

ABINGDON LITTLE LEAGUE BYLAWS 2025

Article I. Purpose

To layout the Hometown Rules that will govern Abingdon Little League in association with the Abingdon Little League Constitution and the Official Rules and Regulations provided by Little League in Williamsport, PA.

Article II. League Administration

1. The General Membership of Abingdon LL approves the Constitution for the following fiscal year each September (Available on website and on file in Concession Stand)
2. Abingdon Little League is governed by a Board of Directors, duly elected by the general membership prior to start of each business year.
3. Abingdon Little League maintains Liability Insurance, D&O Insurance, Crime Insurance, and Player Excess Accident Insurance as part of our annual charter. (Certificate available on website and on file in Concession Stand)
4. **WEATHER**
 - 4.1. No practices or games will be conducted when the temperature is below 45 degrees.
 - 4.1.1. Temperature Standard – The Weather Channel
 - 4.1.2. Any game started will continue to completion even if temperature falls below the 45 degree mark, unless it is deemed a safety risk to do so by the League President or Safety Officer.
 - 4.1.3. The League President has the authority to override for practices or games should a concern arise regarding loss of adequate practice time
 - 4.1.4. The League President has the authority to override for special games
 - 4.2. Visible lightning requires an immediate stoppage of play/practice. Play can resume after a full 30 minute window with NO visible lightning in the area.
 - 4.3. League wide decisions on practice/game cancellations due to inclement weather will be made by the League President or his designated representative
 - 4.4. Team Managers can cancel practices at their discretion based on weather
 - 4.5. Please note the Safety Plan for further information.
5. **FEES & REGISTRATION**
 - 5.1. Registration will be scheduled by the Board for multiple days to allow for ample opportunity for participation.
 - 5.2. The Board sets any registration deadlines and posts with registration materials.
 - 5.2.1. \$25.00 Late fee will apply to Minor and Major division registrations beginning the Monday (2/24/2025) following the final in-person registration day
 - 5.2.2. Late registrants are not guaranteed a spot and may be put on a wait list.
 - 5.3. T-Ball -- \$35.00 (Includes Jersey and Hat)
 - 5.4. Minor and Major Leagues -- \$75.00 (Includes Jersey, Pants, and Hat)
 - 5.5. Junior/Senior/Intermediate League -- \$40.00 (Includes Jersey, and Hat or Visor)

6. **DIVISION AGE ALIGNMENT**

- 6.1. Players are expected to play in the division they are drafted/eligible. "Playing Down" is strongly discouraged and will be handled on a case-by-case basis by the Board based on recommendations from the Player Agent, League President and division VP.
- 6.2. Players/parents may petition the Board of Directors for a waiver to play in a different division.
 - 6.2.1. Waiver requests should be made, in writing, to the Player Agent or League President
 - 6.2.2. The VP of baseball or softball will provide a recommendation to the Board with regard to any safety concerns and/or skill level concerns.
 - 6.2.3. The Board of Directors will have final approval of any waiver requests
 - 6.2.4. It is strongly recommended that players play in the correct division to ensure the League maintains a competitive balance across all divisions
- 6.3. Should safety be a concern for a player, the VP of baseball or softball can recommend a waiver be approved by the Board, for that player to play UP or DOWN a division.
- 6.4. **AGE STRUCTURE**
 - 6.4.1. Based on League Age determination passed by LLI for 2023 season
 - 6.4.2. T-Ball – Ages 4-7
 - 6.4.3. Minor Coach Pitch – Ages 6-9 (9's not drafted to kid pitch)
 - 6.4.4. Minor Kid Pitch – Ages 9-11
 - Participants age 10-11, not selected for a Major division team
 - Participants age 10-11 must be drafted
 - Participants age 8 can request to be considered in draft
 - 6.4.5. Major – Ages 10-12
 - Participants age 9 may request to be considered for the Major draft
 - 6.4.6. Junior/Senior – Ages 13-16

7. **ADVERTISING/SPONSORSHIP**

- 7.1. Advertising will be collected under the leadership of the League President or League Sponsorship/Fundraising Manager
- 7.2. Abingdon Little League will sell advertising in the following levels
 - 7.2.1. Team Sponsors
 - 7.2.2. Division Sponsors
 - 7.2.3. Corporate Sponsors
 - 7.2.4. Specialty Negotiated Sponsors under the leadership of the League President for multi-year promises/contracts will be added to League Documents in Drop Box
- 7.3. The Board will have discretion over amounts and levels which are attached in the Appendix.

8. **FUNDRAISING**

- 8.1. The Board of Directors will decide on annual fundraising opportunities.
- 8.2. **ALL** Abingdon Little League fundraising proceeds will go into the General Fund and used as approved by the Board of Directors.

9. **SAFETY**

- 9.1. The Safety Officer and League President will present an annual Safety Plan for approval by the Board of Directors.
- 9.2. Accident forms **MUST** be filled out for ANY injury. (Form available on website or in concession stand)

- 9.3. Accident forms should be returned to the Safety Officer upon completion for proper reporting.
- 9.4. Concussion policy is defined in the Safety Plan and conforms to standards of Washington County Public Schools in accordance with Virginia Law.

10. **DISCIPLINARY COMMITTEE**

- 10.1. The Disciplinary Committee will include the League President, Secretary, Vice President, Coaching Coordinator and Player Agent.
 - 10.1.1. If one of the members recuses themselves or is asked by majority vote of the Board to step down for conflict of interest, they will be replaced by: (selected in order as needed to complete the 5 person panel)
 - Safety Officer
 - Treasurer
 - President appointed Director
- 10.2. The committee will investigate complaints lodged against managers, coaches, and players.
- 10.3. The committee has the authority to implement the following penalties:
 - 10.3.1. Written Warnings
 - 10.3.2. Reversal of Game Outcome
 - 10.3.3. 1-game suspensions
- 10.4. More severe penalties must be approved by the Board at the recommendation of the Disciplinary Committee.
- 10.5. The League President, with consultation of the Disciplinary Committee has the authority to remove a manager, coach, volunteer, fan or player from participation until the matter can be resolved should the President deem it necessary for security or safety reasons based on the individual circumstance.

Article III. Managers, Coaches, and Volunteers

1. **BACKGROUND CHECKS**

- 1.1. Abingdon Little League MUST conduct a Background Check that includes the National and State Sex Offender's Registry on the following volunteer positions:
 - 1.1.1. Board Members
 - 1.1.2. Managers
 - 1.1.3. Coaches
 - 1.1.4. Umpires
 - 1.1.5. Additional Roles as deemed necessary by the Board
- 1.2. Additional Checks can be run as deemed necessary by the League President and/or Safety Officer
- 1.3. Background checks are reviewed and verified by either the League President or the President appointed designee.
- 1.4. Background Checks are performed via the JDP National Criminal File Database. Access provided by Little League International.
- 1.5. Abuse Awareness Training is now required by Little League International for all Little League Volunteers.

The training can be found at: [Abuse Awareness Training Course - Little League](https://www.littleleague.org/university/articles/abuse-awareness-training-course/)
(<https://www.littleleague.org/university/articles/abuse-awareness-training-course/>)

2. **APPOINTMENT**

- 2.1. All Manager and Coach Applicants MUST be appointed by the League President for Board Approval.
- 2.2. All Manager and Coach Applicants are approved by the Board before eligible to participate in practices or games.
- 2.3. The League President may appoint a Board approved Coach to replace a Manager if a position becomes vacant.
- 2.4. Appointments are for one year and positions are not guaranteed for the current year solely on past participation.

3. MEETINGS & HANDOUTS

- 3.1. Approved Managers and Coaches will attend a Rules and Safety meeting prior to the start of the League Season
- 3.2. Approved Managers and Coaches should install the LL Rulebooks app to their android or iPhone and copy of the by-laws. They will be expected to be familiar with both.

4. EQUIPMENT

- 4.1. Managers will be given appropriate equipment for their team
- 4.2. Managers will be given a key to the sheds.
- 4.3. Managers will be responsible for equipment, and keys being turned in at the end of the season, to the Baseball or Softball VP.

5. FACILITY MAINTENANCE

- 5.1. All Abingdon Little League volunteers should be conscious of policing the grounds of trash and debris as well as maintaining the upkeep of the facility buildings and grounds, including dugouts and bleachers.

Article IV. Pre-Season

1. TEAM SETUP

- 1.1. After Registration Deadline, the League President, with consultation of division VP and division Player Agent, will make recommendations to the Board for number of teams and draft setup for each division.
- 1.2. Major divisions should be setup ideally to have 12 player rosters.
- 1.3. Minor divisions are not required to have 12 players
- 1.4. Wait list participants will be added to teams by the Player Agent as positions are available.

2. PLAYER ASSESSMENTS (Try-outs)

- 2.1. VP and Player Agent will run a fair and effective player assessment for each division.
- 2.2. Only players participating in the draft are required to be evaluated.
- 2.3. The President can appoint someone to run player assessment at the request of and under the direction of the Vice President and Player Agent.

3. DRAFT

- 3.1. All drafts must be administered by the League President with the assistance of the Player Agent. Division VPs are eligible to be in the room during the draft.
- 3.2. Only Managers of the involved teams are eligible in the draft. No Coaches.
- 3.3. Participants moving up to a new division will be a part of the draft.
 - 3.3.1. If a player moving up is the child of an appointed manager, that child will be automatically drafted to that team, per the rules of the draft.

- 3.3.2. If a player moving up has a sibling on a team in that division, that child will be automatically drafted to that team, per the rules of the draft.
- 3.4. Once drafted that player remains on the assigned team until moving up divisions or a re-draft is ordered of the current division.
- 3.5. The Board must approve all requests to re-enter the draft within a division. Request should be in writing to the League President or Player Agent.
- 3.6. T-Ball team organization may be done by placement at recommendation of the League President or Player Agent.
- 3.7. Managers are not eligible to select coaches prior to the draft that have children in that division. Coaches will be chosen from available volunteers based on the finished roster.
- 3.8. TYPES OF DRAFT
- 3.8.1. Major Division Draft
- Abingdon Little League makes every effort to maintain the Major divisions without redraft.
 - Major Draft will include all League age 10-12 participants
 - All 10-12 players are drafted from on pool if the teams continue with rostered players from previous season and NO full redraft.
 - All teams draft until there are 12 players on the roster
 - No team can have more than 8 of any league age
 - It may be necessary, at President or Player Agent request, to require all teams have a minimum number of a certain age in order to preserve competitive balance.
 - Remaining undrafted 10-11 year olds are included in the Minor Kid Pitch Draft.
 - Draft continues until all available positions are filled.
 - Draft must be certified by attending authority to be final.
- 3.8.2. Standard Draft – No change in number of teams in a division.
- Draft order determined by regular season standings, not including any interleague results
 - Ties broken by Head to Head, then coin flip.
 - Attempt will be made under direction of League President and Player Agent to reach manager consensus on Manager kids and player siblings fair draft position. If no consensus can be made then draft follows next bullet point.
 - Manager's kids and Siblings must be drafted by the 3rd round to guarantee their selection. If two siblings in draft then the second must be selected by the 3rd round or if the first sibling is drafted 3rd or later, the second sibling must be drafted in next round.
 - The makeup clause laid out in the Operations manual provided by Little League International may be implemented after the 3rd round (2nd round if deemed necessary for competitive concerns) with agreement of the League President and Player Agent.
- 3.8.3. Reduction Draft – division dropping a team but not a Full Re-Draft
- Draft order determined by regular season standings, not including any interleague results
 - Ties broken by Head to Head, then coin flip.
 - The makeup clause laid out in the Operations manual provided by Little League International may be implemented after the 3rd round with agreement of the League President and division Player Agent.

- All players on the returning roster of the removed team will be placed in the draft. They are eligible to be drafted at any slot unless parent or sibling clause applies. Also eligible for invite to the try-outs.
- 3.8.4. Complete Redraft – Re organization of a division
- Managers will be appointed for each team necessary
 - Draft order is drawn from a hat.
 - Draft is completed using Snake format (1,2,3,4—4,3,2,1—1,2,3,4)
 - President and Player Agent will determine whether each Age Group is drafted separately based on number of teams and participants.
 - If drafted as one group, limitations on age groups will be applied to preserve competitive balance.
 - If Age groups are drafted separately:
 - Separate Draft order is drawn at random for each age group
 - Player Lists are broken into each age group
 - Major division includes 10 and 11 in same draft
 - Managers rank participants from each age group to cover 2 rounds (i.e. 6 teams = rank top 12 players)
 - Votes are tallied by draft authority and the final list shows the available players for that age group for the first two rounds.
 - Managers must draft their kids during the first two rounds if they are ranked in the top two rounds.
 - Draft for division mandatory age group is completed for first two rounds and finished until all kids are selected. Remaining age groups follow as one draft pool using same procedure including random draft order. Draft continues until all available positions are filled.
- 3.8.5. MINOR Draft Notes
- Minor Kid Pitch should be redrafted each year.
 - 10-11 not selected in Major drafted as one pool and must be selected to Minor Kid Pitch team
 - 8-9 will be drafted as one pool and draft continues until all available slots are filled as determined by the League President
 - Number of teams will be determined each year by the League President and division VP based on registration.
 - Any 8-9 year olds not drafted will be included in the Coach Pitch draft.
 - Minor Coach Pitch should be redrafted each year.
 - 8-9 not selected in Minor Kid Pitch drafted as one pool and must be selected to Minor Coach Pitch team
 - 6-7 will be drafted as one pool and draft continues until all available slots are filled as determined by the League President
 - Number of teams will be determined each year by the League President and division VP based on registration.
 - Any 6-7 year olds not drafted will be assigned to a T-Ball team and refunded the difference in the registration fee
 - Any 5 year olds that are approved for Minor Coach Pitch consideration would be drafted as part of age 6 group

4. PRACTICE

- 4.1. Practice schedule will be administered and slots assigned by the League President or their designee.
- 4.2. Practice schedule for the following week will be posted Thursday-Sunday

- 4.3. Managers can make requests with regard to schedule but no guarantees
- 4.4. Scrimmages allowed within a time slot during the week prior to season.
 - 4.4.1. Scrimmages must be approved by the League President
 - 4.4.2. Pitching rules must be followed during scrimmages
- 4.5. Practice slots may be assigned as available to travel teams that have made requests at discretion of League President or his designee.

Article V. Gameday

1. RULES

- 1.1. Abingdon Little League uses the Little League Official Regulations and Playing Rules for governing play for all divisions
- 1.2. Interleague Play
 - 1.2.1. Abingdon Little League may, at the President's discretion, schedule games against neighboring leagues.
 - 1.2.2. Any discrepancies in the By-Laws of Abingdon Little League and the scheduled league will be negotiated prior to any games being played, by the Presidents of both leagues.
 - 1.2.3. Managers within a division scheduled for interleague play will be notified prior to games of any adjustments to the Abingdon Little League By-Laws for any scheduled interleague play.
- 1.3. Additional rules and clarifications for Minor Coach Pitch are shown in App. A.
- 1.4. Additional rules and clarifications for T-Ball are shown in App B.
- 1.5. No more than 3, Appointed and Board Approved, Coaches, including the manager are allowed in the dugout/bullpen area. (Art V. Sec 6) all other volunteers must be outside of the dugout/bullpen fence.
NOTE: Minor Coach Pitch can have 4 coaches including the manager in the dugout.
- 1.6. The bullpen area will be closed off during games on the Ray Petty field for everyone other than Manager, Coaches, and Players of the participating team and League Officials as necessary.

2. BASEBALL BAT RULE (2018 Rule Change)

- 2.1. All Baseball bats must comply with USA BB and 2018 Little League rule change.
- 2.2. All Baseball bats MUST be certified by the League President or his designee before allowed for use in practice or games.
- 2.3. Should a manager exhibit a pattern of allowing the team to use non-approved bats, manager will be subject to discipline, including suspension.

3. FIELD PREP

- 3.1. Managers and Coaches are responsible for preparing the field prior to their practice or game. Including painting lines and dragging infield. Managers and Coaches are responsible for leaving the field in good condition, including raking/dragging infield and covering areas as needed.
- 3.2. Managers and Coaches are responsible for verifying the field and dugout areas are safe and ready for play.

4. UMPIRES

- 4.1. When games are scheduled back-to-back, each team is responsible for assigning an umpire for the opposite game.
- 4.2. Umpires should work to ensure games move at an appropriate pace and curfews and game times are honored.

4.3. The League President or division VP may layout umpiring schedule that denotes plate and base umpires.

5. SCHEDULE

- 5.1. Game Schedules will be created by the League President or his designee.
- 5.2. Every effort will be made to schedule teams for at least 2 games a week in most weeks.
- 5.3. Game Schedules are not adjustable without approval of the League President.
- 5.4. Inter League play will be incorporated within the League schedule.
- 5.5. Managers CANNOT schedule their own games with other leagues unless given authority by the League President.

6. TIMES / CURFEWS

- 6.1. Curfew is 10:00pm on school nights
- 6.2. Minor Kid Pitch and Major games will be scheduled for 5:30pm and 7:30pm during the week
- 6.3. Minor Coach Pitch will be scheduled for hourly intervals beginning as early as 5:30pm during the week
- 6.4. Saturday games will begin at 10:00am
- 6.5. An Inning is started the moment the final out has been made in the bottom of the previous inning.
- 6.6. Minor (Kid Pitch and Coach Pitch) Divisions play by the 5-run rule **(5.07)**
- 6.7. Major Softball Division will play the 5-run rule per inning.
 - 6.7.1. Run rule will be suspended in the 6th Inning for Major Softball
- 6.8. All divisions will honor the 10-run rule after 4 innings, NO EXCEPTIONS
- 6.9. TIME LIMITS (X.c)
 - 6.9.1. T-Ball – Games cannot exceed 60 minutes
 - 6.9.2. Minor Coach Pitch – Games are limited to 60 minutes
 - 6.9.3. Minor Kid Pitch – An Inning cannot begin 1 hour 45 minutes **after the SCHEDULED START TIME**
 - 6.9.4. Majors – An Inning cannot begin 1 hour 45 minutes **after the SCHEDULED START TIME**
 - 6.9.5. Managers can be disciplined for attempting to manipulate or disregard the time limits and curfew.
- 6.10. The League President has the authority to alter the above time limits and start times in case of special games scheduling or weather concerns.

7. OFFICIAL SCOREBOOK / PITCH COUNT

- 7.1. Each Manager is responsible for maintaining an accurate scorebook to record games played by participants, compliance with playing time rules, and pitch count (for 9/10, 11/12, and Jr/Sr Baseball ONLY).
- 7.2. Scorebooks will be turned in to the League President at the end of the year to certify eligibility of participants for All-Star consideration. If a Scorebook is not turned in for a team, then all participants of that team may be ineligible for All-Star play.
- 7.3. The OFFICIAL Scorebook for each game will be the Home team's scorebook. The OFFICIAL Pitch Count for each game (9/10, 11/12 and Jr/Sr Baseball) will be the Visiting team's scorebook.

8. PITCHER LIMITS

- 8.1. Baseball Pitch Count Rules per **section VI** of Official Regulations
- 8.2. Softball Inning Count Rules per **section VI** of Official Regulations

9. POOL PLAY

- 9.1. Division Player Agents should develop a Pool Play List for use during the season.
- 9.2. Managers should make every effort to identify player absences ahead of time so the Player Agent or League President can coordinate a replacement player.
- 9.3. A player who is asked to be at the field for pool play is required to play **9** consecutive outs and bat at least once, regardless of final number of players that show for the team in question.
 - 9.3.1. Special Games pool play participants, when asked, will be allowed to continue team participation throughout the Special Games Tournament following same rules as regular season pool play, when applicable.
- 9.4. First consideration of pool players will be given to players that are typically used as subs. Managers cannot “recruit” pool players on their own.
- 9.5. When an absence is not known in advance, efforts will be made to find a suitable pool player from available players within that division, who are at the ballpark during that time. (In rare circumstances with approval from the League President, division Player Agent, and player parents a player may pool play up a division, once all other attempts to find players have been exhausted)
- 9.6. The opposing manager will decide the pool players OUTFIELD fielding position during regular season games (Pool Players will not play the Infield) and spot in the batting order. This does NOT apply to special games tournaments.
- 9.7. Managers will be subject to disciplinary action for manipulation of Pool Play.

10. PRESS BOX

- 10.1. Each team should provide at least 1 person to work the press box. To include announcing and operating the scoreboard.

11. PROTESTS

- 11.1. Major Division Protests will follow procedure laid out in Official Regulations **(4.19)**
- 11.2. Minor Division Protests will be decided by the League President before the next pitch. Once the next pitch occurs there is no ability to protest. **(4.19.g)**
 - 11.2.1. Should the League President be unavailable or recuse himself, the division VP will be responsible for the decision.

12. PLAYING TIME

- 12.1. Minimum playing time rules will follow the Official Regs **(Section IV.i)**
 - 12.1.1. No player shall play the Minimum playing time two (2) full 6 inning games in a row.
 - 12.1.2. If games are shortened (not 6 complete innings) due to weather, time limits, or because of the 10 run rule, then rule 12.1.1 is waived and will apply to the next scheduled game.
 - 12.1.3. If a player does not play the minimum playing time due to a shortened regulation game (weather, time limit or 10 run), then that player will be required to start and play a minimum of 3 innings, in the next scheduled game,
 - 12.1.4. It is the responsibility of the team Managers to monitor and enforce section 12.1 within their team.
 - 12.1.5. Failure to follow section 12 may result in disciplinary action of the manager.
 - 12.1.6. Any exceptions to this rule must be presented by the Manager to the League President or Executive VP for Approval, in consultation with the Player Agent
- 12.2. Penalties for abusing the Playing Time rule are in Official Regs **(Section IV.i)**

13. CONTROVERSY

- 13.1. ZERO Tolerance
- 13.1.1. No abusive, unsportsmanlike, or objectionable behavior will be tolerated.
- The following list represent objectionable behavior
 - Profanity
 - Arguing Calls
 - Use of Tobacco in the dugout or on the field during practice or games.
 - Verbal Abuse of Players
 - Confrontational Behavior
 - Aggressive behavior with players, peers, fans, or parents.
- 13.1.2. Once a decision has been made by the Plate Umpire or League Official in charge, that decision is final. Managers can use the Protest procedure **(4.19)**
- 13.1.3. Managers should call time and approach an umpire for clarification if desired in a calm and acceptable manner.
- 13.1.4. The manager is expected to set the tone for acceptable behavior. Fans and Players will immitate the example set by the Manager and Coaches.
- 13.1.5. NO ALCHOHOL USE PERMITTED
- If a League volunteer or spectator is deemed to be under the influence on premises, they will be removed from the premises by League officials (and the police will be called if necessary)
- 13.1.6. NO DRUG USE PERMITTED
- If a League volunteer or spectator is deemed to be under the influence on premises, they will be removed from the premises by League officials (and the police will be called if necessary)
- 13.2. FANS / PARENTS
- 13.2.1. Issues involving parents should be handled in a calm and considerate manner.
- 13.2.2. Managers, Coaches, and Umpires should not attempt to engage unruly fans. The Head Umpire or League Officials should step in to handle unruly fans.
- 13.2.3. Managers should not feel they have to take abuse from fans or parents.
- 13.2.4. Confrontations and Aggressive Behavior from Parents or Fans should be reported to the League President, Safety Officer, and division VP.
- 13.3. EJECTIONS
- 13.3.1. Should an umpire feel an ejection of Player, Coach, or Fan becomes necessary, applicable rules from the Official Regulations will be applied. **(9.01)**
- 13.3.2. Any Player, Coach, or Fan that is ejected from a game or asked to leave will be dealt with by the Disciplinary Committee under Article II, Section 9 of this document. (9.05)

Article VI. ALL-STARS

1. TOURNAMENT COMMITMENT

- 1.1. Abingdon Little League is committed to fielding the most competitive team possible in the 11-12 All-Star division and the 9-10 All-Star division.
- 1.2. Abingdon Little League may attempt to field a 10/11 All-Star team if the President determines there are enough participants available AND there is other participation within District 1.
- 1.3. Players not on the ballot for the 9-10 and 11-12 divisions are not eligible to play on a 10/11 team.

2. PLAYER SURVEY

- 2.1. Prior to selection of the All-Star teams, a survey will be delivered to all players.

- 2.2. A deadline will be established for return of the player surveys
- 2.3. There must be a minimum of 12 surveys returned to field a team in each division.
- 2.4. If at least 9-11 surveys are returned by the deadline, the deadline will automatically be extended a week. If at the second deadline, there are less than 12, then a team will NOT be fielded. If at the second deadline more than 13 surveys are returned, then a vote may be held to determine the team.
- 2.5. Only players with a returned survey noting the parent's approval, including parent signature, will be placed on the All-Star ballot.
- 2.6. The survey must be delivered no later than two weeks before the final scheduled game. Survey deadline must be no later than 1 week before the final scheduled game.

3. ELIGIBILITY

- 3.1. All players are eligible, unless prohibited by the Board of Directors, to participate in their respective League Age All Star division, regardless of the division they participated in during the regular season. See examples below:
 - 3.1.1. League age 8 playing Minor Kid Pitch is eligible for 7-8 Coach Pitch all-star team
 - 3.1.2. League age 9 playing in Minor Coach Pitch is eligible for 9/10 all-star team
 - 3.1.3. League age 9 or 10 playing in Major division are eligible for 9/10 all-star team
 - 3.1.4. League age 11 playing in Minor Kid Pitch is eligible for 11/12 all-star team

4. MANAGER SELECTION

- 4.1. All Managers and Coaches within a division are eligible to request, to the League President, their name be placed on the All-Star ballot as manager.
- 4.2. The League President has the authority to remove a name from the Manager ballot prior to submitting for Board Approval.
- 4.3. 10-11 Manager
 - 4.3.1. All Managers and Coaches in the Minor and Major divisions are eligible to request to manage the 10-11 team.
 - 4.3.2. Once the determination has been made to have a 10-11 team, the League President will appoint the Manager
- 4.4. Players on the ballot, Managers, Coaches, volunteer Umpires, and Board Members can vote for the All-Star Team Manager.

5. BALLOT

- 5.1. Ballots will be created for the 9-10 and 11-12 divisions for softball and baseball including all players that returned a parent approved survey and the Manager candidates approved by the League President.
- 5.2. Final Ballot must be Board approved
 - 5.2.1. Board can vote to remove a player from the ballot with a 2/3 majority
 - 5.2.2. Board can vote to remove a Manager candidate from the ballot with a 2/3 majority
 - 5.2.3. Board will approve the ballot and not the final results.

6. COACH SELECTION

- 6.1. Coaches will be selected by the Manager after the players have been selected to the team.

7. VOTING (Major)

- 7.1. Players in the Major division will be given the opportunity to vote for the 11/12 All-Star team. Players can vote for up to 12 players, but must vote for at least 10 players or 50% of the total # on the ballot, whichever is smaller
- 7.2. Players will not participate in voting for the 9/10 All Star Team.
- 7.3. All Managers, Coaches, and volunteer Umpires participating in the Major division may vote on that 11/12 ballot. Votes can be for up to 12 players, but must be at least 10 players.
- 7.4. Board Members may vote for manager in the 9/10 and 11/12 divisions.
- 7.5. Ballots with fewer than 10 player votes will not be counted.
- 7.6. The top 4 vote getters on the 11/12 All Star ballots from the combined results of player ballots, Manager and Coach Ballots, Umpire ballots, and Board Member ballots shall represent the League on the All-Star Team.
- 7.7. The top 6 vote getters, excluding the original 4, from Manager and Coach Ballots will represent the League on their divisions All-Star Team.
- 7.8. The top 10 vote getters of the Manager/Coach vote for the 9/10 All Star team shall represent the League on the All Star team (includes Managers and Coaches in Minor Kid Pitch and Major division)
- 7.9. The All-Star Team Manager will select the final 2 or 3 players at their discretion from the players on the ballot.
- 7.10. Votes will be counted by the League President and Player Agent.

8. **10-11 ALL STAR**

- 8.1. Should a 10-11 team be fielded, the players will be selected from the remaining 10 year olds from the 9-10 ballot and the remaining 11 year olds from the 11-12 ballot by the Managers and Coaches of both divisions.
- 8.2. Vote meeting will be called by the League President and presided over by the President or Player Agent.

9. **RESULTS**

- 9.1. Vote totals and/or player rankings will not be released by the League.
- 9.2. The League President will notify the Manager selected
- 9.3. The Manager selected will be given the 10 names voted in alphabetical order
- 9.4. The Manager will notify the League President of his player selections
- 9.5. The League President will release the teams on the appropriate day, per the Little League Rules.

10. **Minor Coach Pitch ALL-STAR TEAMS**

- 10.1. Selection process for Minor Coach Pitch Tournament Team is part of App A.

11. **TOURNAMENT EQUIPMENT**

- 11.1. The League will provide each Player, Manager, and Coach with an All-Star Hat or Visor and Polo Shirt.
- 11.2. Parents will be responsible for the cost of uniforms which will be ordered through the League – est. \$75.00.
- 11.3. Team Equipment will be provided by the League

12. **TOURNAMENT TRAVEL**

- 12.1. Teams are solely responsible for any costs incurred while playing in the District 1 Tournament.
- 12.2. If a team wins the District and advances to State Tournament, the Board will have authority to allow parents and players to fundraise within the Rules and

Regulations of Little League International and in accordance with applicable laws for 501(c)3, tax exempt organizations under the IRS code.

12.3. Abingdon Little League utilizes a per diem payment system for all state tournament travel for Food and Lodging expenses. Policy details defined in Appendix C.

12.4. The Board of Directors has final approval of all expenditures for State bound teams, regardless of amount funds raised for a specific team.

By-Laws approved by the Abingdon Little League Board of Directors on 11/12/2023 effective for the fiscal year October 2024 - September 2024.

Copies to be placed on the website and in the Concession Stand.



President – Sam Rutter



Secretary – Bridget Pack

APPENDIX A

Minor Coach Pitch Specific Rules

(Taken from VA Little League District and State COACH PITCH Tournament Rules and Guidelines)
--Supplemental Rules used in conjunction with Official Little League Rulebook

FIELD

1. Home team in First Base Dugout
2. Visiting Team in Third Base Dugout
3. Foul lines, Batter's box and Coaches box will be marked based on LL Rulebook
 - a. Pitching Circle is radius defined for each sport in the rulebook
 - b. Baseball pitching rubber is 46 feet and Softball is 35 feet
 - c. Midway points painted between each base

LINEUP

1. Defense
 - a. 6 infielders including Catcher and Player Pitcher
 - b. 4 outfielders must be positioned in the outfield grass
 - c. Players can be subbed into the field each inning. All players must play min. 6 outs in field.
2. Offense – Continuous Batting Order
 - a. All players (if more than 10) are included in the batting order
 - b. Late arrivals added to bottom of the order
 - c. If child leaves for injury or illness, their spot is skipped without penalty. If they return, they are inserted back in original spot in the order.

GAME SETUP

1. Offensive Coaches
 - a. 1 – Pitcher
 - b. 2 – Base Coaches
 - c. 1 – Dugout Coach
 - d. Offensive TIMEOUT limited to 1 per inning
2. Defensive Coaches
 - a. 2 – Coaches in Outfield Grass
 - b. 2 – Dugout Coaches
 - c. Defensive TIMEOUT limited to 2 per game
3. SCORING
 - a. 5 Run limit or 3 outs per inning
 - b. 10 run rule after 4 innings (3.5 if home team up)
4. 6 inning games (unless time limit or run rule impacted)

GAME PLAY

1. NO Infield Fly Rule
2. The ball becomes DEAD and time is called when the batted ball comes into contact with the Pitcher Coach. No pitch is counted and all base runners must return to base occupied prior to the pitch.
3. BALL IS DEAD and runners placed by rule when a live ball is processed by any defensive player inside the pitching circle.
4. BATTER
 - a. 5 pitches or 3 strikes
 - b. If 5th pitch is fouled, batter gets another pitch. At bat will not end on foul ball
 - c. If 5th pitch is missed or not swung at, the batter is out.
 - d. NO BUNTING. Bunt attempt is a strike and counted as one of 5 pitches
5. RUNNER
 - a. Runner cannot lead off base
 - b. NO STEALING
 - c. Runner who has crossed the halfway mark, when ball is called dead, goes to next base.
6. PLAYER PITCHER
 - a. Must stand with one foot inside the pitcher's circle
 - b. Helmets/Facemasks are optional for the pitcher
7. COACH PITCHER
 - a. May speak to the batter until pitch is thrown
 - b. Pitcher throws from any point between pitching rubber and front of the circle
 - c. Shall make every effort to not affect the ball or the fielders once a ball is put in play
 - d. Must pitch overhanded for baseball and from inside the pitchers circle
 - e. Must pitch underhanded for softball and from inside the pitchers circle
 - f. Will ensure defensive team is in position before pitching. **Penalty for "quick pitch" is the umpire nullifies any hit returns any runners and calls strike on the batter**

APPENDIX B

T-Ball Specific Rules

Field Dimensions:

We will use the standard field size for Little League. Should the managers agree, prior to the game, throw down bases can be used at 40' base paths to speed the game up.

1. Games are scheduled at 1 hour intervals
 - No inning can be started after 45 minutes from scheduled start time.
 - 2 inning games are most common
2. Teams bat through the order each inning. Last batter clears the bases by "touching them all"
 - Please rotate the "clean up" hitter EACH INNING, not each game.
3. All defensive players play the field. No matter the number.
4. No score is kept.
5. Although outs are not kept, if a successful play is made, the batter or runner is removed from the bases.
6. (3) pitches per batter. If no contact is made, the ball is put on a tee for the batter.
 - Please note is Manager discretion when you start pitching or continue on the Tee
7. Manager (can delegate to team mom, but manager is responsible) is responsible for team's trash pickup at AES field during practice and games.
 - T-Ball night is a night TBD in April. Games will be played at the fields on Russell Rd. Kids will be introduced. Sponsor Rep's will throw out first pitch.

APPENDIX C

Abingdon Little League Policy for Overnight Travel relating to State All-Star Tournaments

The opportunity to receive reimbursement for All-Star tournament travel is available each year based upon Abingdon Little League Board discretion.

1. Any team winning the District 1 division tournament is eligible to compete in the division State tournament.
2. Any team attending the State tournament will attempt to raise funds to offset the costs of attending the State tournament.
3. Any funds received to assist in covering State tournament costs will be remitted to Abingdon Little League.
4. Certain overnight team travel expenses may be paid for by Abingdon Little League based upon the Board's discretion.
5. Each player and each approved coach may receive \$30 per day of overnight travel to cover meal expenses. This is a per diem amount and no receipt will be required. The Abingdon Little League Tournament Expense form must be completed.
6. Lodging expenses may be provided as follows:
 - (1) A maximum of five rooms (four person occupancy each) for each team travelling overnight or
 - (2) Per Diem lodging per player/coach based on a percentage of the room rate.

Teams are expected to utilize reasonably priced lodging accommodations. The Abingdon Little League Tournament Expense form must be completed accompanied by a **valid receipt** for lodging expenses

APPENDIX D

ABINGDON LITTLE LEAGUE SPONSORSHIP LEVELS

Corporate Partner \$1000+

1. Special Recognition during T-Ball Night and Abingdon Little League Day
2. 4 ft x 8 ft Banner facing Russell Rd. on Ray Petty fence and on Foster DeBose Field
3. Acknowledgement & Recognition during any postseason District 1 tournaments hosted by ALL
4. Company name included on scrolling marquee for www.abingdonlittleleague.org
5. Sponsorship Plaque
6. Name on 2025 League T-shirt provided to all participants at no charge

Team Sponsor \$500

1. 4 ft x 8 ft Banner hung on outfield fence around Ray Petty or Foster-DeBose
2. Corporate name represented on specific team participant Jerseys (est. 12)
3. Invitation to throw First Pitch of their team's game on Abingdon LL Day
4. Company name included on scrolling marquee for www.abingdonlittleleague.org
5. Sponsorship Plaque
6. Name on 2025 League T-shirt provided to all participants at no charge

League Sponsor \$350

1. 4 ft x 8 ft. Banner at Foster-DeBose Field or Ray Petty Field
2. Corporate name included on www.abingdonlittleleague.org
3. Sponsorship Plaque
4. Name on 2025 League T-shirt provided to all participants at no charge
5. Company listed on sponsor page at www.abingdonlittleleague.org