

EAST YORBA LINDA LITTLE LEAGUE BYLAWS FOR THE YEAR 2009 – 2010

The following contains operating guidelines and playing rules for East Yorba Linda Little League that supplement the Little League Operations Manual and the Little League Official Regulations and Playing Rules.

A. LEAGUE OPERATIONS

1.0 INTRODUCTION

- 1.1 The principal business address for East Yorba Linda Little League (EYLLL) shall be:

P.O. Box 644, Yorba Linda, California 92885.

- 1.2 An e-mail poll of the Board may be used to determine policies. Only the President or Secretary of the Board or their Board designee will conduct polls. The polltaker shall contact all Board members, until a quorum of the full Board is met. A quorum is defined as 2/3rds of all board members. The results of the vote shall be recorded in the minutes of the next Board meeting.
- 1.3 Board positions required by the Constitution, as well as those additional positions, are created for the benefit of East Yorba Linda Little League. The President may assign additional duties to Board members as needed. Each board member is required to perform due diligence with regard to attendance at board meetings throughout their term of commitment. Any member who fails to uphold their commitment and perform their assigned duties is subject to disciplinary action and/or removal from the Board. If a Board Member misses 2 or more meetings without written notice to the President or Secretary, they are subject to disciplinary action including possible removal from the Board.
- 1.4 Any language used in these bylaws shall be interpreted and further defined by the Board of Directors of the East Yorba Linda Little League. Stenographic and clerical errors are subject to correction.

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2.0 EQUIPMENT AND UNIFORMS

Equipment is the property of EYLLL and is to be used only for league games and practices. Team managers are required to collect and return team equipment to the Equipment Manager at the end of the regular playing season. Subject to non-delivery, legal action may be taken.

3.0 MAKE-UP GAMES

Games cancelled with Board approval or suspended due to weather, or darkness before a "regulation game" (refer to Little League Rule Book sections 4.10, 4.11 and 4.12 for definitions of regulation and tie games) has been completed may be rescheduled in

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divisions Single A and higher as a make-up game or a suspended game. Make-up games shall be played at the earliest open date in the schedule, including Sundays.

4.0 TEAM OBLIGATION TO PLAY

If, for any reason other than school activity, a team is unable to play a scheduled game due to lack of players, the said game shall be forfeited by that team.

5.0 SEASON FORMAT

The season for the A, AA, AAA and LL Major Divisions will be played straight through without a mid-season winner. The League Champion in each division is determined by the following guidelines:

- 5.1 In the AA, AAA and LL Major Divisions, the top four (4) teams in the division, those finishing first through fourth place, will compete in a playoff. 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 in a best-of-three series. The two first-round winners will then play another best-of-three series to determine the EYLLL Champions.
- 5.2 In the A Division, all teams in the division 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, the 1st place team will receive a bi. In the event of a tie, refer to bylaw 5.3.1 through 5.3.4.
- 5.3 In the Jr. & Sr. Divisions, the playoff structure will be determined by the Board once the final number of registered players and teams are determined.

NOTE: In the event that 2 or more teams end the season with the same record, the following rules will determine the seeding for the playoff:

- 5.3.1 Head to head competition (the team's record against the teams involved in the tiebreaker). If still tied, then
 - 5.3.2 Fewest runs allowed (in all head to head regular season games). If still tied, then
 - 5.3.3 Most runs scored (in all head to head regular season games). If still tied, then
 - 5.3.4 Coin flip.
- 5.4 **TIME LIMITS** There are no time limits for playoff games.

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- 5.5 REGULAR SEASON PROTESTS -- All protests will abide by rule 4.19 in the Official Regulations and Playing Rules Book of Little League Baseball. Any protest made during the regular season, will be reviewed by committee and convened upon within 7 days. If the protest is upheld the game will be played/resumed at the next available little league open date, including Sundays.
- 5.6 POST SEASON PROTESTS -- Any protest in POST-SEASON play must be ruled on at the time of the incident. A ruling must be made before play is to continue. If play continues, the protest will be void. Board members will be available to resolve protests as defined per Little League rules under conditions of tournament play (T-9).

6.0 TOURNAMENT OF CHAMPIONS (TOC) AND CITY TOURNAMENT

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 seeding of teams prior to the tournament, i.e. there will not be a playoff game to decide the third place team.

7.0 POST-SEASON PLAY (ALL-STARS)

- 7.1 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), Senior (15 & 16 year-olds), and Big Leagues (17 & 18 year-olds).
- 7.2 The All-Star rosters selected by vote will be twelve players. The All-Star Manager may have the option of selecting a thirteenth and fourteenth player.
- 7.3 The players in the 9-10 year-old division will be selected from the AAA & Majors divisions as follows:
 - 7.3.1 The 9 & 10 year-old players in the AAA Division will elect the first three (3) All-Stars for that division by voting conducted by the Player Agent. Each player will vote for up to three (3) players, but may not vote for players on their own team.
 - 7.3.2 The players will be separated from managers, coaches and parents. They will be instructed to select up to three (3) of the best candidates for All-Stars from the other AAA teams. They will be instructed to vote 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.

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- 7.3.3 The player agent will conduct the vote by the players 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.
 - 7.3.4 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. Each tally sheet will be verified as “the same count” by the player agent.
 - 7.3.5 The top 3 players listed 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. In the event of a two-way tie for the third player, both players will be added to the team.
 - 7.3.6 The AAA team managers will select the balance of the team.
- 7.4 The players in the 11 year-old division will be selected from the AAA & Majors divisions as follows: The players in the Majors Division will elect the first three (3) All-Stars for that division in voting conducted by the Player Agent. Each player will vote for up to three (3) players, but may not vote for players on their own team.

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- 7.4.1 The players will be separated from managers, coaches and parents. They will be instructed to select up to three (3) of the best candidates for All-Stars from the other Majors teams. They will be instructed to vote 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 Majors teams will receive ballots for the 11-year-old team selection. Ballots for this team will be made up strictly of league age 11 year olds in AAA and Majors.
- 7.4.2 The player agent will conduct the vote by the players 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.
- 7.4.3 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. Each tally sheet will be verified as “the same count” by the player agent.
- 7.4.4 The top three (3) players listed 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. In the event of a two way tie for the third player, both players will be selected for the team.
- 7.4.5 The Majors team managers will select the balance of the team.
- 7.5 The players in the Little League Majors division (12 year old) will be selected as follows:
 - 7.5.1 The players in the Majors Division will elect the first five (5) All-Stars for that division in voting conducted by the Player Agent. Each player will vote for up to five (5) players, but may not vote for players on their own team.
 - 7.5.2 The players will be separated from managers, coaches and parents. They will be instructed to select up to five (5) of the best candidates for All-stars from the other Major’s teams. They will be instructed to vote 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 Major’s teams will receive ballots for the 12 year old team selection. Ballots for this team will be made up strictly of league age 12 year olds playing on the Majors teams.
 - 7.5.3 The player agent will conduct the vote by the players 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.
 - 7.5.4 The ballots will be tallied in the presence of the league president and/or

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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. Each tally sheet will be verified as “the same count” by the player agent.

- 7.5.5 The top five (5) players listed 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. In the event player there is a two-way tie for player five (5), both players will be selected for the team.
- 7.5.6 The Majors team managers will select the balance of the team.
- 7.6 The players in the Junior, Senior, and Big League divisions will be selected as follows:
 - 7.6.1 The players in the Junior, Senior, and Big League Divisions will elect the first five (5) All-Stars for their divisions in voting conducted by the Player Agent. Each player will vote for up to five (5) players.
 - 7.6.2 The players will be separated from managers, coaches and parents. They will be instructed to select up to five (5) of the best candidates for All-stars from the other players in their divisions. They will be instructed to vote 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. Ballots for this team will be made up strictly of each division’s league age.
 - 7.6.3 The player agent will conduct the vote by the players 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.
 - 7.6.4 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. Each tally sheet will be verified as “the same count” by the player agent.
 - 7.6.5 The top five (5) players listed 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.
 - 7.6.6 The Junior, Senior, and Big League Managers will select seven (7) players.

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- 7.7 Selection of All-Stars by managers
 - 7.7.1 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 meeting date in sufficient time to allow managers to make plans to attend.
 - 7.7.2 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.**
 - 7.7.3 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.
 - 7.7.4 Only the manager of the All-Star teams will notify players of their selection to their teams.
 - 7.7.5 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.
- 7.8 All-Star Manager Selection and appointment at all levels will be based on final league standings and with board approval.
 - 7.8.1 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.
 - 7.8.2 Coaches will be selected by the respective All-Star managers and need board approval. Coaches may be from any AA or higher-level team.
- 7.9 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.

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B. LOCAL RULES

(NOTE: The following local rules are supplemental to the Official Regulations and Playing Rules)

1.0 ROSTERS – ALL DIVISIONS

- 1.1 Any player lost to a Majors or AAA team for the remainder of the 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:
 - 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.
 - 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.
 - 1.1.3 Mandatory Little League Majors age distributions must be maintained.
 - 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.
- 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.
- 1.3 Applicable to AA division only. A team that loses a player is not required to replace that player unless the manager determines he/she has insufficient players to play the remainder of the season. In such cases the Instructional League Player Agent will provide a list of eligible 9 year-olds playing in the A division who may be called up to the AA division.
- 1.4 No player shall be advanced to a higher level of play within the last three (3) weeks of regular season play.
- 1.5 Players registering after League tryouts will be placed on a waiting list and assigned to a team if availability permits. These players will be assigned by the Player Agent with Board Approval.
- 1.6 11 and 12 year old players who do not tryout cannot play in any division

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without board approval. The exception being a player who has a verifiable medical condition that prevents them from trying out.

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.

1.8 Single A will have a blind draft and there can be one trade.

1.9 Managers are required to draft both siblings who are the same league age.

2.0 BIG LEAGUE

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

3.0 SENIOR LEAGUE

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)

4.0 JUNIOR LEAGUE

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

5.0 LITTLE LEAGUE (A-AA-AAA-Majors)

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

5.2 Time Limit: No new inning may be started after two hours. 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.

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

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

5.5 Level of Play

5.5.1 The lowest level of play for players age 9 through 12 is as follows:

12 year-olds

Majors

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11 year-olds	AAA Division
10 year-olds	AA Division
9 year-olds	A Division

- 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.
- 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.
- 5.5.2.2 Evaluation for those players will be held by a committee of the Board of Directors and coaches.
- 5.5.2.3 The decision by the evaluating committee is final.
- 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.
- 5.6.3 The manager of a Majors Division team may draft a maximum of two (2) 10-year-old players.
- 5.6.4 Parents of a 10 year-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.
- 5.6.5 The manager of an AAA Division team may draft a maximum of two (2) 9 year-old players.
- 5.6.6 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.
- 5.6.7 If a manager chooses to freeze two or more players who are considered to be first-round draft picks, the manager forfeits his/her next highest round, which will be accounted for in a supplemental round (after the ninth round, but before the 10th round).

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5.7 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) A helmeted player must be in one of the coaching boxes with the adult coach to learn the game. During Games 11 through playoffs, there must be one adult base coach and one helmeted player base coach.

5.7.1 Only the manager and 2 coaches of record will be allowed to occupy the dugouts or take positions on the field during the game.

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 log book 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.

5.9 Only uniformed players can warm up pitchers.

5.10 All Coaches must wear close-toed shoes at all practices and games.

5.11 Suspensions

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.

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.

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.

6.0 MAJORS DIVISIONS

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

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- 6.2 Rule 4.04, note 1 of the Official Regulations and Playing Rules shall be adopted.
- 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.
- 6.4 In the AAA, AA and A Divisions, no player may be out of the defensive lineup for two consecutive innings.
- 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.

7.0 “A” DIVISION

- 7.1 Players will pitch the entire season.
- 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 batter is hit by a pitch from the coach pitcher, 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.
- 7.3 Coach pitchers must pitch overhand and from the pitching rubber. The player pitcher must stand no closer to the plate than the pitching rubber and no farther than 3' to the side or behind the coach pitcher.
- 7.4 There are no bunts allowed.
- 7.5 Base runners cannot advance unless the ball is hit. There are no wild pitches or passed balls.
- 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.

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- 7.7 The infield fly rule does not apply.
- 7.8 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.
- 7.9 Managers/coaches may warm up pitchers and two (2) adult manager/coaches may coach the bases.
- 7.10 No protests are permitted in the Single A division.
- 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.
- 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.

8.0 COACH PITCH (6 & 7 YEAR OLD) DIVISION

- 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.
- 8.2 No player may be out of the defensive lineup for two consecutive innings.
- 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.
- 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.
- 8.5 The inning is over after the entire roster has batted, regardless of outs.
- 8.6 Play will stop when the coach pitcher has control of the ball.
- 8.7 There are no walks, bunts, or strikeouts, and only one (1) base advanced on an overthrow.
- 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.
- 8.9 No score will be kept. Managers will keep track of the total player innings for each game during the season.
- 8.10 Games will consist of six (6) innings with a time limit of one hour and thirty minutes.

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9.0 T-BALL DIVISION

- 9.1 All players will hit off the tee for the entire season. No coach pitching.
- 9.2 Teams will bat the entire roster each inning regardless of outs.
- 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.
- 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.
- 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.
- 9.6 No score will be kept.
- 9.7 Games will consist of four (4) innings with a time limit of one hour.

10.0 PITCH LIMITS

We will adopt option 2 in the little league green book, which states:

Option 2:

(d) Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- NOTE: A pitcher who delivers 41 pitches or more can not play the position of catcher for the remainder of that day.

Pitchers league age 15-18 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31 – 45 pitches in a day, one (1) calendar days of rest must be

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observed.

- If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

(a) Any player on a regular season team may pitch. (**NOTE:** There is no limit to the number of pitchers a team may use in a game.)

(b) A pitcher once removed from the mound cannot return as a pitcher. **Junior, Senior, and Big League Divisions only:** A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age 17-18	105 pitches per day
League Age 13-16	95 pitches per day
League Age 11-12	85 pitches per day
League Age 9-10	75 pitches per day
League Age 7-8	50 pitches per day

Exception: Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. that batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. **Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

11.0 PRACTICE LIMITS (ALL DIVISIONS)

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 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.

12.0 MANAGER SELECTION/CONDUCT

12.1 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.

12.2 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

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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.

12.3 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.

12.3.1 No further action required.

12.3.2 Verbal or written reprimand.

12.3.3 Suspension for a certain number of games.

12.3.4 Termination of managerial/coaching position

12.3.5 Expulsion from the league

12.4 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.

12.5 The awarding of major teams to newly approved managers shall be done randomly by drawing numbers from a hat. An exception to this will be those approved managers that have coached on the major team and /or have a player currently on the major team's roster.

END