

EASTVALE LITTLE LEAGUE LOCAL RULES 2012

The Eastvale Little League rules are organized into the following sections:

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INTRODUCTION

All baseball games shall be played strictly by the Official Regulations and Playing Rules of Little League, Intl. as established for the current playing year (October 1, 2011 to September 30, 2012). The local rules outlined in this document are subject to and supportive of the official rules published by Little League and the Operations Manual. Both of the official Little League booklets published yearly **OVERRIDE THE** local rules in the event of a dispute.

SECTION I: GENERAL LEAGUE RULES

A. FIELD DECORUM

Field decorum of team managers and coaches, players and volunteers shall be exemplary. Below is the Code of Conduct that all participants in the league are expected to conform with:

I. Code of Conduct Policy

In order to protect the climate of safety and security for all participants and to make clear Eastvale Little League's long standing position toward any threat or harassment toward any league participant; the League's Board of Directors has chosen to document this policy as a code of conduct.

The Eastvale Little League (ELL) hereby adopts a zero-tolerance policy toward any form of violence and harassment, understood as: physical hitting, shoving, kicking, throwing of objects, unwanted sexual advances, all forms of physical assault; abusive language or e-mails, threats, harassment and intimidation; ejection from a game; any attitude or action that can be reasonably construed as violence or misconduct toward another person.

The ELL Board will immediately communicate this policy to all ELL members and stakeholders, especially managers, coaches, umpires, parents, and players, and advise them of their responsibility to report all incidents that can reasonably be construed as violence.

The ELL Board reserves the right to immediately suspend any Manager, Coach, Umpire, Parent or Player until the completion of the investigation of the alleged incident.

Based on the Little League Principles of Conduct Code, no member of the BOD shall at the same time hold office or be a member of the board of any other youth baseball/softball league or function as an official or representative of such programs. This includes Little League District staff and board positions. To avoid any such conflicts, it is also recommended that members of such programs or in such positions are not allowed to manage a team within ELL. They could however hold

a position as a coach, if approved by the BOD.

Upon receipt of any report of alleged violence or misconduct, the President, and the appointed Sub-committee made up of Vice President, Safety Officer, Information Officer, Manager/Coaching Coordinator, Umpire in Chief and Umpire Coordinator of ELL Board will conduct an investigation to determine if the allegations are substantiated. The investigation will commence within 7 days of the reported incident.

If the allegations of misconduct are substantiated, one or more of the following consequences will be recommended to the board.

- * Be given a verbal/written warning that the action/behavior must stop immediately.*
- * Be reprimanded in writing before the board and placed on probation for up to and including the remainder of the Little League Year for ELL.*
- * Be suspended from managing/coaching/umpiring any ELL team.*
- * Be suspended for a period of time not less than 2 weeks or more than one month from any and all activity associated with Eastvale Little League.*
- * Be suspended For up to and including the remainder of the Little League Year for ELL from any and all activity associated with Eastvale Little League.*

Final Sub-committee decisions must be approved by the board of directors. If any consequences are given by the board, The Board will appropriately inform the person(s) involved. Violation of any terms of consequence will result in a more severe consequence.

B. SPORTSMANSHIP

- 1. Players shall refrain from attempting to harass the opposing pitcher or other players on the opposing team. Questions regarding such behavior will be ruled on by the plate umpire who may seek assistance from the board member on duty.*
- 2. The team manager or coach shall insure that players give the opposing team a traditional Little League “cheer” at the conclusion of every game*

C. ADULT VOLUNTEERS

- 1. All adult volunteers who have regular contact with players (i.e., Managers, Coaches, Team Moms) must participate and be approved by the screening process required by JCSD. Adult volunteers are responsible for the cost of the screening.
 - JCSD and ELL will require all Adult Volunteers to have their assigned, Current badges, visible at all times during any activity associated with ELL.*
 - Failure to comply with JCSD or ELL Adult Volunteer policy and procedure, will result in immediate removal from any associated activity with ELL.*
 - Repeat offenses (more than 1) will result in further disciplinary actions by the Board of Directors of ELL as per the Code of Conduct.**
- 2. Elected and appointed board members shall be at least 21 (Twenty-one) years of age.*
- 3. Team managers shall be at least 21 (twenty-one) years of age.*
- 4. Team coaches shall be at least 16 (sixteen) years of age.*
- 5. Special individual awards may be authorized at the discretion of the board of directors.*

D. BOARD MEMBER ON DUTY

1. It will be the duty of the Board to provide at least one Board Member on site during all games. The name of the Board Member(s) on Duty will be listed at snack bar.

E. LEAGUE BOUNDARIES ARE DEFINED AS FOLLOWS:

- *NORTH, Follow the Riverside County line east until it becomes Bellgrave Ave. to the intersection of Bellgrave Ave. and Wineville Ave.*
- *SOUTH, From the Riverside County Line on the west end of the Santa Ana River, Continue to follow the Santa Ana River east to Wineville Ave.*
- *EAST, Intersection of Bellgrave Ave. and Wineville Ave. go south. When Wineville Ave. ends, continue south to the Santa Ana River.*
- *WEST, Riverside County line south until the county line becomes Hellman Ave., go south on Hellman Ave. until It ends and becomes the county line again, follow the county line south, when the county line ends go south to the Santa Ana River.*

F. RESPONSIBILITIES OF THE HOME/VISITOR TEAM The below chart applies to – All Divisions

<i>Home Team</i>	<i>Visiting Team</i>
<i>1. Gets bases and installs them</i>	<i>1. Provides Official Pitch Count Recorder (must sit next to the scorekeeper and be over the age of 16 (sixteen))</i>
<i>2. Sets up announcing equipment</i>	<i>2. Returns announcing equipment</i>
<i>3. Provides Official Scorekeeper</i>	<i>3. Returns bases at end of game</i>
<i>4. Drags and chalks field if needed</i>	<i>4. Repairs batters boxes and pitching mound after the game.</i>
<i>5. Brings and returns First Aid kit</i>	<i>5. Waters the plate area and mound after each game.</i>
<i>6. Set up pitching machine (A Division)</i>	<i>6. Put pitching machine back in Snack Bar (A Division only) and plug it in to charge.</i>
<i>7. Rookie and T-Ball – Setup and take down First Base Dugout benches for the players and set up bases for the Game.</i>	<i>7. Rookie and T-Ball – Setup and take down Third base Dugout benches for the players and return bases to the Green Bin if you are the last game of the day</i>

Note: It is the DUTY of both teams to make sure everything is ready to begin, to avoid delay of game start.

Scorekeepers and pitch counters shall be seated in the official scorekeeper’s area directly behind the plate.

Both teams are responsible for cleanup of the dugouts and bleachers at the end of each scheduled game.

Further, after the last game of the day, they have the additional responsibilities staying until the snack bar is secured and the women volunteers have departed, as well as making a final security check of the building and field.

G. TEAM EQUIPMENT EQUALITY

Each team is provided an equal amount of equipment. It is the responsibility of the team managers to clean inspect and report any damage to the equipment officer for replacement and ensure all equipment is present and accounted for daily. The use of lettered warm-up jackets in the team colors are encouraged and are optional with the parents. Managers or coaches may purchase special gear at their personal expense for their personal use.

H. EQUIPMENT RULES

- 1. Only official Little League approved equipment will be used and any alteration or tampering with such equipment could ultimately cause dismissal from the league of the person(s) involved.*
- 2. All managers shall return all equipment to the equipment officer at the conclusion of the season.*
- 3. All requests for equipment must be made in writing to the equipment officer and returned back to the league in a timely manner as established by the ELL Equipment Manager.*
- 4. Approved safety gear shall be used at all times. All male players in the Single A division and older, and all catchers must wear a hard cup. Athletic supporters with soft cup are required for males in T-Ball and Rookie division and is highly recommended, but not required for all female players. All batters and players must wear protective helmets.*
- 5. A player occupying the catcher's position must use a catcher's mitt and must wear full protective gear, including a mask, throat protector, catcher's helmet, chest protector and shin guards, during all practices and games. Player warming up pitcher in bullpen or in between innings must have catchers helmet and also a hard cup. Exception – T-Ball, Rookie and Single A Divisions may use a regular mitt in lieu of a catcher's mitt.*
- 6. A player occupying the pitcher's position may not wear sweat bands on their wrists, use a white or gray glove, or attach any foreign material of a different color to their glove.*
- 7. Plastic/rubber cleats are required in the Major, AAA, AA, and A divisions. Cleats are strongly recommended, but not required in Tee ball and Rookie*
- 8. All bats used must meet Little League specifications and standards. Traditional batting donuts are not permitted.*
- 9. Majors, AAA and AA division teams shall use regular RS Major Baseball.*
- 10. A division teams shall use the level 5 safety baseball.*
- 11. T-Ball and Rookie division teams shall use a regulation T-Ball or Level 1 safety baseball.*

I. AWARDS POLICY – GENERAL

1. REGULAR PLAYERS All players of the league shall be presented with a Local Little League pin and trophy at the end of the season.

2. TOURNAMENT PLAYERS (“ALL STARS”) All tournament players shall receive the following:

- a) The league All Star shirt and cap.*
- b) Tournament “participation” pins as awarded by Little League tournament officials*
- c) The All Star manager and Coaches shall receive a shirt and cap*

J. League Structure - Division Age Limits and Tryouts:

The League age of all players shall be determined by the policies set forth by Little League Baseball for the appropriate year. Each year, the Board will determine the Divisions of play for that season. Players will be assigned to Divisions as follows:

<i>League Age</i>	<i>Division</i>	<i>Notes</i>
4	<i>T-Ball or Rookie</i>	<i>None</i>
5	<i>T-Ball or Rookie</i>	<i>Parents of 5yr. olds must self-select division (T-Ball or Rookie)</i>
6	<i>Rookie or A</i>	<i>May try-out for A Division baseball with one year Spring T-Ball experience</i>
7	<i>A or AA</i>	<i>May try out. May be chosen in A or [AA draft (w/ Board Approval) – requires a Try out]</i>
8	<i>A, AA, or AAA</i>	<i>Must try out. May be chosen in AA, or [AAA draft (w/ Board Approval)] – “A” first time players only</i>
9	<i>AA or AAA</i>	<i>Must try out. Will be chosen in AA or AAA draft</i>
10	<i>AA, AAA or Major</i>	<i>Must try out. Eligible for AAA and Major Draft; AA first time players or Board approved</i>
11	<i>AAA or Major</i>	<i>Must Try out. Eligible for AAA and Major Draft.</i>
12	<i>Major or Junior</i>	<i>Must try out. Eligible for AAA with written request by parent and District approval</i>
13	<i>Junior</i>	<i>Must try out.</i>
14	<i>Junior</i>	<i>Must try out and is Eligible for Senior Draft.</i>
13-16	<i>Senior</i>	<i>Must Try out</i>
15-18	<i>Big League</i>	<i>Must try out</i>

It is mandatory for all candidates in AA, AAA, Major, Junior, and Senior to attend at least 50% of the tryouts to establish eligibility to play in the league, or present an excuse which is accepted by a majority of the board of directors; otherwise he/she forfeits their eligibility.

12 year olds, who sign up late, are not guaranteed to be placed on a team.

K. PRACTICE LIMITATION

All league managers shall limit their team activities to a maximum of five times per week for a period not to exceed two hours per activity, except for official games. Only one activity per day is allowed. Activity is defined as practice sessions, team training meetings, trips to batting cage and games. Violations of the rule will be handled similarly to player rule violations (Section II, F. 2 below).

L. LEAGUE STANDINGS AND LEAGUE CHAMPIONS – AA through Senior Divisions

1. DETERMINATION OF LEAGUE CHAMPION

Standings will be determined by point system where: a win counts as 2 points; a tie counts as 1 point; a loss counts as 0 points. Based on the number of regular season games played, the team with the highest number of points will be considered the regular season league champion and will advance to the District 72 TOC for AAA division and above.

2. TIE BREAKERS (These apply to all competitive divisions)

In the event of a tie for any position, the following tiebreaker rules will apply for the whole season:

a) **FIRST TIE BREAKER:** Head to head competition. If two or more teams are tied for a position, each team involved will be given one point for each win versus any of the other teams competing for the same position. The team with the highest points will be declaring the winner. For example, assume three teams completed the season with identical records. Assume further that Team A's record versus Team B was four wins and no losses (4-0); A's record versus Team C was two wins and two losses (2-2); and Team B's record versus Team C was two wins and two losses (2-2). Awarding one point for each win, Team A would have accumulated six points, Team B two points and Team C four points. In this example, Team A would be declared the winner.

b) **SECOND TIE BREAKER:** If there is still a tie after applying the first tie breaker rule and at least one team was eliminated, keep reapplying that rule until a winner is determined or no more teams can be eliminated. For example, assume three teams finish the season with identical records. Assume further that Team A's record versus Team B were four wins and no losses (4-0). Team A's record versus Team C were one win and three losses (1-3). And Team B's record versus Team C were two wins and two losses (2-2). Team A would have accumulated five points; Team B would have accumulated two points and Team C would have accumulated five points. Since Team B has less points than both Teams A and C, B would be eliminated and the first tie breaker rule would be reapplied to teams A and C, since they both had accumulated the same number of points, (5 points). When reapplied, Team C would be declared the winner for having accumulated three points while Team A had accumulated only one point in head to head competition.

c) **THIRD TIE BREAKER:** For any team not eliminated in the first and second tiebreakers, use the third tiebreaker. Using the same point system as described in sections I.G.2 a) and b) above, determines which team has the most points in games played against the team(s) who finished the season with the best standing. For example, assume the first place finishing team was Team A with a season record of 14 and 6. Assume further Teams B and C was tied for second place with identical records. And after applying tiebreakers 1 and 2, above, Teams B and C are still tied. If Team B's record versus Team A was two wins and two losses (2-2) and Team C's record versus Team A was three wins and one loss (3-1), Team C would be declared the winner since Team C accumulated 3 points while Team B had only 2 points. Note: assume the same example except two teams, A and D tied for first place. In this situation, you would award points for games played by Teams B and C against both Teams A and D.

d) **FOURTH TIE BREAKER:** If there is still a tie after applying the first three tiebreakers, award points to the remaining teams not yet eliminated for wins against the second place team. If there is still a tie, award points for wins against the third place team and then the fourth place team and so on and so forth, until the tie is broken. For example, assume Team A's season record is 14 and 6, Team B is 13 and 7, Team C is 13 and 7, and Team D is 11 and 9. Assume that all of the other tiebreakers have not yet broken the tie between Teams B and C. Teams B and C's record versus A is identical. Therefore, the fourth tie breaker would be followed. Team B's record versus Team D were three wins and one loss (3-1), and Team C's record versus Team D was four wins and no losses (4-0). Therefore, Team C would be declared the second place winner, since Team C accumulated four points while Team B accumulated only three points.

e) **FIFTH TIE BREAKER:** If two teams are still tied after applying the above tiebreakers, a coin flip will determine the winner unless the loss of the flip of the coin will eliminate a team from the Championship tournament. In that situation there will be a one game playoff. For example, assume two teams are tied for third place, the flip of the coin will determine which team is awarded third place and which is awarded fourth place. However, if both teams were tied for fourth place, the loss of a coin flip would eliminate one team. In that circumstance there would be a one game playoff.

If after applying the first four tiebreakers, more than two teams are still tied for a position, coin flips will be used to determine the positions of the team as long as no team is eliminated. For example, assume the first place finishing team a completed the regular season 14 and 6, and teams B, C, D and E were 10 and 10. Assume further that all four teams were still tied after applying tiebreakers 1 through 4, coin flips would be used to determine the second and third and fourth place winners.

M. ALL STAR SELECTION

1. (JUNIOR – SENIOR DIVISIONS) It shall be announced prior to All-Star voting the number of teams and number of players on each team. The All-Star team players shall be selected in the following manner. Player’s league age 13-14 that had played in 60% of eligible games during the season in the Junior Division will be eligible for the Junior all-star team. Player’s league age 14-16 that had played in 60% of eligible games during the season in the Senior division will be eligible for the Senior all-star team. A player league age 14 who has played in the Senior division shall be eligible for either the Senior or Junior all-star team but will only be able to play for 1 All-Star team.

a. All-star teams shall be selected in the following order:

- 1) Senior Division*
- 2) Junior Division*

b. The managers or Board Approved Coach (Coach would be approved because the Manager will not be in attendance – Board would like each Team to be represented in the Voting) will select 9 players, with the remaining number of players being selected by the all-star manager. Though it is the All-Star Managers final decision, it is recommended that input from other managers and Player Coordinator and/or League Commissioner, in the respective divisions, be considered during the selection process.

The manager of the Junior/Senior team, who is in good standing and has been pre-approved by the board, and has the majority vote count from all current Board Members and each Manager from that Division ; will have the choice of becoming the Junior/Senior All Star Manager. If that manager declines, the manager of the team with the next highest votes will be offered the management position and so forth until a manager accepts the position(s). No manager may manage more than one all-star team. Managers and coaches must also commit to be with the team for the entire tournament season.

2. (MAJOR DIVISION and below) It shall be announced prior to All-Star voting the number of teams and number of players on each team. The All-Star team players shall be selected in the following manner. Player’s league age 11-12 that had played more than 60% of the season in the Major Division will be eligible for the major all-star team. Player’s league age 10-11 that played in the Majors and not making the 11-12 year old team will be eligible for the 10-11 year old all-star team. Player’s league age 9-10 that played in the Majors or AAA will be eligible for the 9-10 year old all-star team. A player league age 10-11 will only be able to play for 1 All-Star team.

A. The managers or Board Approved Coach (Coach would be approved because the Manager will not be in attendance – Board would like each Team to be represented in the Voting) will select 9 players, with the remaining number of players being selected by the all-star manager. Though it is the All-Star Managers final decision, it is recommended that input from other managers and Player Coordinator and/or League Commissioner, in the respective divisions, be considered during the selection process.

B. All-star teams shall be selected in the following order:

- 1) 11-12*
- 2) 9-10 (The board may select a second 9-10 division team which will be the 4th team selected)*
- 3) 10-11*

3. The president, secretary, and Player Coordinator and/or League Commissioner (agents), shall be present at the All Star selection meeting to conduct the meeting, present official records and approve all selections made.

4. The Approved Manager for Each All Star Team shall notify the players of their selection to the All-Star team on the date specified by the district administrator or by Little League Rule Book

5. The manager of the Major team, who is in good standing and has been pre-approved by the board, and has the majority vote count from all current Board Members and each Manager from that Division ; will have the choice of becoming the 9-10, 10-11, or 11-12 All Star Manager; with the other Open Team being offered to the manager of the team with the next highest votes and who is also in good standing and has been pre-approved by the board. If that manager declines, the manager of the team with the next highest votes will be offered the management position and so forth until a manager accepts the position(s). If needed the process will continue to the AAA Division if necessary in the same manner (a new vote must be taken with all AAA Managers only) starting with the highest number of votes, this rule will apply to how the managers of any open all star team is selected. No manager may manage more than one all-star team. Managers and coaches must also commit to be with the team for the entire tournament season.

6. If the league should field a second 9-10 all star team The manager of the AAA team, who is in good standing and has been pre-approved by the board and has the majority vote count from all current Board Members and each Manager from that Division. If that manager declines, the manager of the AAA team with the next highest votes will be offered the management position and so forth until a manager accepts the position(s).

7. All All-star managers and coaches must be members in good standing and must be pre-approved by committee (the league president, vice-president, League Commissioner, Division Coordinator and Manager / coaching coordinator) and the board.

8. The All Star manager shall select 2 coaches.

9. All players and coaches will need to make a commitment to the league prior to June 4th. If they are unable to make practices and or games the next player or coach from the selection process shall replace them.

a) During All Star play, players are not permitted to participate in any other sports organization

10. The All Star manager shall be responsible to the league president for the general administration and conduct of the team. The manager shall, however, have exclusive jurisdiction over such matters as:

a) Placement of players by position

b) Preparation of batting order

c) Substitutions

d) Replacement of players

e) Practices

11. The president, Division Coordinator, League Commissioner and secretary shall collect all paperwork required by Little League Baseball Inc. to determine league age and residency of all players. Once approved by District 72 one set of all paperwork will remain with District 72 and a second set of the paperwork will remain with the All-Star manager. Original birth certificates will be returned to parents after district approval has been made. All Paperwork is due to the League by June 18, 2011 at 6pm.

N. GAMES POSTPONED DUE TO INCLEMENT WEATHER OR SAFETY ISSUES

Games, which cannot be played, as scheduled due to rain or wet ground, or anything deemed a safety issue by the safety officer, shall be played as follows:

a) AA, AAA, Majors, Juniors, Seniors, Big League – will be played only if the game has a direct bearing on post-season play; The League will try to re-schedule all games if possible or Board can elect not to re-schedule

b) A division – League will try to re-schedule if possible or Board can elect not to re-schedule

c) Rookie and Tee Ball / Challenger league - League will try to re-schedule if possible or Board can elect not to Re-schedule

SECTION II: JUNIOR/SENIOR/BIG LEAGUE RULES

ELL teams will use RULES from the Official Little League Rule Book and the co-venture rules approved by all leagues involved if co-ventured. A. DRAFT SYSTEM

1. Juniors/Seniors/Big League rosters will be set at 13 players per team.

2. Teams in the division will be drafted from the entire pool of eligible players who have attended try outs each year. Players will never be the property of a particular team from year to year as in the major division.

3. Managers will select a number from the hat to determine the order of the draft. The managers will draft using the serpentine method, for example: in a six team league, the draft order would be 1-2-3-4-5-6-6-5-4-3-2-1-1-2-3-, etc.

4. The Player Coordinator and/or League Commissioner or president will have the managers draw numbers from a hat to determine the order of the draft.

5. If there are two family members with a parent as manager, manager must option the oldest child first and select the sibling (s) in the next round(s).

6. Members of the immediate family shall be kept together on the teams. If a family member is drafted, other family members will be taken as the next draft choices. Family members who sign up late (see below) may or may not be assigned to the same team.

7. Team names will be awarded based on the reverse order of the draft. The manager who picked last in the first round will have first choice of team names.

B. BROTHER/SISTERS

The Player Coordinator and/or League Commissioner will notify drafting Managers BEFORE THE DRAFT BEGINS regarding brothers and/or sisters who are subject to the draft that are “Options”. When first brother or sister is drafted and an option has been declared, the manager will automatically take the brother or sister on their next pick.

C. SONS AND/OR DAUGHTERS OF MANAGERS

A manager who has sons and/or daughters eligible for the draft and who wishes to draft them must state so in writing to the Player Coordinator and/or League Commissioner prior to the draft. If so stated, the parent-manager is required to exercise this option to the close of the specific draft round, per the Operating Manual depending on league age of sons and/or daughters. Parent-manager option takes priority over any other option.

D. TRADES

Following the draft, prior to notification of players, managers may, if they desire, exchange players within 24 hours of the

draft. Proposed trades must originate between the manager and Player Coordinator and/or League Commissioner. Managers and coaches are NOT to contact other managers, coaches, players or family members of players. The Player Coordinator and/or League Commissioner are the only ones authorized to initiate or negotiate trades among teams. All trades shall be made with the approval of the Player Coordinator and/or League Commissioner for the division and the president. Players may only be traded for players in their same division.

E. LATE SIGN UPS

If space permits, all players signing up after tryouts will be placed on teams in the following manner. Teams with roster spots available will have their names placed on a piece of paper and placed into a hat. Available players will be placed on a numerical list. The first team name pulled from the hat by a board member will get the player in position number 1. The second team name drawn will get player number 2 and so on. These appointments will be managed by the president, League Commissioner and Division Coordinator.

F. MINIMUM PLAY RULE

1. Every player on the roster will participate in each game for a minimum of six (6) consecutive defensive outs and bat at least one (1) time.

THERE WILL BE NO MANDATORY PLAY IN BIG LEAGUE DIVISION.

2. PENALTY

a) The player(s) involved shall start the next scheduled game and play no less than the mandatory time limit for both games.

The manager shall for the:

FIRST OFFENSE receive a written warning

SECOND OFFENSE a suspension for the next scheduled game

THIRD OFFENSE a suspension for the remainder of the season

NOTE 1: 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.

NOTE 2: There will be no excuse to not satisfy the minimum play rule in an official game except in a mercy rule game where the visiting team has only 9 defensive outs. No penalty will be given to the manager as long as player(s) start the next game and fulfill the playing requirement

Note 3: If the infraction occurs in the last two weeks of regular season play, the manager shall be suspended from participating, sharing in any award or recognition resulting from any playoff or championship game, or from managing/coaching in an all-star tournament. The all player rule is strictly enforced.

G. TIME LIMITS

a) No New Inning after 2 ½ hours.

b) In the event a game is halted without the winner being determined, the game will be completed on a set date each Month set up by the Board Of Directors after the Game Schedule is finalized(Rules 4.11 and .12). If a tie game is not completed, it shall be counted in the final league standing as a Tie.

c) Mercy rule – If after five (5) innings of play, four and one half innings (4 1/2) if the home team is ahead, has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. (Little League rule 4.10)

H. PITCHERS

Eastvale Little League has adopted pitch count rules from the Little League Rule Book:

Any Manager caught violating the Pitch Count rules will be penalized using Section II. F. 2.

I. FORFEITS

1. If during a game either team is unable to place nine (9) players on the field due to injury or ejection, the opposing manager shall select a player to re- enter the lineup. A player ejected from the game is not eligible for re-entry. If no players are available for re-entry, or if a team refuses to place nine (9) players on the field, this shall not be grounds for automatic forfeiture but shall be referred to the board of directors for a decision (Rule 4.17).

2. It shall be the policy of this league that forfeits will be avoided. Unusual circumstances, such as player out of uniform, manager and coach absent, equipment not available, etc., shall not be interpreted to permit managers to postpone or reschedule a game for their own or their team's Convenience.

3. If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, this shall be grounds for automatic forfeiture. Note: A game may not be started with less than nine (9) players on each team.

4. A Special request can be emailed to Forfeit@ellmail.com - This request has to be received minimum of 24 hours prior to the scheduled game start time that is going to be forfeited and ask the Board to approve a re-schedule of the game in question. This game can only be re-scheduled once. This email should be as detailed as possible so the Board can make an accurate decision.

SECTION III: MAJOR DIVISION

A. DRAFT SYSTEM

- 1. Major Rosters will be set at 12 players per team.*
- 2. Players who played on a Major team in the prior spring season are the property of that team and shall remain on the team unless released. All player releases must be approved by the board. **It is the intent of ELL to draft all major teams with the understanding that players will be retained to those same teams in the following season.*
- 3. The board of directors will determine the number of teams needed for each season, based on the number of returning players and 12-year-old players.*
- 4. The major draft is only open to 10, 11, and 12 year olds.*
- 5. The draft is to be completed using Plan A Method for Existing Leagues from the operating manual. The last place team from the prior season will have the first pick in every round of the draft. Teams requiring more than 8 new players will receive a bonus pick at the completion of the 4th round. These picks will be chosen in the order of rotation that is the same as the draft order.*
- 6. Teams may not have more than 8 players of a single age group.*
- 7. Team names will carry forward each year though no manager is guaranteed a particular team.*
- 8. The awarding of manager positions will be presented by the President and approved by the board of directors. When new managers enter the division for any reason, the board will determine which teams are awarded based on recommendations from the president.*

9. *If an expansion of the division is needed and approved by the board, Option 3 from the Operation Manual will be used to populate the new teams. In this method, the new teams will be allowed to select the number of players equal to that of the returning team with the highest number of returning players. Once this is completed, the draft will begin with The aforementioned system (Plan A for Existing Leagues). If there is more than one expansion team, the teams will draw numbers from a hat and then pick in an alternating fashion until at the number mentioned above (returning team with most returning players). If the division is expanded, the team with the last pick of the expansion draft will have first choice of the available team names and then work backwards of the draft order to award any other expansion teams.*

B. BROTHER/SISTERS

The Player Coordinator and/or League Commissioner will notify drafting Managers BEFORE THE DRAFT BEGINS regarding brothers and/or sisters who are subject to the draft that are “Options”. When first brother or sister is drafted and an option has been declared, the manager will automatically take the brother or sister on their next pick.

SONS AND/OR DAUGHTERS OF MANAGERS

A manager who has sons and/or daughters eligible for the draft and who wishes to draft them must state so in writing to the Player Coordinator and/or League Commissioner prior to the draft. If so stated, the parent-manager is required to exercise this option to the close of the specific draft round, per the Operating Manual depending on league age of sons and/or daughters. Parent-manager option takes priority over any other option.

D. TRADES

Following the draft, prior to notification of players, managers may, if they desire, exchange players within 24 hours of the draft. Proposed trades must originate between the manager and Player Coordinator and/or League Commissioner. Managers and coaches are NOT to contact other managers, coaches, players or family members of players. The Player Coordinator and/or League Commissioner are the only ones authorized to initiate or negotiate trades among teams. All trades shall be made with the approval of the Player Coordinator and/or League Commissioner for the division and the president. Players may only be traded for players in their same division.

E. MINIMUM PLAY RULE

1. *Every player on the roster will participate in each game for a minimum of six (6) consecutive defensive outs and bat at least one (1) time.*

2. **PENALTY**

- a) *The player(s) involved shall start the next scheduled game and play no less than the mandatory time limit for both games.*

The manager shall for the:

FIRST OFFENSE receive a written warning

SECOND OFFENSE a suspension for the next scheduled game

THIRD OFFENSE a suspension for the remainder of the season

NOTE 1: 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.

*NOTE 2: There will be no excuse to not satisfy the minimum play rule in an official game except in a mercy rule game where the visiting team has only 9 defensive outs. **No penalty will be given to the manager as long as player(s) start the next game and fulfills the Playing requirement of both games.***

b) If the infraction occurs in the last two weeks of regular season play, the manager shall be suspended from participating, sharing in any award or recognition resulting from any playoff or championship game, or from managing/coaching in an all-star tournament. The all player rule is strictly enforced.

F. MAJOR LEAGUE ROSTER VACANCIES

Replacement Players: Per Little League Rules, Major teams must carry the same number of players on their roster. If a team loses a player to injury, moving, etc., they must replace that Player from the AAA level using the following procedure.

- a) Manager will notify Player Coordinator and/or League Commissioner once the loss of player is known.*
- b) Player Coordinator and/or League Commissioner will work with Manager to identify a pool of players for consideration. Manager has 14 days to replace player.*
- c) Players that have Minor Only designations are NOT eligible for call up to Majors.*
- d) Once identified, Player Coordinator and/or League Commissioner will notify replacement player's parent of the situation*
- e) Replacement Player will become the "property" of the Major team going forward.*
- f) Only players that are in AAA on an approved option may decline a call up to Majors without penalty.*
- g) Any eligible player that declines a call up to Majors will not be allowed to be called up for the remainder of that season.*
- h) Major teams may not select a replacement player during the last two weeks of the regular season*
- i) AAA Team that loses player may choose to seek a replacement from AA if they wish, however movement from AA to AAA will be voluntary.*

G. PITCHING RULES

Eastvale Little League has adopted pitch count rules from the Little League Rule Book:

Any Manager caught violating the Pitch Count rules will be penalized using Section III E. 2.

H. TIME LIMITS

a) Major games there will be a 2 Hour No New Inning on all games.

b) In the event a game is halted without the winner being determined, the game will be completed on a set date each Month set up by the Board Of Directors after the Game Schedule is finalized(Rules 4.11 and .12). If a tie game is not completed, it shall be counted in the final league standing as a Tie.

c) Mercy rule – If after four (4) innings of play, three and one half innings (3 1/2) if the home team is ahead, has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. (Little League rule 4.10)

I. FORFEITS

1. If during a game either team is unable to place nine (9) players on the field due to injury or ejection, the opposing manager shall select a player to re- enter the lineup. A player ejected from the game is not eligible for re-entry. If no players are available for re-entry, or if a team refuses to place nine (9) players on the field, this shall not be grounds for automatic forfeiture but shall be referred to the board of directors for a decision (Rule 4.17).

2. *It shall be the policy of this league that forfeits will be avoided. Unusual circumstances, such as player out of uniform, manager and coach absent, equipment not available, etc., shall not be interpreted to permit managers to postpone or reschedule a game for their own or their team's convenience.*

3. *If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, this shall be grounds for automatic forfeiture. Note: A game may not be started with less than nine (9) players on each team.*

4. *A Special request can be emailed to Forfeit@ellmail.com - This request has to be received minimum of 24 hours prior to the scheduled game start time that is going to be forfeited and ask the Board to approve a re-schedule of the game in question. This game can only be re-scheduled once. This email should be as detailed as possible so the Board can make an accurate decision.*

J. FIELD DIMENSIONS

Field Dimensions shall follow the rules as specified in the Little League Rule Book. Bases shall be set at 60 feet and the pitching mound shall be set at 46 feet.

SECTION IV: AAA DIVISION

A. DRAFT SYSTEM

1. *AAA rosters will be set at 13 players per team.*

2. *Teams in the AAA division will be drafted from the entire pool of eligible players who have attended try outs each year. Players will never be the property of a particular team from year to year as in the major division.*

3. *Managers will select a number from the hat to determine the order of the draft. The managers will draft using the serpentine method, for example: in a six team league, the draft order would be 1-2-3-4-5-6-6-5-4-3-2-1-1-2-3-, etc.*

4. *The Player Coordinator and/or League Commissioner or president will have the managers draw numbers from a hat to determine the order of the draft.*

5. *If there are two family members with a parent as manager, manager must option the oldest child first and select the sibling (s) in the next round(s).*

6. *Members of the immediate family shall be kept together on the teams. If a family member is drafted, other family members will be taken as the next draft choices. Family members who sign up late (see below) may or may not be assigned to the same team.*

7. *Team names will be awarded based on the reverse order of the draft. The manager who picked last in the first round will have first choice of team names.*

B. BROTHER/SISTERS

The Player Coordinator and/or League Commissioner will notify drafting Managers BEFORE THE DRAFT BEGINS regarding brothers and/or sisters who are subject to the draft that are "Options". When first brother or sister is drafted and an option has been declared, the manager will automatically take the brother or sister on their next pick.

C. SONS AND/OR DAUGHTERS OF MANAGERS

A manager who has sons and/or daughters eligible for the draft and who wishes to draft them must state so in writing to the Player Coordinator and/or League Commissioner prior to the draft. If so stated, the parent-manager is required to exercise this option to the close of the specific draft round, per the Operating Manual depending on league age of sons and/or daughters. Parent-manager option takes priority over any other option.

D. TRADES

Following the draft, prior to notification of players, managers may, if they desire, exchange players within 24 hours of the draft. Proposed trades must originate between the manager and Player Coordinator and/or League Commissioner. Managers and coaches are NOT to contact other managers, coaches, players or family members of players. The Player Coordinator and/or League Commissioner are the only ones authorized to initiate or negotiate trades among teams. All trades shall be made with the approval of the Player Coordinator and/or League Commissioner for the division and the president. Players may only be traded for players in their same division.

E. LATE SIGN UPS

If space permits, all players signing up after tryouts will be placed on teams in the following manner. Teams with roster spots available will have their names placed on a piece of paper and placed into a hat. Available players will be placed on a numerical list. The first team name pulled from the hat by a board member will get the player in position number 1. The second team name drawn will get player number 2 and so on. These appointments will be managed by the president, League Commissioner and Division Coordinator.

F. MINIMUM PLAY RULE

1. AAA teams must use a continuous batting order. Changes to the batting order are not permitted once the game begins.

a. No player shall sit out more than two consecutive innings. It shall be the manager's responsibility to keep the umpire and official scorekeeper informed of all pitcher and catcher substitutions.

b. When less than the full roster of players show up for a game, and in cases where a player or players are benched for disciplinary reasons, the manager shall inform the official scorekeeper and the opposing manager that there are less than the full roster available to play. All players shall be listed in official scorebook including, sick, injured, absent or disciplined.

c. Should a Batter for any reason not be able to finish his/her at bat – The League will follow rule 6.02 – (c) – The Batter will be out.

d. Should a Runner become injured and cannot run the bases after reaching first base – The League approves the player that was the last out can become the pinch runner.

2. PENALTY

The manager shall for the:

FIRST OFFENSE receive a written warning

SECOND OFFENSE a suspension for the next scheduled game

THIRD OFFENSE a suspension for the remainder of the season

NOTE 1: 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.

A) If the infraction occurs in the last two weeks of regular season play, the manager shall be suspended from participating, sharing in any award or recognition resulting from any playoff or championship game, or from managing/coaching in an all-star tournament. The all player rule is strictly enforced.

G. PITCHING RULES

Eastvale Little League has adopted pitch count rules from the Little League Rule Book:

Any Manager caught violating the Pitch Count rules will be penalized using Section IV F. 2.

H. TIME LIMITS

No new inning may start after **1 hour 45 minutes** from the start time of the game as determined by the umpire. It is the responsibility of the managers to start the game on time and move the game along in a judicious manner. Stalling at the end of a game is not permitted. If the umpire determines that a manager is using stalling tactics, it will be reported to the coaching coordinator within 24 hours. If it is determined that the manager was stalling, the penalty structure used above for mandatory play time may be invoked. Games can end in a Tie.

Mercy rule – If after four (4) innings of play, three and one half innings (3 1/2) if the home team is ahead, has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. (Little League rule 4.10(e))

I. FORFEITS

1. A player ejected from the game is not eligible for re-entry. If no players are available for re-entry, or if a team refuses to place nine (9) players on the field, this shall not be grounds for automatic forfeiture but shall be referred to the board of directors for a decision (Rule 4.17).

2. It shall be the policy of this league that forfeits will be avoided. Unusual circumstances, such as player out of uniform, manager and coach absent, equipment not available, etc., shall not be interpreted to permit managers to postpone or reschedule a game for their own or their team's convenience.

3. If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, this shall be grounds for automatic forfeiture. Note: A game may not be started with less than nine (9) players on each team.

4. A Special request can be emailed to Forfeit@ellmail.com - This request has to be received minimum of 24 hours prior to the scheduled game start time that is going to be forfeited and ask the Board to approve a re-schedule of the game in question. This game can only be re-scheduled once. This email should be as detailed as possible so the Board can make an accurate decision.

J. FIELD DIMENSIONS

Field Dimensions shall follow the rules as specified in the Little League Rule Book. Bases shall be set at 60 feet and the pitching mound shall be set at 46 feet.

K. FIVE RUN MAXIMUM RULE

The team on offense shall be limited to scoring five runs or receiving 3 outs in one inning. After the fifth run has crossed the plate safely, the inning shall be declared over, regardless of the actual number of outs, base runners, etc.

Exception: If a player hits a fair fly over the fence (home run), then the home run and all runners on base, who proceed to score legally, shall count, even though the five run maximum has been exceeded.

SECTION V: AA DIVISION

A. DRAFT SYSTEM

1. AA rosters will be set at 13 players per team.

2. Teams in the AA division will be drafted from the entire pool of eligible players who have attended try outs each year. Players will never be the property of a particular team from year to year as in the major division.

3. *Managers will select a number from the hat to determine the order of the draft. The managers will draft using the serpentine method, for example: in a six team league, the draft order would be 1-2-3-4-5-6-6-5-4-3-2-1-1-2-3-, etc.*

4. *The Player Coordinator and/or League Commissioner or president will have the managers draw numbers from a hat to determine the order of the draft.*

5. *If there are two family members with a parent as manager, manager must option the oldest child first and select the sibling (s) in the next round(s).*

6. *Members of the immediate family shall be kept together on the teams. If a family member is drafted, other family members will be taken as the next draft choices. Family members who sign up late (see below) may or may not be assigned to the same team.*

7. *Team names will be awarded based on the reverse order of the draft. The manager who picked last in the first round will have first choice of team names.*

B. BROTHER/SISTERS

The Player Coordinator and/or League Commissioner will notify drafting Managers BEFORE THE DRAFT BEGINS regarding brothers and/or sisters who are subject to the draft that are "Options". When first brother or sister is drafted and an option has been declared, the manager will automatically take the brother or sister on their next pick.

C. SONS AND/OR DAUGHTERS OF MANAGERS

A manager who has sons and/or daughters eligible for the draft and who wishes to draft them must state so in writing to the Player Coordinator and/or League Commissioner prior to the draft. If so stated, the parent-manager is required to exercise this option to the close of the specific draft round, per the Operating Manual depending on league age of sons and/or daughters. Parent-manager option takes priority over any other option.

D. Following the draft, prior to notification of players, managers may, if they desire, exchange players within 96 hours of the draft. Proposed trades must originate between the manager and Player Coordinator and/or League Commissioner. Managers and coaches are NOT to contact other managers, coaches, players or family members of players. The Player Coordinator and/or League Commissioner are the only ones authorized to initiate or negotiate trades among teams. All trades shall be made with the approval of the Player Coordinator and/or League Commissioner for the division and the president. Players may only be traded for players in their same division.

E. LATE SIGN UPS

If space permits, all players signing up after tryouts will be placed on teams in the following manner. Teams with roster spots available will have their names placed on a piece of paper and placed into a hat. Available players will be placed on a numerical list. The first team name pulled from the hat by a board member will get the player in position number 1. The second team name drawn will get player number 2 and so on. The president, League Commissioner and Division Coordinator, will manage these appointments.

F. MINIMUM PLAY RULE

I. AA teams must use a continuous batting order. Changes to the batting order are not permitted once the season begins. The same batting order will be used the entire season.(example player six is last batter, the next game player seven is the lead off batter. If a player is removed from the teams roster and a new player is added, the new player can be placed in the open slot or at the end of the batting order.

a. No player shall sit out two consecutive innings. It shall be the manager's responsibility to keep the umpire and official scorekeeper informed of all pitching and catcher substitutions.

b. When less than the full roster of players show up for a game, and in cases where a player or players are benched for disciplinary reasons, the manager shall inform the official scorekeeper and the opposing manager that there are less than the full roster available to play. All players shall be listed in official scorebook including, sick, injured, absent or disciplined.

c. Should a Batter for any reason not be able to finish his/her at bat - The League will follow rule 6.02 - (c) - The Batter will be out.

d. Should a Runner become injured and cannot run the bases after reaching first base - The League approves the player that was the last out can become the pinch runner.

e. Ten (10) players shall be allowed on defense (4 outfielders - LF, LC, RC, RF [No Fifth Infielder]) and all outfielders must be positioned on the grass portion of the field when pitches are delivered.

f. On base on Balls - Batter is only allowed 1st base

g. Base Stealing is only one base per pitch - With a runner on first (1st) base, if the catcher throws the ball to second (2nd) base on a steal attempt, and it is an overthrow, the runner must stop at second (2nd) base. Other runners may advance at their own risk, except for a runner on third (3rd). Home plate is closed. Base Stealing is defined as: stolen base occurs when a base runner successfully advances to the next base while the pitcher is delivering the ball to home plate

h. Home Plate is closed - No advancing home on past balls or wild pitches. A Runner on 3rd must be forced home by a walk, HBP, or advance on a hit ball. Stealing home is not allowed.

i. Once the ball is thrown back to the pitcher and/or Coach Pitcher by the catcher or any fielder at the conclusion of a play, at the umpire's judgment, all base runners must return to their previous base if they are not at least halfway to next base. Runners cannot advance once the pitcher and/or Coach Pitcher has possession of the ball within the mound area.

Examples: 1]A runner on Second, Batter hits the ball to shortstop, Shortstop overthrows First baseman. Runner on second can advance to third and go home because of the overthrow. Batter/runner on first can advance to second. First baseman now overthrows second baseman at second and the ball rolls to centerfield - Runner on second can advance to third and tries for home. Centerfielder throws the ball into the infield and the runner scores. Umpire Ruling: Two runs across and play stands. Home plate is open on all batted balls until the ball is thrown back to the pitcher.

Example 2]A runner on Second, Batter hits the ball to shortstop, Shortstop overthrows First baseman. Runner on second can advance to third and go home because of the overthrow. Batter/runner on first can advance to second. First baseman now overthrows second baseman at second and the ball rolls to centerfield - Runner on second can advance to third and tries for home. Centerfielder throws the ball into the infield, pitcher catches the ball at the mound and the runner is less than half way home, runner scores. Umpire rules: One run across, Batter/runner goes back to third and play stands. Home plate is open on all batted balls until the ball is thrown back to the pitcher. Because the new rule above runner is less than half way has to return back to the previous base.

2. PENALTY

a) The player(s) involved shall start the next scheduled game and play no less than the mandatory time limit for both games.

The manager shall for the:

FIRST OFFENSE receive a written warning

SECOND OFFENSE a suspension for the next scheduled game

THIRD OFFENSE a suspension for the remainder of the season

NOTE 1: 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.

NOTE 2: There will be no excuse to not satisfy the minimum play rule in an official game except in a mercy rule game where the visiting team has only 9 defensive outs. No penalty will be given to the manager as long as player(s) start the next game and fulfill the playing requirement of both games.

b) If the infraction occurs in the last two weeks of regular season play, the manager shall be suspended from participating, sharing in any award or recognition resulting from any playoff or championship game, or from managing/coaching in an all-star tournament. The all player rule is strictly enforced.

G. PITCHING RULES

Eastvale Little League has adopted pitch count rules from the Little League Rule Book:

Any Manager caught violating the Pitch Count rules will be penalized using Section V F. 2.

- a. For the first 50% of Scheduled Games of the Season – we will have a Kid – Coach Pitch Game. Innings 1,3,5 will be kid pitch only and all pitch count rules will be followed. For Innings 2,4,6 – will be Coach Pitch. The umpire will call balls and Strikes while the Coach pitch is in effect. During Coach pitch – No walks or Hit by a Pitch will be counted and no base stealing. Coach Pitchers will get 3 strikes - If the batter fouls off the last pitch from the coach, another pitch may be thrown. During Coach Pitch – The defensive Pitcher must be in line with the Pitching rubber at 46 feet and can be to the left or right of the pitching rubber but within 4 feet of the pitching rubber (not allowing a 5th infielder to stand in front of second base).
- b. During “kid pitch” there will be no walks. In the event that pitcher reaches a count of 4 balls, the offensive coach will assume the pitchers remaining strike count and continue pitching to the batter until he/she strikes out or gets a hit. (Coach can not walk the batter) For example, on a count of 4-0, coach gets 3 strikes. On a count of 4-2, the coach gets 1 strike. The home plate umpire will call balls and strikes.
- c. Coach must pitch from the pitching rubber. During “coach pitch” the defensive pitcher must be positioned to one side of the coach (within 4 feet).
- d. Coach will make all efforts to not interfere with ball in play. In the event a batted ball hits the coach, the ball is live and play will continue.
- e. There will be no bunting or stealing during “coach pitch”.
- f. Due to Rain Outs and games being re-scheduled - The League will reschedule your game as Kid/Coach Pitch as it was originally scheduled.

H. TIME LIMITS

No new inning may start after 1 hour and 45 minutes from the start time of the game as determined by the umpire. It is the responsibility of the managers to start the game on time and move the game along in a judicious manner. Stalling at the end of a game is not permitted. If the umpire determines that a manager is using stalling tactics, it will be reported to the coaching coordinator within 24 hours. If it is determined that the manager was stalling, the penalty structure used above for mandatory play time may be invoked Section V F 2. The Game can end in a Tie.

The Drop Dead time shall be 2 hours from the start time of the game as determined by the umpire.

Mercy rule – If after four (4) innings of play, three and one half innings (3 1/2) if the home team is ahead, has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. (Little League rule 4.10(e))

I. FORFEITS

1. A player ejected from the game is not eligible for re-entry. If no players are available for re-entry, or if a team refuses to place eight (8) players on the field, this shall not be grounds for automatic forfeiture but shall be referred to the board of

directors for a decision (Rule 4.17).

2. It shall be the policy of this league that forfeits will be avoided. Unusual circumstances, such as player out of uniform, manager and coach absent, equipment not available, etc., shall not be interpreted to permit managers to postpone or reschedule a game for their own or their team's convenience.

3. If a game cannot be played because of the inability of either team to place eight (8) players on the field before the game begins, this shall be grounds for automatic forfeiture. Note: A game may not be started with less than eight (8) players on each team. A game being played with eight (8) players – When the ninth (9) batter position is open this will allow the Team with eight (8) players to be charged an out every time the ninth (9) batter should have batted.

4. A Special request can be emailed to Forfeit@ellmail.com - This request has to be received minimum of 24 hours prior to the scheduled game start time that is going to be forfeited and ask the Board to approve a re-schedule of the game in question. This game can only be re-scheduled once. This email should be as detailed as possible so the Board can make an accurate decision.

J. FIELD DIMENSIONS

Field Dimensions shall follow the rules as specified in the Little League Rule Book. Bases shall be set at 60 feet and the pitching mound shall be set at 46 feet.

K. FIVE RUN MAXIMUM RULE

The team on offense shall be limited to scoring five runs in one inning. After the fifth run has crossed the plate safely, the inning shall be declared over, regardless of the actual number of outs, base runners, etc.

L. COACHING

1. Four (4) adult coaches will be needed for each team. Two base coaches, one coach to coach pitch and a dugout supervisor. The Team Mom may be used for the dugout supervisor role.

2. One (1) defensive coach is permitted on the field for instructional purposes, coaches are not permitted to touch a live ball but they may instruct players. The one coach on the field must stay on the grass portion of the field at all times so as not to interfere with play.

3. At least one (1) coach must remain in the dugout at all times whether the team is on offense or defense

4. Players may not be used as base coaches.

SECTION VI: A Division

Scores will not be kept in the A division and no standings will be kept for this division.

A. DRAFT SYSTEM

1. A division rosters will be set at 13 players per team.

2. Teams in the A division will be drafted from the entire pool of eligible players. Players will never be the property of a particular team from year to year as in the major division.

3. Managers will select a number from the hat to determine the order of the draft. The managers will draft using the serpentine method, for example: in a six team league, the draft order would be 1-2-3-4-5-6-6-5-4-3-2-1-1-2-3-, etc.

4. The Player Coordinator and/or League Commissioner or president will have the managers draw numbers from a hat to determine the order of the draft.

5. *If there are two family members with a parent as manager, manager must option the oldest child first and select the sibling (s) in the next round(s).*

6. *Members of the immediate family shall be kept together on the teams. If a family member is drafted, other family members will be taken as the next draft choices. Family members who sign up late (see below) may or may not be assigned to the same team.*

7. *Team names will be awarded based on the reverse order of the draft. The manager who picked last in the first round will have first choice of team names.*

8. *The single A division will use a Rawlings Level 5 safety ball for all games and practices.*

B. BROTHER/SISTERS

The Player Coordinator and/or League Commissioner will notify drafting Managers BEFORE THE DRAFT BEGINS regarding brothers and/or sisters who are subject to the draft that are "Options". When first brother or sister is drafted and an option has been declared, the manager will automatically take the brother or sister on their next pick.

C. SONS AND/OR DAUGHTERS OF MANAGERS

A manager who has sons and/or daughters eligible for the draft and who wishes to draft them must state so in writing to the Player Coordinator and/or League Commissioner prior to the draft. If so stated, the parent-manager is required to exercise this option to the close of the specific draft round, per the Operating Manual depending on league age of sons and/or daughters. Parent-manager option takes priority over any other option.

D. TRADES

Following the draft, prior to notification of players, managers may, if they desire, exchange players within 24 hours of the draft. Proposed trades must originate between the manager and Player Coordinator and/or League Commissioner. Managers and coaches are NOT to contact other managers, coaches, players or family members of players. The Player Coordinator and/or League Commissioner are the only ones authorized to initiate or negotiate trades among teams. All trades shall be made with the approval of the Player Coordinator and/or League Commissioner for the division and the president. Players may only be traded for players in their same division.

E. LATE SIGN UPS

If space permits, all players signing up after tryouts will be placed on teams in the following manner. Teams with roster spots available will have their names placed on a piece of paper and placed into a hat. Available players will be placed on a numerical list. The first team name pulled from the hat by a board member will get the player in position number 1. The second team name drawn will get player number 2 and so on. These appointments will be managed by the president, Player Coordinator and/or League Commissioner and at least one other board member. These appointments will be managed by the president, League Commissioner and Division Coordinator.

F. MINIMUM PLAY RULE

1. *A teams must use a continuous batting order. Changes to the batting order are not permitted once the game begins.*

2. *Ten (10) players shall be allowed on defense (4 outfielders) and all outfielders must be positioned on the grass portion of the field when pitches are delivered.*

3. *No player shall sit out two consecutive innings. It shall be the manager's responsibility to keep the umpire and official scorekeeper informed of all substitutions.*

4. When less than the full roster of players show up for a game, and in cases where a player or players are benched for disciplinary reasons, the manager shall inform the official scorekeeper and the opposing manager that there are less than the full rosters available to play. All players shall be listed in official scorebook including, sick, injured, absent or disciplined.

4. PENALTY FOR VIOLATING THE MINIMUM PLAY RULE

a) The player(s) involved shall start the next scheduled game and play no less than the mandatory time limit for both games.

The manager shall for the:

FIRST OFFENSE receive a written warning

SECOND OFFENSE a suspension for the next scheduled game

THIRD OFFENSE a suspension for the remainder of the season

NOTE 1: 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.

NOTE 2: There will be no excuse to not satisfy the minimum play rule in an official game except in a mercy rule game where the visiting team has only 9 defensive outs. No penalty will be given to the manager as long as player(s) start the next game and fulfill the playing requirement of both games.

b) If the infraction occurs in the last two weeks of regular season play, the manager shall be suspended from participating, sharing in any award or recognition resulting from any playoff or championship game, or from managing/coaching in an all-star tournament. The all player rule is strictly enforced.

G. PITCHING RULES

Eastvale Little League will use machine pitch for the A division. The pitching machine will be placed at 46 feet. The player occupying the pitcher's position must not be positioned any closer to home plate than the pitcher's plate on top of the mound. They may set up to the left or right of the machine. Managers or coaches are the only ones allowed to place balls into the machine. Players should never be allowed to touch the pitching machine for safety reasons. A coach from the offensive team shall operate the pitching machine while their team is batting. **A maximum of 2 balls will be in use.**

H. COACHING

1. Four (4) adult coaches will be needed for each team. Two base coaches, one coach to feed the machine while his/her team is batting and a dugout supervisor. The Team Mom may be used for the dugout supervisor role.

2. Two (2) defensive coaches are permitted on the field for instructional purposes, coaches are not permitted to touch a live ball but they may instruct players. The two coaches on the field must stay on the grass portion of the field at all times so as not to interfere with play. **No coach is permitted behind the catcher during play.**

3. At least one (1) coach must remain in the dugout at all times whether the team is on offense or defense

4. Players may not be used as base coaches.

I. BASE RUNNING

Stealing bases is not permitted in the A division.

J. TIME LIMITS

No new inning may start after 1:15 hours (75 minutes) from the scheduled start time of the game. It is the responsibility

of the managers to start the game on time and move the game along in a judicious manner.

The Drop Dead time shall be 1 hour and 30 minutes from the scheduled start time of the game.

K. FORFEITS

If during a game either team is unable to place at least 9 nine players on the field due to any reasons, the managers will use players from the opposing team to balance the teams and proceed with the game. All efforts should be made to avoid any form of forfeit in the A division.

L. FIELD DIMENSIONS / EQUIPMENT

Field Dimensions shall follow the rules as specified in the Little League Rule Book. Bases shall be set at 60 feet and the pitching mound shall be set at 46 feet.

Players will use Level 5 safety baseballs for practice and games.

M. FIVE RUN MAXIMUM RULE

*The team on offense shall be limited to scoring five runs getting **or 3 outs** in one inning. After the fifth run has crossed the plate safely, the inning shall be declared over, regardless of the actual number of outs, base runners, etc.*

SECTION VII: ROOKIE DIVISION

A. Rookie Baseball LEAGUE STRUCTURE

- 1. The Rookie Baseball league shall consist of teams, with a maximum of thirteen (13) players.*
- 2. No score shall be kept in a Rookie baseball game.*
- 3. There shall be no league standings in Rookie baseball.*
- 4. Bases at set at 50 feet.*
- 5. The pitcher shall be no closer than 46 feet from the plate when the ball is hit by the batter.*
- 6. Designated T-Ball or level 1 safety baseballs shall be used in all games and practices.*

B. ROOKIE PLAYER ASSIGNMENT

- 1. The Player Coordinator and/or League Commissioner, president and selected board members will assign players to team rosters attempting to balance teams by age and area of residence or school attended.*
- 2. Members of immediate family shall be kept together on Rookie Baseball teams.*
- 3. Managers of Rookie Baseball teams may trade players with the approval of the president and Player Coordinator and/or League Commissioner. Proposed trades must originate between the manager and Player Coordinator and/or League Commissioner. Managers and coaches are NOT to contact other managers, coaches, players or family members of players. The Player Coordinator and/or League Commissioner are the only one authorized to initiate or negotiate trades among teams. All trades shall be made with the approval of the Player Coordinator and/or League Commissioner for the division and the president. Players may only be traded for players in their same division.*

C. ALL PLAYER RULE

- 1. The defensive team may field all players 1 pitcher, 1 catcher 4 infielders and all other players may be positioned around the*

outfield area accordingly.

2. Every player shall play a minimum of five different positions during the course of the season.

3. All players present will bat in a continuous batting order. The batting order may not be changed once the game has begun. Players who arrive late may be added at the end of the batting order.

4. Outfielders must remain at least 20 feet behind base line prior to ball being put into play while playing defense and not come into the infield.

D. PITCHING

1. An offensive coach will pitch three (3) OVERHAND OR UNDERHAND pitches from no closer than 25 feet from the plate. The coach may stand or kneel to deliver the pitch. The coach should make every attempt to stay clear of any batted balls. If a batted ball does strike the coach-pitcher in any way, it will still be considered a live ball and the defensive players should be taught to react accordingly. If the batter fouls off the last pitch from the coach, another pitch may be thrown. If the batter cannot put the ball in play on the coach pitches, the Tee will be placed at home plate and the batter will be allowed three (3) swings to put the ball into play. If the player is unsuccessful after the third swing from the tee, he/she will be considered out for that at-bat.

3. The player occupying the defensive position of pitcher shall remain in contact with the pitching plate until the ball is hit. The pitching plate shall be no closer than 46 feet per Little League Rules.

E. BATTING

1. No batter shall be allowed to bunt, take a half swing or a swing bunt during any part of the season. If, in the umpire's judgment, the batter was not taking a full swing, the batter will be called back and a strike called. If a half swing occurs on the third strike, the batter shall be called out.

2. A ball is deemed foul consistent with conventional baseball rules. In addition, a ball that travels less than fifteen feet (15') in fair territory from home place will be called foul. A fifteen-foot (15') arc shall be drawn from the first base foul line to the third base foul line before the start of each game. A ball fielded within the 15-foot (15') arc will be deemed foul. When the bat makes contact with the Tee prior to making contact with the ball, the swing shall be called a strike.

F. MANAGERS/COACHES

1. Three (3) defensive coaches are permitted on the field for instructional purposes, coaches are not permitted to touch a live ball but they may instruct players. At least one (1) coach must remain in the dugout at all times. The Team Mom may serve as the dugout supervisor.

2. One of the defensive coaches is responsible to make any calls regarding runners being safe or out at the bases.

2. Four (4) adult coaches will be required, two base coaches, batter helper/pitcher and dugout supervisor.

3. Two offensives coaches are permitted in the coach's boxes, near first and third base, but they are not permitted to assist base runners.

4. Players shall not be used as base coaches.

G. BASE RUNNING

1. Runners must stay in contact with the base until the ball is hit.

2. If a base coach physically interferes or assists his runner, the runner will be called out.

3. There is no base stealing in Rookie Tee Ball.

H. *STOPPING PLAY*

1. *Play stops when the ball is returned to the coach-helper or coach-pitcher in the area of the pitching mound.*

I. *REGULATION GAME*

1. *Game is one hour and no play shall commence beyond the one hour mark, regardless of what point in the inning a game may be in. If it is near the time limit, a game may be called as complete at the end of an inning but short of the 1 hour limit.*

2. *The side is retired when three outs are recorded or FIVE runs have scored.*

J. *UMPIRES*

1. *Managers or coaches who are on the field assisting the defense shall be considered umpires and will make all calls involving outs.*

2. *All umpires' decisions are final and may not be protested. If a play is close, managers from both teams may confer to come up with an agreeable ruling. Keep in mind that this is a non-competitive division and the goal is for the kids to have fun and learn how to play baseball.*

3. *When a base runner is called out then the Player needs to return to the Dugout and not continue to run the bases.*

SECTION VIII: TEE BALL DIVISION

A. *TEE BALL LEAGUE STRUCTURE*

1. *The Tee ball league shall consist of teams, with a maximum of thirteen (13) players.*

2. *No score shall be kept in a Tee ball game.*

3. *There shall be no league standings in Tee ball.*

4. *Bases are set at 50 feet.*

5. *The pitcher shall be no closer than 46 feet from the plate when the ball is hit by the batter.*

6. *Designated T-Ball or Level 1 safety baseballs shall be used in all games and practices.*

B. *TEE BALL PLAYER ASSIGNMENT*

Tee ball & Challenger leagues will not use a draft system.

1. *The Player Coordinator and/or League Commissioner, president and selected board members will assign players to team rosters attempting to balance teams by age and area of residence or school attended.*

2. *Members of immediate family shall be kept together on Tee ball teams.*

3. *Managers of Tee ball teams may trade players with the approval of the president and Player Coordinator and/or League Commissioner. Proposed trades must originate between the manager and Player Coordinator and/or League Commissioner. Managers and coaches are NOT to contact other managers, coaches, players or family members of players. The Player Coordinator and/or League Commissioner are the only one authorized to initiate or negotiate trades among teams. All trades shall be made with the approval of the Player Coordinator and/or League Commissioner for the division and the president. Players may only be traded for players in their same division.*

C. *ALL PLAYER RULE*

1. The defensive team may field all players 1 pitcher, 1 catcher 4 infielders and all other players may be positioned around the outfield area accordingly.

2. Every player shall play a minimum of five different positions during the course of the season.

3. All players present will bat in a continuous batting order. The batting order may not be changed once the game has begun. Players who arrive late may be added at the end of the batting order.

4. Outfielders must remain at least 20 feet behind base line prior to ball being put into play while playing defense and not come into the infield.

D. PITCHING

1. No coach or player pitching is allowed in the t-ball division at any time.

E. BATTING

1. A batter will be allowed one practice swing per time at bat.

2. No batter shall be allowed to bunt, take a half swing or a swing bunt. If, in the umpire's judgment, the batter was not taking a full swing, the batter will be called back and a strike called. If a half swing occurs on the third strike, the batter shall be called out.

3. A ball is deemed foul consistent with conventional baseball rules. In addition, a ball that travels less than fifteen feet (15') in fair territory from home place will be called foul. A fifteen-foot (15') arc shall be drawn from the first base foul line to the third base foul line before the start of each game. A ball fielded within the 15-foot (15') arc will be deemed foul. When the bat makes contact with the Tee prior to making contact with the ball, the swing shall be called a strike.

F. COACHING

1. Three (3) defensive coaches are permitted on the field for instructional purposes, coaches are not permitted to touch a live ball but they may instruct players. At least one (1) coach must remain in the dugout at all times.

2. One of the defensive coaches is responsible to make any calls regarding runners being safe or out at the bases.

2. Four (4) adult coaches will be required. Two base coaches, batter helper/pitcher and dugout supervisor

3. Two offensives coaches are permitted in the coach's boxes, near first and third base, but they are not permitted to assist base runners.

4. Players shall not be used as base coaches.

G. BASE RUNNING

1. Runners must stay in contact with the base until the ball is hit.

2. If a base coach physically interferes or assists his runner, the runner will be called out.

3. There is no base stealing in Tee ball.

H. STOPPING PLAY

Play stops when:

1. The ball is returned to the coach who is assisting the batter in the area of home plate.

I. REGULATION GAME

1. Game is one hour and no play shall commence beyond the one hour mark, regardless of what point in the inning a game may be in. If it is near the time limit, a game may be called as complete at the end of an inning but short of the 1 hour limit.

2. The side is retired when three outs are recorded or FIVE runs have scored.

J. UMPIRES

1. Managers or coaches who are on the field assisting the defense shall be considered umpires and will make all calls involving outs.

2. All umpires' decisions are final and may not be protested. If a play is close, managers from both teams may confer to come up with an agreeable ruling. Keep in mind that this is a non-competitive division and the goal is for the kids to have fun and learn how to play baseball.

3. When a base runner is called out then the Player needs to return to the Dugout and not continue to run the bases.