

KING LITTLE LEAGUE

2008 Softball By-Laws

I. General Information

1. The divisions of the King Little League (KLL) Softball Division are as follows:
 - i. Coach Pitch (playing ages 6*, 7, 8)
 - ii. Minors (playing ages 9 & 10)
 - iii. Majors (playing ages 11 & 12)
 - iv. Juniors (playing ages 13 & 14)
 - v. Seniors (playing ages 15 & 16)
 - vi. Big League (playing ages 17 & 18)

Notes:

- a. * 6 year olds are eligible for Coach Pitch if they have at least one (1) previous year of Tee-Ball experience
 - b. Leagues are subject to change depending on participation
 - c. PLAYING AGE is the age of the player on January 1, 2008
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2. The Softball Committee and respective Division Managers are as follows:

Colon Moore (Vice President- Softball)	403-3198 (m)
Rusty Hauser (Div Mgr – Coach Pitch/ Minors)	368-2223 (h)
Kevin Harris (Div Mgr – Majors)	829-9560 (m)
Kim Grimes (Div Mgr – Jr/Sr/Big League)	408-4509 (m)
Karen Lilly (Player Agent)	749-4012 (m)
 3. All play shall be governed by the 2008 Little League Softball Rules. The purpose of these bylaws are to clarify and/or adapt these rules as set forth by the KLL Softball Committee.
 4. All teams will be required to work in the KLL concession stand at an appointed time. Requirements of this duty will be communicated to the Division Managers and Coaches by the KLL Board of Directors (KLL Board).
 5. Managers, Coaches, and other team volunteers will be submitted to the Division Manager and approved by the KLL Board. Previous service or tenure does not guarantee approval or a specific assignment. All managers and coaches are required to join the 2008 KLL Booster Club.
 6. No manager, coach, or other volunteer will be allowed participation until approval by the KLL board and complete background check has been performed.
 7. Final decision on rain-outs shall be made by the Division Manager (or the VP Softball in their absence). Games will be rescheduled with input from the Division Managers and the respective team managers.
 8. Any cancellation of games for reason other than weather are to be communicated to the Division Manager for approval by the VP Softball **at least** three (3) days prior to the scheduled game. Cancellation shall be for just cause and shall be agreeable to both team managers. Notification shall be accompanied by proposed date of rescheduling.
 9. In all divisions, HOME team is responsible for the field set up (lining the field, installing bases, etc). VISITOR team of the last game is responsible for raking at all bases and pitching mound, removing and storing the bases, and turning off the lights. (Note that the home team

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- of a second, third, etc game on a field may be required to do some field set up on a field that may have already been “prepared”)
10. At least one approved adult volunteer must be in the dugout at all times. Two base coaches are permitted when a team is batting, provided the dugout is properly supervised as outlined above.
 11. The “mercy rule” shall be in effect for all divisions as outlined in the Little League Rules.
 12. All players are expected to attend one (1) tryout for their division. Tryout dates will be provided at sign-ups. Any player that does not attend a tryout will not be eligible for draft selection, but instead will have their name placed in a hat for random selection by the team managers at the conclusion of the draft. Players that sign up after the draft will be communicated to the Division Manager by the Player Agent and will be assigned to a team by the Division Manager, with approval by the VP Softball.
 13. Players will be re-drafted each year in all divisions.
 14. The draft will be conducted by the Player Agent with assistance from the Division Manager. In the event that the Division Manager is a team manager in the Division, the VP Softball or the KLL President shall assist the Player Agent in the draft.
 15. Managers only will be permitted to participate in the draft.
 16. Division Manager, with input from the team managers, shall determine the selection procedure for coaches and the “pick selection” for managers’ children This shall be determined prior to the beginning of the draft. Any disputes shall be resolved by the Player Agent or the VP Softball.
 17. In the event that a player wishes to NOT play for a specific team manager in their division, a written request must be submitted to the VP Softball **no later than** one (1) day prior to the **first** scheduled tryout date. This request must state the reason for the request and shall be signed by a parent of the player and the player. Requests made after this deadline are not guaranteed to be honored. If the request is approved, the appropriate manager **only** will be informed of the request by the Player Agent or the VP Softball.
 18. Requests for specific managers are not guaranteed to be honored, but will be communicated to the appropriate manager.
 19. A time limit of 1 hour and 50 minutes (1hr50min) is in effect for all divisions. Game start time shall be communicated to the teams by the Umpire in Charge and shall be no later than ten (10) minutes after the scheduled time, or fifteen (15) minutes after the completion of the previous game on that field. In the event that the game starts after this time, the Game Time shall be established as the latter of ten (10) minutes after the scheduled time, or fifteen (15) minutes after the previous game completion, regardless of the actual start time. An inning in progress at the time the 1 hr 50 min time limit is reached shall be completed. An inning is “in progress” once the third out of the previous inning has been made.
 20. In the Majors division and above, four (4) complete innings must be played for the game to be official.

II. Coach Pitch

1. Six year olds are eligible for participation if they have completed one year of tee-ball, or at the request of the parent.
2. One player will be utilized at each infield position (pitcher, catcher, 1st, 2nd, 3rd, shortstop). Teams can use more than 4 outfielders in an attempt to include all players on defense.

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3. All team members will bat in continuous order. The half-inning is over when the offensive team either bats through the line-up or makes three outs.
4. Game duration is 6 innings, or the league time limit.
5. Umpire duties are to be performed by coaches and managers of the teams that are playing.
6. The batting team will be responsible for providing the “coach” pitcher. That team may have two (2) additional coaches as base coaches, provided an approved volunteer is in the dugout.
7. Defensive teams are allowed up to two (2) coaches on the field for instructional purposes. Coaches on the field are not allowed to intentionally touch a live ball.
8. The “coach” pitcher shall stand no closer than 30 feet from home plate and shall make an effort to avoid contact with any batted ball. Should the ball strike the “coach” pitcher, the ball will be considered dead and all runners will advance one (1) base.
9. A ten (10) foot diameter circle shall be installed around the pitchers mound. The defensive player in the pitcher position shall be within this circle at the delivery of the pitch. Once the ball is put into play and is then returned to the pitcher’s circle, the ball shall be declared dead and any runner not at least ½ of the way to the next base must return to the previous base without penalty.
10. Base stealing is not allowed.
11. Thrown away balls:

A runner may advance a maximum of two bases, at their own risk, from the point of the **first** overthrown ball. The position of the runner is determined by the location of the runner at the moment the ball passes the intended defensive player. (If the base runner is one step before first base, then a two base maximum will be to second base; if the runner is one step after first base, then the two base maximum will be third base) Subsequent overthrows (after the first overthrow) during the play do not change the previously defined base. *[EXAMPLE: Player A has rounded first base when the defensive team throws the ball away at second base. Player A attempts to advance to second base and then third base. The defensive team overthrows the ball to third base. Player A is not allowed to advance to home.]*
12. No All-Stars are selected in the Coach Pitch division.

III. Minor Division

1. Teams may utilize four outfielders in Minor division.
2. All team members will bat in continuous order.
3. Game duration is six (6) innings, or the league time limit.
4. One umpire will be provided and will be the umpire-in-charge. Managers & coaches within the league will be responsible for umpiring games as directed and scheduled by the Division Manager.
5. Coaches are not allowed on the field for defensive instructional purposes.
6. A ten (10) foot diameter circle shall be installed around the pitchers mound. The defensive player in the pitcher position shall be within this circle at the delivery of the pitch. Once the ball is put into play and is then returned to the pitcher’s circle, the ball shall be declared dead and any runner not at least ½ of the way to the next base must return to the previous base without penalty.
7. Base stealing is allowed in the Minors division.
8. Thrown away balls:

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A runner may advance a maximum of two bases, at their own risk, from the point of the **first** overthrown ball. The position of the runner is determined by the location of the runner at the moment the ball passes the intended defensive player. (If the base runner is one step before first base, then a two base maximum will be to second base; if the runner is one step after first base, then the two base maximum will be third base) Subsequent overthrows (after the first overthrow) during the play do not change the previously defined base. [*EXAMPLE: Player A has rounded first base when the defensive team throws the ball away at second base. Player A attempts to advance to second base and then third base. The defensive team overthrows the ball to third base. Player A is not allowed to advance to home.*]

9. New Little League rule for 2008- A five run limit shall be imposed in an inning.
10. All Stars will be selected for the Minor Division. The manager of the All Star team will be selected by the manager of the team winning the regular season. The manager-elect shall choose his coach(es). All-Star managers and coaches must receive approval of the KLL Board.
11. A player must play in at least 60% of the teams games to be eligible for All-Stars.

IV. Major Division

1. Teams should make effort to use only nine defensive players. If it is agreeable to both teams, ten defensive players may be used with the additional player to play in the outfield.
2. All team members will bat in continuous order.
3. Game duration is six (6) innings, or the league time limit.
4. One umpire will be provided and shall be the umpire-in-charge. Managers and coaches within the league will be responsible for umpiring games as directed and scheduled by the Division Manager.
5. All Stars will be selected for the Major Division. The manager of the All Star team will be selected by the manager of the team winning the regular season. The manager-elect shall choose his coach(es). All-Star managers and coaches must receive approval of the KLL Board.
6. A player must play in at least 60% of the teams games to be eligible for All-Stars.

V. Junior / Senior / Big League

1. Game duration is seven (7) innings, or the league time limit.
2. All-Stars will be selected based on the number of participants available in the respective division. The manager of the All Star team will be selected by the manager of the team winning the regular season. The manager-elect shall choose his coach(es). All-Star managers and coaches must receive approval of the KLL Board.
3. A player must play in at least 60% of the teams games to be eligible for All-Stars.