-occurrence;
- 9.) If a pitcher hits a batter twice in one inning or three times in a game the pitcher must be removed from the mound. It is at the discretion of the umpire to determine whether or not the batter made an attempt to avoid getting hit by the ball. If the batter did not make an attempt to avoid getting hit by the pitch than the pitcher is not charged for that occurrence, but the batter still gets first base;
- 10.) Pitcher to catcher ban: any pitcher who delivers 41 or more pitches in a game may not go behind the plate to play catcher for the remainder of the day
- 11.) Catcher to pitcher ban: any player on a regular season team may pitch. Exception: Any player who has played the position of catcher in

four (4) or more innings in a game is not eligible to pitch on that calendar day.

12.) Pitches in suspended/regulation tie games charged against pitcher's eligibility. If suspended games are resumed on another day, pitchers of record at time game was suspended will be allowed to pitch to the extent of their eligibility for that day if they have rested the proper amount of days.

(h) A runner must make an attempt to slide or veer if there is a possible play at home plate; It is at the umpires discretion whether or not there was a possible play, and if the runner does not make an attempt to slide or veer than he is out. No head first slides; In the event that a player slides head first he is out.

(i) Rainouts must be made up at the next available date, or the team, which is unable to do so, will have to forfeit that game; Home team must notify the League Coordinator;

(j) No new inning shall start after two hours.

(k) Teams shall provide no more than 4 coaches on the field or in the dugout during game-time

4.1.7 Player Eligibility-

(a) A player's age is determined by the most current LL age chart

(c) Only those players, which attend the Major League Draft are eligible for the Player Agent Pool, unless they informed the League President prior to the draft of their inability to attend;

(1) Tryouts are a determining factor;

(2) Manager of team needing player has option to wave tryouts and pick from the available pool;

(d) Any player who requests to be removed from a team on which he is a rostered player, must submit a letter prior to the start of the season stating the reason for the request; the Executive Board will then rule on that request. If request is approved the player must tryout and be placed back in the draft.

(e)

(f) No player will participate for more than:

1. 3 years in HTAA Major League division

2. 4 years in the HTAA 'A' Minor League Division

(g) The HTAA Baseball Board, by majority vote, reserves the rights to allow exemptions to this rule as long as they don't violate Little League rules.

4.1.8 Legal Game-

(a) A regulation game is 6 innings. A game is a legal game if four innings have been completed or if the home team has scored more runs in 3 ½ innings than the visiting team has scored in four completed innings.

(b) No inning shall start after 8:00 pm;

(c) If one team leads another team by 10 runs or more runs and it is a legal game, the game will come to an end.

(d) In the case of a game called on the count of rain or darkness the score will be determined at the last full inning of play and a winner and loser decided upon as long as that inning has met the criteria of a legal game;

(e) In the case of a game called on the count of rain or darkness and it is not a legal game, then the game will be played from the beginning at the next available date;

(f) A tie game need not be made up unless it effects the standings at the end of the season; If the game must be played then it will be played as a new game with the pitching limitations determined by the week in which this game is played;

4.2 Post Season (Playoffs)

4.2.1 Clinic-

(a) No post season play;

4.2.2 AAA Minor-

(a) No post season play;

4.2.3 AA Minor-

(a) No post season play;

(b) Every player receives a participation trophy;

4.2.4 A Minor-

(a) All teams make the playoffs;

(1) All playoffs will feature an approved "bracket system." The playoff match-ups (1 vs. 8, 2 vs. 7 etc.) and the actual dates of each playoff game will be presented to the Board and all Team Managers at the May meeting for approval.

(2) Double elimination tournament; in the event of an unequal number of teams, there will be a one game playoff between the two last place teams to determine which one of those teams will advance to the double elimination playoffs;

(3) Playoff births will be determined by each team's win/loss record; in the event of tie see below;

(a) Tie breaker #1 is head to head records. In the event of a tie (or more) of fully completed regular season games, the team with the best head to head combined record owns the tie breaker. The remaining teams are then seeded based on the same combined head to head method. In the event teams are tie in combined head to head, the next tie breaker is the total runs.(if the amount of games played per team of the teams that are tied is not the same due to scheduling, winning percentage applies)

(b) First place team vs. last place team; second place team vs. next to the last, etc.

- (c) The home place team will be determined by a coin flip;
- (d) Games will be played according to regular season rules, except 2-hour time limit for post season play;
- (e) Rainouts which were unable to be made up by the end of the regular season will be marked as a loss for both teams;
- (f) Playoff structure for odd number of teams (7) in Majors and Minors will offer 3 rounds of playoffs *Round 1*: team 4 plays team 7, 5 vs. 6, winner advances to round 2 *Round 2*: (best of 3 games) team 2 plays team 3, team 1 vs. winner of round 1, winners advance to the Championship Round. *Championship Round*; best of 3 games

4.2.5 Major League-

- (a) All teams make the playoffs;
 - (1) Double elimination tournament;
 - (2) Playoff births will be determined by each team's win/loss record; in the event of tie see below;
 - (a) Tie breaker #1 is head to head records. In the event of a tie (or more) of fully completed regular season games, the team with the best head to head combined record owns the tie breaker. The remaining teams are then seeded based on the same combined head to head method. In the event teams are tie in combined head to head, the next tie breaker is the total runs.(if the amount of games played per team of the teams that are tied is not the same due to scheduling, winning percentage applies)
 - (b) First place team vs. last place team; second place team vs. next to the last, etc.;
 - (c) The home place team will be determined by a coin flip;
 - (d) Games will be played according to regular Season rules, except 2-hour time limit for post season play;
 - (e) Rainouts which were unable to be made up by the end of the regular season will be marked as a loss for both teams;
 - (f) Playoff structure for odd number of teams (7) in Majors and Minors will offer 3 rounds of playoffs *Round 1*: team 4 plays team 7, 5 vs. 6, winner advances to round 2 *Round 2*: (best of 3 games) team 2 plays team 3, team 1 vs. winner of round 1, winners advance to the Championship Round *Championship Round*; best of 3 games
 - (g) All eligible teams will begin the playoffs with a zero pitch count
 - (h) Both teams participating in the League championship game will begin with a

4.2.7 Legal Game-

- (a) All games must be played to their completion;
- (b) In the event of rain or darkness the game will be continued at the next available date from it's point of discontinuance;

5.0 Tournament Teams

5.1 Manager Selection-

Tournament team managers will be chosen by way of open nomination and then voted upon by secret ballot. Each league will nominate and vote on their respective selections. In the event of a tie the manager will be chosen by coin toss. The Tournament team manager will then be able to select his own coaching staff.

5.2 Team Selection-

The tournament teams shall be selected at a meeting of the league managers. The meeting shall be conducted by the Vice President of the league. Each manager shall nominate players deserving of consideration for 9 of approximately 12 roster spots. Each manager shall be given the opportunity to explain why they have nominated a particular player. The managers and the Vice President shall discuss the nominees and then vote on 9 players who they believe should be on the tournament roster. Up to 9 players receiving the most votes shall be granted a spot on the roster. After all votes are cast, if roster spots remain and/or ties have occurred so that more than 9 players would receive roster spots, i.e. roster spot 7 is filled by a player who received three votes, and more than two of the remaining players on the ballot have received two votes, subsequent ballots of all remaining players receiving votes shall be conducted with each manager casting votes equal to the number of roster spots which remain, i.e., if two spots remain, each manager casts two votes. This process is to be repeated until the roster is complete. The remaining roster spots for the team will be filled with players chosen at the manager's discretion. A decision to select alternate members to tournament teams shall be left to the discretion of the Vice President of the league. In exercising this discretion, the Vice President shall consider the recommendations of the league managers and the tournament team manager. The Vice President's decision on this issue, however, will be final.

Voting Results. All voting results are to be kept confidential among those present at the meeting. A violation of this confidentiality rule may subject a member to discipline by the board.

5.3 Age Brackets-

Each tournament team will be comprised of players with like ages; (e.g. 12 year old All-stars will be made up of nothing but 12-year-old players).

- (a) Players affected by eligibility date change may opt to continue to play with the age level with which they previously played.

6.0 Conduct and Disciplinary Actions

Every member of the organization has the responsibility and the obligation to police the organization of which they are a part. If an individual sees something, which they feel, could be a detriment to the organization they should make the Executive Board aware of the problem so that the Executive Board can deal with the problem in a timely fashion. The longer a negative situation is allowed to propagate the more negative publicity is generated, which will cause an organization to self-destruct.

6.1 Players, Managers and Coaches

- (a) Self-control, sportsmanship and fair play shall be adhered to at all times;

- (b) Profanity will not be tolerated; if the umpire hears profanity used by a player, coach or manager that person will be ejected from the game;
- (c) If a player, coach or manager throws equipment after a umpires call, that player will be ejected from the game;
- (d) The manager of the team is the only one allowed to discuss, not argue, a call with the umpire;
- (e) Any player caught fighting will be ejected from the game immediately;
- (f) Any player, coach or manager who engages in "misconduct", such as intentional wrongdoing, deliberate violation of a rule, or improper behavior on or around the fields is subject to discipline;
- (g) The first misconduct or ejection of a player, coach or manager in a season will result in an immediate suspension of that person from the following game;
- (h) The second misconduct or ejection of a player, coach or manager will result in a three (3) game suspension of that person;
- (i) The third misconduct or ejection of a player, coach or manager will result in termination of that person for one full year from the date of the third offense (this includes all-stars, fall ball, etc.); any coach or manager caught fighting will also immediately receive this discipline;
- (j) Any appeal of an ejection or finding of misconduct must be presented in writing to a member of the Executive Board within 24 hours of the ejection or finding;
- (k) All disciplinary actions will be administered by a majority vote of the Executive Board.

6.3 League Coordinators-

- (a) Self-control, sportsmanship and fair play shall be adhered to at all times;
- (b) Disciplinary actions will be administered by a majority vote of the Executive Board;
- (c) In the event of a League Coordinators removal his duties will be assumed by the Vice-president;

6.4 Executive Board-

- (a) Self-control, sportsmanship and fair play shall be adhered to at all times;
- (b) Disciplinary actions will be administered by a majority vote of all voting members of the organization;
- (c) In the event of a Executive Presidents' removal his duties will be assumed by the Executive Vice-president;

7.0 Amending the Bylaws

- (a) Once the season has started, no bylaw or rule may be changed;
- (b) Bylaws can only be changed by two thirds vote of the voting members of the organization;
- (c) All changes must be documented.

Changes to bylaws

February 2006

Bill Burns

- 4.1.5 Majors- 10 to 12 year olds. Change eligibility to 9 (for 2006 season only)
- 4.1.7(a) Change date from July 31st to April 30th
- 4.1.7(b) No player shall play in two leagues Simultaneously to only those 12 yr old players affected by the league eligibility date change will be permitted to play in two leagues. This shall be for the 2006 season only.
- 5.3 added (a) Players affected by the age eligibility date change may opt to continue to play with the age level with which they previously played.

4/15/08

Bill Burns

Added

- **3.4 A Minor-** The 'A' Minor League and Draft will feature the following ages 9, 10, 11 and (with Executive Board and Little League approval) age 12. All ages are as of April 30th.

Added

- **4.1.7 Player Eligibility-**
 - (e) Effective March 2008, all players will abide by Little League age chart (age as of April 30th) for division placement
 - (f) No player will participate for more than:
 1. 3 years in HTAA Major League division
 2. 4 years in the HTAA 'A' Minor League Division
 - (g) The HTAA Baseball Board, by majority vote, reserves the rights to allow exemptions to this rule as long as they don't violate Little League rules.

2/10/09

Bill Burns

Modified

4.1.7 Player Eligibility-

- (e) Effective March 2008, all players will abide by Little League age chart (age as of April 30th) for division placement
 - (f) No player will participate for more than:
 - i. 4 years in HTAA Major League division (changed to 4 years from 3)
 - ii. 4 years in the HTAA 'A' Minor League Division (changed to 4 years from 3)
 - (g) The HTAA Baseball Board, by majority vote, reserves the rights to allow exemptions to this rule as long as they don't violate Little League rules.
- (eliminated)**

2/20/2011

Modified

Bill Burns

- 2.1.1** Executive Board members shall serve two year terms for each election. Annual elections will feature half of the Executive Board (**Year A** - Vice President, Treasurer, Equipment Manager and Technology Director / **Year B** - President, Secretary, Umpire and Chief and Head Grounds Keeper)
3. Executive Board members may be re-elected
 4. For the 2010 elections, the following officers will be grand- fathered: Vice President, Treasurer, Equipment Manager and Technology Director. For the 2011 elections, the following officers will be elected for two-year terms: President, Secretary, Umpire and Chief and Head Grounds Keeper.

2.1 Executive Board

- Umpire and Chief
 2. remove *“The Umpire and Chief will secure plate equipment for umpires via recommendations to the Equipment Manager”* from the duties of the Umpire and Chief

2.3 Managers and Coaches or **4.0.2** (post Game Protocol for all Levels)

- Primary responsibilities are:
 1. Modify #12
 2. Assist in the Maintenance of the Field of Play before, during and after a game or practice session. (Add) Failure to do so will result in forfeiting home field status in the next regularly scheduled game.

3.5.2 All eligible A Minor league players must attend (*or submit a written request for permission not to attend*) the draft or face being ineligible *for Majors*. The Executive Board is responsible for publishing a list of A Minor players. The Vice President is responsible for maintaining a list of players who are deemed ineligible for tournament play.

4.1.4 (d) Courtesy runners

3. Optional “courtesy runner” for the Catcher (with 2 outs)
4. No courtesy Runner - if a player is injured or ill, he/she should not participate in the game

4.1.5 (d) Courtesy runners

1. Optional “courtesy runner” for the Catcher (with 2 outs)
2. No courtesy Runner - if a player is injured or ill, he/she should not participate in the game

4.1.4 (I) No team shall score more than 5 runs per inning

3. Continuation concept – inning will continue until 5 runs or three outs occur. Should a team score more than 5 runs in the same inning, the inning will terminate with all runs counting
4. Rally inning – a rally inning shall be declared either in the 6th inning or when a team is facing a 10 run mercy situation. There may be more than one rally inning

4.1.4(m) Teams shall provide no more than 4 coaches on the field or in the dugout during game-time. (*A Minors*)

4.1.5 (k) Teams shall provide no more than 4 coaches on the field or in the dugout during game-time (*Majors*)

4.2.5 B (g) All eligible teams will begin the playoffs with a zero pitch count

4.2.5 B (h) Both teams participating in the League championship game will begin with a zero pitch count

4.1.4 A Minor – 9-11 year olds

- 4.1.4 (n) 12 year olds are permitted to play in A Minor
 1. written request from parent or guardian
 2. permission must be granted from Executive Board
 3. permission must be secured from Little League Regional Executive

3/12/2013

Modified / Added

Bill Burns

4.1.4 A Minors & 4.1.5 A Majors- 9 to 12 year olds:

(g) Pitching:

1.) HTAA Baseball follows Little League International's most current pitch count limits and mandatory rest rules

3.) A pitcher may not pitch more than the current (2013) limits permit

Age	Allowed Per Day
9-10	75
11-12	85

4.) A pitcher must follow the mandatory rest period following his last pitch thrown (league ages 7-14)

No. of pitches in a day	No. of Calendar Days of Rest*
1 - 20	No days rest
21 - 35	1
36 - 50	2
50 – 65	3
66 or more	4

* days rest required before Pitching Again

10.) Pitcher to catcher ban: any pitcher who delivers 41 or more pitches in a game may not go behind the plate to play catcher for the remainder of the day

11.) Catcher to pitcher ban: any player on a regular season team may pitch. Exception: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.

12.) Pitches in suspended/regulation tie games charged against pitcher's eligibility. If suspended games are resumed on another day, pitchers of record at time game was suspended will be allowed to pitch to the extent of their eligibility for that day if they have rested the proper amount of days.

4.2 Post Season (Playoffs) Major and A Minor

(f) Playoff structure for odd number of teams (7) in Majors and Minors will offer 3 rounds of playoffs

Round 1: team 4 plays team 7, 5 vs. 6, winner advances to round 2

Round 2: (best of 3 games) team 2 plays team 3, team 1 vs. winner of round 1, winners advance to the Championship Round

Championship Round; best of 3 games

See Attached playoff bracket

4.2.4 (a) 3 Minor & 4.2.5 (a) 2a Major

Tie breaker #1 is head to head records. In the event of a tie (or more) of fully completed regular season games, the team with the best head to head combined record owns the tie breaker. The remaining teams are then seeded based on the same combined head to head method. In the event teams are tie in combined head to head, the next tie breaker is the total runs.

(if the amount of games played per team of the teams that are tied is not the same due to scheduling, winning percentage applies)

2/7/15 new tournament selection language added

2/7/15 Tri Town rules removed from bylaws

2/18/15 player transfer language amended to be clear that players requesting a transfer have to tryout and go back into draft.