

BY-LAWS
FOR THE BJLBA
CAL RIPKEN DIVISION

ARTICLE I - PLAYER ELIGIBILITY

Player participation shall be limited to children who will attain the age of five years before May 1st and will not have attained the age of thirteen before May 1st of the current year. Eligible players must reside within the Cal Ripken defined geographical boundaries for the BJLBA. Proof of age eligibility will be determined by presentation of a valid birth certificate at registration.

The BJLBA shall not accept as a player candidate or continue as a player any child who practices with or plays for another organized baseball team or program. This provision applies between the first of April and the conclusion of the player's participation on any BJLBA sponsored team. Specifically excluded from this regulation is participation in the Bloomington Department of Parks and Recreation's T-ball and Bronco programs. Any exceptions to this regulation must be approved by majority vote of the **OFFICERS**.

ARTICLE II - ORGANIZATION STRUCTURE

BJLBA will be composed of **four** divisions--a major division (11-12 year-olds), a minor division (9-10 year-olds), a junior division (7-8 year-olds), and a novice division (5-6 year-olds). There will be two leagues in the major, minor, junior, and novice divisions. League names are: American and National (major division), Continental and International (minor division), Atlantic and Pacific (junior division), and Eastern and Western (novice division). The playing age of each child shall be determined by the player's age on April 30th of the current year--beginning in 2006 the player age determination date changed from August 1st to May 1st, and this "playing age" determines the division in which they participate:

- a. unless the child has been actively involved in organized baseball--returning player or new to our league, and the child's parent or guardian requests that the child remain with the age group he/she played with in 2005 (i.e., "age-grouped" by the old August 1st date). This request shall be written, and the Officers shall make recommendations pertaining to the request to the parent(s) or guardian. However, the request will be approved by the Officers.
- b. furthermore, any player whose parent or guardian requested the player remain with the age group he/she played with in 2005, may request in writing to have the May 1st date applied in the future as the playing age that determines the division in which the child participates, and this request will be approved by the Officers.
- c. in addition, once any player's parent or guardian has accepted "playing age" assignment in accordance with the May 1st date, then that player's playing age will be determined by the May 1st date age group for the duration of their Bloomington Junior Baseball Association experience.
- d. finally, Subsections a. through d. of this article expire and are to be deleted on January 1, 2012.

The number of teams in each division and league shall be determined annually by the **OFFICERS**. However, each league shall have at most eight teams.

ARTICLE II - ORGANIZATION STRUCTURE (Continued)

Team names will be decided by the President and the Treasurer.

ARTICLE III - TEAM COMPOSITION

In all divisions it is recommended that teams have 11-13 players each; however, it is recognized the 11-13 limits are directly related to the number of eligible players available and that it may be necessary to deviate from these figures. The primary determinant for team size shall be the numerical balance within the division. After registration the **OFFICERS** shall determine team size limits, by division, and shall add or delete teams as may be necessary.

Players may not be added to team rosters in the major or minor divisions after the third week of the season unless a team has fewer than eleven players. Roster additions after the third week are allowed if a team loses a player(s) to a disabling injury (out for the remainder of the season), a permanent move, or because a player quits the team after the third week.

A player who will miss games after the end of the third week of the season due to vacation may not be replaced.

ARTICLE IV - PLAYER ADVANCEMENT/SELECTION

SECTION 1 - GENERAL AND OPTIONS

- a. The BJLBA program shall be on a first-come first-serve basis with all players who are eligible to return given a preseason opportunity to register and pay any applicable participation fees. Payment of the fee(s) or filing a request for fee waiver guarantees a players participation in the BJLBA program. The **OFFICERS** shall determine the applicable deadline for reserving a spot in the program.
- b. Players new to BJLBA will be required to register during the announced registration dates and pay any applicable participation fees. BJLBA will attempt to accommodate as many players as space permits.
- c. The BJLBA program allows the following **VALID OPTIONS**: (1) manager, (2) brother/sister, and (3) sponsor. A manager can choose to have his/her child on his/her team. A brother/sister option applies to a child who is advancing into a division and who has a brother/sister already on a team in that division. A sponsor option applies when requested by the sponsor and only applies to the child/children of the person making the request. In addition, only one request per sponsor will be allowed unless approved otherwise by the **OFFICERS**. Additional options can be validated if approved by the **OFFICERS** (e.g., nephew). All manager and brother/sister options must be exercised prior to any selection process used. A manager who is a validated Big Brother/Big Sister to a registering child may choose that child as a manager's option. Players whose options are not exercised become part of the normal selection process. Coaches (of a manager) do not have options on their children.

SECTION 2 - REGISTRATION

- a. The **OFFICERS** shall determine the registration site, dates, and time. New players will be assigned a number within a division. Lower numbered players will be selected first as space permits except for options discussed above. In addition, 6, 8, 10, or 12 year-old players who indicate during the preseason registration that they desire to change teams are

ARTICLE IV - PLAYER ADVANCEMENT/SELECTION

SECTION 2 – REGISTRATION (Continued)

eligible for selection by any team in their division except the team they were on the previous year. Transferring players may specify no more than one additional team that they do not wish to play for.

- b. Any player who is not assigned to a team because of lack of space, if applicable, will remain in the registration pool for his/her appropriate division. See roster vacancies below.
- c. Any player who is not assigned to a team during a season, if applicable, and is eligible for the next season will automatically be considered as a returning player and given a preseason opportunity to register for the next season.

SECTION 3 - GENERAL PLAYER ADVANCEMENT/SELECTION PROVISIONS

a. Divisional Associations

There shall be no association, link, or chain between any younger age and older age division team.

b. Roster Vacancies

Roster vacancies that occur after player advancement/selection will be filled from players who registered, but were not selected. Players who did not register on scheduled dates may not be added to a roster without the approval of the **OFFICERS**.

SECTION 4 - MAJOR AND MINOR DIVISION PLAYER ADVANCEMENT/SELECTION

a. Player Advancement from Minor/Junior Division

1. Advancement Occurs in Two Phases: Advancement from the Minor/Junior Division to the Major/Minor Division for returning 11/9 year-old players will be by random assignment in two phases. The chairperson of the Player Committee will assign each advancing player a unique, confidential (i.e., known only to the Player Committee) identification.

Phase I advancement will be limited to those returning 11/9 year-old players who played on a post-season tournament team when they were ten/eight years old OR were nominated in accordance with the provisions of subsection 1. (a) (2) below. Phase I is designed to enable each major/minor division team to select two of the "*better players*".

Phase II advancement will consist of all eligible 11/9 year-olds not selected in Phase I.

(a) Phase I Advancement

Each minor/junior division league will report to the Player Committee the names of all players who played in any post-season tournament for their respective league. All returning 11/9 year-old players so identified will automatically be included in the Phase I advancement process. This number of players can equal, be greater than, or be less than two times the number of major/minor division teams.

- (1) If the number of players automatically eligible for Phase I advancement equals or exceeds two times the number of major/minor division teams, then each team will select two players as described below in Section 4. a.
 3. Any eligible player who is a valid option must be selected in round one.

ARTICLE IV - PLAYER ADVANCEMENT/SELECTION

SECTION 4 - MAJOR AND MINOR DIVISION PLAYER ADVANCEMENT/SELECTION

a. Player Advancement from Minor/Junior Division

1. Advancement Occurs in Two Phases::

(a) Phase I Advancement (Continued)

If a team has two options, then both players will be assigned to the team and that team will have used both of its selection turns.

If a team has three or more options, then only two can be selected during Phase I. The other player or players must be chosen during the beginning of the Phase II advancement process. The number of players fitting this description will be subtracted from the total number of players eligible for Phase I advancement when the determination of the number of players "needed" is made.

If two (or more) players eligible for Phase I advancement are brothers and/or sisters and are not an option for any team, then the two must be taken together. If a third or additional player is a brother or sister to the two taken under this provision, then that third or additional player is dropped from the Phase I selection process and becomes a brother/sister option eligible for selection in Phase II. The Player Committee will ensure that one random number represents the two players. If the number representing the two players is selected by a team in the first round, then that team will skip its second round. On the other hand, if their number is selected in the second round, then that team will return its first round selection to the pool of available players unless that team's first round selection was an option in which case that team will return the number which represents the two players and make another selection.]

- (2) If the number of players automatically eligible for Phase I advancement is less than two times the number of major/minor division teams, then the **OFFICERS** will form a Nominating Committee for each division and appoint a chairperson for each division.

Each chairperson will convene the respective divisional committee. Each committee member present can nominate players for consideration by his/her respective committee. Each committee will select from the nominees the number of players needed to bring the total of Phase I players equal to two times the number of major/minor division teams. Depending upon the number of players needed, the players receiving the most votes from all members present are the selections; no proxies shall be allowed. If a tie occurs, then subsequent rounds of voting will be used.

Each Nominating Committee will report the selections to the Player Committee; the selections will be included in the respective Phase I advancement process. If no or insufficient selections are reported to the Player Committee, by one or both of the respective Nominating Committees, by at least 24 hours prior to the scheduled respective advancement meeting, then no Phase I advancement process shall occur for

ARTICLE IV - PLAYER ADVANCEMENT/SELECTION

SECTION 4 - MAJOR AND MINOR DIVISION PLAYER ADVANCEMENT/SELECTION

a. Player Advancement from Minor/Junior Division

1. Advancement Occurs in Two Phases::

(a) Phase I Advancement (Continued)

the respective division and all returning 11/9 year-olds shall be selected as part of the Phase II advancement process.

(b) Phase II Advancement

All returning 11/9 year-olds not selected as part of the Phase I advancement shall be selected in Phase II subject to the team size limitations discussed below.

2. Draw for Order of Selection: Each manager or his/her designee will draw for order of selection. In cases where neither a manager or a designee is present, the Player Committee will assign an alternative to represent the team.
3. Number of Selections Team Dependent: The number of selections in a round will depend upon the number of teams in the division. Selections will be lowest number to highest number in **odd** rounds and highest number to lowest number in **even** rounds.
4. Valid Options Are Taken in First Round: In either Phase I or Phase II, valid options must be taken in the first round. If a team has more than one option available, then it must be taken in subsequent rounds or be forfeited.
5. Draw Until All Players Distributed: Drawing will continue until all players have been distributed; no turns can be skipped unless the team is at thirteen players.

b. Player Selection from Registration

1. OFFICERS Designate Minimum Team Size: Based upon the number of returning players and the size of the registration pool, the **OFFICERS** shall designate the minimum team size, but no larger than twelve for the major division and thirteen for the minor division. The chairperson of the Player Committee will assign each player in the registration pool a unique, confidential identification.
2. Draw for Order of Selection: Each manager or his/her designee will draw for order of selection. In cases where neither a manager or a designee is present, the Player Committee will assign an alternative to represent the team. If the **PLAYER ADVANCEMENT/SELECTION** for both the returning players and the new registrations occurs on the same date, then the order of selection determined under Section 4 a. 2. above will remain in effect for the selection from new registrations.
3. Number of Selections Team Dependent: The number of selections in a round will depend upon the number of teams in the division. Selections will be lowest number to highest number in **odd** rounds and highest number to lowest number in **even** rounds.
4. Equalization by Age: Transferring players and new registrations will be divided into two groups based on age (i.e., 12/10 year-olds and 11/9 year-olds). The 12/10 year-olds will be selected first with the intent that the number of 12/10 year-olds on each divisional team will differ by no more than one. Next, the 11/9 year-olds will be selected.

ARTICLE IV - PLAYER ADVANCEMENT/SELECTION

SECTION 4 - MAJOR AND MINOR DIVISION PLAYER ADVANCEMENT/SELECTION

b. Player Selection from Registration (Continued)

5. Valid Options Are Taken in First Round: Valid options must be taken in the first round. If a team has more than one option available, then it must be taken in subsequent rounds or be forfeited.
6. Draw Until All Players Distributed: Initially, the only managers who can select are those whose current team size is less than the **OFFICERS** designated minimum team size. Managers at or above the minimum retain their selection order but must pass. Once all teams are at the designated minimum, then selection will continue with the order depending upon whether the next round is **odd** or **even**. All managers must select from the pool until the pool is exhausted or their team has reached the designated maximum size. Any manager may choose to increase his/her team's roster beyond the designated team maximum, provided players are available.

SECTION 5 - JUNIOR DIVISION PLAYER SELECTION

a. Player Advancement from Novice Division

1. Advancement Occurs in Two Phases: Advancement from the Novice Division to the Junior Division for returning 7 year-old players will be by random assignment in two phases. The chairperson of the Player Committee will assign each advancing player a unique, confidential (i.e., known only to the Player Committee) identification.

Phase I advancement will be limited to those returning 7 year-old players who were nominated in accordance with the provisions of subsection 1. (a) below. Phase I is designed to enable each junior division team to select two of the *"better players"*.

Phase II advancement will consist of all eligible 7 year-olds not selected in Phase I.

(a) Phase I Advancement

The **OFFICERS** will form a Nominating Committee and appoint a chairperson for each league, if applicable. The novice division league(s) will report to the Player Committee the names of all players who were identified as *"better players"*. All returning 7 year-old players so identified will automatically be included in the Phase I advancement process. This number of players can equal, be greater than, or be less than two times the number of junior division teams.

- (1) If the number of players automatically eligible for Phase I advancement equals or exceeds two times the number of junior division teams, then each team will select two players as described below in subsection 5. a. 3. Any eligible player who is a valid option must be selected in round one.

If a team has two options, then both players will be assigned to the team and that team will have used both of its selection turns.

If a team has three or more options, then only two can be selected during Phase I. The other player or players must be chosen during the beginning of the Phase II advancement process. The number of players fitting this

ARTICLE IV - PLAYER ADVANCEMENT/SELECTIONSECTION 5 - JUNIOR DIVISION PLAYER SELECTIONa. Player Advancement from Novice Division1. Advancement Occurs in Two Phases:(a) Phase I Advancement (Continued)

description will be subtracted from the total number of players eligible for Phase I advancement when the determination of the number of players "needed" is made.

If two (or more) players eligible for Phase I advancement are brothers and/or sisters and are not an option for any team, then the two must be taken together. If a third or additional player is a brother or sister to the two taken under this provision, then that third or additional player is dropped from the Phase I selection process and becomes a brother/sister option eligible for selection in Phase II. The Player Committee will ensure that one random number represents the two players. If the number representing the two players is selected by a team in the first round, then that team will skip its second round. On the other hand, if their number is selected in the second round, then that team will return its first round selection to the pool of available players unless that team's first round selection was an option in which case that team will return the number which represents the two players and make another selection.

If the number of players exceeds two times the number of junior division teams, then at least one player will not be selected. Players not selected will be returned to the Phase II advancement process.

- (2) If the number of players automatically eligible for Phase I advancement is less than two times the number of junior division teams, then players not selected in Phase I will be distributed as part of the Phase II selection process.

(b) Phase II Advancement

All returning 7 year-olds not selected as part of the Phase I advancement shall be selected in Phase II subject to the team size limitations discussed below.

2. Draw for Order of Selection: Each manager or his/her designee will draw for order of selection. In cases where neither a manager or a designee is present, the Player Committee will assign an alternative to represent the team.
3. Number of Selections Team Dependent: The number of selections in a round will depend upon the number of teams in the division. Selections will be lowest number to highest number in **odd** rounds and highest number to lowest number in **even** rounds.
4. Valid Options Are Taken in First Round: In either Phase I or Phase II, valid options must be taken in the first round. If a team has more than one option available, then it must be taken in subsequent rounds or be forfeited.
5. Draw Until All Players Distributed: Drawing will continue until all players have been distributed; no turns can be skipped unless the team is at thirteen players.

ARTICLE IV - PLAYER ADVANCEMENT/SELECTION**SECTION 5 - JUNIOR DIVISION PLAYER SELECTION** (Continued)b. Player Selection from Registration

1. OFFICERS Designate Minimum Team Size: Based upon the number of returning players and the size of the registration pool, the **OFFICERS** shall designate the minimum team size, but no larger than thirteen. The chairperson of the Player Committee will assign each player in the registration pool a unique, confidential identification.
2. Draw for Order of Selection: Each manager or his/her designee will draw for order of selection. In cases where neither a manager or a designee is present, the Player Committee will assign an alternative to represent the team. If the **PLAYER ADVANCEMENT/SELECTION** for both the returning players and the new registrations occurs on the same date, then the order of selection determined under Section 5 a. 2. above will remain in effect for the selection from new registrations.
3. Number of Selections Team Dependent: The number of selections in a round will depend upon the number of teams in the division. Selections will be lowest number to highest number in **odd** rounds and highest number to lowest number in **even** rounds.
4. Equalization by Age: Transferring players and new registrations will be divided into two groups based on age (i.e., 8 year-olds and 7 year-olds). The 8 year-olds will be selected first with the intent that the number of 8 year-olds on each divisional team will differ by no more than one. Next, the 7 year-olds will be selected.
5. Valid Options Are Taken in First Round: Valid options must be taken in the first round. If a team has more than one option available, then it must be taken in subsequent rounds or be forfeited.
6. Draw Until All Players Distributed: Initially, the only managers who can select are those whose current team size is less than the **OFFICERS** designated minimum team size. Managers at or above the minimum retain their selection order but must pass. Once all teams are at the designated minimum, then selection will continue with the order depending upon whether the next round is **odd** or **even**. All managers must select from the pool until the pool is exhausted or their team has reached the designated maximum size. Any manager may choose to increase his/her team's roster beyond the designated team maximum, provided players are available.

SECTION 6 - NOVICE DIVISION PLAYER SELECTIONa. Overview of Player Selection

The novice division teams will be selected by the managers. Returning six year-olds will remain with the same team unless they choose to be assigned to a different team. The chairperson of the Player Committee will create a random assignment process within each age level.

1. Assign Six Year-olds Approximately Equal: First, assign the new six year-olds so that the total number of six year-olds on each team is approximately equal (difference not greater than one), and
2. Assign Five Year-olds Approximately Equal: Secondly, assign the five year-olds so that the total number of players on each team is approximately equal (difference not greater than one).

ARTICLE IV - PLAYER ADVANCEMENT/SELECTION**SECTION 6 - NOVICE DIVISION PLAYER SELECTION****a. Overview of Player Selection** Continued)

Novice division managers can exercise their valid options; however, brothers and/or sisters will be placed on the same team unless directed otherwise by a parent/guardian.

b. Player Selection from Registration

1. Draw for Order of Selection: Each manager or his/her designee will draw for order of selection. In cases where neither a manager or a designee is present, the Player Committee will assign an alternative to represent the team.
2. Number of Selections Team Dependent: The number of selections in a round will depend upon the number of teams in the division. Selections will be lowest number to highest number in **odd** rounds and highest number to lowest number in **even** rounds.
3. Valid Options Are Taken in First Round: Valid options must be taken in the first age-specific round. If a team has more than one option available in an age-specific round, then it must be taken in subsequent rounds or be forfeited.
4. Draw Until Designated Team Size Reached: Based upon the number of returning players registered plus new registrations available in the pool, the **OFFICERS** shall determine a minimum roster number for each team for each age. In addition, an overall minimum roster number for each team shall be determined. Player selection shall occur by age with newly registered or transferring six year-olds selected first--in accordance with the guidelines above, followed by newly registered five year-olds--in accordance with the guidelines above. Player selection will continue until each team reaches the age-specific minimum. When a team reaches that age-specific minimum, they will not be permitted another selection until all teams have reached the age-specific minimum roster number. At that time the selection process continues until all players in the age-specific pool have been assigned or until a team has thirteen players on its roster. Any manager may choose to increase his/her team's roster beyond thirteen, provided players are available.

ARTICLE V - PLAYING RULES AND REGULATIONS**SECTION 1 - GENERAL**

The Playing rules and regulations of the BJLBA are contained in the document entitled: **2008 BABE RUTH LEAGUE, INC. BASEBALL RULES AND REGULATIONS and OFFICIAL PLAYING RULES and SPECIAL RULES FOR BJLBA CAL RIPKEN DIVISION BASEBALL.**

SECTION 2 - PRACTICE

- a. Practice may begin April 1st. Prior to April 1st, managers may schedule optional practices; however, players and parents must be informed these practices are optional and that players who do not participate will not be penalized in any way. Pre-April practices are limited to one per week. From April 1st to the date of the first scheduled game, teams are limited to three practices per week.
- b. Practices and Games Are Limited: From the date of the first scheduled league game through the final game of the city tournament or elimination from the city tournament

ARTICLE V - PLAYING RULES AND REGULATIONS**SECTION 2 - PRACTICE****b. Practices and Games Are Limited:** (Continued)

(whichever comes first) teams are limited to a maximum of three activities per week (12:00 a.m. Monday to 11:59 p.m. Sunday). When three or more games are played in a single week, a team is permitted one practice.

c. Pre-Games Practice Policy: During the regular season and city tournament the following pre-game practice policy applies:

1. For safety reasons, no batting practice is permitted on any diamond prior to a scheduled game. This provision does not apply to the use of "whiffle"-type balls.
2. Fifteen minutes prior to game time, each team, except novice division teams, is permitted seven minutes of infield practice. Visitors will use the first seven minutes, the home team using the last seven minutes. However, a game may start before the scheduled time if both managers, in consultation with the plate umpire, agree to start early.
3. Batting practice prior to the second game shall be prohibited except in the case where an adjacent diamond is available. Batting practice will then be permitted on a first come basis.
4. No warm-ups (i.e., no throwing of a baseball, no catching of a baseball, and no contact between a baseball and a bat) are allowed within the fenced area of Winslow Sports Complex except on designated playing areas.
5. Both prior to and during a game, only that game's players, managers, coaches, umpires, and league officials, or other authorized personnel may enter the designated playing area.

SECTION 3 - GAME TIME**a. Starting Times:** Starting times for scheduled league games shall be as follows:

1. First game: 5:30 p.m.
2. Second game--nonschool night: no earlier than 7:45 p.m. or no sooner than fifteen minutes after completion of game one; however, Monday night games before a "Primary" election Tuesday are to be considered "school nights".
3. Second game--school night: no earlier than 7:30 p.m. or no sooner than fifteen minutes after completion of game one.

NOTE: School night means that the scheduled game is played the evening preceding a day in which the Monroe County Community School Corporation (MCCSC) has scheduled school.

- b. Saturday or Sunday Starting Times Announced:** If regular season or makeup games are scheduled for either Saturday or Sunday, starting times will be announced by the **OFFICERS** designated contact person as soon as possible prior to the date scheduled.
- c. Game Time Limits and Ties Are Final:** No inning shall commence after two hours (*one hour forty-five minutes for scheduled school night games*) has elapsed from the start of the game. A new inning begins immediately after the last out of the preceding inning. Extra inning games (i.e., more than six innings) will be allowed subject to the two-hour (*1 hour, 45 minute*) time limitation. Games which are tied after the two-hour (*1 hour, 45 minute*) time restriction has expired **shall remain tied**. Each team will be credited with one-half game won and lost. There are exceptions for the Bloomington City Tournament (see Article V, Section 6 a.).

ARTICLE V - PLAYING RULES AND REGULATIONS

SECTION 3 - GAME TIME (Continued)

- d. Time Clock: The time clock will be kept by the plate umpire and the game's official scorekeeper. The clock shall begin when the plate umpire calls "PLAY BALL" prior to the first pitch. The game clock will not be halted except for delays authorized by the designated BJLBA official for such things as rain, power failure, etc.

SECTION 4 - PLAYER PARTICIPATION

- a. Major and Minor Divisions: Each player available for the game shall play a minimum of six defensive outs.
- b. Exceptions: Exceptions to a. above are:
 1. Games shortened by:
 - (a) ten run rule
 - (b) weather
 - (c) time
 2. Illness or injury to player.
 3. Removal of player by parent or guardian.
 4. Disciplinary action and/or violation of team rules. A manager may elect to not use a player if this player has not attended practices, games, or has violated team rules publicized prior to the start of league games.
- c. Penalty: Failure to comply with this rule shall result in forfeiture of the game.
- d. Illegal Participation: All games in which an illegal player is used must be forfeited. An illegal player is defined as one not assigned to a team by the Player Committee or one assigned to a team based upon an incorrect age provided by a manager or his/her designee.

SECTION 5 - MANAGERS AND TEAM ASSOCIATED PERSONNEL

- a. Managers Supply the Following Personnel: Managers must arrange to supply the following workers:
 1. Official Scorer--The home team supplies the official scorekeeper. The official scorekeeper must keep the official score and complete the "Official Scorekeepers Summary". Games in the major or minor division require that both the SCORING and PITCHING sections of the Summary be completed. Games in the junior division require only the completion of the SCORING section; no score is kept for the novice division. The official scorekeeper must sign the "Official Scorekeepers Summary" and turn it in to the umpires.
 2. Scoreboard Operator--The visiting team supplies the scoreboard operator. The scoreboard operator must be an adult and in charge of scoreboard operation.
 3. Concession Stand Workers--Each team must supply workers for the concession stand on the appropriate date(s) assigned by the **OFFICERS**. Three workers must be available at all times.
 4. Penalty for Failure to Provide: Failure to provide the necessary workers shall result in forfeiture of either the immediate game (Official Scorer or Scoreboard Operator) or the next game (Concession Stand Workers).
- b. Sign Official Scorekeepers Summary: At the conclusion of each game, managers must initial or sign the "Official Scorekeepers Summary" and thereby acknowledge the correctness of: the final score, the name of each pitcher who pitched for both teams, and the number of innings pitched by each pitcher, if applicable. Failure to initial or sign the Summary shall result in forfeiture of the game.

ARTICLE V - PLAYING RULES AND REGULATIONS (Continued)**SECTION 6 - POST SEASON PLAY**

- a. **Bloomington City Tournament**: At the end of the regular season, a single elimination city tournament takes place. During this tournament all rules and regulations applicable to the regular season apply except as noted below. For each of the applicable divisions, the games played in the first two elimination rounds of the city tournament shall be seeded with the team having the higher seed (i.e., lower numerical) designated as the “home” team in those rounds. In addition, in the first round of elimination games, teams will play against a team from the opposite league within that division. Any team given a “bye” in the first round will be scheduled in the second round to play against the projected winner from the opposite league, assuming the actual first round game outcomes followed the projected seeding. For example, assuming six team leagues, in the first elimination round, the 1st and 2nd place finishers in each league receive “byes”. The 6th place finisher from one league plays the 3rd place finisher from the other league, the 5th place finisher from one league plays 4th place finisher from the opposite league, and so forth. In the second elimination round, the 4th place finisher from one league (assuming they win in the first round) shall be scheduled to play the 1st place team from the opposite league. Likewise, the 3rd place finisher from one league (assuming they win in the first round) shall be scheduled to play the 2nd place team from the opposite league. After the first two elimination rounds have been completed, the home team is determined by coin flip for all subsequent games. A similar configuration shall be applied if there are only five or seven teams per league. If there are eight teams per league, then no first round “byes” shall occur.

EXCEPTIONS:

1. If three games are scheduled in one week, then a pitcher may pitch no more than nine (9) innings during that week.
 2. If a game is stopped by rain, lightening, power failure, act of God, etc., the game will be considered as "suspended" and will be completed from the point at which it was halted.
 3. **There are no ties!** All games must be played to completion (i.e., final outcome will be determined by 10-run-rule, if applicable, two-hour and fifteen minute time limit, or six or more innings--whichever determination comes first).
 4. For semi-final and championship games (only), the time limit is suspended and the games will be regulation length (i.e., six innings--five and ½ if the home team is ahead, or longer if needed to break a tie).
 5. In addition, the **OFFICERS** may adopt other special rules for the tournament provided they are announced prior to the start of the tournament.
- b. **Other Post-Season Tournaments**: BJLBA players and managers may participate in post-season invitational tournaments. No BJLBA player shall play in more than four tournaments. If the BJLBA hosts a post-season tournament, then this tournament will count as one of the four.

Post-season tournament teams shall be formed on a league basis and shall be composed of the selected players from within each league. Players selected for post-season play must play for the team that selected him/her or decline to participate in post-season play.

Post-season tournament teams may be formed from players in more than one league within a division providing prior approval by a three-fourths vote of the **OFFICERS** is granted.

ARTICLE V - PLAYING RULES AND REGULATIONS**SECTION 6 - POST SEASON PLAY****b. Other Post-Season Tournaments: (Continued)**

1. Primary Teams and Sponsorship

Two Teams per League: BJLBA will sponsor no more than two primary post-season invitational tournament teams per league. Each major league can have one 12 year-old team and one 11 year-old team. Each minor league can have one 10-year-old team and one 9-year-old team. Each junior league can have one 8-year-old team and one 7-year-old team. No league is required to field all of its allowed teams.

2. Additional Teams and Sponsorship: BJLBA may sponsor **additional** 7-8, 9-10, or 11-12 year-old teams with the approval of the **OFFICERS**. These **additional** teams may not include BJLBA players selected for the **primary** 7-8, 9-10, or 11-12 teams. In addition, the **additional** 7-8, 9-10, or 11-12 year-old teams may be formed from BJLBA players in more than one league. Sponsorship shall be limited to the use of BJLBA equipment, unless otherwise approved by the **OFFICERS**.**3. Sponsorship includes**: providing the manager, coach(s), and players with new hats, shirts, and socks. Selectees provide their own pants. Each league will have a designated color and logo. In addition, BJLBA equipment may be used. The amount of financial support provided to each **primary** sponsored team toward the team's tournament entry fees shall be determined by the **OFFICERS** on a yearly basis.**4. Additional Sponsorship**: teams are free to obtain their own sponsors and purchase additional hats and/or uniforms; however, the parents/guardians of players participating on any "all-star" team cannot be asked to contribute to their child's "post-season tournament" experience any more money for hats, uniforms, or tournaments than they paid to register their child for this program.**5. Team Disbandment**: Once a team has disbanded (i.e., stopped participating in invitational tournaments), the players on that team are eligible to fill any vacancies on teams still playing.**6. Manager and Coach Selection**

The managers in each League shall select, between the 1st and 15th of June, a manager to manage each the League's **primary** post-season tournament teams. No manager may manage more than one team. In the event that the League's managers are unable to agree (by majority vote within twenty-four hours of the initial meeting time) on the selection for one or both of the League's **primary** teams, then the Officers shall by majority vote (with the League's Representative abstaining) break the tie and select the contested manager. In the event no manager in a particular league chooses to take one or either of the League's **primary** teams, then the **OFFICERS** shall determine if the team(s) are to be formed and select the manager(s).

7. Player Selection

(a) Mandates: The minimum team size is eleven and the maximum team size is thirteen. Each team must have one player from each team in the league it represents. However, if all managers (or their designee) in a league agree that no player from a particular team has sufficient skills to compete at the post-season tournament level of competition, then no player shall be chosen from that team. Eleven players are selected by vote of all managers

ARTICLE V - PLAYING RULES AND REGULATIONS

SECTION 6 - POST SEASON PLAY

b. Other Post-Season Tournaments:

7. Player Selection

(a) Mandates: (Continued)

(or their designee). The remaining players (i.e., two) are selected by the chosen manager.

All managers choose the first eleven players to avoid the claim of bias or favoritism by the tournament team manager; however, not all players can be dictated to the manager since the composition may not allow an adequate backup at critical positions. In addition, not all elected players may be available for a tournament team. If an elected player declines a position on the team, then the tournament team manager chooses a replacement.

(b) Method for Selection:

(1) Player Nomination: Each manager nominates as many players as he/she desires. Each manager is responsible for advocating the skills of each player they nominate.

(2) Player Vote: A manager cannot vote for a player on his/her team in the first round; therefore, the maximum number of votes a player can receive in the first round is equal to one less than the number of teams in the league or subleague. Each manager may vote for only eleven players out of the total nominated.

To illustrate the process, assume a six team league in which the league managers nominated a total of 20 players; four players receive 5 votes, three players receive 4 votes, and five players receive 3 votes. Twelve players received 3 or more votes, but this number exceeds the eleven player limit. Therefore, only seven players are actually selected in the first round, and a second round is necessary. Second round voting is limited to only those five players who received 3 votes in the first round. Managers can now vote for their own players. The four top vote recipients, of the five players eligible for the second round, are now placed on the team.

Depending on how the vote goes, two rounds are usually sufficient; however, additional rounds are occasionally required. Remember, voting continues until eleven players are selected.

(c) Player Contact: The post-season tournament team manager shall contact the eleven selected players and determine which ones are available. The manager then selects the remaining players.

(d) Player Vacancies: In the event that additional players are needed for a post-season tournament team because of a vacancy created by injury, illness, vacation, or self-removal, and the team is down below the minimum number of eleven (11), the team manager may select additional players to bring the team roster up to the minimum number within the following guidelines. The player selected must not currently be playing on an active

ARTICLE V - PLAYING RULES AND REGULATIONS

SECTION 6 - POST SEASON PLAY

b. Other Post-Season Tournaments:

7. **Player Selection**

(d) Player Vacancies: (Continued)

post-season tournament team, must not have turned down a selection to a different post-season team, and must have played in the BJLBA division during the regular season.

- c. No Post-Season Involvement Prior to Conclusion of Regular Season: No player on a BJLBA team still alive in the BJLBA City Tournament shall play or practice with a post-season team or any other team until his/her team has concluded City Tournament play. The offending post-season tournament manager shall be removed as manager of the post-season tournament team and a replacement manager chosen by the **OFFICERS**.

SECTION 7 - SCHEDULING

All interleague games shall be scheduled before any intraleague games, unless there is an odd number of teams per league.

SECTION 8 - ORDER OF FINISH

- a. League Championship: A team's order of finish in intraleague games determines the league championship. If a **tie exists** for first place, then all tied teams are considered league **co-champions**.
- b. Bloomington Single-elimination City Tournament Seed: A team's seed in the city tournament (i.e., applicable to major and minor divisions) is determined by its intraleague standings. When **ties exist**, the following rules are used to determine who gets the higher preference seed. First, **overall record** will be compared (i.e., interleague in addition to intraleague). If overall records are identical the second criterion will be **head-to-head** competition between the tied teams (i.e., won-lost record only will be considered with the team that won twice receiving the higher seed). If neither overall record nor head-to-head competition breaks the tie, then the third and final criterion will be a **coin-flip** with the team winning the coin flip given the higher seed.

ARTICLE VI - MANAGERS

SECTION 1 - MANAGERIAL APPOINTMENT AND CONTINUATION

All managers are appointed by the **OFFICERS**. Managers shall have the option to continue from year to year with their present team, provided they comply with all rules, regulations, and provisions of the Constitution and the By-Laws of the Bloomington Junior League Baseball Association. However, technical compliance to the Rules and Regulations alone does not guarantee managerial continuation. Managers must also possess leadership abilities and the know how to work with young children. Each manager will be evaluated each year based upon criteria determined by the **OFFICERS**. Any managerial candidate who has a child playing in another 12 and under baseball program cannot be considered as a manager in the BJLBA.

ARTICLE VI - MANAGERS

SECTION 1 - MANAGERIAL APPOINTMENT AND CONTINUATION (Continued)

In the event the **OFFICERS** decides to change or sever a managerial appointment, the manager is entitled to present himself to the **OFFICERS** at the next meeting. No manager may be changed or severed without being given an opportunity to address the **OFFICERS** prior to their final decision. The **OFFICERS** shall have exclusive jurisdiction over removal of a manager.

SECTION 2 - MANAGER TEAM RELATIONSHIP

A "team" is comprised of a manager appointed by the **OFFICERS** and the players assigned to the manager. A team's sponsor may change from year to year without changing the "team". Provided the manager continues with the team for the next year, those players eligible to return shall stay with the manager. If a manager decides to change his player association, then that manager must apply for a new managership. This re-application applies regardless of whether the change is interdivision, interleague, or intraleague.

SECTION 3 - MANAGERIAL SELECTION

Managers may be selected to fill vacancies from those that apply. Applicants shall apply on a divisional basis and may apply for more than one division at a time. Applicants will be given the opportunity to be evaluated by the **OFFICERS**.

Evaluations may consist of a written application as well as a personal interview with the **OFFICERS**. Previous BJLBA coaching experience, work as a member of the **OFFICERS**, and experience with youth sports will be given consideration. All managers will be appointed by a majority vote of the **OFFICERS**.

ARTICLE VII - CONDUCT

SECTION 1 - GENERAL

Any member, officer, coach, player, or others associated with BJLBA may be dismissed or removed from the BJLBA if his/her conduct is judged to be in conflict with or detrimental to the purposes and ideals of BJLBA. Action under this Article will be determined by the **OFFICERS** after consideration of all facts presented relative to the questions of conduct. For example, any manager or officer who in any way participates in a non-BJLBA-sponsored post-season tournament team shall be considered to have acted in conflict with or detrimental to the purposes and ideals of BJLBA. Similarly, any manager, coach, or officer who recruits and/or encourages any player currently on a BJLBA team to leave the BJLBA program for the purposes of playing in another baseball program shall be considered to have acted in conflict with or detrimental to the purposes and ideals of BJLBA.

Any manager or coach removed from a game by an umpire shall automatically be suspended for the next game played. This could be the next regularly scheduled game or a make-up game, whichever immediately follows the game from which the manager or coach was removed.

ARTICLE VII - CONDUCT (Continued)

SECTION 2 - PLAYER SPECIFIC

- a. Any player throwing a helmet, glove, bat, or any other piece of equipment for any reason, shall receive a warning from the umpire. If there is a second occurrence, the player shall be removed from the game. Furthermore, if, in the opinion of the umpire, the second occurrence was flagrant enough so as to provide the potential for injury, then the player shall be suspended for the next game as well.
- b. If in the judgment of the umpire, a player deliberately goes out of his/her way to take-out another player, said player shall be expelled from the game and be suspended for the next game played.

ARTICLE VIII - AMENDMENTS OR CHANGES

Amendments to or changes in the By-Laws and/or playing rules may be made by the **OFFICERS** provided said amendment or changes are presented to the **OFFICERS** and all active managers in good standing at least two weeks prior to the date of the meeting in which the amendment or changes will be discussed and voted upon. Notices of amendment or change must be in writing. However, no By-Law amendments or changes are allowed after the date of the first scheduled regular season game through August 15th unless three-fourths ($\frac{3}{4}$) of the **OFFICERS** approve the proposed amendment or change, within one week of presentation of the proposed change to the **OFFICERS**.

As Amended and Approved
at the **OFFICERS** Meeting
August 26, 2007

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