

## **RELL Bylaws 2025 The Draft**

**SENIORS** (league age 13, 14, 15, and 16) and **MAJORS** (league age 9, 10, 11, and 12)

1. The selection of players for the various teams within a league shall follow the Local League Draft Methods as detailed in the Little League Operating Policies section of the *Little League Baseball Rulebook*.
2. All players who are league age twelve (12) must be drafted onto a Major League team, unless a parent / guardian requests an exception, and it is approved by the Board of Directors and District Administrator.
3. **Options on Sons, Daughters, and Siblings** – An option is an agreement between a manager and the player agent covering a special condition. The options are as follows:
  - **Brothers/Sisters in the Draft** – When there are two or more siblings in the draft, and the first brother/sister is drafted by a manager, that manager **MUST** draft the other sibling in the draft round of the tryout rating for that sibling (see 4.v below).
  - **Brothers/Sisters of Players Currently on a Team** – If desired, a manager may draft the sibling in the draft round of the tryout rating for that sibling.
  - **Sons/Daughters of Managers** – If a manager has sons and/or daughters eligible for the draft, the parent/manager **MUST** draft their son/daughter in the draft round of the tryout rating for their child. This parent/manager option takes priority over any other option.
  - **Sons/Daughters of Majors Coaches** – A **NEW** coach shall not be appointed nor approved until after the draft. A returning coach, through the manager, may exercise an option to the player agent provided the coach is returning to the same Major League team as the previous year.
  - **Assigning Draft Ratings to Option Players** – At the beginning of the draft, the president, and another board member assign a draft round tryout rating to all option players. This rating shall be the average of manager and player agent scores for each option player, rounded down to the nearest whole number. (Example: A player with a cumulative score of 17 based on the ratings of five managers and one player agent would have a draft round tryout rating of 2.83 [ $17 \div 6 = 2.83$ ], which would be rounded down to draft round 2)
4. **Draft Procedures**
  - Each team's manager and one coach may be present at the draft.
  - Two-minute time limit per selection.
  - The draft order will be the reverse order of team finish in the previous regular season standings, with the last place team picking first in each round. Supplemental drafts will follow the same order.
  - Bonus Picks (Majors only) – Teams requiring eight (8) or more players in the draft will be allowed one (1) bonus pick at the completion of draft round four (4). Bonus picks will be against draft round five (5).
  - Supplemental Draft for 12-year-olds (Majors only) – A 12-year-old may be drafted in any round. Based upon the number of 12-year-olds who must be placed in Majors, the President will determine in which round the Supplemental Draft will begin. It is possible for this Supplemental Draft round to begin in the middle of a round.

5. **Modified Draft Procedures for Addition of New Major or Senior Team**
  - The new team will get the first overall pick in the draft.
  - After this first pick, every other team will get their first-round pick.
  - After the first round is complete, the new team will draft as many players as needed to have the same number of players as the team(s) with the least number of returning players.
  - All other draft procedures apply.
6. **Trading** – All trades must be finalized within ten minutes of completion of the draft, and prior to any players being notified as to which team they are on. ALL TRADES SHALL BE MADE THROUGH AND WITH THE APPROVAL OF THE PLAYER AGENT. The following restrictions apply:
  - Minor League players may not be traded for Major League players.
  - All trades must be player for player only. (**Example:** Two players from Team A could not be traded for one player on Team B.)
  - Trades involving a player for draft choices are not permitted.  
EXCEPTION: For justifiable reasons, and with Board of Directors approval, a manager may trade a player up to 14 days after the first scheduled game.
7. **All-Star Tournament Play** – A player must play 60 percent of the regular season games to be eligible for All-Star Tournament play.
8. **Assessments**
  - The player agent will furnish each manager with participant rosters for tryouts.
  - Managers and the player agent will evaluate and assign scores to players for fielding ground balls and fly balls, hitting, and running.
  - Before assessments, the league president and player agent will determine how many teams will be in each division based on the number of players in each year group.
  - Players who do not attend assessments will have their name drawn from a hat at the end of the draft and placed on a team.
9. **Modified Draft Procedures for Losing a Major or Senior Team**
  - Teams that have returning Coaches will be kept. The kids drafted in the draft the year before will stay on the teams they were drafted by.
  - Kids that were in majors but no longer have a team will be drafted in a special draft that takes place before the regular draft. All players that were on a Majors team the year before will stay in Majors.

**MINOR A** (league age 8, 9, 10, and 11) and **MINOR B** (league age 5, 6, 7, 8, and 9)

- **Parent Options** for Minor A and Minor B managers and coaches shall follow the rule used for the manager option in the Senior and Major leagues, as detailed in section 4.iii above. Options must be submitted to the player agent prior to the draft.
  - (Minor A) – The manager and one (1) coach may use the Parent Option.
  - (Minor B) – The manager and two (2) coaches may use the Parent Option.
  - Managers MUST draft Parent Option players in the draft round of their tryout rating.
- **Sibling Options** for Minor A and Minor B players shall follow the rules used for the Senior and Major leagues, as detailed in section 4.i and 4.ii above.

**1. Draft Procedures**

- Each team's manager and one coach may be present at the draft.
- Two-minute time limit per selection.
- The draft order will be drawn from a hat immediately prior to the draft and proceed in a serpentine order.
- Medical Releases will be provided to managers at the conclusion of the draft. No practices can be held without possession of player Medical Releases.
- Tryouts
- The player agent will furnish each manager with participant rosters for tryouts.
- Managers and the player agent will evaluate and assign scores to players for fielding ground balls and fly balls, hitting, and running.
- After tryouts, the league president and player agent will determine how many teams will be in each division based on the number of players in each year group and player abilities.
- Players who do not attend assessments will have their name drawn from a hat at the end of the draft and placed on a team.
- **Replacing Players** – Managers shall work with the player agent to replace players lost to injury, illness, relocation, call up to a higher level, or resignation.

## RELL Bylaws Minor A 2025

- **GENERAL INFORMATION**

- The goal is to prepare children for eventual selection to a major division team.
- Practices per week – maximum of three (3), not to exceed two (2) hours each.
- Make it fun.
- Keep it safe.

- **THE FIELD**

- No one except eligible players in uniform, a manager, and not more than two coaches (or approved adults) shall occupy the bench, dugout, or field of play.
- Parents and coaches must have a completed and approved Volunteer Form on file before they are allowed to help coaches or assist on the field or in dugout.
- Bat boys or bat girls are not permitted.

- **THE TEAMS**

- Each team shall play a minimum of two (2) games per week and a minimum of twelve (12) games per regular season.

- **THE GAME**

- Nine (9) players are required to play, eight (8) to finish the game.
- The game shall be forfeited if nine (9) players are not available 10 minutes after scheduled game start time. A practice game may be played with less than 9 or with borrowed eligible players.
- A regulation game shall be one hour and forty-five minutes. No full inning will start after that time. The inning in play shall be completed. If there is time (even 1 minute), then another inning will be played.
- The half-inning will end with the *first* of the following to occur: three defensive outs, maximum runs scored, or all batters in the lineup having batted once. For purposes of this rule, the maximum number of runs is either (1) for the team ahead, five runs in a half inning, or (2) for the team behind, an amount of runs to go ahead in that half inning by 3 runs.
- No mandatory ten (10) run mercy rule.
- No extra innings for tie games unless time is available.

- **THE PLAYERS**

- A continuous batting order is mandatory (round-robin).
- Players who arrive late shall be added to the end of the current lineup.
- Every player will participate for minimum six (6) defensive outs and bat at least one (1) time. If a player does not meet the minimum because of the time limit, that player will start the next game.
- A player may be entered and/or re-entered defensively in the game anytime provided he meets the requirements of mandatory play.
- If a player leaves the game due to injury, the team shall skip his at bat without penalty. If the player returns, he is inserted into his original spot in the batting order.

- All players must be on bench or in bullpen unless in the game or preparing for play.
- Casts may not be worn during the game.
- **THE MANAGER & COACHES**
  - One manager and two coaches per team maximum.
  - Two adult base coaches are permitted.
  - At least one adult manager or coach must always be in the dugout to maintain a controlled environment. Players may not stand on the bench, climb the fences, or hang from the ceiling.
  - Parents who are not coaches are not allowed in the dugout or playing field at any time during the game.
- **THE BATTER**
  - Only the first batter will be permitted outside dugout between half-innings.
  - On-deck position not permitted.
  - No player shall handle a bat unless it's their time at bat.
  - No player shall bat more than once per half-inning.
  - Bat shall be Little League USA approved only.
  - A batter is out when a third strike is caught or dropped. (Rule 6.05(b)(2))
- **THE RUNNER**
  - A runner may not advance to next base when the umpire has the ball, or when the pitcher has the ball while standing on the dirt of the mound.
  - The runner must slide or attempt to get around a fielder waiting to make tag with the ball.
  - If a runner fails to avoid the fielder who is attempting to field a batted ball, the runner is out.
  - Base runners may not leave base until the pitched ball reaches the plate.
  - No sliding headfirst, unless returning to base.
  - Stealing 2<sup>nd</sup> and 3<sup>rd</sup> shall be allowed.
  - Stealing home on caught or passed pitches is not allowed, however, once the catcher puts the ball in play runners may advance.
- **THE FIELDER**
  - If defensive player blocks base or baseline clearly without possession of ball, delayed dead ball for obstruction shall be called. Runner is safe.
- **THE PITCHER**
  - Players may not return to pitch once removed as pitcher. Fill out pitch count paperwork in snack bar. Max pitches per day (except to finish off batter)
  - Pitch limits are per Little League Rules.
  - Rest requirements are per Little League Rules
  - Pitching rubber at 46 feet.
  - No more than eight (8) warm-up pitches for pitcher at beginning of inning. A relief pitcher may have as many pitches as the umpire deems necessary.
  - A pitcher must be removed on second (2nd) manager visit of inning or third (3rd) manager visit of game.
  - Pitchers are not permitted to wear white, long-sleeved shirts.
  - A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A player who catches four (4) or more innings are not eligible to pitch remainder of day.

- **THE UMPIRE**
  - Umpire shall be provided for all regular season games behind the plate.
  - If a manager or coach is used as umpire the defensive team will provide umpire(s) and will stand behind the mound.
  
- **HOME TEAM RESPONSIBILITIES**
  - Must stripe the field and install the bases at the beginning of weeknight games and the first Saturday game.
  - Stripe as needed for the remainder of Saturday games.
  
- **VISITING TEAM RESPONSIBILITIES**
  - At the end of EACH game, a parent, coach or manager must drag the field. (Please do not allow players or kids to drag the field. Do not drag and end at the third or first base area, preferably end at the short stop area so that the first and third base area does not build up over time.)
  - At the end of the last game of the day, remove bases and install base plugs.
  
- **BOTH TEAMS**
  - Clean out their dugout at the completion of the game.
  - Clean up around their seating area.

## **RELL Bylaws Minor B 2025**

- **GENERAL INFORMATION**
  - The goal is to prepare children for eventual selection to a major division team.
  - Practices per week – maximum of two (2), not to exceed ninety (90) minutes each.
  - Make it fun.
  - Keep it safe.
  
- **THE FIELD**
  - No one except eligible players in uniform, a manager, and not more than two coaches (or approved adults) shall occupy the bench, dugout, or field of play.
  - Parents and coaches must have a completed Volunteer Form on file before they are allowed to help coaches or assist on the field.
  - Bat boys or bat girls are not permitted.
  
- **THE TEAMS**
  - Each team shall play a minimum of one (1) game per week and 8 (8) games per regular season.
  - A team shall not play in more than one game in a day.
  
- **THE GAME**
  - Eight (8) players are required to play. If ten players available, play 4 outfielders.
  - The game shall be forfeited if eight (8) players are not available 10 minutes after scheduled game start time. A practice game may be played with less than 8 or with borrowed eligible players.
  - A regulation game shall be 90 minutes. No full inning will start after that time. The inning in play shall be completed.
  - The half-inning will end with either three defensive outs, five runs scored, or all batters in the lineup having batted once.
  - No mandatory ten (10) run mercy rule.
  - A maximum length regulation game consists of 6 innings.
  - No extra innings for tie games unless time is available.
  - Minimum 5 balls available.
  
- **THE PLAYERS**
  - A continuous batting order is mandatory (round-robin).
  - Players who arrive late shall be added to the end of the current lineup.
  - Every player will participate for minimum six (6) defensive outs and bat at least one (1) time. If a player does not meet the minimum because of the time limit, that player will start the next game.
  - A player may be entered and/or re-entered defensively in the game anytime provided he meets the requirements of mandatory play.
  - If a player leaves the game due to injury, the team shall skip his at bat without penalty. If the player returns, he is inserted into his original spot in the batting order.
  - All players must be on bench or in bullpen unless in the game or preparing for play. No trips to the snack bar or food is permitted during the game.
  - Casts may not be worn during the game.

- THE MANAGER & COACHES
  - One manager and up to three coaches per team maximum.
  - Two adult base coaches are permitted.
  - At least one adult manager or coach must always be in the dugout to maintain a controlled environment. Players may not stand on the bench, climb the fences, or hang from the ceiling.
  - Parents who are not coaches are not allowed in the dugout or playing field at any time during the game.
  - A manager or coach may be on the field for instructional purposes during play.
  - May strategize joint practices with other RELL teams.
  - A coach from the defensive team shall position himself or herself behind the catcher. This coach shall retrieve all pitches from the catcher, holding the balls until the coach operating the machine is out of balls at the mound. The coach should then transfer the collected balls from behind the plate to give to the coach operating the pitching machine. The purpose of this rule is to speed up the pace of play.
  
- THE BATTER
  - Only the first batter will be permitted outside dugout between half-innings.
  - On-deck position not permitted.
  - No player shall handle a bat unless it's their time at bat.
  - No player shall bat more than once per half-inning.
  - Bat shall be Little League USA approved only.
  
- THE RUNNER
  - A runner may not advance to next base when the umpire has the ball, or when the pitcher has the ball while standing on the dirt of the mound.
  - The runner must slide or attempt to get around a fielder waiting to make a tag.
  - If a runner fails to avoid the fielder who is attempting to field a batted ball, the runner is out.
  - Base runners may not leave base until the pitched ball reaches the plate.
  - No sliding headfirst, unless returning to base.
  - Stealing is not permitted.
  - No advancing on an infield throw resulting in an error; however, the runner may continue to run until the ball is thrown into the infield and controlled by an infielder.
  
- THE FIELDER
  - If defensive player blocks base or baseline clearly without possession of ball, delayed dead ball for obstruction shall be called. Runner is safe.
  
- THE PITCHING MACHINE
  - The pitching machine shall be used all season.
  - Five (5) hit-able pitches per batter – no walks or called strikes (batter must swing).
  - No strikeout on foul ball.
  - The machine loader shall be the coach or umpire.
  - The pitcher player shall be positioned to the left or right of the pitching machine.
  
- THE UMPIRE
  - Manager or coach umpires his own pitchers.
  
- LIVE BALL
  - If a batted, pitched, or thrown ball hits the pitching machine, the ball is alive and in play.



- HOME TEAM RESPONSIBILITIES
  - Must stripe the field and install the bases at the beginning of weeknight games and the first Saturday game.
  - Stripe as needed for the remainder of Saturday games.
  
- VISITING TEAM RESPONSIBILITIES
  - At the end of EACH game, a parent, coach or manager must drag the field. (Please do not allow players or kids to drag the field. Do not drag and end at the third or first base area, preferably end at the short stop area so that the first and third base area does not build up over time.)
  - At the end of the last game of the day, remove bases and install base plugs.
  
- BOTH TEAMS
  - Clean out their dugout and bleacher area at the completion of the game.