



**Little League Baseball Regulations and Playing Rules  
Sunrise Little League Inc. (a volunteer operated organization)  
By-Laws 2022**



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**EXECUTIVE BOARD**

The current Executive and Auxiliary Board can be found on Sunrise Little League’s website under League Info ([Sunrise Little League Board](#))



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Sunrise Little League is a non-profit organization that seeks to provide a quality sports program to all children regardless of their abilities or their families' ability to pay. The Little League Baseball program is designed to develop superior citizens, not just athletes, by teaching fundamental principles of sportsmanship, fair play and teamwork they can use later in life to become better community members.

### General

1. Each manager and coach is responsible for reviewing Sunrise Little League By-Laws with their players and their parents. Any ambiguities in the rules shall be interpreted by the League President or his alternate. This interpretation shall be final.
2. It is the responsibility of each League Official to see that all Little League and Sunrise Little League By-Laws and Constitution rules are adhered to AT ALL TIMES. The Sunrise Little League Board has the power to suspend any person for failure to follow these rules and regulations and may expel repeat violators.
3. Rosters must be supplied to the scorekeeper, opposing manager, and umpire-in-chief (plate umpire) before each scheduled game. Every player must be listed on the roster, including those who will not play. A notation shall be given for each player who will not play (i.e., absent, disciplinary, injury, etc.). These notations will also be entered in the scorebook as a permanent record. The roster shall designate with an asterisk any pitcher who has less than full eligibility for that game. And shall indicate the number of innings he/she is eligible to pitch. Example: \*Smith (3) (see Regulation IV for Little League rules and regulations) Scorekeepers must sit behind home plate. Only official scorekeepers and board members are allowed in the score booths. Spectators are requested not to talk to scorekeepers during the game.
4. There will be no mandatory practices on Sunday. The number of games plus practices shall not exceed five per week.
5. It is the responsibility of every player, coach, manager and parent to ensure that the playing field, dugout and spectator areas are completely cleaned up immediately following any game or practice.
6. The home team will utilize the THIRD base dugout in all divisions.
7. It is the responsibility of the BOTH team managers and coaches to:
  - See that the field is in playing condition prior to scheduled game time. This includes filling in low spots, installing bases, chalking the field, raking the mound and batter boxes, put away the bases and lock the dugouts.
  - Provide an official scorekeeper and pitch counter (Home Team - in Farm, Minor A and above)
  - Ensure that a volunteer is in the snack bar 30 minutes prior to the start of their game to 30 after the conclusion of their game. Games are not allow to start unless your designated snack bar volunteer has been provided.
8. The Snack Bar will not be opened except by the Snack-Bar Manager or designated alternate.



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9. NOBODY WILL BE ALLOWED IN THE SNACK-BAR during working hours except for the person or persons delegated to work there that day, unless additional help is required.
10. Managers and coaches during League games may wear docker style (blue, black, white, or beige) or denim shorts (hemmed). They must be hemmed and approximately knee length. **Managers and coaches must wear the shirt and hat issued to them during the league games.**  
**Managers or coaches in violation of this rule will not be allowed on the playing field.**

### Board of Directors

The Board consists of Elected Board Members: President, Vice President, Secretary, Treasurer, Player Agent, Safety Officer, Coaching Coordinator and Auxiliary President. The Board reserves the right to add or subtract from this by a simple Majority vote at a regularly scheduled or specially called Membership Meeting. To see a complete list of the Elected Board of directors please go to the Sunrise Little League website, [Sunrise Little League Board](#)

### Age Verification

Little League requires verification of age each year by one of the following:

- State or County certified copy of live birth certificate.
- Certification of birth from a provincial of a foreign government.
- Military I.D.
- Military hospital certificates (out of country)
- Special Note: Baptismal record, Xerox or hospital copies are not acceptable. Players selected for All Star teams will need to re-submit proof of age to the League for District 5 official verification.

### Proof of Address

A proof of address(i.e., utility billing, etc.) will be required to show that the member currently resides within the Local League boundaries- unless the member has a waiver on file with the District.

### Protection & Equipment

1. All male players must wear athletic supporters (metal, fiber, or plastic cup). All female players are encouraged to wear some type of protective pad.
2. Local League equipment and property is to be used only for sanctioned League activities.
3. All managers and coaches can and will be held responsible for any lost or broken equipment.
4. Each team shall have no more than one manager and two coaches in the dugout during a game.
5. In any division, if a player requires "special" attention or assistance, another adult is permitted to be in the dugout. If a change is made for either the manager or the coach during a game, he/she may not return for the duration of that game. Only one manager or coach may be replaced in any one game.
6. A manager or coach shall not leave the bench or dugout except to confer with the players or an umpire. The Plate Umpire shall be notified of any such change. **Note: A manager or coach**



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**who has been ejected from a game may not be replaced with a substitute.** One adult must be in the dugout at all times. Players will be base coaches if need be and must be wearing a batting helmet at all times.

7. The use of tobacco and alcoholic beverages in any form is prohibited at C-Bar-C Park, on the playing field or in the dugouts.
8. The use of lights shall be determined by the President, Division Representative, or Board Member in charge and must follow published division rules.
9. For the Major Division, no new inning shall start after 9:00 P.M. unless prior approval is obtained from the League President and/or Board Member in charge.
10. For the Junior and Senior Division, no new inning may start after 10:00 P.M. Lights shall be turned off by a Sunrise Board member or the Sunrise Parks & Recreation curfew time.

**Protest Procedure** (*Note: It is our mutual responsibility to avoid protests whenever possible.*)

1. Protest Defined: a protest shall be considered only when based on the violation or interpretation of a playing rule or on the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. Equipment that does not meet specifications must be removed from the game and shall not be a basis for protest.
2. Only the manager of a team (or, in his or her absence, a designated coach) may lodge a protest. The protesting manager shall immediately and before any succeeding play begins, notify the umpire that the game is being played under protest.
3. Following such notice, the umpire shall consult with the associate umpires. If the umpire is convinced that the decision is in conflict with the rules, the umpire shall reverse that decision. If, however, after consultation, the umpire is convinced the decision is not in conflict with the rules, said umpire shall announce that the game is being played under protest by:
  - Notifying both team scorekeepers who shall make a note in their score books of the exact situation at the time of the protest, including the score, position of any runners, and the ball and strike count on the batter.
  - Advising the opposing team manager that the game is being played under protest.
4. The protesting manager shall submit a written protest to the Local League President within 24 hours for the protest to be considered valid. The umpire-in-chief shall also submit a report, and the opposing team manager shall likewise submit his views. Standardized protest forms should be utilized when submitting these written documents. These forms will be kept in the Snack Bar.
5. Upon receipt of the written protest, the Division Representative shall be notified, and he/she shall conduct a preliminary investigation into the matter. The representative will then file a written report with the Protest Committee prior to their meeting.
6. The Protest Committee will be comprised of the League President, Vice President, Coaching Coordinator, Head Umpire, Player Agent of the respective division, and a Representative of that division (Only 3 required including the President). The President will chair this committee. A quorum of three (3) members must be present to handle the protest hearing. The League President shall only vote in the event of a tie or committee deadlock. This committee must meet within 48 hours upon receipt of a written protest. The Secretary will be present to take minutes but will not have a vote.



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7. The findings of the Protest Committee shall be documented in writing. One copy shall be forwarded to the protesting manager, another to the umpire-in-chief, and an additional copy shall be provided to the opposing manager. The League shall maintain a copy for their records.
8. If the protest is deemed valid, the game must be replayed at the point of the protest and shall be rescheduled as stated in Rule 4.19. The representatives for these divisions will re-schedule games as needed.

### Code of Conduct

9. The code of conduct as set forth in the Official Regulations and Playing Rules are:
  - 9.1. Rule 9.05: The umpire shall report to the League President within 24 hours after the end of the game all violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach, player, or parent and the reason therefore.
  - 9.2. When any manager, coach, or player is disqualified for ANY offense (including the use of obscene or indecent language, or an assault upon an umpire, manager, coach, player or parent) the umpire shall forward full particulars to the League President within 24 hours after the end of the game. The violator may be requested to appear before a Board Panel. The ejected manager coach or player will sit out the remainder of the current game PLUS the next game (Rule 4.07).
  - 9.3. After receiving the umpire's report that a manager, coach, player, or parent has been disqualified, the League President may require the manager, coach, or player to appear before at least three members of the Board of Directors to explain his/her conduct. In the case of a player, the manager shall appear with the player in the capacity of an advisor. The members of the Board present at the meeting shall impose any additional penalty as they feel is justified.
10. Manager/Coach/Player/Parent conduct: Sunrise Little League expects good sportsmanship from all of its players and has a zero-tolerance policy for all. Therefore, violations of good sportsmanship rules will apply in the following:
  - Obscene language
  - Berating or harassment of Managers, Coaches, Umpires, Players, Parents or volunteers
  - Touching, hitting, or throwing objects at anyone
- 10.1. Penalty guidelines
  - One game suspension (1st incident)
  - 14-day suspension (2nd incident)
  - Season suspension (3rd incident)

Penalties can be modified based on specific situations but not lessened. **The Sunrise Board reserves the option to make any alternative penalty decisions based on the severity of the actions of the Manager/Coach/Player/Parent conduct.**



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## Tryouts

1. Public Notice shall be given for Registration & Tryout Dates – via the Local League Website announcement and mass email communication tool therein.
2. Eligible Candidates: All who register, except 4, 5, 6, 7 and 8-year old players shall attend tryouts.
  - 2.1. Exception: 6-8-year old players that would like to try out for Farm or 8-10 year old players that would like to tryout for Minors.
3. Registrants failing to attend at least one of the scheduled tryout sessions, shall become ineligible for the draft to any team and will be placed on a “Hat Pick” list for team assignment, unless an acceptable written excuse is given to the Player Agent and is presented and approved by a majority of the Executive Board at its next meeting, or the Player Agent deems otherwise. Registrants who sign up after tryouts will be placed on the “Hat Pick” list and placed on teams. Those “Hat Pick” players are selected by use of a random draw of the division Managers at the draft selection meeting.
4. Players that sign up after the draft has concluded will become a “Hat Pick” and will be assigned by a random draw by the Player Agent when there are multiple registrants, or if only one registrant, that player will be assigned by the Player Agent, to the next Manager in the draft rotation.
5. The Sunrise Board reserves the right to place “Hat Pick” players on specific teams based on team sizes, safety concerns or any other reason that may be in the best interest of the player or the league.
6. Player Agent's tryout list: Prior to tryouts, the Player Agent will make a list showing the names and league age of registered players. Only candidates who demonstrate that they can safely play in the Farm or Minor Division will be eligible for the draft. The League President, Player Agent and one other board member will observe each candidate during tryouts and will determine by unanimous vote whether that candidate is eligible to safely play in the Farm or Minor Division. Their Decision is final.
  - 6.1. Tryouts: Each registered player shall be given the opportunity to bat, field, throw, and run in competition with other players having the same league age. All managers shall observe and evaluate each candidate for their reference during the draft selection.
  - 6.2. Player Agent's draft list: Prior to the player draft, the Player Agent shall prepare a final list of all registered candidates who have completed all requirements for eligibility. This will be the official list of eligible players for the season.
  - 6.3. In case the Local League is short of managers (in any Division) selected board members will rate each child that is trying out to give to the new Manager in order to be able to Draft a team.



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**Draft**

1. Eligible Candidates: All candidates listed on the final Player Agent's list shall be eligible for the draft by the League's teams. \*\*\*\*

**1.1. Age Limits**

<b>Division</b>	<b>League Age</b>
Tee-Ball	4-6
Rookie	6-7
Farm	7-9
Minor	8-11
Major	9****-12
50/70	11-13
Junior	12-14
Senior	13-16

\*\*\*All players ineligible for the draft will be placed on the teams by random draw "Hat Pick". (See 8.3-8.5)

\*\*\*\* No League age 9 & 10's will be drafted at the Major Division draft (except upon Presidential approval of moving up).

2. The Serpentine draft method is used.
3. Upon completion of the Draft, if there are not enough late sign-ups for the Major Division to fill a 12-man roster per team, players League aged 10/11 may be moved up from the Minor Division to fill the roster/s in draft pick order. Any player moved from a Minor Division team to a Major Division team must remain in that division.

**3.1. Team Age Limits:**

<b>Number of Players</b>	<b>Major</b>	<b>Junior</b>	<b>Senior</b>
No more than 8	12 Years old (may be updated pending LL Congressional updates)	13 Years Old	16 Years Old
No more than 8	11 Years old	14 Years Old	15 Years Old
No more than 2	9-10 Years old		

Note: Should there not be enough 11 and 12-year-old players available for full teams, the President may increase the number of 10-year olds per team as needed.

**4. Relative Draft: (Sibling) Brother/Sister:**

- 4.1. Managers may submit option on brothers and/or sister becoming candidates for the first time who are subject to the draft. A Manager may also submit an option on a draftee if the player's brother or sister is a member of that manager's team. When the first brother or sister is drafted and the option is submitted, the manager automatically takes the brother/sister on the next turn. This option must be exercised within the first three draft selections (Round 1, 2 or 3 for BIS options only). Non-options follow draft round listed on page 7. Example: Player one drafted in round 2 and Player two drafted in round 3.
- 4.2. Parents have option on brother/sister draft in Minor division only.



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- 4.3. Sons and/or daughters of coaches and managers; A manager who has sons and/or daughters eligible under Regulation II for the draft who wish to draft them must state so in writing to the Player Agent prior to draft. If so stated, the Parent-Manager is required to exercise the option prior to the close of the specific draft round depending on League age of sons and/or daughters. The Parent Manager option takes priority over any other option.
5. Coach's Pick: If a team has more than one coach, only the senior coach in service may qualify provided that senior member has served as a coach in the league for two or more years. If the senior coach does not have sons and/or daughters, the coach next in seniority may exercise the privilege. New coaches should not be appointed nor approved until after the draft or auction to avoid "red shirting" of players through selective coaching appointments. Coach's pick is round one ONLY!
6. Total Re-Draft: Page 62 (2009 Ops Manual), Plan B: Sunrise Little League will abide by this alternative for the Major and Junior divisions.
  - 6.1. Exception: Draft rotation in all divisions will be determined by random draw from the hat.
  - 6.2. All 11 and 12-year-old players will be drafted to the major division first.
  - 6.3. Any 10 year olds approved to play in the majors will be drafted next.
  - 6.4. Any players signing up late and/or failing to participate in try-outs will be selected by a "Hat Pick". (See 8.3-8.5)
7. Waiting List: In order to allow participation by new members of the community, a waiting list will be established for individuals not signed up prior to tryouts. Waiting list players will be placed on a team using the "Hat Pick" procedures, see 8.3-8.5. Vacancies in Minor League will be filled with appropriate age waiting list players until list is exhausted. If no appropriate age player is on the waiting list, the team will observe normal call-up procedures. No Major, Junior or Senior Division team will be allowed to select players from the waiting list. (See Regulation III) Players placed on a team from the waiting list are not eligible to be called up until they have been assigned to the team for at least three weeks of regular season play. Exemptions can be granted by the League President.
8. Call-Up: Eligibility: All eligible 12 Year Olds first, then eligible 11-Year-Old Minor League players assigned or drafted to a Minor team are subject to call-up by a Major team. Refusal of a player to comply with a draft to a Major team shall result in forfeiture of further eligibility to play on any Major team for the remainder of the current season. Exemptions can be granted by the League President.
  - 8.1. Procedure: The requesting manager must place a properly justified call-up order with the Player Agent PRIOR TO CONTACT WITH THE PLAYER, PARENT, OR MANAGER. The Player Agent will approve the call-up, if justified, and will make necessary contacts to arrange for player transfer. (Major team must maintain a full roster). Vacancy in Minor Divisions will be filled from Player Agent Waiting List.
  - 8.2. Call up to a Major team must be made within 7 days of losing a Major Player.

### Minor League – Rookie, Farm and Minor Divisions

1. Purpose: "The purpose of the Minor League program is to provide training and instruction for the candidates who by reason of age and other factors do not qualify for the selection in the Regular Little League." - (A quote from the Little League Handbook)





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2. Introduction: The Minor League will be divided into "Rookie", "Farm" and "Minor" divisions. The player playing age is defined by the Little League Age definition. For safety reasons, the President, Player Agent, or Managers may agree to have a less-skilled player (or first-time player) play in a division lower than the typical division for the child's playing age.
- 2.1. Rookie: No Tryouts for this division, playing age of 6 – 9.
- 2.2. Farm: Skills assessed at tryouts, playing age of 7 – 9.
- 2.3. Minor: Skills assessed at tryouts, playing age of 8 – 12.

### Playing Rules

1. Adult Managers and Coaches may occupy the 1st and 3rd base coaches box only if there is an approved Manager or Coach in the dugout. Parents and other volunteers do not qualify for this rule. In any division, if a player requires "special" attention or assistance, another adult is permitted to be in the dugout.
2. Minimum Play: Every player in Rookie, Farm, and Minor Divisions will participate in each game a minimum of six (6) defensive outs, and one at bat. Three (3) of the defensive outs must be in an infield position. If there is a safety concern about a player fielding an infield position, that player must be evaluated by the President or Player Agent, or designee, for an exemption from this rule.
3. Rookie, Farm, and Minor Divisions will use a regular continuous batting order (Bat Through, and five (5) run rule is in effect). See rule 3.1.A.
4. Minimum Play Penalty: The player(s) involved shall start the next scheduled game and play no less than the mandatory time from the previous game and current game before being substituted out of the game. The manager of the team will be penalized as follows:
- First offense - A suspension for the next scheduled game
  - Second offense - A suspension for the next scheduled game
  - Third offense - Suspension for the remainder of the season.

Note: If the violation is determined to have been intentional, the Board of Directors may assess a more severe penalty. However, forfeiture of a game may not be invoked.

5. Mercy Rule:
- 5.1. Rookie, Farm, Minor and Major Divisions: If after three (3) innings, or two and one half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more the manager of the team with the least runs shall concede the victory to the opponent. Or, If after four (4) innings, or three and one half innings if the home team is ahead, one team has a lead of fifteen (10) runs or more the manager of the team with the least runs shall concede the victory to the opponent.
- 5.2. Intermediate (50/70) Division/Junior/Senior League: If after four (4) innings, or three and one half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more the manager of the team with the least runs shall concede the victory to the opponent. Or, If after five (5) innings, or four and one half innings if the home team is ahead, one team has a lead of fifteen (10) runs or more the manager of the team with the least runs shall concede the victory to the opponent.



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6. Tie Game: In tournament play, in the event of a tie game after 6 innings for Majors and Minors [7 innings for Intermediate (50/70), Juniors and Senior Leagues] along with the appropriate time remaining to play longer, the 7<sup>th</sup> or 8<sup>th</sup> inning shall start with a runner starting at 2<sup>nd</sup> base prior to the start of the inning. This runner shall be the last batted out of the previous inning.

### Major, Junior, and Senior League

#### 1. Major Division

- 1.1. A policy of a continuous batting order or batting 9 players can be adopted for this division which includes all players on the team roster present for the game. Each player will be required to bat in his/her respective spot in the batting order. A player may be entered and/or reentered defensively into the game anytime provided he/ she meets the requirements for mandatory play. Note: if a child is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty if the injured, ill, or absent player returns they are merely inserted into their original spot in the batting order and the game continues. If a child arrives late to the game the manager will enter him/her in the lineup, they will be added to the end of the current lineup.
2. Junior League will abide by the Junior/Senior Rule Book and Sunrise Little League Juniors will bat nine.
3. Senior League will abide by the rules set forth in the Senior League Rule Book.

### Dropping Players from the Roster

Regulation III (d) - all levels of play - When a player misses more than seven (7) continuous days of participation for illness or injury, a physician or other accredited medical provider must give written permission for a return to full baseball activity. Current Little League rules governing dropping players from the roster will be in effect. A dropping of a player must have prior board approval.

### Selection of Tournament of Champions Team

1. Two Sunrise teams will represent Sunrise Little League in the District TOC.
2. Selection of those teams will be determined by a Round Robin style tournament (double or single elimination, depending on time available at the end of the season, to be decided by the board)
3. Teams will be seeded for the tournament based on overall season record. The team with the best record would get the first seed and this would continue through with the amount of teams in each division. If records are tied tiebreaker goes to the teams with the lowest runs scored against them for the season, and if still tied... coin toss.
4. If the Championship team has not been determined appx. by the week of the Tournament of Champions, the Sunrise Board will determine the process in which a Sunrise Team(s) will be selected to represent Sunrise Little League in the Tournament of Champions. This process may be determined based on time left in the season prior to the start Tournament of Champions games.



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5. If there is not enough time to complete a Round Robin Tournament prior to the start of the Tournament of Champion games, the Sunrise Board of Directors can determine the team selection process.

### All Star Tournament Team Selection

1. The process for selecting All Star Tournament players shall be conducted by the league President, Player Agent, Division Representative and one officer of the Board. It is the understanding of the league that the All-Star players and Managers selected are the "best-of-the best". It will be the duty of the league to ensure the best of both are selected per Local League rules.
2. Selection of All Star Managers and Coaches
  - 2.1. In the 9-10, 11, 11-12, 13-14, 15-16 the All-Star Manager shall be nominated by the League President and approved by the Board of Directors. The coach shall be any other manager or coach in the Division selected by the tournament manager.
  - 2.2. The President of the league may determine the All-Star Manager prior to the start of the regular season to allow time for the Manager to scout teams for All Star talent.

**NOTE: ALL MANAGERS AND COACHES OF ALL DIVISION TOURNAMENT TEAMS MUST BE APPROVED BY A VOTE OF THE BOARD OF DIRECTORS**

3. All Star Player Selection:
  - 3.1. All players will be considered for All Star selection. Players will be evaluated by managers, coaches, and board members. Players abilities, playing level, sportsmanship, attitude and character will be factors determining their eligibility to be placed on the All-Star team for their age group.
  - 3.2. All division Managers and Coaches will vote for their All-Star Player selections. Players with the highest votes will be considered for the All-Star Team. The Board reserves the right to have the final say on selected players.
  - 3.3. The President will decide in the case of a tie or consensus not able to be reached.

### Dual Program Play

All league participants may participate in other programs during the regular and tournament play (T.O.C. only) providing that such participation does not disrupt the regular or tournament team. (Regulation IV). They must have the Risk and Waiver of Liability signed by their parent or legal guardian signed before the season begins. Sunrise Little League managers and coaches may not participate in other programs if such participation conflicts with Sunrise Little League schedule. Any manager, coach, or player who is found to be in violation of this rule shall be suspended for a minimum of two games. Full commitment of Managers and Players are required for players to participate in League Play.



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### E-mail, Internet and Other Policies

1. E-mail: As e-mail is a commonly used means of communication, it is deemed necessary to implement an e-mail policy to protect our league members from unlawful or inappropriate emails. Little League Officials shall never use the league email for personal gain. Sunrise Little League routinely asks for e-mail account addresses on its applications. These email addresses, along with the entire application, are private and shall be the sole property of Sunrise Little League. It is unlawful to use e-mails from Sunrise Little League members for any other purpose than to notify the membership of upcoming Little League information. Furthermore, any use of the e-mail lists shall be used only on written permission of the Sunrise Little League President or a majority vote of its Board of Directors. Failure to follow written league guidelines and/or the current policy can/will result in immediate removal from the violators Board position and leading up to a permanent ban on future involvement with Sunrise Little League. All approved e-mails must have the following disclaimer placed on the bottom of the email: "This e-mail is confidential and also is privileged. It is for the use of Sunrise Little League Officials only. If you are not the intended recipient, please delete it and notify us immediately; you should not copy or use it for any purpose, nor disclose its contents to any other person. It is unlawful to use this e-mail list for any activities unless you have expressed written consent of Sunrise Little League! Thank you."
2. Internet: It is important to understand that while the Internet serves your area, it also serves a global community. For that reason, only Little League Baseball has the authority to use any trademarks legally registered to Little League Baseball Incorporated on the Internet. SECTION 16: "The corporation (Little League Baseball, Incorporated) shall have sole and exclusive right to use and to allow or refuse to others the use of the terms 'Little League,' 'Little Leaguer,' and the Official Little League Emblem or any colorable simulation thereof." -Public Law 88-37388th Congress of -The United States of America House of Representatives Bill 9234 - July 16, 1964
3. Organizations: It is illegal to use the name of Little League on the Internet to describe any youth sports program without specific written permission of Little League Baseball, Incorporated. (See: Associated Press Style Guide and Libel Reference)
4. Commercial & Promotional: It is unlawful to use the name of Little League to promote or sell any products or services unless specifically licensed to do so. This includes use of the name Little League in describing who may benefit from the purchase of any promotions, products or services. This includes fund-raising promotions. Only Corporate Sponsors and Official Licensees of Little League Baseball have been granted legal permission to use the trademarked words "Little League" or the Little League logo.
5. Individuals: No individuals, including parents, umpires or other adult volunteers may purport to represent "Little League," on the Internet or otherwise.
6. AT NO TIME should any Internet Site other than <http://www.sunriselittleleague.com> be considered an official source of information representing Little League Baseball, Incorporated, including statements of position, policy or for the purpose of rules interpretations.

All by-laws are subject to review at the discretion of the Board of Directors in accordance to Little League International Rule.