## 2015 By-Laws of the Blackfoot Little League Association

## Mission Statement:

Our mission is to promote the great sport of baseball by encouraging youth participation and teaching fair play, good sportsmanship, team interaction and adult-youth interaction through the rules and regulations of Pony Baseball and Major League Baseball. This is to be accomplished by teaching the fundamentals of baseball and raising the self-esteem of the youth who participate in the league.

## Article 1: The Board of Directors and Officers

## 1. The Board of Directors

The Blackfoot Little League Baseball Association shall have a Board of Directors which will consist of individuals throughout the community who shall be appointed by a majority vote of the existing members. The board shall consist of, but is not limited to, the following members:

| A. President: | Is the official spokesperson for the league |
| :--- | :--- |
|  | Presides at meetings |
|  | Assumes responsibility for the operation of the league |
|  | Nominates and appoints people to the Board and committees |
|  | Oversees that rules and regulations are adhered to |
|  | Keeps lists and records of past and present coaches and players |
|  | Keeps list of coach and sponsor requests |
|  | Ensures all legal and insurance forms are prepared |

Must be voted into position at league General Meeting, by majority vote of at least five general board members

## Term is two years

D. $2^{\text {nd }}$ Vice President

Presides at meetings in the absence of the President and $1^{\text {st }}$ Vice President
Prepares to advance to the position of $1^{\text {st }}$ vice president Serves as the league equipment commissioner Assumes other responsibilities as assigned by the President and the board
Must be voted into position at league General Meeting, by majority vote of at least five general board members
Term is two years
E. Treasurer
F. Secretary Takes and records minutes of Board and General Meetings Contacts all board members for meetings
Maintains board contact list
Maintains media products and medium
Must be voted into position at a league General Meeting, by majority vote of at least five general board members Term is determined by ballot vote of the general members
G. General Members

The board will consist of other members as needed to run the affairs of the league. Each shall assume responsibility over his or her specific area as assigned and appointed. Each shall serve a term of one year.

1. Division (age group) Commissioners
2. Umpire Commissioner
3. Coach-Pitch Umpire Commissioner
4. Field Commissioner
5. Coach Commissioner (Voted in by all head coaches)

Other members of the general public may be assigned to serve on appointed committees and may attend Board Meetings. These general members attending must be added to the agenda prior to the meeting to participate, but have neither voice nor vote regarding board matters.

Each member of the Board of Directors shall have one vote. A quorum of at least five board members and/or general members makes a meeting official. A simple majority vote of those in attendance will make a decision official, when applicable. In case of a tie, the Board President will cast the winning vote.

Any board member who misses three or more consecutive meetings may be removed from the board, pending board majority vote, and a new individual appointed by the President of the board.

Any board member receiving a formal letter of complaint against him or her by another member of the board may be removed from the board, pending a majority vote of at least 5 general members, and a new individual appointed by the President of the board.

## Article 2: League Divisions

The league shall be divided into age groups as are aligned in the Pony Baseball Rule and Regulation book and shall adhere to the age limits as spelled forth in said rules. The league fields, balls, equipment and other pertinent applications shall also adhere to Pony rules.

## Article 3: Player Registration and Draft

The board shall advertise and invite player registrations for each league well in advance of the playing season each year. The registration shall be advertised throughout the community and in the schools and shall be held at a time and place convenient to the general public.
Registrations will be accepted by the board until the day of the draft. All players must have a valid copy of a birth certificate at the time of registration to prove age placement. A record of verified birth dates will be kept on file by the board for returning players.

All players eligible for the draft (ages 7-8, 9-10, 11-12 and 13-15) shall attend a tryout session (Fun-Day) conducted in the presence of the league coaches at which every candidate shall have the opportunity to run and hit, throw and catch the baseball. The draft proceedings will be conducted immediately after the Fun Day, on the same evening. Any player registered but unable to attend the tryout will be drafted during the final round of the draft, via random drawing, following the prescribed order of the draft. Anyone who registers after the draft will be placed on a waiting list, and will be placed on a team at the first vacancy. Late-registering players will be placed on a team in first-come, first-served order, based on date and time of registration being received by the board. Late registration fees will not be collected by the board until player is placed on a team. Late registration and/or payment of fees does not guarantee team placement. No registration fees will be refunded after the draft.

The draft will be conducted at a reasonable time and place to ensure maximum participation by team representatives. Only Head Coach (or assigned designee) and one Assistant Coach shall be allowed to attend the draft. Only the Head coach (or assigned designee) shall make draft selections. Players are not allowed at the draft under any circumstances. Any trades between teams must be made at the draft before all participants have left the draft room, and as long as
the simple majority of division coaches agree. The president of the board shall vote to break a tie. No other trades will be accepted by the league. Players on the assigned teams shall be contacted within 48 hours of the selection. If a coach cannot contact a member of his or her team, he or she must contact the division commissioner immediately.

In all age groups, the draft sequence shall be determined by the position of the team in the league standing of the previous season as reflected by each team's win-loss record at the end of the regular season, and prior to tournament play. After the assignment/draft of locked-in players, as outlined below, the last-place team will have the first draft selection; the next-to-last-place team will have the second selection, and so on until there is equal representation of each age group on each team. A newly-established team will assume the last-place position for drafting purposes, and will make the first draft selection(s) from the open draft pool in order to fill all available roster slots that would otherwise be filled with locked-on players. All subsequent rounds will be conducted in the same order. This sequence shall apply to both draftees who are in the higher age group of their division, as well as those in the younger age group of their division.

In all leagues, returning players shall be assigned to the previous year's team, unless, in advance of the draft, he or she submits a letter to the board stating a valid reason for wishing to re-enter the draft. The board shall review the request and only by a majority vote will the requesting player be permitted to return to the draft. No player may transfer from one team to another to become a locked-in player.

The drafting will be conducted in such a way as to first equalize the number of older players assigned, then drafted, to each team. Once the older players are assigned and drafted, then the drafting for the younger players will commence in the same sequence. The final draft round for each age group will equalize the total number of players on each team, for each age group. The difference between teams should never be more than one player.

Locked-In players and order of the draft for locked-in players shall apply to each age division, unless otherwise specified, as follows:

1. No fun-day locks will be allowed. All locked-on players must be chosen before fun-day, unless a coach/sponsor is selected on or after Fun-Day, in which case the prescribed Sponsor, Head Coach, Assistant Coach and/or Brother/Sister lock would be honored after any All-Star team locked players are assigned. Player locks will be allowed in the following order:
a. If a team-locked player pitched on an All-Star team, or any organized league / travel team, the proceeding season, that player will be assigned in the first round to his or her locked team, and is ineligible to be drafted by any other team, regardless of the team's position in the draft. The assignment will count as the locked team's first draft pick. This rule does not apply to any player entering the

Mustang division for the first year from the Coach Pitch division, nor for any Coach Pitch player at any age level.
b. If a team-locked player participated on an All-Star team, or any organized league / travel team, the proceeding season but did not pitch, that player will be assigned in the second round (or first round, if there is no locked All-Star pitcher) to his or her locked team, and is ineligible to be drafted by any other team, regardless of the team's position in the draft. The assignment will count as the locked teams second draft pick (or first, if there is no locked All-Star pitcher). This rule does not apply to any player entering the Mustang division for the first year from the Coach Pitch division, nor for any Coach Pitch player at any age level.
i. Multiple team-locked, non-pitcher All Star players as outlined above will be assigned to their locked teams during all subsequent draft rounds, and will count as their teams' corresponding draft pick, until they have all been assigned a roster slot on their previous year team.
c. One Sponsor-Lock shall be permitted per team. The "sponsor" is defined as the party responsible for financial donation to the league, or the person responsible for acquiring the sponsorship. A manager or employee of the sponsor does not have lock-in rights. Only the sponsor, or son or daughter of the sponsor, shall be allowed to have a lock-in, and only one player may be locked-in as a result of multiple team sponsorships. The Sponsor-locked player will be assigned to his or her team immediately following the All-Star assignments. In the Coach-Pitch and first-year Mustang (younger age group) divisions, the Sponsor locked player will count as his or her team's first round draft pick.
d. The child of the Head Coach will qualify as a locked-in player. "Head Coach" is defined as the coach whose name will appear on the roster for draft purposes, and who will conduct practices and submit line-ups, attend and actively coach at games. The Head Coach shall attend meetings as called by the board. The head coach-locked player will be assigned to his or her team immediately following sponsor-lock assignment (if applicable). In the Coach-Pitch and first-year Mustang (younger age group) divisions, the head coach locked player will count as his or her team's second round draft pick (or first, in the absence of a sponsorlocked player).
e. If a team does not have both a sponsor-lock and a head-coach lock, then an assistant coach lock will be allowed. Only one assistant-coach lock-in shall be permitted. The assistant coach must actively participate in coaching the team at practices and games and shall attend coaches' meetings as called by the board. In the absence of the Head Coach, the Assistant Coach will be responsible for the team. The assistant-coach locked player will be assigned to his or her team as early as possible, in the draft round immediately following the selection of the final player qualified in any of the above-mentioned rounds.
f. A brother or sister of a player who has already been assigned (from prior-year) or drafted to a team shall be locked onto the same team unless the parents specifically request otherwise. The player will be assigned to his or her team, in the appropriate age group, simultaneously with his or her locked-on sibling. The sibling does not count as a locked-on player, and will not affect the draft sequence The sibling-lock will be added to the final roster slot for his or her age level, and will equalize the team size.
g. Team locked players will be added in subsequent rounds, after all other locked players are assigned, and will count as the teams' corresponding draft picks.

Teams are allowed only two total Sponsor- and/or Coach-locked players. No other lock-on players are permitted. All locked-in players shall be identified prior to the tryouts, and their drafting sequence determined prior to the draft beginning. Returning All-Star / organized league players shall be identified by an asterisk (*) whether locked on to their previous-year team or entering the draft pool for any reason. Returning All-Star / organized league pitchers shall be identified by a double-asterisk (**), whether locked on to their previous-year team or entering the draft pool for any reason.

## Article 4: All-Stars

The following shall apply to all All-Star teams in each eligible age division (Mustang through Pony):

1. The coaches and assistant coaches shall nominate at least five players eligible for All-Star selection based on ability and statistics through season play. Player availability for AllStar participation must be confirmed prior to All-Star nomination.
2. Each age division may have an " $A$ " Team and a " $B$ " team. The coach of each team will be determined by the season win-loss record prior to the last two weeks of regular season play, and based on equal number of games played. When necessary, latest game statistics will be removed in order to create equal number of games played. The selected coach(es) must agree to attend all scheduled tournaments. The first-place coach will be given the opportunity to coach the " $A$ " Team. The second-place coach will be given the opportunity to either: a) Assistant coach the A team, pending A Team Head Coach approval -or- b) Head Coach the B Team (when applicable). Head Coaching opportunities will be offered in win-loss record succession until all available head coach positions are filled. In the event that all head coaches decline All-Star Head Coach Positions, those positions will be opened to Regular-Season Assistant Coaches, in winloss record succession, until all positions are filled.
3. After all Head-Coach positions are filled, the A Team coach may select an assistant coach (if position was not filled by second-place regular season coach). Then the B Team Head Coach (when applicable) will pick an assistant Coach. Assistant coaches must have a child on the All-Star list to be eligible, and all eligible children of all coaches will be
locked onto the team which their parent coaches. Once all coaches have accepted their position, a draft will be held to select the teams. The A Team coach will fill his or her roster to 9 players, including his or her child, and that of the assistant coach. The B Team coach will then fill his or her team roster to 9 players, including his or her child and that of the assistant coach. Afterwards, each coach will pick one player at a time, starting with A Team and alternating back and forth, to build his or her roster up to the total number of players preferred, to a minimum of 11 players, and up to 13 total players.
4. There shall be no more than 13 players on each All-Star Team. No more than four players can be chosen from any one regular-season team.

## Article 5: General Rules

The National Pony League Rules apply to all age groups unless the league sets forth more strict and/or specific ground rules for the league or a division. Any further rulings will default to rules established by the Major League Baseball Association.

## Article 6: By Law Ground Rule Changes

1. By-Law changes must be voted upon. All requested changes need to be submitted in writing and presented to the board of directors and officers to be discussed prior to voting. A majority vote of at least five general members, at general meeting, is required for approval.
2. All Ground Rule changes must be voted upon. All requested changes need to be submitted in writing and presented to the board of directors and officers to be discussed prior to voting. A majority vote of at least five general members is required for approval.
