



Vero Beach Little League By-Laws

The following rules are not meant to replace any rules in the Little League Baseball Regulation and Rulebook as published by Little League Baseball, Inc. These rules shall be considered the policy of this League and shall be voted upon per the Constitution.

ARTICLE I - GENERAL LEAGUE POLICY

Section 1. Season and Official Communication Definition

The League Season shall begin January 2025 and terminate no later than November 2025, which includes the Fall Ball Season.

VBLL fiscal year begins October 1st

The official League communication will be email.

Section 2. Number of Games per Season

The Spring season will consist of a minimum of eight (8) scheduled games for Tee Ball and Rookie, ten (10) scheduled games for Single A, and a minimum of ten (10) scheduled games for AA, AAA, Majors and Intermediate plus the end of season tournament. Juniors will have a minimum of six (6) scheduled games.

The Fall season will consist of a minimum nine (6) scheduled games for all divisions. There are no end of season tournaments for the Fall season at any levels.

Any game that is delayed, suspended, or postponed shall have the potential to be rescheduled based on time, field availability, game count necessity, and manager availability.

Section 3. Registration

Registration consists of 1) submitting an online registration form through the league's established registration platform, 2) submitting the required residency verification documents from each of the 3 groups as defined by the Little League Rulebook (or applicable waiver in lieu of residency verification documents), 3) school form if your school is within the boundary requirements. Registration is not considered complete until the steps have been completed, and the player shall not be placed on a team or be deemed eligible for the draft until registration is complete.

Vero Beach Little League (VBLL) will require a Registration Fee for each child participating in a Little League program. This fee will be collected every season during the registration period. The fee amount will be set at the time of the annual budget by the Treasurer and the President and approved by the Board of Directors and may include early registration or special discounts and/or late fees. These fees are required, regardless of the program levels. The League President must allow for individual hardship cases, where it can be clearly established that a family cannot afford to pay the registration fee. Under no circumstances will a child be denied the opportunity to participate in Little League due to financial hardship.

Spring registration will be waitlist-only for all draft level divisions after team counts have been finalized by the Board of Directors. Players will be accepted from the waitlist on a first-come, first-served basis prior to the draft as deemed appropriate by the Player Agent based on predetermined criteria set forth by the Board of Directors. Players will be accepted from the waitlist after the draft only as vacancies, and will only be eligible to be placed on a team at the lowest division they are able to play based on league age. AA, AAA, and Majors divisions will have a maximum roster of thirteen (13) players.

Spring Registration for Rookie, and Single A will have open registration, after team counts have been finalized by the Board of Directors, until each team reaches a roster of eleven (11) players or two weeks after the games have begun, whichever happens first. Tee Ball will have open registration until each team reaches a roster of ten (10) players. A waitlist will begin for any of these divisions that is at full capacity before the first game, and players will be accepted from the waitlist as vacancies arise on a first-come, first-served basis until the third week of games after which no further roster additions will be made.

Fall Registration for all divisions will have open registration after team counts have been finalized by the Board of Directors until each team reaches a roster of ten (10) players (Tee Ball, Rookie and Single A) or eleven (11) players (AA and above) or two weeks after the games have begun, whichever happens first. A waitlist will begin for any of these divisions that is at full capacity before the first game, and players will be accepted from the waitlist as vacancies arise on a first-come, first-served basis until the third week of games after which no further roster additions will be made.

Section 4. Volunteers

Each player must provide a volunteer each season who completes a required shift. The volunteer positions that have ongoing commitments throughout the season are Managers, rostered Assistant Coaches, and Team Parents. Players may opt out of the volunteer requirement at the time of registration, but payment of the opt-out fee during registration does not reduce any shared team duties, including but not limited to field preparation/teardown. Players that do not fulfill the volunteer requirement will be assessed a \$100 non-volunteer fee. The non-volunteer fee must be paid before the player and any other family member can participate in any future seasons.

Section 5. Fundraising

VBLL will conduct fundraiser(s) throughout the season.

Section 6. Codes of Conduct

Any alleged violation of the VBLL Codes of Conduct by a player, coach, umpire or parent/spectator shall be subject to review and potential discipline by the VBLL Board of Directors. Any alleged violation of the VBLL Code of Conduct by a board member shall be subject to review and potential discipline by a subset of the VBLL Board of Directors.

If the VBLL BOD determines that there was a conduct infraction, they will determine the appropriate course of disciplinary action, which may include, but is not limited to the following:

- Verbal/written warning
- Expulsion/suspension from one or more league events
- Expulsion/suspension from the League Season
- Lifelong ban from the league

All individuals shall have the right to appeal the Board's decision on a year-by-year basis. Any appeal shall be submitted in writing to the VBLL President, and a hearing before the VBLL Board of Directors shall be granted if requested. The VBLL Board of Directors will review and determine whether the individual shall be reinstated.

Section 7. Background Checks

All volunteers are required to complete a background check through J.D. Palatine (JDP) which grants permission for a criminal background check. Background checks are required once during the period January 1, 2025 through December 31, 2025. A list of approved volunteers will be kept and maintained by the Safety Officer.

Volunteers may be subject to additional safety requirements as mandated by Little League International or Florida/Federal law.

ARTICLE II - PLAYERS

Section 1. Draft Level Teams

- a. AA, AAA, Majors, and Juniors will draft teams.
- b. Vero Beach Little League will use Plan B – Redraft (*Alternate Method*) as outlined in the Little League Baseball Policies for Local League Draft Methods, within the section entitled Methods for Existing Leagues. AA and AAA redraft every year. Majors uses the career player draft model.
- c. The Draft order will be determined as follows: Managers draw numbers out of a hat, and then, in that order, they will select their preferred draft position. The draft will be conducted in serpentine order. Majors draft order is determined by how the team finishes the prior year: Last place team has 1st pick, first place team has the last pick.
- d. All managers must be in attendance for the draft. If a manager is unable to attend, a substitute for the manager may be appointed with the President's approval.

- e. If a manager has sons and/or daughters eligible for the draft, they are considered a “keeper” and will be placed in a round based off of their evaluation score. The parent/manager option takes priority over any other option. If the manager does not exercise the option on his/her own child(ren), the second sibling and all other options are then available to be drafted by any team.
- f. Draft manipulation will not be tolerated. If draft manipulation is discovered, the President may remove the offending manager(s).
- g. Managers of Majors are able to keep their returning players and will draft their non returning players. Rounds are placed on the “keeper” players to insure a fair and competitive draft and division.
- h. Please refer to the complete draft instructions on our website at www.verobeachll.org

Section 2. Trading Players

Drafted Divisions:

- a. All trade proposals must be player for player only, by mutual agreement of the managers, and will be considered on a case-by-case basis by the Player Agent. If a Player Agent’s child is involved in the trade, the Coaching Coordinator will review and approve the trade.
- b. All trade proposals must be submitted to the Player Agent within 72 hours following the completion of the division draft. Managers will be notified of all approved/completed trades within their division as a courtesy, but shall not have any veto right to the trade.
- c. Parents of drafted division players who become managers after their children have been drafted to a team may not automatically claim their sons or daughters, but must trade for their child.
- d. Final Rosters will be submitted to the managers the day after the trade deadline.
- e. Managers may not notify players of team placement until the Player Agent has given explicit permission to all managers.

Tee Ball/Rookie/Single A:

- a. Rosters will be submitted to the managers after the AA and above draft is complete.
- b. Managers will have 24 hours to submit trade requests to the Player Agent. All trades must be by mutual agreement of the managers and will be considered on a case-by-case basis by the Player Agent.
- c. Managers may not notify players of team placement until the Player Agent has submitted final rosters to the managers, after the 24-hour trading period has passed.
- d. Trade/team change requests submitted by parents after team placement notifications are sent by the league and/or managers will only be considered for extenuating circumstances on a case-by-case basis by the Player Agent. Managers will be notified of changes to their rosters as a courtesy, but shall not have any veto right to the trade.
- e. No trades/team changes shall be made after uniform orders have been submitted (usually within 24 hours of team placement notification)

Section 3. Pool Players (applicable to AA and above divisions only)

A pool of players from existing regular season teams will be created from registered players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game within their respective division or the division above.

In the event a team has nine or fewer confirmed rostered players for a regular season game, they may request from the Player Agent with the help of the division coordinators to utilize a pool player from the other regular season teams in the league, in accordance with Little League Regulation V(c). This

procedure only applies to regular season games and may NOT be utilized for playoffs.

1. *Creation & maintenance of the Player Pool:*

- a. The Player Agent will create and run the pool. The Player Agent will use the pool to assign players on a rotating basis within their respective division to teams that are short of players.
- b. Managers and/or coaches will not have the right to randomly pick and choose players from the pool within their respective division. (LL Regulation V.c.2)
- c. Following the close of registration and prior to the first regular season game the Player Agent will solicit registered players to join the player pool.
- d. All players will be listed in a spreadsheet ("Player Pool List") in the order that they registered for the player pool. The Player Agent will be in charge of creating and monitoring the Player Pool List.
- e. Once the pool player is utilized, his/her name will be moved to the bottom of the pool for any future games until all players have been called to play. This will prevent the same player being utilized over and over again.

2. *Adding players to a team from the Player Pool:*

- a. Whether a request for a pool player will be granted is at the discretion of the Player Agent.
- b. To request a pool player, the manager must send an email to the Player Agent with 1) team name/division, 2) number of players needed, 3) name(s) of missing rostered player(s) and reason for their absence, and 4) game date/time. The electronic communication must be sent by 8pm two nights before the game in which a pool player is needed (e.g., 8pm on Thursday before a Saturday game).
- c. Players will be contacted in the order they appear on the Player Pool List. Starting at the top, the Player Agent shall contact the parents of the player to see if they are able to play. If the player can play, they will be instructed to show up and play in their own team's normal regular season uniform. This is to allow pool players to be identified on the field. If the player cannot play in the game after being asked, the Player Agent shall move to the next player on the Player Pool List and the player who declined will remain in the same spot on the Player Pool List for any future needs.

3. *Playing Rules for Players coming from the Player Pool:*

- a. A pool player is not permitted to pitch or catch (LL Regulation V.c.3).
- b. Pool players that are activated and show up at the game site prior to game start must play at least nine (9) consecutive defensive outs (LL Regulation V.c.4) and follow any other required field playing time rules. A pool player must be last in the batting order lineup.
- d. The purpose of the player pool is to enable a team to avoid having to forfeit a scheduled game. While player pool players must be given the requisite playing time, coaches should not provide preference to player pool players that may have more "skill" than rostered players in attendance.
- e. Games that occur utilizing pool players are official games and count for purposes of standings and statistics just as any other game would.

Section 4. Player Agent Responsibility

All players shall come from the Player Agent.

Section 5. Required Forms

Required forms must be obtained from all players in all divisions of the league prior to participation in clinics, practices, or games.

Section 6. Division Age Structure

The following will be age ranges for the divisions of Vero Beach Little League as determined by the Little League Age Chart:

Division	League Ages	Team Assignment
Tee Ball:	4, 5, 6	Assigned by Player Agent
Rookie:	5*, 6, 7	Assigned by Player Agent
Single A:	6**, 7, 8	Assigned by Player Agent
AA:	***7, 8, 9, 10	Evaluations and Draft
AAA:	****8, 9, 10, 11	Evaluations and Draft
Majors:	10, 11, 12	Evaluations and Draft
Juniors:	13, 14, 15*****	Evaluations and Draft

* Players who are league age five (5) with verified Little League Tee Ball experience may play Rookie under the discretion of the Player Agent.

**Players who are league age six (6) with verified Little League Rookie experience may play single A under the discretion of the Player Agent.

***Players who are league age 7 with verified Little League Single A experience may play AA under the discretion of the Player Agent.

****Players who are league age 8 and achieve a score high enough in evaluations to qualify for AAA with consent from the Board of Directors, can play in AAA.

*****Players who are league age fifteen (15) must submit a waiver request to and receive approval from Little League International in order to play in the Juniors division.

If a 12 year old player does not pass the evaluations for Majors they can play down in AAA, but must have parent and VBLL Board of Directors approval. In order for a 12 year old to pitch in AAA, VBLL must receive approval from Little League International.

ARTICLE III – Manager/Coaches

Section 1. General

All individuals who are interested in being considered for a Manager position must submit their volunteer application questionnaire through the online registration system.

The Coaching Coordinator shall obtain a list of all manager candidates through the applications submitted within the registration system and present the entire list to the Board of Directors for tentative approval.

All managers must advise the Division Coordinators of any problems or concerns regarding their team. The Division Coordinators shall then inform the Coaching Coordinator and Player Agent. If a problem occurs during a game, the umpire in charge of that game must be informed of the problem concerning any players, coaches, or managers.

The League Safety Officer must be notified of any injured player. All players that require a doctor's care must have a written release from the doctor prior to returning as an active player. This

includes any injuries or illnesses not related to baseball. Until a proper release is received, the player cannot physically participate in any practices or games. A player that is injured or ill and doesn't have a doctor's release will not be allowed into the dugout or on the field during games.

Managers and coaches are responsible for the condition of the dugouts and the spectator area after each game. All trash is to be collected prior to leaving these areas and deposited in the proper trash receptacle and recycling bins.

Each team must select a Team Mom/Team Dad, and scorekeepers for all home games. Gamechanger is highly recommended.

Every team of 3 coaches/managers is required to umpire 3 games that season. Umpire in Chief is responsible for tracking coaches' completion.

ARTICLE IV – Anti-Bullying Policy

Given the serious effects that bullying has on youth and organizations, Vero Beach Little League has adopted an anti-bullying policy. This policy overview is intended to guide all Managers, Coaches, Umpires, Players, Volunteers, Parents, Guardians, and Spectators.

Definition of Bullying: Bullying involving behavior by one or a group of people with the intent to ridicule, harass, humiliate or intimidate another person during league games, practices and/or other league events. Verbal bullying involves repetitious behavior and includes the use of words and gestures. Physical bullying can include a single incident of pushing, hitting or kicking a person or interfering with their property.

Reporting of Bullying: If you are being bullied, or know of someone being bullied, you must tell a team manager, coach, or member of the Board of Directors of Vero Beach Little League as soon as possible.

Consequences of Bullying: If a person involved in the league (including managers, coaches, umpires, players, volunteers, guardians, and spectators) has taken part in bullying behavior, a minimum of a warning and/or an immediate suspension from all Vero Beach Little League activities until the Board of Directors can review the incident to determine next step of actions for the incident. The further actions the board can take is pursuant to the Little League Regulation XIV – Field Decorum, which can include further warnings, discussions with parents and guardians, future suspension or exclusions, ineligibility for playoff, tournament, and/or all-star involvement, up to and including permanent removal from the league and reporting to local law enforcement.

ARTICLE V – Umpires

Section 1. General

No official umpires shall be required for Tee Ball division games. An on-field manager/coach shall be responsible for calling foul/fair balls and doubles/homeruns.

No official umpires shall be required for Rookie division games. An on-field manager/coach shall be responsible for calling foul/fair balls, doubles/homeruns, and outs on the base paths.

Managers/coaches/parents may umpire their own team's games in the Single A division. If umpiring from behind the plate (recommended), they must wear protective umpire gear including helmet, chest protector/shield, and leg guards. The plate umpire shall call balls/strikes and determine safe/out at all bases. If no coach/parent is available to be the plate umpire, then the offensive coach shall stand behind the player pitcher to call balls and strikes and determine safe/out at home and second base. The first and third base coaches will determine safe/out at their respective bases. A liberal interpretation shall be applied, keeping in mind that although score is kept, there are no standings or playoffs in Single A.

Each managers/coach is required to umpire 1 game per season (minimum 3 games umpired per 1 team).

(Spring season – Upper Divisions AA and above)

1. Every AA, AAA, Majors, Intermediate, and Juniors division game must have at least ONE umpire in order to be played as an official game. If only one umpire is available, that umpire MUST be an adult (18+) and may take any position on the playing field that allows them to officiate the game to the best of their abilities (Rule 9.03a).
2. The Umpire in Chief shall be responsible for maintaining the list of approved umpires.
3. If no adult umpire is available for a game and a team of junior umpires is used exclusively, the Umpire in Chief must assign an adult Game Coordinator who will oversee the conduct of all players, managers, coaches, and umpires throughout the game. The Game Coordinator cannot be the manager/coach of either team in the game, cannot be assigned as Game Coordinator for more than one game at a time, and must remain at the game at all times (Rule 9.03d).
4. If no umpire has signed up for the game or is otherwise not present by the scheduled game start time (or only has a base umpire who is not willing/able to act as the sole umpire for the game), each Manager will be granted the opportunity to identify an approved umpire from their respective teams without regard to their relationship to anyone on the team. If both teams are able to identify an approved umpire, a coin flip shall determine which umpire will be designated as the plate umpire. If only one team is able to identify an approved umpire, then that umpire will be designated as the plate umpire. If a team declines to play after a plate umpire has been identified, they shall be deemed to have forfeited the game.

(Fall Ball – Upper Divisions AA and above)

1. Managers/coaches/parents may umpire their own team's games, as no official score is kept and there are no standings/playoffs.
2. Plate and base umpires shall be identified for each game in accordance with the approved Playing Rules for the Fall Ball season.

There can be 1 manager and 2 additional coaches per team. Those 3 managers/coaches will have keeper sons/daughter rights in the draft. You can also have up to 2 additional coaches assisting the team but they will not be official managers/coaches or have any drafting privileges.

ARTICLE VI- Tournament Play

Section 1. Local Tournament/Playoff Format

There are no planned playoffs in the Rookie and below divisions. All other divisions will schedule a playoff as follows:

1. The Board of Directors will schedule a single or double elimination tournament for the teams participating in this division during regular season.
2. In the event that District 17 holds a Top Team tournament for a division, the winner of the Vero Beach Little League tournament will advance to play at the district level if they so choose. If they opt out, another team will be chosen to go.

Section 2. All-Star Committee

The VBLL Board of Directors will establish the All-Star Committee

Section 3. All-Star Manager Selection

All managers and rostered assistant coaches in Minor League and above divisions (Single A and above), will have the option to be on the All-Star Manager Ballot. Each upper division (AA and above) manager and executive board member will be entitled to one (1) vote for each age division. (Note: An executive board member who is also an upper division manager will only be allowed one vote.) The top vote getters for each age group will be reviewed and the final manager selections will be made by the All-Star Committee with final sign off from the VBLL Board of Directors.

Section 4. All-Star Assistant Coach Selection

The Manager of each All-Star team shall choose two (2) assistant coaches. These assistant coaches must have been a registered coach in VBLL.

Section 5. All-Star Player Selection

All eligible players must fill out a letter of intent to be placed on the All-Star ballot.

Each coach will select 12 players for each All-Star Team within their respective division (example Majors selects players for 8-10, 9-11, and 12U teams, AAA selects players for 8-10 & 9-11). The top 2 vote getters will be reviewed and unanimously agreed upon by the All-Star Committee and will then receive an invite to join their respective All-Star Team. The remainder of the team will be selected by the All-Star Committee and All-Star Managers. Votes, talent, and team needs will all be taken into consideration for the selection process. The final teams will be reviewed by the VBLL Board of Directors for final approval.

Players may be pulled from other local leagues as long as that league has participated in the VBLL regular Spring season schedule (according to Little League International) and all qualifications are met including approval from Little League International. Selection from players outside of VBLL will be capped at a maximum of 2 players per team. If a team cannot be formed due to a lack of registered VBLL players, more than 2 players may be pulled from

outside of the league with approval from the VBLL Board of Directors.

The 8-10, 9-11, 11-12 and 13-14 year old All Star teams may carry up to a total of 14 players
The Intermediate and Junior managers may carry up to 14 players on their roster at the manager's discretion.

Any player suspended for the remainder of the season will not be eligible for tournament play.

The Secretary of the Board of Directors will collect and count the ballots in the presence of the Board of Directors. **3/4 of the Board of Directors must be present. The roster of the All-Star teams will not be released until the parents have confirmed the availability of all players and not until date established by Little League Baseball.

ARTICLE VII- Fall Ball

Section 1. Fall Ball Team Placement

Since there is no draft process for upper divisions in Fall Ball, draft level teams (AA and above) shall be formed by a committee of Board Members who have the knowledge to assess each player's skill level and/or prior playing experience in order to better form evenly skilled teams within each division. Coach, player, and friend requests will also be considered. Tee Ball, Rookie, and Single A teams will be formed by the Player Agent with consideration for coach, player, and friend requests.

ARTICLE VIII - Other

- a. Kindness, respect, leadership, and teamwork should resonate as core values throughout all divisions of the league.
- b. At the beginning of every game, it is strongly encouraged that the teams come together on the field to recite the Player Pledge "I trust in God, I love my Country, and will respect its laws. I will play fair, and strive to win. But win or lose, I will always do my best."
- c. No tobacco products of any kind are allowed on the field or in the dugout during any team event (including practices and games).
- d. There will be no on deck batter in divisions below Intermediate.
- e. No seeds or bubble gum on Jake Owen Field
- f. Any complaints regarding managers, coaches, umpires, other volunteers, parents, spectators or players should be reported to the appropriate Division Commissioner and/or League President within two weeks of the incident and must be done in writing via email.
- g. Protests must be resolved before the next pitch or play per rule 4.19 (g).