

# EYLLL LOCAL OPERATING RULES

## A. LEAGUE OPERATIONS

### A.1. INTRODUCTION

- A.1.1. This document supplements the Little League of America Playing Rules and Regulations, the Little League of America Operating Manual, the East Yorba Linda Little League (EYLLL) By-Laws, and requirements handed down from time-to-time by District 56. In case of conflict, those documents will take precedence.
- A.1.2. This document is revised regularly and subject to approval by the EYLLL Board of Directors (Board). The currently approved version of this document will be maintained electronically on the league website. The document will contain a revision date to help identify the most current version.
- A.1.3. Any language used in these local operating rules shall be interpreted and further defined by the EYLLL Board of Directors (Board). Stenographic and clerical errors are subject to correction.

### A.2. EQUIPMENT AND UNIFORMS

- A.2.1. EYLLL equipment bags are for league games and practices only.
- A.2.2. Each team manager is responsible for returning the team equipment bag to the Equipment Manager on equipment return day. If the team manager is unable to make the date, he or she must make arrangements for someone else to bring the bag back.

### A.3. MAKE-UP GAMES

- A.3.1. Single A Division and higher: Canceled or suspended games shall be played at a mutually acceptable date and time as agreed upon by both managers. Make-up games are to be rescheduled within 3 days and played within 21 days of the cancelled game. No team shall play more than 4 games in 6 days.
- A.3.2. In the event a game is unable to be scheduled within these parameters, the Vice President will schedule make-up game at his discretion. The President will assign an impartial board member to reschedule games in cases where conflict of interest exists.
- A.3.3. The Board of Directors has the discretion to cancel the game completely if deemed in the best interest of EYLLL.

### A.4. TEAM OBLIGATION TO PLAY

- A.4.1. If, for any reason other than school activity, a team is unable to play a scheduled game due to lack of players, the game will be recorded as a forfeit with a final score of 6-0.

### A.5. REGULAR SEASON FORMAT

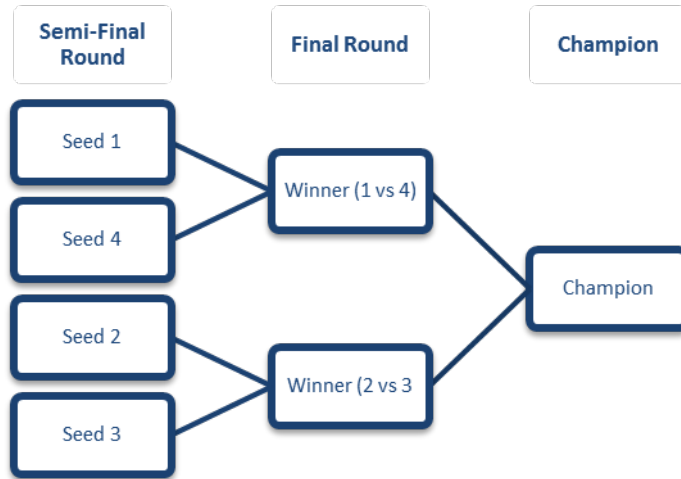
- A.5.1. The season for the A, AA, AAA and LL Major Divisions will be played straight through without a mid-season winner. The number of games played is dependent upon the number of teams in each division.
- A.5.2. REGULAR SEASON PROTESTS -- Any protest will be reviewed by a League Protest Committee within 3 days. If the protest is upheld, the EYLLL Vice President will determine the makeup date and time.

### A.6. EYLLL DIVISIONAL PLAYOFF FORMAT

- A.6.1. AA, AAA and LL Major Divisions: first through fourth place teams will compete in a best of three playoff series. In the first round, the first place team will play the fourth place team and the second place team will play the third place team. The two first-round winners will play to determine the EYLLL Division Champions. The higher seed is always the home team in the first and third games of the series.
- A.6.2. A Division: all teams will compete in a playoff. The number of teams in the division will determine the format. In the event that there are an odd number of teams, higher seeds will be awarded a first round bye.
- A.6.3. Junior and Senior Divisions: the Board will determine the playoff structure once the final number of teams is determined.
- A.6.4. In the event that 2 or more teams end the season with the same record, the following rules will determine playoff seeding:
  - A.6.4.1 Head to head competition (the team's record against the teams involved in the tiebreaker). If still tied, then
  - A.6.4.2 Fewest runs allowed (in all head to head regular season games). If still tied, then
  - A.6.4.3 Most runs scored (in all head to head regular season games). If still tied, then
  - A.6.4.4 Coin flip.

## EYLLL LOCAL OPERATING RULES

- A.6.5. TIME LIMITS – There are no time limits for playoff games.
- A.6.6. POST SEASON PROTESTS -- Any protest must be ruled on at the time of the incident. A ruling must be made before play continues. If play continues, the protest will be void.



**Figure 1: Four-Team Playoff Bracket**

### A.7. TOURNAMENT OF CHAMPIONS (TOC) AND CITY TOURNAMENT

- A.7.1. Subject to the number of teams invited to the District 56 TOC and the City of Yorba Linda Championships, participating first and second place teams shall be selected based on the results of the end of season EYLLL Championship Tournament outlined in 5.0 above. If a third team is invited, that team will be selected based on the final regular season seeding.

### A.8. ALL-STARS

- A.8.1. One All-Star team will represent EYLLL in each of the following divisions: 9-10 year-olds, 11 year-olds, Little League Majors (11 & 12 year-olds), Juniors (13 & 14 year-olds), and Senior (15 & 16 year-olds).
- A.8.1.1 Eligibility
- A.8.1.1.1. **The All-Star Players in the 9-10-year-old division will be selected from the pool of eligible 9- and 10-year-old players in the AAA & Majors divisions.**
- A.8.1.1.2. The All-Star Players in the 10-11 year-old division will be selected from the pool of eligible 10- and 11-year-old players in the Majors division.

## EYLLL LOCAL OPERATING RULES

### A.8.1.2 Selection

	9/10 Team	10/11 Team	Majors Team	Juniors Team	Seniors Team
# Of Teams	1 (or more)	1 (or more)	1	1	1
Max Players	14	14	14	14	16
Min Players	9	9	9	9	9
League Age	9-10	10-11	11-12	13-14	14-16
Divisions Eligible	AA, AAA or Majors	AAA or Majors	AAA or Majors	Juniors or Seniors	Juniors or Seniors
Who Votes	AAA	Majors	Majors	Juniors	Seniors
# Of Player Votes	3	3	5	5	5
# Of Manager Votes	6-9	6-9	4-7	4-7	4-7
At Discretion of All-Star Manager	0-2	0-2	0-2	0-2	0-4

A.8.1.2.1. The 9 & 10 year-old players in the AAA Division will elect the first three (3) members of the 9-10 All-Star team. Each player will vote for up to three (3) 9- or 10-year-old players from the AAA and Majors division. Players may not vote for players on their own team.

A.8.1.2.2. The players in the Majors Division will elect the first three (3) members of the 10-11 All-Stars team. Each player will vote for up to three (3) 20- or 11-year old players from the AAA and Majors division, but may not vote for players on their own team.

A.8.1.2.3. The players in the Major, Junior, Senior, and Big League Divisions will elect the first five (5) members of the All-Stars team for their respective divisions. Each player will vote for up to five (5) players, but may not vote for players on their own team.

A.8.1.2.4. The players will be separated from managers, coaches and parents so as not to create undue pressure or influence their votes. They will be instructed to select the best candidates for All-Stars based on ability, not popularity. They will be instructed to choose who would make up the best team. The ballots received by each team will have that team blacked out so they cannot vote for their own teammates. The AAA teams will receive ballots for the 9-10 year old team selection. Ballots for this team will be made up strictly of league age 9-10 year olds playing in the AAA or Majors teams.

A.8.1.2.5. The player agent will conduct the player vote during the last week of regularly scheduled games. The player agent will hold the ballots until all teams have voted and the ballots are ready to be counted.

A.8.1.2.6. The ballots will be tallied in the presence of the league president and/or vice president, player agent and secretary. The player agent will read names voted on each ballot. The president and/or vice president and secretary will each tally votes by name. The player agent will verify each tally sheet as "the same count".

A.8.1.2.7. The elected players will become part of the all-star team and held in secret until the balance of the team is chosen, by vote, at the All-Star manager's meeting.

A.8.1.2.8. In the event of a tie for the final player, all tied players will be added to the team.

A.8.1.2.9. The team managers will select the balance of the team, up to 12 players.

A.8.1.2.10. The All-Star Manager will have the option of selecting up to 15 players.

#### A.8.2. Selection of All-Stars by managers

A.8.2.1 Managers in each division will meet to select the remaining players for their respective teams. No manager shall discuss All-Star selection prior to the All-Star selection meeting. The board will publish the

## EYLLL LOCAL OPERATING RULES

meeting date in sufficient time to allow managers to make plans to attend.

- A.8.2.2 Each team manager will attend. In the event a manager cannot attend, a coach from that team will attend in their place. In the event no representative from that team is available, the manager of that team will submit to the league president (in writing) his or her nominations for the All-Star team prior to the meeting. No proxy votes are permitted.
- A.8.2.3 Only the AAA managers will vote for the 9-10 year-old All-Stars. Only the Majors managers will vote for the 11 year-old All-Stars and the Majors All-Stars.
- A.8.2.4 Only the manager of the All-Star teams will notify players of their selection to their teams.
- A.8.2.5 AT NO TIME WILL THE VOTE RANKING OF THE ALL-STAR PLAYERS, OR DISCUSSIONS OF THE MANAGERS USED TO RANK THE ALL-STAR PLAYERS IS MADE PUBLIC IN ANY FORM.
- A.8.3. All-Star Manager Selection and appointment at all levels will be based on final regular season standings and with board approval.
  - A.8.3.1 Should the manager of the highest place team decline the managerial appointment the President will approach the manager of the next place team and so on and so forth until a manager is selected and approved by the Board of Directors.
  - A.8.3.2 Coaches will be selected by the respective All-Star managers and need board approval. Coaches may be from any AA or higher-level team.
  - A.8.3.3 To be eligible, all Managers, Coaches, and Players must comply with the participation guidelines outlined in the current Parent Information Handbook and abide by the rules and regulations set forth in the Safety Plan and other safety materials disseminated by the EYLLL Safety Officer.

### B. LOCAL RULES

#### B.1. ROSTERS – ALL DIVISIONS

- B.1.1. Any player lost to a Majors team for the remainder of the regular season, for any reason, shall be replaced and in uniform prior to the 3rd game after the loss, or the Player Agent will replace the player. The procedure for replacing a lost player is as follows:
  - B.1.1.1 The manager will review the available player list with the Player Agent and select a replacement. ANY and ALL players on the active roster of the next lower division are eligible, except for manager freezes and parental request freezes made prior to the player's tryout start time prior to the season.
  - B.1.1.2 After the formal draft, if any team permanently loses a player for any reason, that team cannot lose another player due to player promotion until all other teams, in that division, lose a player to promotion.
  - B.1.1.3 Mandatory Little League Majors age distributions must be maintained.
  - B.1.1.4 All eleven and twelve year olds are eligible to be drafted or pulled up to the Majors before the last 3 weeks of the season. If an 11 or 12-year-old refuses to go, they will be removed from the League.
- B.1.2. Applicable to Senior and Little League Majors only: A player lost shall be replaced by a player of the same age or older. If a player of the same age or older is not available, any eligible player is subject to promotion from the next lower league level.
- B.1.3. Applicable to AA and AAA division only: A team that loses a player is not required to replace that player unless roster size is 10 or less. In such cases, the Player Agent or Instructional League Player Agent will attempt to contact any and all age-eligible players from a roster on the next lower division to replace the lost player, excluding manager/coach freezes.
- B.1.4. No player shall be advanced to a higher level of play within the last three (3) weeks of regular season play.
- B.1.5. Players registering after League tryouts will be placed on a waiting list and assigned to a team if availability permits. The Player Agent with Board Approval will assign these players.
- B.1.6. 11- and 12-year-old players who do not tryout cannot play in any division without board approval. The exception being a player who has a verifiable medical condition that prevents them from trying out.
- B.1.7. Parents cannot request that certain Manager(s) cannot coach their child unless they put their request and reasons in writing to the President. The President will then consider the request and render a decision.
- B.1.8. Single A will have a blind draft and there can be one trade.
- B.1.9. Managers are required to draft both siblings who are the same league age.

## EYLLL LOCAL OPERATING RULES

### B.2. BIG LEAGUE

B.2.1. The Big League Division (17 & 18 year olds) will play according to the Alliance Bylaws.

### B.3. SENIOR LEAGUE

B.3.1. The Senior League Division (15 & 16 year olds) will play according to the Alliance Bylaws. (14 yr old high school athletes may compete at this level as CIF rules allow after the regular high school baseball season)

### B.4. JUNIOR LEAGUE

B.4.1. The Junior League Division (13 & 14 year olds) will play according to the Alliance Bylaws and subject to Board approval based on registration numbers.

### B.5. LITTLE LEAGUE (A-AA-AAA-Majors)

B.5.1. Teams in Majors, AAA, AA, and A Divisions will bat the entire roster of available players in order.

B.5.2. Time Limit: No new inning may be started after two hours if there is another game waiting unless the game would end in a tie. If the game would end in a tie, then the game will continue until there is a winner. A new inning begins the moment the last out of previous inning is recorded. Darkness shall be determined by the home plate umpire, at which point all play shall stop immediately and the game reverts back to the last complete inning. Umpires shall warn managers who they determine are delaying a game with the intent of taking advantage of the darkness rule. Umpires will issue one warning. If the delaying tactics continue, umpires may eject the manager without further warning and/or declare a forfeit against that team.

B.5.3. Tie Games: Tie game shall be completed preceding the next scheduled game between the same two teams per Official Rule 4.12.

B.5.4. The mercy rule (Official Rule 4.10-e) will not be adopted.

#### B.5.5. Level of Play

B.5.5.1 The lowest level of play for players age 9 through 12 is as follows:  
12 year-olds Majors  
11 year-olds AAA Division  
10 year-olds AA Division  
9 year-olds A Division

B.5.5.2 The AA Division will consist primarily of player's age 9 or greater. 8 year olds will be allowed to try-out for AA but are not required to be drafted into the AA Division. All other 8-year-olds shall play in at least the A Division. 7-year-olds may be evaluated to play in the A Division. All other 7 year-olds shall play in the "Coach Pitch" Division. Per parent consent a 6-year-old, who has played (1) year of "T-Ball" may play "Coach Pitch". All other 6-year-olds and all 5-year-olds shall play in the "T-Ball" Division.

B.5.5.2.1. Parents of a seven year old must request in writing to the League Board of Directors an evaluation of their child to be eligible for A Division.

B.5.5.2.2. Evaluation for those players will be held by a committee of the Board of Directors and coaches.

B.5.5.2.3. The decision by the evaluating committee is final.

B.5.5.2.4. Parents of an eight year old must request in writing to the League Board of Directors that they wish their child to attend try-outs and be eligible to be drafted onto an AA team.

## EYLLL LOCAL OPERATING RULES

- B.5.5.3 The manager of a Majors Division team may draft a maximum of two (2) 10-year-old players.
  - B.5.5.4 Parents of a 10 -ear-old player must declare their child eligible to be drafted to a Majors Division team. The request must be in writing prior to the draft and will remain in effect for the remainder of the season.
  - B.5.5.5 The manager of an AAA Division team may draft a maximum of two (2) 9 year-old players.
  - B.5.5.6 Parents of a 9 year-old player must declare their child eligible to be drafted to an AAA Division team. The request must be in writing prior to the draft and will remain in effect for the remainder of the season.
  - B.5.6. During AA, AAA, and Majors games, the offensive team may use two (2) adult base coaches. Two (2) adult coaches are only permitted to occupy the first and third base coaching boxes if there is at least one adult manager or coach in the dugout. (Refer to Rule 4.05).
  - B.5.7. Only the manager and 2 coaches of record will be allowed to occupy the dugouts or take positions on the field during the game.
  - B.5.8. At the completion of each game both managers will submit a signed scorecard. A depository box is located in the snack shack for this purpose. Managers will ensure the scorecard is filled out completely and accurately. Once signed the scorecard becomes that manager's official record of that game. Managers will consult with each other prior to submitting their card to insure the final score is accurate. Managers will also ensure that the number of innings pitched and pitches thrown are accurate for their scorecard. They must also record inning pitched and pitches thrown in the pitch logbook. This logbook must be signed by opposing managers at the end of each game. T-Ball and Coach Pitch managers are not required to submit scorecards and pitching logs.
  - B.5.9. Only uniformed players can warm up pitchers.
  - B.5.10. All Coaches must wear close-toed shoes at all practices and games.
  - B.5.11. Suspensions
    - B.5.11.1 For a first suspension of a manager, coach, parent or player, please refer to rule 4.07 in the 2009 Official Regulations and Playing Rules.
    - B.5.11.2 Any manager, coach, parent or player ejected from a game for a second time will leave the facility for that game, and will remain suspended for the next three games.
    - B.5.11.3 Any manager, coach, parent or player ejected for a third time will be suspended for the remainder of the season, including playoff games and All-Star games.
- B.6. MAJORS DIVISIONS
- B.6.1. Teams in the AAA, AA and A Divisions will bat the entire roster of available players in order.
  - B.6.2. Rule 4.04, note 1 of the Official Regulations and Playing Rules shall be adopted.
  - B.6.3. In the AAA, AA and A Divisions, an offensive inning is over after three (3) outs or five (5) runs in that inning, whichever comes first. The inning ends when the fifth run touches the plate even when more runs could score on the play. The exception is for an over-the-fence home run, in which case all runs will score. In the sixth or any extra innings there is no run limitation and an inning will end only after three (3) defensive outs.
  - B.6.4. In the AAA, AA and A Divisions, no player may be out of the defensive lineup for two consecutive innings.
  - B.6.5. In a tie, make-up or suspended game for AAA, AA, and A, a player who is at the original game and not at the make-up game shall have his spot in the lineup skipped and will not be considered an out. A player not at the original game but at the make-up game is allowed to play; however, he/she must be inserted at the bottom of the original line up order. In the event that each player does not achieve the requirements in this by-law, Section IV, Rule (i) in the Official Rules shall apply.
- B.7. "A" DIVISION
- B.7.1. Players will pitch the entire season.
  - B.7.2. There are no walks. In the case of ball four (4) thrown by the player pitcher, a coach from the batting team will pitch using the existing ball/strike count until the batter either hits a fair ball or strikes out. The umpire will call balls/strikes when both the player and the coach are pitching. There will be a maximum of four (4) pitches made to each batter by the coach pitcher. If a pitch from the coach pitcher hits a batter, it will be considered a ball only, except if it is a fourth pitch, then it will be considered no pitch. The batter is out if he/she does not hit the fourth pitch. A batter cannot be out on a foul ball.
  - B.7.3. Coach pitchers must pitch overhand and from the pitching rubber. The player pitcher must stand no closer to the

## EYLLL LOCAL OPERATING RULES

plate than the pitching rubber and no farther than 3' to the side or behind the coach pitcher.

- B.7.4. There are no bunts allowed.
- B.7.5. Base runners cannot advance unless the ball is hit. There are no wild pitches or passed balls.
- B.7.6. Nine (9) players are allowed on the field while on defense. Three of those players must be outfielders and the outfielders must play no closer than twenty (20) feet behind the base paths.
- B.7.7. The infield fly rule does not apply.
- B.7.8. Each player must play at least one inning per game at an infield position within the first four innings of the game. The catcher position is considered an infield position. Any manager in violation is subject to Disciplinary Activity. (B.12.1) Managers should notify the umpire to prevent a player from a missed infield opportunity.
- B.7.9. Managers/coaches may warm up pitchers and two (2) adult manager/coaches may coach the bases.
- B.7.10. No protests are permitted in the Single A division.
- B.7.11. Games will consist of six (6) innings with a time limit of one hour and forty-five minutes. No new innings can start after an hour and 45 minutes of play.
- B.7.12. A pitcher may not start pitching to a new batter after he has thrown 50 pitches in a single day. A pitcher cannot pitch more than six outs in a game.

### B.8. COACH PITCH (6 & 7 YEAR OLD) DIVISION

- B.8.1. Ten (10) players are allowed on the field while on defense. Four of those players must be outfielders and the outfielders must play no closer than twenty (20) feet behind the base paths.
- B.8.2. No player may be out of the defensive lineup for two consecutive innings.
- B.8.3. Each player must play at least one inning per game at an infield position as game lengths permit. The catcher position is considered an infield position.
- B.8.4. If the defensive player makes a play for an out, then the offensive player who was put out will be removed from running the bases.
- B.8.5. The inning is over after the entire roster has batted, regardless of outs.
- B.8.6. Play will stop when the coach pitcher has control of the ball.
- B.8.7. There are no walks, bunts, or strikeouts, and only one (1) base advanced on an overthrow.
- B.8.8. Coaches will pitch overhand to all batters. After a batter is pitched six (6) pitches, he/she will bat off of the tee.
- B.8.9. No score will be kept. Managers will keep track of the total player innings for each game during the season.
- B.8.10. Games will consist of six (6) innings with a time limit of one hour and thirty minutes.

### B.9. T-BALL DIVISION

- B.9.1. Players will hit off the tee for the entire season. No coach pitching.
- B.9.2. Teams will bat the entire roster each inning, regardless of outs.
- B.9.3. All players of the defensive team play each inning. A defensive team can play a maximum of four infielders (in addition to the pitcher and catcher) and all outfielders must play no closer than twenty (20) feet behind the base paths.
- B.9.4. Each player must play at least one inning per game at an infield position as game lengths permit. The catcher position will be considered an infield position.
- B.9.5. If the defensive player makes a play for an out, then the offensive player who was put out will be removed from running the bases.
- B.9.6. No score will be kept.
- B.9.7. Games will consist of four (4) innings with a time limit of one hour.

### B.10. PRACTICE LIMITS (ALL DIVISIONS)

- B.10.1. Team activities prior to the start of the season shall be limited to no more than three (3) per week. Activities after the start of the season shall be limited to no more than four (4) per week. Team activities include games, batting cages, scrimmages, and practices. For example, if a team plays a make-up game in addition to its two regular games in a

## EYLLL LOCAL OPERATING RULES

week, then that team may only practice once in that week. A practice is defined as 6 or more roster players with a registered member of their team's coaching staff.

### B.11. MANAGER SELECTION

- B.11.1. The league president in conjunction with the league coaching coordinator will compile a list of managerial candidates based on volunteer applications. The league president will appoint individuals as managers and submit appointments by division to the full board for approval.
- B.11.2. The board will vote on the appointment list by division. A simple majority will approve the list. If the list is not approved, the board will vote on individual appointments for each division. This will continue until enough candidates have been approved to fill existing vacancies. If a board member is a candidate for a managerial or coaching position, they will be excluded from voting for that division. If any other personal conflicts of interest exist (e.g., the candidates relative or spouse is on the Board), they must exclude themselves from voting.

### B.12. MANAGER CONDUCT

- B.12.1. Disciplinary Activity. In the event a manager/coach violates any rule contained herein, or any of the Safety Rules set forth by the EYLLL Safety Officer, a disciplinary committee consisting of the league Vice-President, Player Agent(s) and Coaching Coordinator shall convene to determine if a violation has occurred and if so, what further steps are necessary. If it is determined a violation has occurred the committee may recommend the following course of action.

- No further action required
- Verbal or written reprimand
- Suspension for a certain number of games
- Termination of managerial/coaching position
- Expulsion from the league

- B.12.2. All recommendations shall be forwarded to the League President for implementation. The president shall abide by the decision of the committee. Managers/coaches have the right to appear before the committee before a decision is made. Managers/coaches may make any statement they desire in their defense.