

MILPITAS NORTH LITTLE LEAGUE BY-LAWS

As of: December 15, 2007

(T-BALL DIVISION

In addition to the rules of the International Rule Book, these rules will govern the conduct of the game.

A) The Game

- 1) The managers and coaches from Home Team will be responsible for preparing the field for play and breakdown after the game. Visiting Team will be responsible for cleaning up debris in dugout and in visiting spectator area. (Let's keep our fields clean.)
- 2) Pitching - During the first half of of the season, the ball is not pitched but is hit off a tee which rests on home plate. The offensive manager/coach will man the tee and assist the batter. It is the responsibility of this offensive manager/coach to remove the batting tee from the plate area immediately after the ball is put into play by the batter when the play involves a runner scoring. The player who occupies the position of pitcher must stay within the pitcher's circle until the ball is hit.

Starting with the first game of the second half of the season, the offensive team's coaches will pitch four hittable pitches to each batter. If the ball is not put into play within the four pitches, the batter will complete his time at bat by hitting the ball from the tee. Foul balls will be included in the count of four pitches.

- 3) There will be no strikeouts in T-Ball.
- 4) The minimum number of players for a game to be played is seven per team. If there are less than seven players on one team at the beginning of the game, enough players will be borrowed from the other team to bring the number up to seven. The manager of the team who is lending players selects the players to be loaned. If fourteen players are not available between the two teams, the game is not played.
- 5) Up to 10 defensive players can be placed on the field. The 10th player shall be an outfielder.
- 6) Bunting will not be allowed.
- 7) Base stealing is not allowed.
- 8) Infield flies will not be called.
- 9) Managers and coaches may stand near the batter or defensive players to give advice but must not interfere with play. The manager or coach must request and receive "time" before attempting to demonstrate a technique or explain a play to the players during the progress of the game. The number of coaches on the field at any one time must not exceed: One in the outfield, one in the infield, one as first base coach, one as third base coach and one stationed near the batter.
- 10) Any interference by an adult on the playing field will result in a call of a dead ball.
- 11) When playing at the MNLL T-ball Field, throw-down bases shall be placed in a 60 ft diamond formation. If paint is available, lines can be drawn, as well as a pitcher's circle.

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- 12) When playing at MNLL Farm Field, the playing field is defined by the backstop and side fences parallel to the first and third base lines. Where the side fences do not extend, an imaginary straight line extension of the fence will define the playing field boundary. A foul fly ball legally caught on the field side of the imaginary extension will be an out for the batter, whether or not the defensive player's momentum carries him out of the legal playing area. A fly ball so caught will remain live and runners may advance after tagging up. A foul fly ball caught or not caught on the spectator side of the imaginary extension will be a dead ball and all runners must return to their bases without liability to be put out.

In the outfields, cones will be placed at fifty paces (approximately 150 feet) from home plate to mark the home run and ground rule double line. Fair fly balls that pass these cones in flight will entitle the batter and all runners to advance to home after touching all intervening bases. Fair balls that bounce, roll, or are deflected past these cones will entitle the batter and all runners to advance two bases after legally touching all intervening bases.

- 13) Overthrows - A ball that is thrown and passes the outfield cones or outside the lines forming extensions of the backstop is a dead ball. Runners advance to the base they are entitled to plus one. When the overthrow going out of bounds is the first play by an infielder, the advance of the runners is determined by their positions when the ball was hit. In all other cases, the advance is determined by their position when the throw was made.

B) Players

- 1) Every player, on a team roster must participate in each game for a minimum of nine defensive outs or at total of half the defensive innings played. Continuous batting for offensive play applies. The same batting line up shall be followed throughout the game.
- 2) The half inning ends when, if 10 or more players, half of the line-up has batted. If there are 9 or less players, the half inning will end when the 6th batter of the team playing defensively has batted. the batting order for next inning shall begin where the last left off (continuous batting rules).

C) Scorekeeping and Umpiring

- 1) Home and visiting Managers and coaches will jointly umpire games.
- 2) Protests are not allowed in the T-ball division.
- 3) Scorebooks do not need to be kept. However, Managers should keep track of players' defensive playing time. Scores of the games will not be kept for win/loss record.

MILPITAS NORTH LITTLE LEAGUE BY-LAWS

As of: December 15, 2007

FARM DIVISION

In addition to the rules of the International Rule Book, these rules will govern the conduct of the game.

A) The Game

- 1) The managers and coaches from Home Team will be responsible for preparing the field for play and breakdown after the game. Visiting Team will be responsible for cleaning up debris in their dugout and in visiting spectator area. (Let's keep our fields clean.)
- 2) Pitching machine will be used the first half of the scheduled games of the season. If a fair ball is not batted within five machine pitches, the batter will be called out. Balls hit foul will be included in the count of five pitches. Starting with first game of the second half of the season, players will pitch in all remaining games of the season.

If pitching machine is not available or functioning for the above said games, the coaches will pitch for their own team.

Players will pitch beginning the first game of the second half of the season. The schedule shall notate the ending of the first half and the beginning of the second half of the season.

- 3) Bunting will not be allowed in games pitched by machines/coaches. During games pitched by the team players, bunting will be allowed.
- 4) Up to 10 defensive players can be placed on the field. The 10th player shall be an outfielder.
- 5) One defensive manager or coach, other than the adult pitcher, may be stationed on the field, outside the baseline, for instructional purposes.
- 6) Any interference by an adult on the playing field will result in a call of a dead ball.
- 7) If a base coach physically assists a base runner while the ball is live, the runner is out.
- 8) Once a player pitcher has walked 5 offensive players the offensive coach will pitch to the remaining portion of the lineup for that inning. When coaches pitch to complete an inning, no walks will occur. If a fair ball is not batted within five hittable pitches, the batter will be called out. Balls hit foul will be included in the count of five coach pitches.
- 9) For safety reasons, sliding is required at all bases, except first, whenever a play is being made on the runner.
- 10) Base stealing is not allowed.
- 11) Infield flies will not be called.
- 12) When playing at MNLL Farm Field, the playing field is defined by the backstop and side fences parallel to the first and third base lines. Where the side fences do not extend, an imaginary straight line extension of the fence will define the playing field boundary. A foul fly ball legally caught on the field side of the imaginary extension will be an out for the batter, whether or not the defensive player's momentum carries him out of the legal playing area. A fly ball so caught will remain live and runners may advance after retouching their bases. A foul fly ball caught or not caught on the spectator side of the imaginary extension will be a dead ball and all runners must return to their bases without liability to be put out.

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As of: December 15, 2007

In the outfields, cones will be placed at fifty paces (approximately 150 feet) from home plate to mark the home run and ground rule double line. Fair fly balls that pass these cones in flight will entitle the batter and all runners to advance to home after touching all intervening bases. Fair balls that bounce, roll, or are deflected past these cones will entitle the batter and all runners to advance two bases after legally touching all intervening bases.

- 13) When Playing at MNLL Minor Field, the left field boundary is defined as: Cones will be placed where the fenced area ends by the scoreboard dividing the T-ball and Minor outfields and will extend outward to the end of the left field foul line.

Fair fly balls that go over the cones or fence in flight will entitle batter and all runners to advance to home after legally touching all intervening bases. Fair balls that bounce, roll or deflect into these areas will entitle the batter and all runners to advance two bases after legally touching all intervening bases. If a player catches a fly ball in the playing area and falls or steps back into the out of bounds areas, the ball is alive and the runners may advance at their own risk after properly tagging up to their respective base.

- 14) Rain-outs may be rescheduled. Player Agent will determine all re-schedules.

B) Players

- 1) Every player, on a team roster must participate in each game for a minimum of nine defensive outs, or half of the total innings played if game is shortened due to time, weather, or darkness. If a player does not receive his minimum playing time due to a shortened game, that player shall start defensively in the next game.
- 2) Continuous batting order option shall apply per LL Rule 4.04.
- 3) The half inning ends when the either three outs are made or when the lesser of 12 batters or the full line-up of the team playing defensively has batted, whichever situation occurs first. If a team has more than 12 batters, the batting order for next inning shall begin where the last left off (continuous batting rules).

C) Scorekeeping and Umpiring

- 1) Home and visiting Managers and coaches will jointly umpire games.
- 2) Protests are not allowed in the Farm division.
- 3) Scorebooks will be kept to keep track of players' defensive playing time and outs/runs that progress the innings. Scores of the games will not be kept for win/loss record.

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As of: December 15, 2007

MINOR DIVISION

In addition to the rules of the International Rule Book, these rules will govern the conduct of the game.

A) The Game

- 1) The managers and coaches from Home Team will be responsible for preparing the field for play and breakdown after the game. Visiting Team will be responsible for cleaning up debris in dugout and in visiting spectator area. (Let's keep our fields clean.)
- 2) Any game that cannot be played to regulation due to rain-out or darkness* will be scheduled to continue on the next available date in the schedule for either the minor or major field. In cases, when we inter-league field priority will be: (1) Home Team Major Field, (2) Visiting Team Major Field, and (3) Home Team Minor Field. Reschedules to the next day of Sunday will be avoided if possible. If the next available day happens to be Sunday, it will be an afternoon game no earlier than 2PM start time. If either team is unable to field nine players at the rescheduled time, that team will forfeit the game.

*Darkness shall be defined as 10 mins after official sunset time. No inning shall be started later than 10 minutes prior to official sunset time. Copy of Sunset times chart shall be kept in the snack shack for pre-game reference. Per book rules, if final inning cannot be completed, prior to darkness, final score will revert back to the last completed inning meeting regulation game requirements.

- 3) If a team is unable to field nine players 15 minutes after scheduled game time, that team will forfeit the game. *If* both teams have fewer than nine players at game time then both teams forfeit.

Games will only be rescheduled due to unavailable players if notification was given to the Player Agent, 72 hours before game time. The game will be rescheduled to the next available date in the schedule on either the minor or major field. If either team is unable to field, nine players at the rescheduled time, the game will be declared a tie that will not be completed.

- 4) Per LL Rule 4.10(e)-run rule applies.
- 5) There will not be a time limit on games. In order to keep the game progressing, a maximum of 4 runs per inning will be allowed through the bottom of the 3rd inning. After the completion of the 3rd inning, normal playing rules shall apply.
- 6) When Playing at MNLL Minor Field, the left field boundary is defined as: Cones will be placed where the fenced area ends by the scoreboard dividing the T-ball and Minor outfielders and will extend outward to the end of the left field foul line.

Fair fly balls that go over the cones or fence in flight will entitle batter and all runners to advance to home after legally touching all intervening bases. Fair balls that bounce, roll or deflect into these areas will entitle the batter and all runners to advance two bases after legally touching all intervening bases. If a player catches a fly ball in the playing area and falls or steps back into the out of bounds areas, the ball is alive and the runners may advance at their own risk after properly tagging up to their respective base.

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B) Players

- 1) Every player, on a team roster must participate in each game for a minimum of nine defensive outs. If a player does not receive his minimum playing time due to a shortened game, that player shall start defensively in the next game.
- 2) Continuous batting order option shall apply per LL Rule 4.04.

C) Scorekeeping and Umpiring

- 1) In order to minimize the distractions for the scorekeepers, only the scorekeepers for both teams and board members on official league business shall be in the scorekeeper's area. No children, managers or coaches are allowed in the scorekeeper's area during a game.
- 3) Each team manager is responsible for their own scorebook and pitching affidavit. If both documents are not present at game time then manager is to use blank sheets but then must provide originals to the Player Agent, within 24 hours, after game has been played. Failure to provide originals within 24 hours will result in a forfeit.

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As of: December 15, 2007

MAJOR DIVISION

In addition to the rules of the International Rule Book, these rules will govern the conduct of the game.

A) The Game

- 1) The managers and coaches from Home Team will be responsible for preparing the field for play and breakdown after the game. Visiting Team will be responsible for cleaning up debris in dugout and in visiting spectator area. (Let's keep our fields clean.)
- 3) Any game that cannot be played to regulation due to rain-out or darkness* will be scheduled to continue on the next available date in the schedule for either the minor or major field. In cases, when we inter—league field priority will be: (1) Home Team Major Field, (2) Visiting Team Major Field, and (3) Home Team Minor Field. Reschedules to the next day of Sunday will be avoided if possible. If the next available day happens to be Sunday, it will be an afternoon game no earlier than 2PM start time. If either team is unable to field nine players at the rescheduled time, that team will forfeit the game.

*Darkness shall be defined as 10 mins after official sunset time. No inning shall be started later than 10 minutes prior to official sunset time. Copy of Sunset times chart shall be kept in the snack shack for pre-game reference. Per book rules, if final inning cannot be completed, prior to darkness, final score will revert back to the last completed inning meeting regulation game requirements.

- 3) If a team is unable to field nine players 15 minutes after scheduled game time, that team will forfeit the game. *If both teams have fewer than nine players at game time then both teams forfeit.*
- 4) Games will only be rescheduled due to unavailable players if notification was given to the Player Agent, 72 hours before game time. The game will be rescheduled to the next available date in the schedule on either the minor or major field. If either team is unable to field, nine players at the rescheduled time, the game will be declared a tie that will not be completed.
- 5) Per LL Rule 4.10(e)-run rule applies.

B) Players

- 1) Every player, on a team roster must participate in each game for a minimum of nine defensive outs. If a player does not receive his minimum playing time due to a shortened game, that player shall start defensively in the next game.
- 2) Continuous batting order option shall apply per LL Rule 4.04.

C) Scorekeeping and Umpiring

- 1) In order to minimize the distractions for the scorekeepers, only the scorekeepers for both teams and board members on official league business shall be in the scorekeeper's area. No children, managers or coaches are allowed in the scorekeeper's area during a game.
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