BURNS LITTLE LEAGUE  2025

BURNS LITTLE LEAGUE BYLAWS

Board of Directors

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**About Burns Little League and our Mission**

Burns Little League is a nonprofit and educational organization dedicated to bringing the games of baseball and softball to our community and to help our children learn the value of sportsmanship and goodwill. We believe in building baseball/softball skills and self-worth through encouragement and teaching. Burns Little League seeks to promote a valuable understanding, of not only the game, but concepts that will help our youth all of their lives, such as healthy living, dedication, teamwork, and perseverance to better oneself. Our volunteers strive to create an atmosphere where everyone involved can have a fun, safe and positive experience. We invite all of the community’s children to come play ball with Burns Little League.

The by-laws of the Burns Little League are to consist of administrative procedures as following:

Any and all inquiries, questions or complaints by parents, players, managers, coaches or any interested party shall be directed, **in writing**, to the League President who will in turn direct the inquiry to the appropriate Player Agent and/or League Officer. To accomplish the goal of dedication to the total effort of the program, the necessity of establishing levels and channels of administrative procedures are vital in the success and integrity of the league.

**Burns Little League Draft Policy**

**2025**

**[Update]** At the start of each season, no team shall have over 60% of the older age group on their team. Any team that has over 60% must cut their players until the team reaches the required 60%.

Teams that are below 60% will draft from the older age group until they reach 60%. Each team will have alternative picks until all the players are drafted. The older age group is to be drafted first. After all of the older group is drafted, coaches will then draft the younger age.

A manager may protect their children until the 3rd round of the draft for their age group. In the 3rd round of the draft, he or she must select their children.

Formation of New Teams:

When there are sufficient numbers to form a new team within an age group, all existing teams may protect 4 players and return the rest to the draft pool. The new team or teams will then select 5 players from the older age group. This is called equalization. After all teams are even then the draft begins. A coach of a new team does not have to pick their child until the draft starts.

If we have an established team with no coach and new team, a coin toss by the community leader will decide who gets their choice of teams then the draft will start.

If a coach moves up to a new division, they may carry 4 previous players to the new team.  All carryovers will count as top picks within their respective age groups.

For equality, if carryovers cause an unbalancing of teams, the team must:

1. Cut their players and return them to the draft or
2. Forfeit the upcoming picks and take remaining players at the end of their respective age group.

If a parent requests a coach or request to not have a coach, it must be submitted to the President **PRIOR** to the draft. Burns Little League Board of Directors and coaches will try to accommodate the request. If this causes conflict, or an unbalancing of teams, the President will make final ruling to ensure all parties are accommodated while maintaining equality.

Coaches will be allowed to carry over two assistant coaches and two assistant coach’s children, however those children will count towards the overall carryover number as well as top picks within their respective age groups. This is intended to prevent “stacking of teams” and maintain the integrity of Burns Little League.

There will be no “trading” of players once the draft is complete unless all division coaches agree, or it is brought to the Burns Little League Board of Directors for approval.

**Late Registration Process**

In the event that we accept players that sign up after the draft, the President and Player Agent will assess the current roster sizes of each team within the applicable division. The team with the least number of players will get the first late signup. Any late players added after will be determined based on the overall ages of the division rosters. The President and the Player Agent will work diligently to ensure equalization is maintained and the integrity of Burns Little League is intact.

**Selection of All-Star Team & All-Star Manager**

**2025**

At the end of the regular season, a coach meeting for each age group, excluding tee ball, will be held for the selection of the All-Star Team. The manager of each team will rank the players of the opposing teams from 1-10 (managers cannot rank players from their team). Players will be assigned points per their ranking. Player listed as number 1 would receive 10 points, player ranked 2nd will receive 9 points, and so forth through the 10 players. The top 10 players in points will make up the All-Star Team. The manager may select up to 4 additional players of his/her choosing to complete the All-Star roster.

The manager of the All-Star Team will be selected by the Burns Little League Board of Directors at a called meeting on **[Enter Date].** Managers will be nominated by the director of their respective division.

**[Update]** All Star uniforms style and colors will be selected by the Board of Directors.

Maybe change this to Coaches design/pick and all uniforms must be approved by Board

**Burns Little League Amended Rules**

**2025**

All rules not covered by the below local amended rules, will be governed in accordance with the 2025 Baseball/Softball Official Regulations and Playing Rules Book.

**Game Preparation**

* The Home team will be responsible for marking the field for play.
* Each team is responsible for cleaning up after the game, picking up trash from their dugout and bleacher area.
* **[Add]** The Home Team will be responsible for returning all equipment (Pitching Mounds, Chalk boxes, Hand Tools) to its proper storage location or in the case of field modifications all Bases/Pitching rubbers must be returned to original location

**Games**

* Games will be limited to 6 innings, or 90 minutes
* No inning shall begin after 90 minutes unless the game is a tie. An inning begins the moment the

third out is made completing the previous inning. Maximum time limit of 2 hours. If at the end of 2 hours an equal number of at bats per teams have been completed and the game is tied, game will be recorded as a tie. If the home team is ahead at the 2 hour limit the score will stand.

* Every player must start at least 2 games during the season.
* All age groups will play with 5 runs per inning rule. 11 & 12 year will have a 7 run per inning.
* It will be a complete game after 55 minutes in case of rain. If home team is ahead the score will stand. If not, the score will revert to last complete inning so that each team has the same number of at bats.
* One coach, or dugout parent, must remain in the dugout at all times.
* When batting, a coach is allowed in the coaching boxes on the 1st and 3rd baselines.
* All teams are allowed 4 coaches, this includes the field coach, base coaches, and the dugout parent.
* Coaches are responsible for getting pitching records signed at the end of each game (player pitch only). Failure to do so will allow the opposing coach to pick the pitchers in the game. If a coach refuses to sign pitching record, obtain the umpire’s signatures. The coach that refuses to sign will be suspended for the next game.

**Batting**

* There will be a continuous batting order.
* Batters shall not throw the bat. If a batter throws a bat, he/she will be given one warning. After receiving a warning, a batter will be called out each time he/she throws a bat for the remainder of the game. Throwing a bat will be at the umpire’s discretion.

**Base Running (change this to match Little League Rules??)**

* Runners may not play off any base.
* Headfirst slide by runners are not permitted. If a runner slides headfirst into a base when advancing, he/she is out. However, a runner will be permitted to dive headfirst when returning to the base.

**4-Year-Old Tee ball Rules**

**2022**

The objective of the 4-year-old tee ball is to provide a fun, learning environment for any 3 or 4-year-old.

1. Each team will consist of a minimum of 5 to 6 players, but no more than 7 on a team.
2. Each game will last a total of 3 innings or 60 minutes, whichever is met first.
3. Each batter will receive 2 swings at the ball thrown by the coach/pitcher. If the ball is not put into fair play, the ball will be placed on the tee and the batter will swing until the ball is placed in fair play. Should a batter choose not to swing at a ball thrown by a coach, the batter may swing directly from the tee until the ball is placed in fair play.
4. A 12-foot foul line extending from home plate and the 1st base line to the 3rd base line. A ball hit must come into contact or pass this line to be determined a fair ball in play.
5. Each runner shall only advance 1 base at a time.
6. The batters will bat in a continuous batting order until all batters in the lineup have batted in an inning.
7. There will be no defensive catcher.
8. Each player up to 6 players will play in an infield position. Any number of players on a lineup exceeding 6 will play an outfield position.
9. There will be no substitutions. Every child will play defense and bat during an inning.
10. Coach’s circle is to be 6 feet in diameter with the 40-foot pitching rubber being the center of the circle. Coach may pitch at any distance as long as they are lined up between home and second base.
11. Player/pitcher must be in position with one foot touching the circle until the ball is hit into fair territory. At that time, the defensive player/pitcher may leave contact with the circle and retrieve the ball.
12. There will be no umpires for the 4-year-old division. There will be no score kept and no outs will be recorded.

**Tee Ball Rules**

**2022**

1. Tee ball teams will consist of 4, 5, & 6-year-old.
2. Team shall be a regular season team. Not an all-star team.
3. Team must consist of a minimum of 9 players. A team that has only 9 players may play the game. They still must play 4 in the outfield and take an out every time the 10th batter would have come up to bat.
4. A team may pick up to 3 players from **one other team** to fill out roster. Coach must have a regular season roster of the two teams that make up the team. Coach must have parents from his team sign a form stating that they knew of tournament and did not want to participate in tournament.
5. Uniform shirt must be worn. Uniform pants and stocking optional.
6. Bases shall be 60 feet apart.
7. A regulation game will be 6 innings or 90 minutes.
8. Bat shall be no longer than 28 inches and no more than 2 5/8 inches in diameter with a BPF of 1.15 for baseball and a USA sticker or stamped USA for baseball and a BPF of 1.20 or less for softball.
9. Ball shall be Flexiball.
10. Catcher must wear approved equipment. Male catchers must wear a cup.
11. Batters will stay in the dugout until their turn to bat.
12. Each team is to furnish opposing team and scorekeeper with a continuous batting order.
13. Players may not change positions between batters without substitution.
14. Players coming in late can still be entered in a game after the other team is notified and reported to scorekeeper entered at the end of the batting order.
15. Any ball landing in a 12-foot radius of home plate will be a foul ball.
16. Coach’s circle is to be 6 feet in diameter with the 46-foot pitching rubber for baseball and 40-foot pitching rubber for softball being the center of the circle. Coach may pitch at any distance as long as they are lined up between home and second base.
17. Player/pitcher must be in position with one foot touching the circle.
18. Bat throwing or slinging will be given a warning on the first offense. One warning **per team** and then batters will be called out thereafter.
19. A fly ball caught the batter is out. Infield fly rule is not in affect.
20. Each team will get 3 outs or 5 runs per inning, unless extra innings are needed. In this case each team will begin their time at bat with 2 outs. Also, the half inning will end after all players on the roster have batted in that half inning regardless of the number of outs recorded or runs scored.
21. Defense will field 10 players, 4 in the outfield.
22. Base runners will stay in contact with base until the ball is hit.
23. Batter is out if they reach 1st base with bat in hand.
24. All teams are allowed 4 coaches, this includes the field coach, base coaches, and the dugout parent.
25. One defensive coach allowed on the playing field, positioned in the outfield behind the 10-foot line.
26. One offensive coach in the 1st base box, one in the 3rd base box, one to pitch, and the other in the dugout.
27. A line 10 feet behind 1st, 2nd, and 3rd bases shall divide the infield and the outfield. Ball must be returned from the outfield to the infield.
28. At no time during the play shall an infielder go into the outfield or any outfielder come into the infield. An infielder may cross the line to get ball once an outfielder has attempted to throw the ball or to get a ball that has been thrown in foul territory.
29. Infielder or outfielder crossing line will result in base runners being awarded an extra base after the play is dead. If throwing motion carries player over the line, base is not awarded.
30. Offensive coach is to pitch to their batters. Batter will get 5 pitches or 2 swinging strikes, whichever occurs first. Batter will then be allowed 2 attempts to hit ball off batting tee. Batter is out if they miss on the last swing. If player fouls the ball on their last swing, they will be allowed to try again. Player can opt not to use the tee. Player not using the tee will be allowed 2 more pitches, if they swing at the 1st pitch and miss, the batter is out. There are no called balls and strikes.
31. Coach/pitcher must go to coach’s circle immediately after ball is hit. When a ball is at a base, runners that are in between bases may advance at their own risk to the next base and then stop.
32. If a ball is batted and hits the coach, ball is dead and will be counted as a no pitch.
33. To stop play, the ball is to be thrown to the coach/pitcher. Time will be called when the umpire judges the players was attempting to throw the ball to the coach in the circle. Any runner who is beyond the 3-foot line when time is called, shall be awarded the next base. It is the umpire’s judgment where the runner was at the time of the throw.
34. While the ball is still in the infielder’s possession and runner makes an attempt toward the next base, defense has the option of throwing the runner out, tagging the runner, or throwing the ball to the coach/pitcher. If the ball is thrown to the coach/pitcher the runner must stop at the next base. Runner’s position is where they were when the ball is released.
35. Ball thrown from outfield must be fielded by an infielder then thrown to the coach/pitcher.
36. Infielder may not chase runner over 3 feet outside his/her designated base path. Penalty is the runner advances one base.

1st—home to 2nd base 2nd—1st base to 2nd base

3rd—2nd base to home SS—2nd to 3rd base

Catcher—1st base to 3rd base Pitcher—1st base to home **OR** home to 3rd base

1. Players may not change position between batters without a substitution.
2. Uniform shirt must be worn. Uniform pants and stocking optional.
3. Players coming in late can still be entered in game after the other team is notified and report to the scorekeeper entered at the end of the batting order.
4. Game will not be started with less than 8 players. Pick up players must play outfield and bat at the end of the batting order.
5. Any rule not covered, or situation not covered in these rules reverts to the Little League Rule Book.

**If a manager or coach is ejected from a game, he/she will sit out the next game and must apologize to the players and fans in a public forum. If a manager or coach is ejected and must be asked to leave the stands, Burns Little League Board of Directors will determine if they will be allowed to coach the remainder of the season. If a player is ejected from the game, they must sit out the next game.**

**Burns Little League Baseball Coach Pitch**

**2025 Amended Rules**

The following amended rules are to be used in conjunction with the Official Little League Baseball Rule Book.

1. There will be a straight line extended 4 feet on both sides of the 40-foot pitcher plate.
2. The defensive team will have 10 players on defense, 6 infielders and 4 outfielders. The outfielders must be positioned on the outfield grass.
3. The offensive team will have 2 adult base coaches or one adult and one player.
4. The 15-run rule is in effect. If the home team is ahead by 15 runs or more after 3 innings or the visiting team after 3 innings the team that is ahead is declared the winner. The 10-run rule is in effect. If the home team is ahead by 10 runs or more after 3 ½ innings or the visiting team is ahead by 10 runs or more after 4 complete innings the team ahead is declared the winner.
5. Teams will play each game with a continuous batting order. The batting order shall be established prior to the start of the game. Any player arriving late shall be added to the bottom of the batting order.
6. A maximum of 5 runs or 3 outs per inning.
7. Players may be entered and/or re-entered into the game provided he meets the requirements of mandatory play. Mandatory play is 3 **consecutive** defensive outs.
8. Infield fly rule is not in effect.
9. Each game will be played until 6 innings or 90 minutes has expired. In case of a tie the 7th inning will be played without the 5 run per inning restriction. If still a tie after 7 innings, the batter that made the last out will be placed on second. The game will be continued until a winner is determined.
10. The ball becomes dead and the umpire will call time when:
    1. A batted ball comes in contact with the pitcher/coach. No pitch is counted, and all base runners must return to the base previously occupied.
    2. A player is injured. Any runner(s) who have crossed the halfway mark shall be awarded the next base. (If a base runner is injured the last retired batter will replace the runner).
    3. Any player has control of the ball and forces the lead runner to stop or retreat toward the last touched base.
11. Defensive time outs will be limited to 2 per game. Offensive time outs are limited to 1 per inning. Time outs due to injury do not count. However, coaching during an injury timeout is not allowed.
12. Each batter will receive 5 pitches or 3 swinging strikes. If the last pitch is fouled, the batter will receive additional pitches until they strike out or hit the ball.
13. If the 5th pitch is missed or not swung at, the batter is out.
14. Bunting is allowed. However, if a batter squares to bunt, they cannot pull their bat back and take a full swing. If this happens, it is a dead ball and the batter is out.
15. Batter is out if they bunt the ball foul on the 3rd strike or 5th pitch.
16. Runners shall not lead off or steal bases.
17. Runners must have one foot in contact with the base until the ball reaches the batter.
18. One of the infielders must play the position of player/pitcher.
19. The player/pitcher must start with both feed on the 4 feet extension of the 40-foot pitching plate. He is free to move once the ball is pitched.
20. The player/pitcher may move before the ball is batted if the batter squares to bunt.
21. The player/pitcher must wear a helmet with NASCOE approved facemask.
22. The coach/pitcher may speak to the batter until the pitch is thrown. Once the ball is put in play the coach/pitcher shall leave the playing field in a direction that will not interfere with the play/ball and not return until the umpire has called time. If the coach/pitcher fails to leave or in the judgment of the umpire interferes in any way, the batter is out.
23. The coach/pitcher will apply the courtesy of making sure the defensive team is in position before making a pitch. The batter will not receive any benefit by the coach/pitcher doing this. The umpire, in his judgment, shall nullify any hit, returns any runners that advance, and call a strike on the batter.

**If a manager or coach is ejected from a game, he/she will sit out the next game and must apologize to the players and fans in a public forum. If a manager or coach is ejected and must be asked to leave the stands, Burns Little League Board of Directors will determine if they will be allowed to coach the remainder of the season. If a player is ejected from the game, they must sit out the next game.**

**Burns Little League Softball Coach Pitch**

**2025 Amended Rules**

The following amended rules are to be used in conjunction with the Official Little League Softball Rule Book.

1. There will be a straight line extended 4 feet on both sides of the 35-foot pitcher plate.
2. The defensive team will have 10 players on defense, six infielders and four outfielders. The outfielders must be positioned on the outfield grass.
3. The offensive team will have 2 adult base coaches or one adult and one player.
4. 15 run rule is in effect. If the home team is ahead by 15 runs or more after 3 innings or the visiting after 3 innings the team that is ahead is declared the winner. 10 run rule is in effect. If the home team is ahead by 10 runs or more after 3 ½ innings or the visiting team is ahead by 10 runs or more after 4 complete innings the team ahead is declared the winner.
5. Teams will play each game with a continuous batting order. The batting order shall be established prior to the start of the game. Any player arriving late shall be added to the bottom of the batting order.
6. A maximum of 5 runs or 3 outs per inning.
7. Players may be entered and/or re-entered into the game provided she meets the requirements of mandatory play. Mandatory play is 3 **consecutive** defensive outs.
8. Infield fly rule is not in effect.
9. Each game will be played until 6 innings or 90 minutes has expired. In case of a tie the 7th inning will be played without the 5 run per inning restriction. If still a tie after 7 innings, the batter that made the last out will be placed on second. The game will be continued until a winner is determined
10. The ball becomes dead and the umpire will call time when:
    1. A batted ball comes in contact with the pitcher/coach. No pitch is counted, and all base runners must return to the base previously occupied.
    2. A player is injured. Any runner(s) who have crossed the halfway mark shall be awarded the next base. (If a base runner is injured the last retired batter will replace the runner).
    3. Any player has control of the ball and forces the lead runner to stop or retreat toward the last touched base.
11. Defensive time outs will be limited to 2 per game. Offensive time outs are limited to 1 per inning. Time outs due to injury do not count. However, coaching during an injury timeout is not allowed.
12. Each batter will receive 5 pitches or 3 swinging strikes. If the last pitch is fouled, the batter will receive additional pitches until they strike out or hit the ball.
13. If the 5th pitch is missed or not swung at, the batter is out.
14. Bunting is allowed. However, if a batter squares to bunt, they cannot pull their bat back and take a full swing. The penalty is a dead ball and the batter is out.
15. Batter is out if they bunt the ball foul on the 3rd strike or 5th pitch.
16. Runners shall not lead off or steal bases.
17. Runners must have one foot in contact with the base until the ball reaches the batter.
18. One of the infielders must play the position of player/pitcher.
19. The player/pitcher must start with both feed on the 4 feet extension of the 35-foot pitching plate. She is free to move once the ball is pitched.
20. The player/pitcher may move before the ball is batted if the batter squares to bunt.
21. The player/pitcher must wear a helmet with NASCOE approved facemask.
22. The coach/pitcher may speak to the batter until the pitch is thrown. Once the ball is put in play the coach/pitcher shall leave the playing field in a direction that will not interfere with the play/ball and not return until the umpire has called time. If the coach/pitcher fails to leave or in the judgment of the umpire interferes in any way, the batter is out.
23. The coach/pitcher will apply the courtesy of making sure the defensive team is in position before making a pitch. The batter will not receive any benefit by the coach/pitcher doing this. The umpire, in his judgment, shall nullify any hit, returns any runners that advance, and call a strike on the batter.

**If a manager or coach is ejected from a game, he/she will sit out the next game and must apologize to the players and fans in a public forum. If a manager or coach is ejected and must be asked to leave the stands, Burns Little League Board of Directors will determine if they will be allowed to coach the remainder of the season. If a player is ejected from the game, they must sit out the next game.**

**Parents Code of Conduct**

Any parent guilty of improper conduct at any game or practice will be asked to leave the sports facility and be suspended from the following game. Repeat violations may cause multiple game suspension, or the season forfeiture of the privilege of attending all games.

1. I will remember that children participate to have fun and that the game is for youth, not adults.
2. I will inform the coach of any physical disability or ailment that may affect the safety of my child or the safety of others.
3. I will learn the rules of the game and the policies of the league.
4. I (and my guests) will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game, practice or other sporting event.
5. I (and my guests) will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent such as booing and taunting, profane language, or gestures.
6. I will teach my child to play by the rules
7. I will demand that my child treat other players, coaches, officials, and spectators with respect
8. I will teach my child that doing one’s best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
9. I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
10. I will never ridicule or yell at my child or other participants for making a mistake or losing a competition.
11. I will emphasize skill development and practices and how they benefit my child over winning.
12. I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all sports events.
13. I will refrain from coaching my child or other players during games and practices unless I am one of the official coaches of the team.