

Midland Northeast Little League Bylaws

Midland Northeast Little League Bylaws Midland Michigan

Little League Baseball® Incorporated Charter #1220110
Employer Identification Number 38-2237641
Established in 1950

Last Revised: September 11, 2024

Midland Northeast Little League Bylaws

1.0 Introduction

Midland Northeast Little League (NELL) is a chartered member of Little League® Baseball, Incorporated and operates under Federal Group Tax Exemption Number 3158 as described in Section 501(c)(3) of the Internal Revenue Service Code. Annually, NELL submits a 990-EZ "Return of Organization Exempt From Income Tax" under employer identification number 38-2237641.

NELL's Charter No# is 1220110. The first year 1220110 chartered was 1950 under the name Midland Little Leaguer's Baseball Association. In 1951 the league changed the charter name to Circle Merchants Little League. In 1969 the league changed its name to Circle Merchants East and in 1971 adopted our current name, Midland Northeast Little League. Our charter mission has been to promote, develop, supervise, and voluntarily assist the youth of Midland interested in participating in Little League Baseball play.

NELL is an organization that is designed more to build good citizens who adopt the virtues of sportsmanship and teamwork than developing baseball players. Baseball is our game but preparing our daughters and sons to be tomorrow's leaders and good citizens is our primary objective. We recognize that our league host approximately 350 Midland children. Through the example and guidance of our volunteers, all our children have fun playing the game we love while learning virtues that will help them as they grow.

NELL relies on devoted adult volunteers to ensure that our organization remains structured and runs smoothly. Our volunteers are the cornerstone of our league's longevity. NELL volunteers maintain our playing fields so we can provide a safe and fun baseball experience for the children in our program.

2.0 Board of Directors

The NELL Board of Directors responsibilities are defined on the Little League Baseball web site. The board includes the following volunteer positions:

- President
- General Manager
- Vice President - Baseball Operations
- Vice President – Minor AA & AAA Leagues
- Vice President – Coach Pitch League
- Vice President - Junior and Senior Leagues
- Treasurer
- Safety Officer
- Umpire in Chief
- Player Agent – CP, AA, AAA, Major, Junior, Senior Leagues
- Equipment Manager
- Secretary
- Communications Officer
- Major League Managers

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3.0 NELL Action Time-line

The table below outlines the general actions necessary to plan and execute each season.

Due Date	Action Items	Responsible
15-Dec	Annually complete and submit NELL's Charter to Little League Baseball, Inc.	President
7-Jan	Schedule initial board meeting	President
15-Jan	Prep NELL database for registration. Review and extract 13 yr olds for Juniors	Player Agent
15-Jan	Loon Grant Application	President
15-Jan	Set Registration Dates. Coordinate with FNWLL	President
15-Jan	Registrations - enable plan	President
15-Jan	Prepare IRS Tax Return	Treasurer
15-Jan	Submit Charity Solicitation License – Renewal	Treasurer
15-Jan	Update Facebook communications	Communications
30-Jan	Establish Fund Raiser Plan	Secretary
30-Jan	Registration Ads: Newspaper (include FNWLL) MCTV - submit notice (include STLL, WTLL and FNWLL)	Secretary
1-Feb	Update website with registration information	Secretary
15-Feb	Communicate with League Sponsors	President
15-Feb	Email league - enable registration	Player Agent
15-Feb	Establish evaluation location	Major VP
15-Feb	Open registration - schedule volunteers	President
15-Feb	Send letter to sponsors requesting continued support	President
1-Mar	Establish AA Managers	Minor VP
1-Mar	Establish AAA Manager	Minor VP
1-Mar	Fill any open board positions	President
7-Mar	Assess registration process progress.	Player Agent
15-Mar	Minor and Major Evaluations	Major VP
15-Mar	Coordinate Evaluation Communications: - Minor VP calls minor prospects - Major VP calls AAA/Major prospects - Post evaluation dates on website - PA emails prospects with email address in db	Player Agent
15-Mar	Coordinate Fund Raiser Meeting	Secretary
15-Mar	Pre-season special game schedule	Major VP
15-Mar	Pre-season special game request to districts	President
15-Mar	Coordinate Coach Pitch Leagues	CP VP
20-Mar	Execute Evaluations	Major VP
20-Mar	Major practice schedule	Major VP
20-Mar	Tag Night preparation	Major VP

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Due Date	Action Items	Responsible
20-Mar	Concession stand -schedule inspection and develop plan to stock and run for the season	Concessions Auxiliary
20-Mar	Player Agent collects mail-out returns and uses the excel file to mark payment	Player Agent
20-Mar	Coordinate Draft Major players	Major VP
20-Mar	Coordinate Draft Minor players	Minor VP
20-Mar	Coordinate AAA evaluations and draft	Minor VP
1-Apr	Coordinate Tag Night – Second Tuesday in April w/FNWLL	Major VP
1-Apr	Minor/AAA practice schedule	Minor VP
15-Apr	Distribute Larkin Bathroom keys to Coach Pitch	Equipment
15-Apr	Umpire Clinic	Chief Umpire
15-Apr	Manager, Coach, Umpire Safety Clinic (ASAP)	Safety Coord
20-Apr	Major game schedule	Major VP
20-Apr	AAA game schedule: coordinate with FNWLL	AAA VP
20-Apr	Minor game schedule	Minor VP
20-Apr	NELL Season Opener	President
20-Apr	Umpire Schedule	Chief Umpire
1-May	Complete child protection background checks	President
1-May	Waivers for players outside boundaries	President
1-May	Upload league player data in Little League® International	Player Agent
1-May	Player Fee to District - \$1.50/player	Treasurer
15-May	City tournament medals	Maj/Min VP
15-May	Weekend tournament team coordination	Maj/Min VP
1-Jun	Access Little League Online - Data Center and update data.	President
1-Jun	Coordinate end of the year city tournament	Major VP
1-Jun	Sandlot: ID coordinator, meet with STLL, WTLL, FNW to plan season. Ensure registration plan is in place.	President
15-Jun	Draft District Teams	Player Agent
30-Aug	Pay Sandlot Umpires	Treasurer
30-Aug	Sponsor donation receipts, plaque and thank you notes distribution	FO
30-Aug	Recognition - Umpires	President
30-Aug	Recognition	President
30-Sep	End of financial year: initiate book closing activities	Treasurer
1-Oct	Submit LARA application to State	Treasurer
15-Oct	League Little Annual Report	Treasurer
1-Nov	Draft financial report spreadsheet	Treasurer
1-Dec	Finalize financial report spreadsheet	Treasurer
15-Dec	Complete charter: NELL boundary population about 16000	President

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4.0 ASAP Program

NELL Safety Officer will maintain ASAP (A Safety Action Plan) and submit required information to Little League Baseball® annually. This submittal will include required information on all baseball fields NELL utilizes.

5.0 Northeast Little League Code of Conduct

NELL provides an opportunity for our kids to learn a little about the great game of baseball and to learn good sportsmanship and teamwork. For our kids to learn good sportsmanship, they must see adults displaying these behaviors. Managers, coaches, parents and teammates all have a tremendous influence on players. It is an expectation of all players, coaches, managers, umpires, parents and fans participating in NELL baseball that they will conduct themselves in a positive manner and promote good sportsmanship.

AA and AAA League umpires are young teenagers. They are learning and developing along with the players. Umpires will not be bullied or harassed by players, coaches or parents. All umpire decisions are final.

Disagreements between managers or coaches shall be resolved off the field after the game in a respectful, good sportsmanship manner. Any disagreement where a solution cannot be agreed upon shall be taken to the NELL AA/AAA League VP.

Managers shall meet with the umpires before the game to exchange batting line-ups, discuss any special situations, and any other topic that will help promote a positive game experience.

NELL Code of Conduct expectations include but not limited to:

1. Treat all players, coaches, managers, umpires, parents and fans with respect.
2. After a game, team's shall clean there dugout.
3. Expressing any disagreement with "ball" and "strike" calls by managers, coaches, parents or players is strictly prohibited.
4. Expressing any disagreement with manager game time decisions, player field execution, umpire decisions are strictly prohibited.

Managers are responsible for quickly addressing and controlling any unacceptable behavior displayed by players, coaches, parents or fans. Umpires are instructed to report all unacceptable situations to the NELL Umpire-in-Chief, who shall report it to the NELL VP and NELL President.

6.0 Playing Rules

6.1 Preamble

The rules and regulations of the rule book for Little League Baseball and the Little League Operating Manual shall be strictly adhered to during NELL play. The requirements below are provided to establish additional guidelines, procedures, and ground rules in compliance with Little League's. The guidelines, procedures, and ground rules do not contradict Little League Baseball® playing rules or Operating Manual requirements. The NELL Board of Directors & Executive Committee reserve the right to adjust, modify or append these by-laws to provide the

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most robust, beneficial & positive experience for all participants based on number of players in the league.

6.2 Evaluation Process

Evaluations will be scheduled for each eligible player grouped according to age in March of the playing year. The evaluation shall be observed by managers and/or coaches from each team for that respective age group. Players must compete in the tryouts in order to be eligible for the major league draft. Exceptions to this are permissible only if:

1. The candidate player has a valid excuse such as illness or family commitment,
2. The Northeast Little League Board of Directors approves the exception, and
3. Each major league manager or coach has had sufficient opportunity to judge the players potential prior to the major league draft.

6.3 Draft Order

For Major League play, the team draft order is the reverse of the final team standing from the preceding regular season in accordance with the Little League Operating Manual. Team with highest winning percentage drafts last, tournament games do not count. The tiebreaker rule for determining the league representative to the city tournament shall be applied to all ties to determine the final league standings for the purposes of the draft. Final draft standings will be determined by head to head record versus NELL teams only.

For AA and AAA play, the draft order will be determined by a random draw.

6.4 Player Options

Option procedures shall follow the Little League Operating Manual. The exception to the Manual is that the coach option will count as a 3rd round selection regardless of player age. If a player is to be taken as an option, the option should be declared at the start of the draft and entered into the appropriate box on the teams draft roster. Similarly, if a sibling option develops during the draft, the option should be taken immediately if it is to be used. To qualify for the "established coach" option, the coach must have been listed on the team's roster for the preceding season, and must have actively coached the team in the preceding season, and must have coached in the league (at any level) for the past two seasons.

6.5 Nine Year Olds

Nine year olds (LL age 9) will be allowed to participate in the Majors division if the following criteria are met:

1. The player has participated in evaluations and is deemed able to contribute on a Majors team by the evaluation committee,
2. All other eligible and appropriate 11 and 10-year-old players have been selected and placed on a team and,
3. 9-year old players are not eligible for first or second round draft pick in Majors.

6.6 12 Year Olds

All 12 year olds will play in the majors unless there is a safety concern. Each team can only carry eight 12 year olds. All players of Little League age 12 shall be selected to a major team. Exception, if after tryouts the Major Team Managers and the League Board of Directors determines that there is sufficient concerns about a player's safety due to playing ability, NELL will consult with the player's parents and submit a waiver to Little League Baseball allowing play at the AAA level.

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6.7 Procedure for Placing all 12 year olds

The total number of 12 year olds determined by the Player Agent to be eligible for the majors, including returning major league players, divided by the number of major league teams will establish an average number of 12 year olds per team. That number rounded down will determine the minimum number of 12 year olds each team **must** carry.

The minimum number of required 12 year olds will be provisionally increased by one 12 year old each for the last team(s) in the draft order to accommodate the extra players.

During the draft, any other team (a team only required to take the minimum calculated above, may draft one 12 year old player above the minimum as long as “extra” players are available. If this occurs, the provisional requirement that the last team(s) in the draft order carry an extra 12 year old(s) is canceled.

6.8 Draft Procedure

The draft procedure will follow the Little League operating manual (Appendix A). Each team will draft players until the roster requirement is met. There will be no over-drafting and cutting of players.

The exception for Majors is that returning players will be placed from the middle of the draft. The spots will be filled from middle spot and the second player will be placed in the lower draft spot. An example is shown below. This method provides the best balance to make sure teams have equivalent talent available at each pick regardless of the number of players returning from their team.

Round	Team 1	Age	Team 2	Age	Team 3	Age	Team 4	Age	Team 5	Age	Team 6	Age
1												
2												
3	Returning Player 7				Returning Player 7				Returning Player 7			
4	Returning Player 5		Returning Player 5		Returning Player 5		Returning Player 5		Returning Player 5		Returning Player 5	
5	Returning Player 3		Returning Player 3		Returning Player 3		Returning Player 3		Returning Player 3		Returning Player 3	
6	Returning Player 1		Returning Player 1		Returning Player 1		Returning Player 1		Returning Player 1		Returning Player 1	
7	Returning Player 2		Returning Player 2		Returning Player 2		Returning Player 2		Returning Player 2		Returning Player 2	
8	Returning Player 4		Returning Player 4		Returning Player 4		Returning Player 4		Returning Player 4		Returning Player 4	
9	Returning Player 6		Returning Player 6		Returning Player 6		Returning Player 6		Returning Player 6		Returning Player 6	
10												
11												
Manager												
Number of 12's		0		0		0		0		0		0
12's Required/Allowed												

6.9 In-Season Player Replacement

If a player is lost because he quits, leaves town, or is injured and is out for at least 3 weeks, they may be replaced within two weeks (14 days). An injured player out for the season may remain on the roster of the team for the next year if his age permits. A replacement player from the AAA will enter the draft pool the following year. When an injured player returns, the replacement player may stay on the Major team or re-join their previous AAA team. Prior to joining a Major League team, the Player Agent and manager of the Major team seeking replacement relief must meet with the player and his parents and communicate provisions outlined in this paragraph.

Only players who are participating in the AAA League program are eligible to be selected as a replacement player.

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6.10 Determining a Rainout

The Major League Vice President and General Manager are responsible for determining rainouts prior to the start of the game. The adult home plate umpire is responsible for calling the game once it has begun. Once games are suspended the suspension applies to all games.

Rainouts should be scheduled to be made up as soon as possible. Regular season games are not scheduled on Friday to accommodate rainout make-ups. If teams have multiple rainouts, they do not have to be played in the order they occurred.

6.11 Field Preparation

The home team is responsible for marking the foul lines and preparing the field for play. In event of major field work requirements such as after a rain storm, the visiting team should assist. Standing water must be carefully "bailed" and dumped off the field of play. It is best to do this with a minimum amount of disturbance to the ground. Do not rake the ground until all standing water is removed. Never sweep mud and water into the grass areas. This builds a hump in the grass, leaves a depression in the already lowest areas, and results in permanent damage to the field which necessitates reconstruction at significant effort and expense.

6.12 Dugouts

The dugout assignments below allow the easiest access to equipment for the home team.

Wilson and Griggs Fields - home team occupies the third base dugout, visiting team occupies the first base dugout.

Fields 3 and 4 - home team occupies the first base dugout, visiting team occupies the third base dugout.

6.13 Pre-Game Practice

Home team has the field until 5:45 (for a 6:00 game, or until 15 minutes before the game for other starting times), visiting team has the field until 5:55, and the games start promptly at 6:00. When one team has the field, the other team should not interfere by practicing on the outfield, etc.

6.14 Baseballs

Home team shall provide two new baseballs.

6.15 Field Umpire

NELL will provide one umpire per game. If possible two will be utilized. A parent can assist the home plate umpire in the field if/when possible or needed. NELL will schedule AA, AAA, and Major game umpires. AA and AAA must have one umpire.

6.16 Major Fields Ground Rules

6.16.1 Concrete pads at dugout entrances

The concrete pad area located at the field entrance to the dugout is "out of play". Balls reaching the concrete pad are "out of play" and the umpire shall make the appropriate judgment on the advance of base runners. The Little League Rule Book describes the advance of the runners for out-of-play situations.

6.16.2 Coaches Participation on the field

Players only should participate on the field after the start of the game.

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6.16.3 Dugouts

Only the players, the manager, and qualified assistants are permitted in the dugout during the game.

6.16.4 On-deck Batters

On-deck batters may not take practice swings. Only the batter, when in the home plate area, may take practice, warm-up swings.

6.17 Regular Season Play - Schedule Plan

The regular season schedule shall be determined by the Major League VP. The schedule must provide for not less than 12 games per team per regular season, exclusive of playoff and tournament games, and should provide for not less than two games per week.

The schedule will be constructed, as much as possible, to avoid conflicts with major school events. In the event of school conflicts which cause a team to be unable to field sufficient players, the games will be rescheduled similar to rained out games.

No regular season games will be scheduled on Friday.

First place ties will not be played off in Northeast Little League - Majors, and tied teams after all regularly scheduled games are played (including make-up games) shall be equally considered as league co-champions. However, a tiebreaker procedure has been established to determine seeding for the post season city tournaments and during draft order. The following assessment shall be completed in order.

The process to assessing a tie is as follows:

1. If two teams are tied, use head to head win-loss record.
2. If the two teams split the games on win-loss record, the decision will be based on net runs from the head to head games, with a maximum net runs of ten per game.
3. If the teams are still tied after evaluation of net runs, a coin flip will determine the team to be designated higher in the standings.
4. If more than two teams are tied, use head to head win-loss between the tied teams.
5. If a determination cannot be made using the head to head win-loss record, the decision will be based on net runs from head to head games, with a maximum net runs of ten per game.
6. If net runs do not decide team standings for teams which were still tied and head to head will not further decide team standings, then a coin flip shall determine team standings.

6.18 City Tournament

The city tournament occurs at the end of the regular season. Participants include regular season teams from NELL, FNWLL, and Bullock Creek.

6.18.1 Schedule

The Major League VP will work with participating Midland area Little Leagues to determine a schedule.

6.18.2 Special Rules

This tournament shall be considered to be "practice games". They will not count on the regular season record of the teams. All standard Little League game rules will apply.

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7.0 District Tournament Team Process

In 2023 LLI mandated that a Majors (12-year-old) team must have no less than 12 players on its roster. The team should be made up of the best, eligible players in the league regardless of All Star age (9-12). Therefore, NELL will follow the following All Star team selection process:

1. Draft a minimum of 12 players to the 12-year-old team regardless of baseball age.
2. Draft the 11-year-old team with remaining eligible, appropriate players (12 players recommended, 10 or less not advised).
3. Draft the 10-year-old team with the remaining eligible, appropriate players (12 players recommended, 10 or less not advised).

7.1 10-11-12 Year Old Team Player Selection

Selection of players will be done by a nomination and election process, where each team manager has equal input. Although 10- and 11-year-olds are eligible for this tournament, it is strongly recommended that 12-year-olds be given significant preference for this once in a lifetime experience. Eleven year olds may be selected if they are truly outstanding, particularly at skilled positions such as pitching, and would be expected to have a significant impact on the tournament team's outcome. They should not be selected just to "gain the experience", thereby preventing a twelve year old of participating.

The selection process will be as follows:

1. A closed meeting will be scheduled approximately 1 week before Little League permits the players to be notified, attended by the following people: Each of the team managers, the player agent, and the League President or their designated alternates in their absence.
2. At the meeting each team manager will nominate as many players need to up to 5, giving a brief description of why those players should be on the tournament team. Nominations may include players from other teams. The player agent will post a list of the nominated players. If players are known in advance to be totally unavailable for the Tournament Team, they should not be nominated. If they are partially available (for example, would miss some practices or even a few games due to irresolvable conflicts) these players should be considered.
3. Each manager will submit a secret ballot but is not permitted to vote for any player from his team. The Player Agent and the President will collect and tally the results.
4. All players receiving at least 4 votes will be placed on the Tournament Team roster.
5. If the result of the vote is that less than 12 players are elected, the elected players would be crossed of the list of candidates and additional votes taken to elect more players from those remaining on the list until 12 are elected. In these subsequent ballots the number of votes each manager has will depend on the number of additional players needed to bring the total to twelve according to the following table:

Number of additional players needed	Votes per Manager
12	8
11	7
10	7
9	6
8	5
7	5

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6	4
5	3
4	3
3	2
2	2
1	1

If an impasse is reached as shown by no players receiving at least 4 votes on a ballot, the players receiving the most votes will be placed on the team to bring the total to 12 players. If a tie exists that prevents the final candidate to be identified, a vote will be taken to resolve the tie. In this tiebreaking vote, each manager will have the number of votes shown in the table above appropriate for the number of players needed to bring the total to 12, and only those players tied for the final position will be considered. If this does not resolve the tie, a coin flip will decide.

The team manager will make the remaining selections (the team roster may contain up to 14 players), including replacements for players elected who are subsequently found to not be available. These selections are to be made only from the list of nominated 12 year old players who received votes, with some consideration of the number of votes received in the balloting.

The proceedings of this meeting are confidential. The election process must be overseen by the league president and player agent. It is imperative the process is conducted with the utmost integrity.

7.2 Selection of the team manager

The manager from the team winning the league championship, or co-championship with their team winning the tie-breaker, will be offered the opportunity to manage the 12 year old tournament team. If he or she declines, managers of the other teams would be offered the opportunity in order of the position their team finished in the regular season standings.

7.3 Selection of coaches

The manager may select two coaches. The coaches must have been listed as manager or coach on the NELL league team rosters submitted to Little League at the start of the season to be eligible. It is highly recommended that consideration be given to other managers or coaches from other teams to maximize the diversity of experience, and to promote good will in the league.

7.4 9-10-11 Year Old Team Player Selection

If only one 11-year-old all-star team is entered into the tournament the selection process shall be identical to the 11/12-year-old "Little League" all-star team above.

If more than one team is entered, the players for the "first" team shall be elected as above, with players for the second team selected from the remaining 11 year old major or AAA league players using a second nomination and election process as used for the first team. If less than enough 11 year old major league players are available for this team no election is needed and all of these players will be placed on this team. The additional players needed to complete this team will be selected from the minor league program (currently AAA League). The AAA League Vice President will develop a process to select these additional players.

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7.5 8-9-10 Year Old Team Player Selection

Ten-year-olds playing in Majors should be given special consideration for the 8, 9, & 10 Tournament Team. The ten-year-olds playing in the major leagues should be discreetly surveyed to determine their availability for the 8-, 9-, and 10-year-old tournament

If more Major League players of age 10 are available than positions on the team(s), an election process as specified above for 10-11-12 yr olds (Section 7.1) shall be followed.

All appropriate eight, nine, and ten-year-old players will be eligible from the minor league teams (AA and AAA) to develop the 8, 9, & 10 Tournament Team. The Minor League Vice President & All-Star Managers will develop a process to select these players.

An 8, 9, & 10 "B" team may be developed based on participation and NELL needs to give more players an opportunity to play Tournament ball.

7.6 8/9/10 & 9/10/11 Selection of Team Manager

After the 12 year old tournament team manager has been selected, the 8/9/10 and 9/10/11 year old team manager jobs will be offered to managers in the order their team finished in the standings. In the event no major league managers accept the job, the Board of Directors will select a manager from available major league coaches or minor league managers or coaches.

The team manager will select two eligible coaches from available major league coaches or minor league managers and coaches. The Board of Directors should be consulted, and may over-rule the coach's selection.

8.0 AAA League Rules

NELL AAA League will adhere to the Little League Baseball® Official Regulations and Playing Rules, with the following additional requirements:

1. The strike zone should be enlarged to reflect pitching ability at this level and to encourage hitters to swing. The enlarged strike zone should be from the armpits to the knees and one ball's width to the inside and outside of the plate.
2. A game will consist of 6 innings (or 5 ½ if home team is ahead going into bottom of the 6th). No new inning may begin after two hours from the start of the game. If the game is tied and has met the time limit the game shall be considered a tie game. Players are encouraged to hustle in and out to keep the game moving and to avoid time limit restrictions. (The 10-run mercy rule after 4 innings is in effect for AAA games.)
3. The AAA League will use a continuous batting order in which all present players bat. Free substitution is allowed. A defensive player must not sit more than 2 innings per game (play 4 innings in a 6 inning regulation game)
4. The AAA games will not implement the dropped third strike rule which has been added to the Major Little League rules.
5. There is a 5-run limit per half-inning, unless a team is trailing by 5 or more runs in the 6th inning. See 6th inning exception below
An offensive team's half-inning can end in one of two ways:
 - a. Three outs are recorded, or
 - b. 5 runs are scored by the offensive team unless trailing by 5 or more runs in the 6th inning.

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6th inning exception: If a team is trailing by 5 or more runs they may score more than 5 runs in the 6th inning with a maximum allowed to be 1 more run than the other team.

Scenario 1: The visiting team is trailing 7 – 1 going into the top of the 6th. The visiting team may score a total of 7 runs to take an 8 – 7 lead. At that point the home team will have the opportunity in the bottom of the 6th to tie or win the game.

Scenario 2: The visiting team is trailing 5 – 2 going into the top of the 6th. The visiting team may score a maximum of 5 runs as per the 5-run limit rule to take a 7 – 5 lead. The home team will then have the opportunity in the bottom of the 6th to tie or win the game.

Scenario 3: The home team is trailing 7 – 1 going into the bottom of the 6th. The home team may score a maximum of 7 runs which would give them an 8 – 7 win and completing the game

Both managers should review these rules with the umpires before each game, as needed. A quality discussion between managers and umpires is one of the most important things to ensure the game goes well. If problems develop, please have another conversation involving both managers and umpires.

Remember, managers and coaches are responsible for managing your behavior as well as that of your team so Little League baseball is a positive experience for everyone – players, coaches, umpires, parents and spectators.

9.0 AA League Rules

NELL AA League will adhere to the Little League Baseball® Official Regulations and Playing Rules, with the following additional requirements:

1. No player shall miss more than two consecutive innings in the field.
2. Four outfielders can be used. All outfielders must play on the outfield grass. Each team must field a minimum of eight players to play a game. If a team does not have at least ten players present for a game, it will field as many as possible. The other team will still be permitted to play its full complement of ten defensive players.
3. If a team has less than eight players available for a game, that team's manager may call the manager of the other team at least 24 hours in advance to reschedule the game. If any conflict occurs with the rescheduled date (i.e. rain), the manager who accepted the initial request to reschedule may choose to not reschedule a second time. The game will then be recognized as a forfeit by the team that could not field a full line-up on the originally scheduled date.
4. Games are six innings, except no new inning may start after two hours. There is no ten-run rule in AA ball.
5. No 12-year old may pitch in AA unless approved by the Board of Directors.
6. There are no walks in the AA League. If the pitcher throws four "balls" to the batter, a coach for the team at bat will then pitch to the batter until he/she strikes out, is put out or reaches base. If a player is hit by pitch from a kid pitcher, he/she may either take their base or elect to continue hitting with the coach pitching.

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7. Stealing is permitted only on a passed ball or wild pitch that reaches the backstop and only for second or third base. A runner may not steal home. No stealing is permitted when a coach pitches to a batter.
8. All runners may advance only one base (maximum) on an overthrow to any base. A pitched ball that reaches the backstop is NOT considered an overthrow. If the catcher decides to attempt to throw out the runner and the throw gets by the fielder the runner may advance to the next base at the player's risk.
9. Catchers: In addition to wearing a helmet with face mask and throat protector, a chest protector, shin guards and a cup, catchers must only use a catcher's mitt. Other gloves are not permitted.
10. The infield fly rule shall be enforced according to the judgment of the umpire. An infield fly is a fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort when first and second or first, second and third bases are occupied before two are out. Once the ball is hit, it is the umpire's call, and only the umpire's call, if the infield fly rule will apply. There will be no adjustments made after the fact.
11. The continuous batting order will be used for all AA League games. An offensive team's half-inning can end in one of two ways:
 - a. Three outs are recorded, or
 - b. Five runs have scored (Exception: If a team is trailing by 5 or more runs in the 6th inning see 6th inning exception below)

6th inning exception: If a team is trailing by 5 or more runs they may score more than 5 runs in the 6th inning with a maximum allowed to be 1 more run than the other team.

Scenario 1: The visiting team is trailing 7 – 1 going into the top of the 6th. The visiting team may score a total of 7 runs to take an 8 – 7 lead. At that point the home team will have the opportunity in the bottom of the 6th to tie or win the game.

Scenario 2: The visiting team is trailing 5 – 2 going into the top of the 6th. The visiting team may score a maximum of 5 runs as per the 5-run limit rule to take a 7 – 5 lead. The home team will then have the opportunity in the bottom of the 6th to tie or win the game.

Scenario 3: The home team is trailing 7 – 1 going into the bottom of the 6th. The home team may score a maximum of 7 runs which would give them an 8 – 7 win and completing the game.

10.0 Coach Pitch 1 and 2 League Rules

NELL Coach Pitch League will adhere to the Little League Baseball® Official Regulations and Playing Rules, with the following additional requirements:

NELL Coach Pitch 1 (age 4, 5, & 6 year olds)

The pace of the game is dictated by the organization and speed of the coaches getting players set in position and moving through batters; the players will get bored if the pace becomes slow; keep the game moving. Games should be complete in 1 hour.

1. Every player plays in the field – no one sits the bench.
2. The player playing the defensive pitcher positions (fielding for the coach pitching) shall wear a batting helmet.

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3. A catcher is not used; a coach/parent fills that role standing by the backstop to return balls. The pitcher should cover home on any plays.
4. Runners should advance only one base at a time regardless of how far the ball is hit or how slow the fielding team is to return the ball (see only exception below for last batter).
5. Every player bats in an inning; the last batter runs all of the bases (bases are cleared).
6. There are no strikeouts.
7. An out is an out. If a player is called "out" on the field, they go sit on the bench.
8. Games are comprised of 3 innings (each team gets to bat 3 times). More innings may be played if time permits.
9. Each player will get a maximum of 6 pitches and then a batting tee MUST be used to keep the pace of the game going. It is at the coach's discretion to use a tee earlier than 6 pitches for the benefit of the player. The intent should be to strive to get the player to hit a pitched ball but it should not create emotional distress for the player.
10. When your team is out in the field, several coaches \ assistants are allowed on the field to help provide instruction.
11. Rainouts and make-ups should be agreed upon by both coaches. Every effort should be made to make-up any rainouts.
12. Only league approved soft-tee balls may be used. A hard baseball shall not be used during games or practices.
13. Each team must have a bench parent at all games. Players may not swing bats anywhere except at bat.
14. Any sight of lightning ends the game. Either call the game complete or reschedule.
15. Bases are 45 – 50 feet apart.
16. The coach delivering pitches can stand at any distance necessary for best chance of player hitting.

NELL Coach Pitch 2 (age 6, 7, & 8 year olds)

The playing rules for Coach Pitch 2 are the same as Coach Pitch 1 except in Coach Pitch 2 players are introduced to the catcher position. In Coach Pitch 2 a player catches. Coaches shall pay special attention to the player catching. It is imperative the catcher wears the catching head gear while a batter is in position. If the catcher needs to remove the head gear for any reason, the batter shall return to his bench until play resumes.

The player catching must wear all catching protective gear while catching. An adult shall stand 10 feet behind the catcher. The primary responsibility of this adult is to supervise the player catching. This adult should make sure the catcher is positioned correctly so not to interfere with the batter and help remind the catcher to be ready for each pitched ball. To facilitate speed of play, the adult will help retrieve past balls.

11.0 Financial Discipline and Accounts

The NELL Treasurer is responsible for keeping a balance sheet of all income and expenses. This balance sheet shall be provided to NELL's tax consultant retained to complete 501(c)(3) tax returns.

NELL will maintain accounts at Member First Credit Union in Midland, Michigan. The accounts will include a general account, a maintenance account, and a concession stand account.

The NELL President, General Manager, and Treasurer may approve discretionary spending if the sum is less than \$500. Expenditures that are greater than this amount will require board approval.

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12.0 Bylaw Modifications

Proposed modifications to the bylaws will be submitted to the Secretary for distribution to the board members. A majority vote from the board members is required to approve changes to the bylaws.

It is strongly recommended that proposed modifications are circulated to board members prior to the vote to collect feedback and suggestions prior to submission for the vote.

12.1 Board Voting

Any item requiring board approval can be voted on at either a board meeting or through email. In either case, the majority of board members must vote in favor of the motion for it to be approved.

13. District 1 Approved Weekend Tournaments

Starting either the last weekend in May or first weekend in June, Little Leagues in District 1 begin hosting weekend tournaments. These tournaments are an excellent opportunity for all players 8-12 yrs old to play extra baseball and experience a tournament setting (6 and 7 yr olds playing AA are eligible to play). The age groups for these tournaments are typically broken into the following – 8 yr old, 9 yr old, Minors (9/10 yr olds), and Majors (11/12 yr olds). There can be exceptions to the specific age.

13.1 Tournament Selection

The leagues in the district will begin announcing available tournaments in January. The Majors VP and Player Agent will work together to decide which tournaments to attend. This decision should be made to minimize travel while still providing the best competition. It is strongly encouraged to speak with the Majors managers for input as the tournaments hosted after the all-star selection will be filled by all-star teams.

13.2 Tournament Selection

For tournaments that take place before all-star selection, all players in the eligible age bracket will be invited to participate. An email should be sent out to all eligible players in early May asking for a commitment to participate in each of the selected tournaments. Players from Majors will be given higher priority than AAA and players from AA will not be invited to play in Minors (9/10 yr old) tournaments. Also, coach pitch players are not invited to participate in these weekend tournaments, but 7 yr olds who participated in AA during the regular season will be invited to play in the 8 yr old tournaments. An exception can be made to these guidelines if adding a player is necessary to field a complete team but care must be taken to make sure that safety of the player is the priority.

These teams will be selected to give every player interested a chance to participate in at least one tournament. In cases where more than one team will be entered into a tournament, the teams should be balanced as much as possible.

For tournaments that take place after all-star teams are selected, the all-star coach can elect to take the selected team to that tournament. Other players can be invited by the coach to participate if needed to fill the team. The team is not allowed to wear the all-star team uniforms.

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13.3 Tournament Fees

The cost of the weekend tournaments is the responsibility of the individual players. NELL does not pay for these weekend tournaments which includes those that take place after all-star selection. The exception is that NELL does pay the entry fee for all-star teams to the Little League district tournaments and beyond.

14.0 By-laws