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## 1. OVERVIEW

These bylaws are an addition to the constitution and may be amended, repealed, or altered in whole or in part by a majority vote of the Board of Directors (unless where otherwise stated) once per year. Where contradictory, local league rules/bylaws will defer to Little League Baseball Official Regulations, Playing Rules, and Policies.

This organization shall be known as El Dorado Hills Little League, hereinafter referred to as “the league.”

## 2. BOUNDARIES

### (1) Residency

Little League International determines the place of residence of a candidate for entry into a local Little League as:

- The place of residence of the parents (their legal residence), or
- The place of residence of the parent that has legal custody of the child, or
- The place of residence of the guardian of the child, as established by a Court of jurisdiction.

A map of the boundaries for the El Dorado Hills Little League shall be placed on the league’s web site prior to the opening of Spring registration.

Refer to the current Little League rules on residency and obtaining waivers for players residing outside of local league or school boundaries.

### (2) School Boundaries

Little League determines the policy for school boundaries and defines as:

A player will be deemed to attend school in the boundaries if:

- The physical location of the school where they attend classes is within the boundaries established by the local league.
  - Note: This excludes home schools, cyber schools, sports related schools, sports academies, or preschool or after school where a student participates outside of the primary school the player is enrolled.
- “School attendance” refers to the (place) physical location the player in question attends school during the traditional academic year. Once established, a location of school attendance shall not be considered changed unless the child is enrolled and attends another school or is no longer enrolled or attending the previous school.
- School attendance shall be established and supported by a document indicating enrollment for the current academic year, dated prior to October 1 and with the physical location of the school, from ONE of the following categories to determine school attendance by such player:
  1. Official/Certified School enrollment record dated prior to October 1 of that school year
  2. A Little League issued school attendance form completed by the principal, assistant principal, or administrator



### 3. SIGN-UPS

#### (1) Sign-Up Dates

Regular registration shall be online and/or at announced location(s) as required and held during the months of October, November, December, and a portion of January. The Board of Directors may, at its discretion, provide early registration discounts, and/or late registration fee increases. Open registration will be permitted until the end of the player evaluation period. After the player evaluation (assessment(s)), any player who registers will be considered a late sign-up.

#### (2) Default Division

The league has defined the default age categories by division. A parent of a player who is requested to play outside of their default age category based upon the Little League age chart will be ineligible to manage a team without approval of the President and the Board of Directors due to extenuating circumstance, however, can be named an official coach after drafts and/or team formations.

#### (3) Late Sign-up / Waitlist

Any player who signs up after the last player evaluation will be classified as a "late sign-up" and shall be placed on a waiting list and placed on a team only if a player of the same age is, for any reason, forced to or voluntarily chooses to leave the League. This list will be based on age, and it will be managed on a first-come-first-serve basis. The League will make its best effort to place all those who desire to play.

TBall and Minors 7 are exceptions. Late registrations for TBall and Minors 7 may be added until Opening Day as there are no player evaluations. Registration after Opening Day, for TBall and Minors A will be considered a late sign up and players will be placed on a waiting list and added to teams if a player if a spot becomes open due to attrition.

### 4. PARENT OR GUARDIAN AGREEMENT

#### (1) Conduct

Parents are required to sign a Parent Code of Conduct at the beginning of each season. The [Code of Conduct](#) is to be signed by any parent or guardian who will be in attendance at games and/or practices.

#### (2) Volunteering

Each family is required to volunteer a designated number of shifts to be determined annually by the Board of Directors. Those families that have more than one child playing in the League may have a higher requirement. Volunteer hours will be tracked, and sign-up information will be posted in advance; each family is able for signing up and fulfilling the required minimum as well as taking fulfilling any background and/or safety certifications in accordance with California law.

We continue to offer the "opt out" option for volunteering, the Board of Directors will establish the fee prior to every season (fee is \$300 per player prior to the season). Families can pay the "opt out" fee at registration in lieu of having to volunteer.

For a child who is selected to an All-Star team and the family has not completed at least one



regular season volunteer shift, the family will be required to pay the opt out fee by June 5 or make arrangements with the Volunteer Coordinator.

**(3) Post-Season**

District 54 hosts the Tournament of Champions and asks each team to have two team volunteers for each TOC game. Families on the TOC will be asked to volunteer which is not tracked and does not count towards your league volunteer hours. This is simply a volunteer request to help the host site.

The league may be named a host site for an all-star tournament, if named all-star families will be required to volunteer two shifts which will be tracked at the host field (note this is not necessarily the field that your child is playing at). Parents agree that if El Dorado Hills Little League hosts a postseason tournament and their child is selected to a post-season All-Star team, a uniform deposit will be collected for each player. The uniform deposit will be returned to the parents at the conclusion of the El Dorado Hills Little League hosted post-season tournament provided their two shifts of service have been completed.

In addition, District 54 requests two volunteers per game to assist at their host site outside of our league; these are not counted towards the league requirement or uniform deposit.

**5. LOCAL LEAGUE RULES**

Little League International publishes the Little League Baseball official regulations, playing rules and policies annually (Little League Rulebook). El Dorado Hills Little League has separate division rules as described below by Division:

- [TBall Rules](#)
- [A Rules](#)
- [MINORS 8 Rules](#)
- [MINORS 9/10 Rules](#)
- [Majors](#) (add link), review optional rules and right up what EDHLL is using
- 50/70 (assuming this would be interleague rules)
- Juniors (assuming this would be interleague rules)
- Seniors (assuming this would be interleague rules)

**(1) Minimum Play**

All Managers must play each player the minimum as stated in the league's divisional rules and in the spirit of the guidelines set forth in the Little League Rulebook. A violation of minimum playing time will result in disciplinary action against the manager.

**(2) Safe Environment**

In order to promote a safe environment for all players, coaches, and spectators the league will comply with applicable Federal, State and County Health Department requirements and standards.

**6. APPOINTMENTS**

All managers and coaches are directly responsible to the President or his/her designated



representative, as well as to the league's Board of Directors. The President or his/her designated representative is responsible to the Board of Directors for the actions of all managers and coaches.

The procedures for appointing managers and coaches must be understood and accepted by all concerned.

The policies are:

- There is no seniority or tenure in serving as a manager or coach
- All appointments expire annually
- All managers and coaches wishing to be considered for a position shall complete a Manager / Coach Application
- Persons are only allowed to manage one team but can be named as a *coach* to a second team.
- The selection committee or designee creates and provides a list of applicants to the League President
- The League President reviews all applicants
- The League President nominates managers and coaches to the Board for confirmation
- The Board of Directors will vote and confirm and appointment by simple majority
- There is no appeal process for reconsideration
- Selection of managers, coaches and umpires is in the Local League jurisdiction and is not subject to intervention from the District or Region.

**(1) Qualifications**

To ensure that the league has the best possible leadership and commitment, managers and coaches should live within the league boundaries and should have the following qualifications:

- Be in good standing with the league
- Complete and pass a JD Palatine (JDP) background check
- Complete and pass fingerprinting
- Complete and submit certificates for the following trainings:
  - Diamond Leader program
  - Heads up Concussion Awareness Training
  - Sudden Cardiac Arrest (SCA) Prevention Training
  - Abuse Awareness for Adults Child Protection Program
- One coaching staff member from each team must attend\*
  - A league safety clinic
  - Division meeting
  - Approved coaching clinic

\*Note: Attendance is required by each manager and coach once every three years in the Local league for the safety meeting and a coach's clinic.

**Baseball Expertise**

Managers and coaches are expected to understand the game of baseball, know Little League and local league rules, and help players improve their baseball skills while having fun along with the following by division.



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**Senior League**

Manager and coach candidates should have managed and/or coached at the Senior, Junior, or Major level (or have equivalent baseball experience).

**Junior League**

Manager and coach candidates should have managed and/or coached at the Senior, Junior, or Major level (or have equivalent baseball experience)

**50-70 Division**

Manager and coach candidates should have managed and/or coached in the Majors Division.

**Major League**

Manager and coach candidates should have managed and/or coached at the Senior, Junior, Major, or MINORS 9/10 Minor level.

The parent of a 10-year-old player (who has no other children playing in the Major Division that is league age 11 or 12) will be ineligible to manage a Majors team without approval of the President and Board of Directors due to extenuating circumstances and will only be eligible to be named an official coach of a Majors team with League President, Player Agent, and VP of Operations approval.

**Minor League**

Managers selected should have managed or coached previously or display sufficient knowledge of baseball to perform successfully at this level.

The parent of an 8-year-old player (who has no other children playing in the Minors respective age division) will be ineligible to manage a MINORS 9/10 team and will only be eligible to be named an official coach of a MINORS 9/10 team with League President, VP of Operations, and Player Agent approval.

The parents of 7-year-old in MINORS 8 may coach or manage with board approval

**(2) Length of Term**

All managers, coaches, and umpires are appointed for one (1) season (i.e.: Spring Season) only and incumbents must be re-appointed on a season-by-season basis. At the conclusion of each season, the Board of Directors shall review the performance of the managers and coaches. They shall determine their ability to manage a team and members of that age group within the concepts and purposes of Little League Baseball.

**(3) Disciplinary Action**

**Ejection**

If a manager, coach, or player is ejected from a game, that manager, coach, or player is suspended from managing, coaching, or playing a minimum of one game, administered the next game played, up to permanent termination, at the discretion of the Board. For example, if the next game is rained out, the suspension is carried out on the next game that is played, not on the make-up game for the rain out. Failure to abide by this rule is grounds for permanent termination.



**Suspension**

Violation of minimum play will follow Little League rules.

**Termination**

Volunteers may be terminated by resignation or action of the Board of Directors. In the case of a manager or coach, suspension or termination of volunteers shall also suspend or terminate their duties as a manager or coach.

**Zero Tolerance Policy**

Managers and coaches will be held to a high standard by the Board of Directors. There is a “zero tolerance” policy for inappropriate behavior, during practices or games. Failure to abide by these standards may result in disciplinary action up to and including immediate termination.

Zero Tolerance Policy - If a member of the Board receives a complaint of inappropriate manager/coach behavior, whether aimed at a player, umpire, or parent, the President is to be notified within 24 hours and a prudent and timely investigation of the allegation will take place.

The President of the Local League shall appoint an Incident Review Committee (hereinafter referred to as “IRC”) which shall consist of not less than three (3) nor more than five (5) Directors, one of whom shall be the President of the Local League.

The IRC shall have authority to review all incidents brought to its attention via the President of the Board of Directors. The IRC has sole and exclusive power to determine what incidents require a hearing and which may be summarily dismissed on their face.

If at the end of this investigation the Board concludes the behavior was indeed “inappropriate” and detrimental to the league, the manager or coach will be given written notice from the Board of Directors and the opportunity to address the issue before a meeting of the Board. At the discretion of the Board of Directors, the manager or coach may either be suspended or terminated with no further recourse extended by the League.

**7. PLAYER EVALUATIONS**

**(1) Default Age Division**

Little League International utilizes August 31 to determine a child's league age, the [League Age Calculator](#) can be used to determine league age.

**(2) Player Evaluation (Assessments)**

Player evaluations will be facilitated by the Player Agent or designee. Participation in League facilitated player evaluations is required for all players who will play above the T-ball and Minors 7 default age division. Players of different ages play in the same Division; an objective and consistent scoring model is employed.

Any player who is requesting to play in a division outside of their default age division will be required to attend an evaluation(s) for the default league age the child must attend the default assessment **in addition** to the assessment for the requested division.



## Section 2: Eligibility

Player candidates having completed residency qualifications must check in at player evaluations with their respective parent/guardian to receive credit for attendance. All players must attend at least one of the player evaluations to be eligible to play that particular season (note: pre-season evaluations may also be used by the Player Agent, Vice President of Operations and President as compensatory or tie-breaker criteria in the selection of All-Star teams). Any exceptions to these rules must be approved by the Board of Directors.

### (3) Special Request Team Placement

A "special request team placement" is defined as a parent requesting a player not be placed on a team with a manager, coach, or player. The parents of a player not yet drafted may request in writing to the President or his/her designated representative that their child not be drafted by a certain manager, coach or placed on the same team as another player and must specify the reason(s). This request must be submitted in time for the President to review and provide approval and notify impacted parties. The reason shall not be disclosed to the impacted parties.

### (4) Special Division Request

A "special division request" is defined as a request to have a player evaluated to play in a higher or lower division than designated by their default age. The El Dorado Hills Little League Player Acknowledgement Evaluation google form must be completed and submitted prior to the player evaluation. **Important:** Requests will not be honored post assessment.

Regardless if a child requested to play in a higher or lower division, they **must** attend the assessment for their default age in addition to an assessment for the requested division.

Players will be placed / drafted to teams based upon their individual assessment score. If a request form is completed and the child does not attend an assessment, they will be placed in their default division and the special division request is voided.

Requests will be granted based upon the following criteria:

- # of spots available for that division player pool
- Per LL rule, league age 6-year-olds must have played one year of TBall
- Based upon assessment score
- There is no guarantee that a special division request will be honored 100% of the time

Players will be placed / drafted to teams based upon their individual assessment score, there is no appeal process.

Parents acknowledge by completing a special division request form that their child is required to attend an assessment for each division.\* Their default age division as well as the division they are requested to play in.

\*League age 6 requesting to play in a higher division shall attend only one assessment which is for Minors 7 (coach pitch) as their default division TBall does not have assessments.



## 8. TEAM COMPOSITION

As a policy, age requirements/limitations will be met as set forth by the Rules and Regulations of Little League Baseball, Inc.

### (1) Divisions

Safety for all is the primary consideration in the placement of players. For this reason, EDHLL requires players aged 6 (assessing for Single A) and upwards to participate in a skill level evaluation during pre-season. No player may be moved up more than one division level relative to the defined "default" age limits for that division without the approval of the Board of Directors. It is important to note that not only the player's evaluation scores, but existing divisional skills mix, number of available teams, and safety all weigh into the final placement of players into any division. These are age guidelines for each division:

#### T-Ball

Default ages are 5 and 6. This division is focused on the basics of catching, throwing, and hitting using an instructional batting tee.

- Teams are formed by the Board of Directors after all drafts have taken place.
- Teams are made up by 1) manager (roster request) 2) parent request 3) friend/carpool 4) school
  - All requests shall be placed prior to assessment

#### MINORS 7

Default age is 7. A limited number of 6-year-olds with high skills assessment scores, and some 8-year-olds. A Coach Pitch Division, developing the concepts of baseball on 60-foot bases.

- Teams are formed by the Board of Directors after all drafts have taken place.
- Teams are made up by 1) manager (roster request) 2) parent request 3) friend/carpool 4) school
  - All requests shall be placed prior to assessment

#### MINORS 8

Default age is 8 and 9. A limited number of 7-year-olds with high skills assessment scores. For a 7-year-old to be considered for MINORS 8, the player's parent or legal guardian must sign an acknowledgement prior to the player evaluation. Any 7-year-old assessing for the MINORS 8 division must also attend the A division assessment.

- Teams will consist of twelve (12) players per team.
- Best effort should be made to ensure all teams have the same number of players.

#### MINORS 9/10

Default age is 10. Ages 9 and 11-year-olds dependent on the number of registered players (12-year-olds only who have cleared the waiver process will play). A very limited number of highly skilled 8-year-olds may be considered for the MINORS 9/10 division. For an 8-year-old to be considered for MINORS 9/10, the player's parent or legal guardian must sign an acknowledgment prior to the player evaluation. Any 8-year-old assessing for the MINORS 9/10 division must also attend the MINORS 8 division assessments. The primary objective of this level is to develop all players' abilities towards future Majors Division play.

- Teams will consist of twelve (12) players per team.
- Best effort should be made to ensure all teams have the same number of players.



**Majors**

Players of league age 11 and 12 are eligible to play in the Majors. A very limited number of highly skilled 10-year-olds may be considered for the Majors Division. For a 10-year-old to be considered for Majors, the player’s parent or legal guardian must sign an acknowledgement during evaluations that indicates willingness for the player to be drafted into Majors. All 10-year-olds who wish to play up must also attend the MINORS 9/10 level skills assessment in addition to the Majors level skills assessment. A 12-year-old player may play for both Majors and 50/70 divisions if drafted and agreed upon by a simple majority of the Board and manager of each team.

- Teams will consist of twelve (12) players per team.
- Best effort should be made to ensure all teams have the same number of players.

**50-70**

Players league age 12-13 may attend assessments for the 50-70 division as well as the Juniors assessments. Based on the number of participants, more than one team may be drafted. If there are only enough players/managers to have one team at the 50-70 division, the remaining 50/70 kids will be eligible for Junior assessments and/or able to inter-district with surrounding leagues.

- Twelve (12) to fourteen (14) players may be selected.
- The age for the division is league age 12 and 13-year-olds.

**Juniors**

Players aged 13 and 14. Players aged 12 and attending 7th Grade have the option to “play up” in Juniors, subject to Board of Directors approval.

- Teams will consist of twelve (12) players per team; best effort should be made to ensure all teams have the same number of players.

**Seniors**

Players aged 14, 15, and 16. There will be "swing" players (age 14) that will be permitted to “play up”.

- Twelve (12) to sixteen (16) players may be selected.
- The age for the division is league age 14 to 16-year-olds.

**Softball League**

Players aged 7-18. All players will be turned over to the District for placement onto District 54 teams.

**Challenger League**

Players aged 4-18. All players will be turned over to the District for placement onto District 54 teams.

**(2) Options/Protected Players**

The only situations in which players can be protected prior to the draft for a particular team are as follows:

1. Sons and/or daughters of managers
2. Sons and/or daughters of two coaches per team for MINORS 8, MINORS 9/10, Majors, 50/70, and Juniors and Seniors.

All protected players must be declared in writing by the respective Manager prior to the beginning of the draft.



Selection of siblings on the same team in the same division will be accommodated if requested by the parent(s). Draft order of the siblings for child of the manager shall be agreed upon by the managers and Player Agent or designee prior to the beginning of the draft.

### (3) **Terms of Draft**

If a player is drafted to a team in any division, the player must play in that division in accordance with Little League rules unless exempted by the Player Agent, President and Vice President of Operations or designee for a safety concern.

Any player who is in the Majors draft pool (League age 11 and 12-year-olds as well as 10-year-old who declare themselves eligible for the Majors Draft) must accept a mid-season call-up to the Majors Division if it is offered. This is required to ensure balanced team composition at the Majors level and to ensure that all Majors teams will have a legal roster size to be eligible for postseason Tournament of Champions play.

A player that declines a position on a major team, whether by draft selection or mid-season call, is ineligible for future consideration for a major position for the remainder of the season and will be ineligible for nomination or selection to represent El Dorado Hills Little League in the postseason All-Star tournament.

### (4) **Draft Selection — Choosing a Player**

A team will be able to choose a player from the division draft pool created by the Player Agent or designee, provided that the age bracket is not already filled on the team and falls within the approved player pool determined by the Player Agent or designee. Any child “playing up” a level must be selected within the first 5 rounds of the draft. (7-year-olds in MINORS 8, 8-year-olds in MINORS 9/10, 10-year-olds in Majors).

### (5) **Team Formation**

It is critical for the League Secretary (or designee) to actively participate in the roster formation for all divisions. The League Secretary (or designee) will own the “Master” draft list of all players eligible for each division (with corresponding skills evaluation scores). This list must be updated (and communicated to VP of Operations, Player Agent, and President (or designee) after each division has completed their roster formation. It is also critical that the “Master” draft list be kept confidential and that the sharing of information by board members, or any league representative is subject to disciplinary action and possible removal from the League.

The registration report from the League’s registration portal is used as the ‘Document of Record’ throughout the skills assessment and team formation process. This registration report must be run on a regular basis to account for any late sign/up or waitlist . Updates need to be communicated to the Player Agent, Vice President of Operations and President or designee.

The final team rosters shall be in the data center online by the end of May to Little League International via the Data Center.

Rosters must be completed in the following sequence:

1. Juniors\*
2. 50/70\*



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- 3. Majors\*
- 4. MINORS 9/10 division\*
- 5. MINORS 8 division\*
- 6. A division
- 7. TBall

\*Division drafts are to be separated by two (2) or three (3) calendar days to allow for the managers/coaches to communicate with all players drafted into each division.

Drafted players must be contacted immediately (within one (1) to two (2) days after draft) by the Managers; after all players have been contacted, the Player Agent or designee and League Secretary must be notified. The “Master” draft list will then be updated.

**Single Team Division**

If there are not enough participants for multiple teams, an assessment will be held for the division. The Manager and Player Agent or designee through the assessments will select the team members. The players selected will be given the option to play on a combined team within District 54 if available, called up later in season due to attrition or refunded.

**Multiple Team Divisions**

Team formation shall be via a draft if more than one team is being created based upon draft method B a full redraft each season.

**(6) Draft Notes**

- Protected players league age 10 and above who were District 54 all-star the previous season shall be slotted within the first four rounds at the discretion of the player agent or designee, with such slotting consistent for all such players across all teams.

**Majors**

All players eligible to play in the Majors Division shall be placed in a draft pool for consideration and may be drafted.

- All league-age 12-year-olds will be expected to be drafted in Majors unless the player and player's parents request a waiver to be placed in MINORS 9/10 and the request is approved in accordance with current District 54 waiver policies.
- All returning Majors players must be drafted to a Majors team prior to the completion of the draft process, regardless of age.
- All players remaining after the Major Draft shall be placed in the Minor Division draft pool.

**50-70**

- All players wishing to play 50-70 instead of Juniors must attend the 50-70 assessments.
- If multiple teams are being formed, all players' names will be in the draft pool for consideration and may be drafted in any order.
- Players must be league age 12 or 13.

**Junior Division**

- All players eligible for play in the Junior Division shall be placed in a draft pool for



consideration and may be drafted in any order.

- There can be no more than eight (8) 14-year-olds on any team roster and the number of 13-year-old players cannot exceed the number of 14-year-olds. The only exception to this rule is if the ages and numbers of players in the draft pool do not support the 8:4 ratio limitations.

**Senior Division**

- All players eligible for play in the Senior Division shall be placed in a draft pool for consideration and may be drafted in any order.
- There can be no more than eight (8) 16-year-olds on any team roster and the number of 15-year-old players cannot exceed the number of 16-year-olds. The only exception to this rule is if the ages and numbers of players in the draft pool do not support the 8:4 ratio limitations.

**(7) Loss of a Player**

If, in the Majors or MINORS 9/10 Division, a team loses a player for the remainder of the season after the draft, or before, or during the season due to injury, change of residence, etc., the manager must immediately notify the Player Agent, Vice President of Operations and President (or designee) to begin the process of filling the vacancy created. The vacancy must be filled, within two weeks, from the applicable waiting lists first, then from a player pool for the division, and then from the appropriate lower division if no players of the proper default division age are on the waiting list. No team will be permitted to carry more or less than the designated player counts applicable to that league Division unless the total number of players available to that Division would make it physically impossible to comply.

If a player is lost with two weeks or less remaining on the schedule, no change will be required (unless needed to bring the roster to nine or to maintain eligibility for post-season tournament play). Otherwise, the team losing the player will complete the season with the reduced roster. Team composition must continue to meet any applicable Local League or National age constraints.

A player lost to a prolonged injury and replaced by calling up another player as outlined above, may be allowed to return to the regular season team upon physician's release. Both players will remain on the team, the replacement player, and the returning player. The Player Agent, Vice President of Operations and President or designee must approve this roster deviation. In such a case, this team must still comply with minimum play requirements with the expanded roster, and the returning player must adhere to Little League rules of season minimum playing time requirements to be considered for All-Star candidacy.

**9. PLAYER SELECTION & RETENTION**

**(1) The Draft System**

**Prior to the draft**

- Upon receiving all of the coaches' names from the participating managers, the Player Agent or designee will create a suggested round assignment for each protected player (son/daughter) and submit it back to the managers for a discussion and simple majority vote.
- Changes may be made based on this discussion. T
- The Player Agent or designee may solicit advice or suggestions from managers with knowledge of the protected players prior to his submission back to the managers. In the



event an even number of managers exists to potentially create a split decision, the Player Agent or designee will cast the deciding (majority) vote.

- If there is a conflict of interest with the Player Agent or designee deciding the vote, next in line to break the tie in order: League President, League Vice President of Operations, then League Secretary if necessary.
- Once a final decision has been reached and approved, decisions are final, and no change will be made unless there are significant extenuating circumstances that require changes in the interest of fair competition and/or safety.
- Any manager or coach's child who is slotted below the 4th round will not be eligible for selection by the All-Star Manager to a postseason all-star team unless such slotting is done entirely at the discretion of the draft committee with no input from the manager or coach.

### **At the Draft**

- Electronic devices are not permitted. Cell phones will be retained during the draft.
- The Player Agent or designee will explain the rules of the draft, and any special circumstances (such as siblings and hat picks).
- Any player who did not attend player assessments will be placed into a hat for a hat draw or placed in the pool at the discretion of the Board of Directors.
  - Separate hat will be kept based upon league age
- Managers will be notified prior to the start of the draft of players in the hat.
- A manager may select a "hat pick" in lieu of a draft board selection during any round.
- 12- year-olds and returning majors players must be selected by the completion of the draft. If such players are in the hat draw, the Player Agent or designee will, before the end of the draft, ensure that those players are picked from the hat.
- Any player playing up a division must be drafted by the 5th round (7s in MINORS 8, 8s in MINORS 9/10, 10s in Majors).
- The draft will begin with the manager who has the #1 pick and will continue in a serpentine manner. Each manager will select the appropriate number of players up to the point the team roster is completed.
- Trades are allowed but must be made prior to departing the draft.

### **Sibling Rule**

- Managers will be advised of siblings in the same draft
- Upon selection of one sibling, will be discussion of where the next sibling shall be slotted
- Based upon consensus the sibling will be placed and manager will skip that round pick

## **10. SCHEDULING**

### **(1) Opening Day**

Opening Day shall be at the discretion of the Board of Directors and will be set to accommodate adequate practices during the time between team formation and the start of the game schedule. League games may be played on the opening Saturday.

### **(2) Practices**

Only practices held on approved fields by El Dorado Hills Little League as stated in the MOU (updated annually) are sanctioned and covered under El Dorado Hills Little League insurance. Practices held on private property or other fields are not sanctioned by El Dorado Hills Little



League.

Practices are scheduled by the League Scheduler. The scheduled number of practices and frequency are dependent upon the number of teams and field availability in each division. The practice schedule will be set by March 1 on an annual basis. Practices can be canceled to accommodate rescheduled games due to rain or weather conditions.

### (3) **Game Schedules**

Games are scheduled by the League Scheduler. The scheduled number of games and frequency are dependent upon the number of teams and field availability in each division. Regular season runs from the second week in March through May, with postseason through the middle of June and all-stars going through summer.

- TBall thru Minors 9/10 - Generally there will be one-week day game and one game on Saturday
- Majors – Generally there will be one-week day game and two weekends a month of either a Friday Night Lights or Saturday game
- The number of Friday night games will be dependent upon the number of teams in MINORS 9/10 and Majors.
- 50/70 and above schedule will fluctuate as games are played with other leagues.

### (4) **Rainouts and/or Tie Games**

It is the intent of EDHLL to play all scheduled games. In the competitive divisions, every attempt will be made to reschedule rainouts. As such the league shall reserve one week in May for make-ups, the league shall not schedule more than three (3) games in a given week, or on an open date reserved by the League Scheduler. Standard Little League pitching rules and eligibility apply and cannot be waived. To avoid in-season conflict, the League Scheduler will establish standing reschedule protocols prior to opening day, with preset make-up days (e.g., Saturday cancellations will be rescheduled the next available Sunday, weekday cancellations the next Monday, and so forth).

Failure to play an officially rescheduled rainout (or tie game) will result in a forfeit for that team. The forfeit will be reflected in the season standings as a loss for tournament play seeding.

At the MINORS 8 and MINORS 9/10 level, if a game ends in a tie but there is sufficient time left in the official game time to start another inning, the next inning will be played. If at the completion of that inning the score is still tied and if time has run out, the game may end in a tie. These games will not be continued at a later date. The tie breaker process will go into effect.

### (5) **Winning Percentage**

#### **MINORS 8 through Majors**

In the event the season ends with an uneven number of games played by teams within a division, the winning percentage (of total games played during the regular season) will determine that division's final standings.

### (6) **Tie Breaker**

#### **MINORS 8 through Majors**



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The regular season division winner will be the team with the best overall record. In the event of ties at the end of the regular season (by games, or winning percentage if employed) the winner (or seeds for end-of-season playoffs) will be decided in order of 1) Head-to-head matchup during the regular season 2) Runs against in head-to-head record. 3) Runs against for the season schedule 4) By a one game playoff (only if feasible and approved by the Board).

Note: In the case of a three-way tie, and where steps 1-3 produce contradictory or equivocal results, final seeding will be determined by lottery (administered by the Player Agent or designee).

11. PLAYOFFS

El Dorado Hills Little League will have end-of-season playoffs for MINORS 8 and above. Playoffs follow regular season local rules; tournament Little League Rulebook rules do not apply to El Dorado Hills Little League playoffs.

12. POSTSEASON PLAYOFF FORMAT / DISTRICT TOC TEAM SELECTION

# Teams	Round 1	Round 2	Round 3	Round 4
6 Teams	1 & 2 (bye) 3 vs. 6 4 vs. 5	1 vs. lowest seed winner 2 vs. highest seed winner	Winners from Round 2	Not applicable
7 Teams	1 (bye) 2 vs. 7 3 vs. 6 4 vs. 5	1 vs. lowest seed winner Two remaining vs. each other	Winners from Round 2	Not applicable
8 Teams	1 vs. 8 2 vs. 7 3 vs. 6 4 vs. 5	Highest vs. lowest seed winner Two remaining vs. each other	Winners from Round 2	Not applicable
9 Teams	1 - 7 (bye) 8 vs. 9	1 vs. winner 8/9 (Match 1) 2 vs. 7 (Match 2) 3 vs. 6 (Match 3) 4 vs. 5 (Match 4)	Winners Match 1 vs Match 4 Winners Match 2 vs Match 3	Winners round 3
10 Teams	1 - 6 (bye) 7 vs. 10 8 vs. 9	1 vs. winner 8/9 (Match 1) 2 vs. winner 7/10 (Match 2) 3 vs. 6 (Match 3) 4 vs. 5 (Match 4)	Winners Match 1 vs Match 4 Winners Match 2 vs Match 3	Winners round 3

If the Board of Directors chooses to participate in the District 54 Tournament of Champions (TOC's), EDH will enter as many teams as permitted in applicable divisions (Minors 9/10 and above). Any changes must be unanimously agreed to by the managers and a simple majority vote from the Board of Directors prior to the start of the regular season.

When two teams from a division are represented in TOC's, the overall **regular season** winner of the division will comprise the first team. A single elimination, end-of-season playoff (per above grid) will determine the second. If the regular season champion and end-of-season playoff champion are



the same, the runner-up finisher in the end-of-season playoffs will advance to TOC's.

When one team from a division is represented in TOC's, the winner of the single elimination, end-of-season playoff (per above grid) will represent the league.

Any changes to the playoff schedule must be approved by a simple majority vote of all Managers and approved by a simple majority vote from the Board of Directors.

### 13. POSTSEASON PLAY AND ALL-STAR TEAM SELECTION

There is no "post-season" play in Divisions A and lower unless approved by the Board of Directors, scheduled with the CSD, and communicated to Managers/parents **prior to the start of the season**. The League All-Star team shall not be announced prior to a date specified by Little League International and no team practices may start until this date. Only those teams' age groups/divisions recognized by Little League International can be considered for post-season play.

#### (1) All-Star Manager Selection

In order to be considered as an All-Star Manager or Coach applicants must have served as a manager or coach during that year's regular season unless no applications have been received per that division. In addition, the manager must have attended the coaching clinic, current on safety training and certifications. Exceptions must be presented to the Board of Directors by the President and are subject to a simple majority vote by the Board of Directors. Managers must have a strong understanding of the Little League International Tournament Rules.

The procedures for appointing all-star managers and coaches must be understood and accepted by all concerned. The policies are:

1. All managers and coaches up for consideration must complete a Manager / Coach All-Star application
2. The League President forwards nominees to the Board for confirmation
3. The Board of Directors will confirm and appoint all-star manager by a simple majority vote
4. The selected manager will nominate their coach(es) to President
5. The Board of Directors will confirm and appoint all-star coach by a simple majority vote

#### (2) All-Star Player Commitment

Players' league age eligible for All-Star team selection are to read, review, commit and sign the All-Star Commitment form. All eligible players for All-Stars are strongly discouraged from participating in another baseball/travel ball program during the All-Star season. Failure to abide by the rules can result in removal from the All-Star team and forfeiture of the uniform deposit.

#### (3) All-Star Selection Process

To be eligible for the respective All-Star divisions, players must have participated in the following EDH divisions during the regular season:

- League age **8-10** - *MINORS 9/10 Division*
- League age **9-11** - *Majors Division*
- League age **10-12** - *Majors Division*



**8/9/10 All-Stars**

**Step 1:**

The Board of Directors shall establish prior to the start of the regular season a week for all-star ballots. The Player Agent (or designee) will provide MINORS 9/10 managers with a roster of all MINORS 9/10 players. MINORS 9/10 managers will select 13 players. A pool of 22 players, plus any 10-year-olds playing in majors, will be assembled from the players whose names appear on the greatest number of manager ballots. Any ties making up the 22<sup>nd</sup> position in the player pool will be added to the eligible player pool.

An All-Star pre-selection workout will be conducted with the Player Agent, Vice President, President and the named All-Star manager and coach and the pool of eligible players.

**Step 2:**

The All-Star Manager will submit to the Player Agent, Vice President of Operations and President, in confidence, a ranked listing of suggested players to make up the All-Star team. The number allowed is defined by the Little League rulebook.

**Step 3:**

1. Any matches among the top 9 players (including any ties in the 9th position) from the eligible pool (step 1) and the All-Star Manager's ranked listing (step 2) will automatically be added to the team.
2. The All-Star Manager will then recommend any remaining roster spots (those not automatically filled by the above criteria) to the Player Agent, Vice President of Operations and President, which approves with a majority vote. The Player Agent, Vice President of Operations and President should defer to the All-Star Manager's discretion as frequently as possible, except that any lower-ranked player (selected over a higher-ranked pool player) must be justified as in the best interests of the team (i.e., player availability/commitment, positional flexibility, sufficient team pitching strength, et cetera)

**9/10/11 (11s) and Majors (10/11/12) All-Stars**

The process is designed to give the players the most prominent voice in the selection of their All-Stars, followed by the expression of the managers. The below steps seek to avoid omissions, to minimize favoritism, and to identify the most deserving players in the formation of the teams.

**Step 1:**

- A ballot will be created with two lists 1) a complete list of 11-year-olds in the Majors Division\*, 2) a complete list of 12-year-olds in the Majors Division.
  - \*Any 10-year-olds in majors division shall be included on the 11s roster
- The Board of Directors shall establish prior to the start of the regular season a week for all-star ballots.
- The Player Agent (or designee) will provide a ballot to every player and manager in the Majors Division—
- Each player will vote for: 1) up to fourteen 12-year-old players; 2) up to thirteen 11-year-old players. Selections should be based not only on the player's skill, but also on the player's character (attitude, sportsmanship, teamwork, etc.).
- Each manager will vote for: 1) up to thirteen 12-year-old players; 2) up to thirteen 11-year-



old players. Selections should be based not only on the player’s skill, but also on the player’s character (attitude, sportsmanship, teamwork, etc.), availability, and team position composition

- The Player Agent (or designee) will deliver all ballots to the Player Agent, Vice President of Operations and President, which will review for completeness and tally the results.
- The 22 players (in each age group) receiving the most votes (player votes plus manager weighted total) will make up the pool of eligible players. Any ties in the 22nd position will also be added to the pool(s).

**□ Step 2:**

The respective All-Star Manager will submit to Player Agent, Vice President of Operations and President, in confidence, a ranked listing of suggested players to make up the All-Star team. The number allowed is defined in the Little League rulebook.

**□ Step 3:**

1. Any matches among the top 9 players (including any ties in the 9th position) from the eligible pool (step 1) and the All-Star Manager’s ranked listing (step 2) will automatically be added to the team.
2. Any player unanimously voted in a top 9 position on every manager’s ballot (step 1) will automatically be added to the team.
3. The All-Star Manager will then recommend any remaining roster spots (those not automatically filled by the above criteria) to the Player Agent, Vice President of Operations and President which approves with a majority vote.
  - a. The Player Agent, Vice President of Operations and President should defer to the All-Star Manager’s discretion as often as possible, except that any lower-ranked player (selected over a higher-ranked pool player) must be justified as in the best interests of the team (i.e., player availability/commitment, positional flexibility, sufficient team pitching strength, et cetera).

**50/70, Junior and Senior All-Stars**

50/70 All-Star teams will be created by ballots, All-Star Team Manager, Player Agent, Vice President of Operations and President. Exception: When there is only one regular season EDHLL 50/70, juniors, or seniors’ division team.

**(4) Section 4: Blended Team Exceptions**

If blended teams (i.e., teams made up of players from both EDHLL and other League(s) existed in any respective Division during the regular season, exceptions to the All-Star process can be made but must follow Little League rules and be approved by the Player Agent and simple majority vote from the Board of Directors.

**(5) All-Star Uniforms and League Colors**

All-Star uniform jerseys and hats will be provided to players by EDHLL. Players will provide their own pants, belt, and socks.

The primary color of the uniforms will be our official league colors of navy and gold.

**BYLAWS REVISION HISTORY / AMENDMENTS**



Amendment Date	Approved by	Sections Updated
September 03, 2014		<ul style="list-style-type: none"> <li>• Not applicable</li> </ul>
August 17, 2015	General Membership	<ul style="list-style-type: none"> <li>• Added sections updated</li> <li>• Removed Section II Division Coordinators</li> <li>• Formatting Updated</li> </ul>
January 18, 2016	General Membership	<ul style="list-style-type: none"> <li>• Little League</li> <li>• Draft / Non-Assessment</li> <li>• 9/10 All Star Nominations</li> </ul>
February 22, 2016	Board of Directors	<ul style="list-style-type: none"> <li>• Practice on Private Property</li> </ul>
April 25, 2016	Board of Directors	<ul style="list-style-type: none"> <li>• All-Star Age Ranges</li> <li>• All-Star Regular Season Division Play</li> </ul>
October 24, 2016	Board of Directors	<ul style="list-style-type: none"> <li>• Annual revision</li> <li>• Removed Big League</li> <li>• Updated Headers</li> <li>• Parent / Guardian Agreement</li> <li>• Draft</li> <li>• Added Practices, Games</li> <li>• TOC Division Team Size</li> <li>• All-Star Selection</li> </ul>
December 12, 2017,	Board of Directors	<ul style="list-style-type: none"> <li>• Insert New Links for Division Rules</li> <li>• Added IRC Committee</li> <li>• Added verbiage regarding managing two teams</li> </ul>
November 28, 2018	Board of Directors	<ul style="list-style-type: none"> <li>• Added verbiage for Appointment process</li> <li>• Volunteering updated verbiage to reflect 2018 requirement</li> <li>• Protected players MINORS 8</li> <li>• 50/70 players Majors All-Star eligibility</li> </ul>
November 4, 2019	Board of Directors	<ul style="list-style-type: none"> <li>• Remove mentions of Auxiliary Coordinator position</li> <li>• Added protected players for all divisions</li> <li>• Winning percentage added for seeding</li> </ul>
November 12, 2020	Board of Directors	<ul style="list-style-type: none"> <li>• VII, Section II added “non-refundable fee” for volunteer opt-out</li> <li>• Added II, Section 2: Safe Environment</li> </ul>
November 11, 2021	Board of Directors	<ul style="list-style-type: none"> <li>• Not applicable</li> </ul>
November 10, 2022	Board of Directors	VI, Section 2 - Player Evaluations/All Stars criteria VIII, Section 6 - Team Formation, Majors, and AAA, protecting returning All Stars



		X, Section 4 - Rainouts X, Section 5 - Winning Percentage X, Section 6 - Tie breaker XI - Postseason Format/TOC XIII, Section 3 - All Star Selections
January 11, 2024	Board of Directors	<ul style="list-style-type: none"> <li>• Format Update</li> <li>• Updated division names from A, AA, AAA to reference LL International naming convention</li> <li>• Updated sibling and protected player</li> </ul>
February 20, 2024	Board of Directors	<ul style="list-style-type: none"> <li>• Added <ul style="list-style-type: none"> <li>◦ Division Rules</li> </ul> </li> <li>• Link to Parent Code of Conduct</li> <li>• Updated links to division rules</li> </ul>
March 7, 2024	Board of Directors	<ul style="list-style-type: none"> <li>• Updated TOC team</li> </ul>



## DIVISION RULES

### TBALL DIVISION OVERVIEW

#### (6) Rules Taught

- Running bases
- Continuous Batting Order (CBO)
- Hitting off tee
- Home-run hitter

#### (7) Concepts Taught

- Basics of holding/throwing a ball
- Equipment / safety introduction
- Glove / "Alligator hands" / catching
- Holding a bat
- Run the bases 1st to home

### TBALL DIVISION

TBall Division rules; these rules are in addition to all official Little League rules found in the Little League rule book. TBall division hits uses a tee only, no live pitching.

### PARENTS

- a) All parents must complete a medical release form before the player is allowed on the field to play or practice.

### MANAGER / COACH

- a) Medical release forms must be kept with the Manager at all games and practices.  
b) Each team may only name 3 official coaches (including the manager) for the season.  
c) Three coaches are allowed on the playing field during a team's defensive play.

### GAME PREP

- a) The Home team provides two (2) new game balls at the beginning of each game.  
b) The Home team occupies the third base dugout.  
c) The Home team is responsible for prepping the field for play.

### GAME TIME

- a) Time limit for games is 45-minutes.  
b) Both teams need to bat an equal number of times, so managers need to determine if adequate time is available prior to starting the next inning.

### EQUIPMENT

- a) All bats are to remain outside the dugout and only the designated batter may have a bat in hand.  
b) Recommended all players wear a cup during games and practices.  
c) The catcher must wear all the protective gear while catching.

### GAME

- a) The infield fly rule will not be applied.  
b) For the first four weeks of the season:



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- i. Outs will not be played, and all members of a team will hit when their team is up to bat.
  - ii. Solo outs only for the first four weeks of the season.
- c) Starting the fifth week of the season:
- i. Games should be played with outs.
  - ii. All members of a team will still hit when playing outs.
  - iii. When all members of the team have hit, teams are switched.
  - iv. Double plays will be allowed provided there are two defensive players involved in the play and there is an effort to throw and catch the ball (no rundowns).
  - v. At no time will triple plays be allowed.
  - vi. Batters and runners who make outs must return to the dugout.

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**ROTATIONS**

- a) Players may play a given position only once per game.
- b) Players should be rotated from infield to outfield as evenly as possible.
- c) Each player must play at least one inning in the infield per game.

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**BATTING**

- a) All hitting must be done off of a tee.
- b) All batters must use a helmet while batting or running bases, during all games and practices.
- c) There are no strikeouts. A batter continues swinging until the ball is hit fairly.
- d) Bunting is not allowed.
- e) The ball is ruled foul if it travels less than 10-12 feet from home plate.
- f) For the first four weeks of the season, batters will be allowed only singles and may advance one base at a time.
- g) Starting the fifth week of the season doubles will be allowed.
  - i. Doubles should be allowed on sharply hit balls that make it to the outfield without an error.
  - ii. Base runners ahead of the double hitter advance only one base (no extra bases for base runners).
  - iii. Doubles are not allowed on bobbled infield or outfield plays.

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**BASE RUNNING**

- a) Stealing is not allowed.
- b) Base runners must not leave a base until the ball has been hit.
- c) Tagging up and advancing on fly balls that are caught is not allowed.
- d) Sliding is not recommended at this level.

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**OUTFIELDERS**

- a) There is no limit to the number of outfielders that can be used.
- b) Teams may play all remaining fielders in the outfield.

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**INFIELD**



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- a) Infield stacking is not allowed.
- b) Infield positions are limited to 6 players at the following locations:
  - Pitcher (area of pitcher mound),
  - First Baseman (area of first base),
  - Second Baseman (area halfway between first and second base),
  - Shortstop (area halfway between second and third base),
  - Third Baseman (area of third base) and
  - Catcher (behind home plate).
- c) Teams are not allowed to position the second baseman or shortstop as a second pitcher.

**PITCHERS**

- a) There is absolutely no pitching allowed in games or practice.

**UMPIRES**

- a) There are no umpires at this level.
- b) The manager of the team at bat should call foul balls.

**SCOREKEEPER**

- a) Scores, win-loss records, and league standings are not kept.
- b) There should not be any emphasis during the game on who is winning or losing.

**POST GAME**

- a) The visiting team is responsible for field clean up at the end of each game.
- b) Each team is responsible for clean-up of their dugouts.
- c) ***Please make sure all field equipment is locked in shed after use***

**Special Note:**

Should you have any questions regarding rules or items not covered in the Division rules or Little League rule book, please contact the Commissioner and/or Vice President of Operations.

**Revision History**

<b>Amendment Date</b>	<b>Approved by</b>	<b>Sections Updated</b>
November 23, 2015	General Membership	➤ Formatting Updated
February 26, 2018	Board of Directors	➤ Reviewed – No changes
February 25, 2019	Board of Directors	➤ Reviewed – No changes
February 18, 2020	Board of Directors	➤ Reviewed – No changes
April 8, 2021	Board of Directors	➤ 5c & 11b No catcher this season



November 11, 2021	Board of Directors	➤ Restored 5c & 11b – Catcher will be used, no 4th outfielder
September 27, 2022	Board of Directors	➤ Reviewed – No changes
February 20, 2024	Board of Directors	➤ Reformatted: <ul style="list-style-type: none"><li>○ Minor grammar edits</li><li>○ Removed red formatting, commissioner reference</li></ul> ➤ Added: <ul style="list-style-type: none"><li>○ Rules / Concepts Taught</li></ul> ➤ Updated: <ul style="list-style-type: none"><li>○ Game duration</li></ul>



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## **MINORS 7 DIVISION OVERVIEW**

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### **(8) Rules Taught**

- Home vs Away
- Continuous Batting Order (CBO)
- Outs / Force Outs
- Fly ball/baserunning rules ("freeze"/go back)
- No stealing
- 5-run rule / Six innings or 1 hr 45 min\*

### **(9) Concepts Taught**

- Hitting off coach
- Infield vs. outfield positions
- Handling of ball / transitioning glove to hand
- Proper throwing/catching
- Base-running basics / Run through first base
- Sliding technique

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## **MINORS 7 DIVISION**

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Minors 7 Division (formerly known as A) rules; these rules are in addition to all official Little League rules found in the Little League rule book. Minors 7 is a coach pitch division.

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## **PARENTS**

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- All parents must complete a medical release form before the player is allowed on the field to play or practice.
- Only players and the three coaches are allowed in the dugouts during the game.

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## **MANAGER / COACH**

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- Medical release forms must be kept with the Manager at all games and practices.
- Managers/coaches and players are to remain in the dugout while their team is playing defense.
- Only players, Managers/Coaches (total of three) are allowed in the dugouts during the game.
- Manager is responsible to setup fair rotations throughout the regular season for fielding and
- One official coach shall be in the dugout with the players.
  - If an official coach is absent, a parent who has completed the volunteer form may stand in as coach to be in the dugout during the game.

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## **GAME PREP**

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- The Home team provides 2 new game balls at the beginning of each game.
- The Home team occupies the third base dugout.
- The Home team is responsible for prepping the field for play.

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## **GAME TIME / INNINGS / WARMUPS**

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- Games will be 6 innings or 1 hour and 45-minute time limit, whichever comes first.
  - If the time limit is reached the current inning may be completed
- Each inning will consist of 5 runs or 3 outs including the last inning.
- The time limit between innings is 1 minute.

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## **EQUIPMENT**

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**EL DORADO HILLS LITTLE LEAGUE**

League ID: 405-54-22

- a) All bats are to remain outside the dugout and only the designated batter may have a bat in hand.
- b) Recommended all players wear a cup during games and practices.
- c) Catchers must wear a cup while playing the position of catcher.
- d) Only USA baseball bats are allowed.
- e) It is the manager's responsibility to check and make sure that all bats are USA baseball. If a bat is not clearly marked with USA baseball the bat cannot be used.

**GAME**

- a) The infield fly rule is not in effect.
- b) While on offense, a coach is only allowed to coach 1st and 3rd base.
- c) While on defense, a coach is only allowed to coach catchers.
- d) Coaches may assist catchers to keep the game moving.
- e) Play is over when:
  - i. Time out has been called,
  - ii. The base runner has advanced one base on an overthrow or
  - iii. The infielder is in possession of the ball and returning it to the pitcher.
- f) No intentional walks are permitted.

**BATTING**

- a) Continuous batting, order, the entire roster bats during the game (although each player may not have the opportunity to bat each inning).
- b) All batters must use a helmet while batting or running bases, during all games and practices.
- c) There is no on deck circle.
- d) Players shall not have bats in their hands while in the dugout, bats shall be in bat rack until player is walking on field to take their at bat.
- e) The on-deck batter must wait in the dugout **without** a bat and with a helmet on and ready to go.
- f) If a batted ball hits the Coach Pitcher, the play is automatically dead, and the batter will receive another pitch.
- g) A batter can strike out if the Player pitcher throws three (3) strikes, however a batter cannot be walked.

**BASE RUNNING**

- a) Stealing is not allowed.
- b) One base will be allowed per overthrown ball.
- c) Feet first sliding is allowed, but only recommended for players who have been taught how to slide properly.
- d) Headfirst sliding is only allowed going back to a base but is strongly discouraged at this level.

**OUTFIELDERS**

- a) Outfielders must initiate play on the grass and not on the dirt infield.



- b) If playing on an all-grass field coaches will ensure players start play in what would be the outfield.

**PITCHERS / TRACKING PITCHES**

- a) Minors 7 division is a coach pitch division only
  - i. Coaches will pitch overhand from within 10 feet of the pitching rubber (approx 40 ft.)
  - ii. The offensive team coach will pitch to their own batter and each batter will receive 5 pitches.
  - iii. If the batter fouls off the 5th pitch, they will get another pitch until the ball is either put in play, fails to swing or the batter swings and misses.

**UMPIRES**

- a) There are no umpires at this level.
- b) The coaches and managers are responsible for calling outs and strikes along with making rule interpretation.
- c) Opposing coaches/managers are to work together and make the calls within the guidelines of the playing rules.

**SCOREKEEPER**

- a) There are no standings in Minors 7 division, therefore scores will not be kept except to enforce the 5 run per inning rule.

**POST GAME**

- a) The visiting team is responsible for field clean up at the end of each game.
- b) Each team is responsible for clean-up of their dugouts.
- c) Both visiting and home teams are encouraged to assist with both clean up and set up.
- d) ***Please make sure all field equipment is locked in shed after use***

**Special Note:**

Remember that these are not all of the rules, should you have any questions regarding rules or items not covered in the Division rules or Little League rule book, please contact the Commissioner and/or Vice President of Operations.

**Revision History**

<b>Amendment Date</b>	<b>Approved by</b>	<b>Sections Updated</b>
December 6, 2015	Board of Directors	<ul style="list-style-type: none"> <li>➤ Formatting Updated</li> <li>➤ Kid pitch has been removed</li> </ul>
November	General Membership	<ul style="list-style-type: none"> <li>➤ Formatting updated</li> <li>➤ Kid pitch has been removed</li> </ul>
November 28, 2017	Board of Directors	<ul style="list-style-type: none"> <li>➤ Reviewed – No changes</li> </ul>



February 26, 2018	Board of Directors	<ul style="list-style-type: none"><li>➤ Update Pitchers / Batting to reflect removal of kid pitch legacy info</li><li>➤ Update pitching distance</li><li>➤ Update umpire information</li></ul>
February 25, 2019	Board of Directors	<ul style="list-style-type: none"><li>➤ Reviewed – No changes</li></ul>
February 18, 2020	Board of Directors	<ul style="list-style-type: none"><li>➤ Reviewed – No changes</li></ul>
April 8, 2021	Board of Directors	<ul style="list-style-type: none"><li>➤ 5c &amp; 11b No catcher this season</li></ul>
November 11, 2021	Board of Directors	<ul style="list-style-type: none"><li>➤ Restored 5c &amp; 11b – Catcher will be used, no 4th outfielder</li></ul>
September 27, 2022	Board of Directors	<ul style="list-style-type: none"><li>➤ Remove 11d, added 6f</li></ul>
February 20, 2024	Board of Directors	<ul style="list-style-type: none"><li>➤ Reformatted:<ul style="list-style-type: none"><li>○ Minor grammar edits</li><li>○ Removed red formatting, commissioner reference</li></ul></li><li>➤ Added:<ul style="list-style-type: none"><li>○ Rules / Concepts Taught</li></ul></li><li>➤ Updated:<ul style="list-style-type: none"><li>○ Reflect Minors 7 vs A</li></ul></li></ul>



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**MINORS 8 DIVISION OVERVIEW**

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**(10) Rules Taught**

- Basic pitching rules
- Fly ball/baserunning rules (“freeze”/go back)
- Force out vs tag outs
- Strikeouts
- Introduction to umpires
- Continuous Batting Order (CBO)
- 5-run rule / 2 hr time limit, no new inning after 1 hr 50 min

**(11) Concepts Taught**

- Hitting off kid
- Baserunning basics
- Catching basics
- Fly ball basics
- Groundball basics
- How to get hit by a pitch
- Pitching basics and delivery
- Position names/location
- Throwing grip/mechanics

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**MINORS 8 DIVISION**

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Minors 8 Division (formerly known as AA) rules; these rules are in addition to all official Little League rules found in the Little League rule book. Minors 8 is a kid pitch division.

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**PARENTS**

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- a) All parents must complete a medical release form before the player is allowed on the field to play or practice. Medical release forms must be kept with the Manager/Coach at all games and practices.
- b) Only players, Managers/Coaches (total of three) are allowed in the dugouts during the game.
- c) Parents are not allowed to coach players or to try to influence the umpires during games in any way. This is the responsibility of the Managers to enforce. Parents may be ejected from the park for rule violations by the umpire, official game coordinator or any present board member.
  - i. If the parent refuses to leave the park, the umpire may call the game and the offending team will forfeit the game. The recorded score will be 1-0. If a parent is ejected from a game, that parent may not be present for the next game played by the team.

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**MANAGER / COACH**

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- a) Medical release forms must be kept with the Manager/Coach at all games and practices.
- b) Managers/coaches and players are to remain in the dugout while their team is playing defense.
- c) One official coach shall be in the dugout with the players.
  - i. If an official coach is absent, a parent who has completed the volunteer form may stand in as coach to be in the dugout during the game.
- d) Coach or manager are allowed to coach first and third base in the proper coaches' box while their team is at bat.
- e) Once the two-hour time clock has been started:
  - i. Managers and coaches are not allowed to enter the field of play except to briefly confer with the pitcher, catcher, and defensive player(s) while on the mound.



- i. Limits apply on pitcher conferences; upon the third visit in one inning or four (4) total for the game for that same pitcher, he must be removed.
  - ii. Managers or coaches may not enter the field of play to move or position players or provide additional coaching tips in between innings.
- f) The manager is responsible to set up equal rotations throughout the season.

### **GAME PREP**

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- a) The Home team provides two (2) new game balls at the beginning of each game.
- b) The Home team occupies the third base side.
- c) The Home team is responsible for prepping the field for play.

### **PRE-GAME / WARMUPS**

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- a) The traditional pre-game warm-up on the playing field is allowed provided the game starts on time.
- b) The Home team shall warm-up for no more than 15 minutes followed by the Visiting team.
- c) Warm-ups shall be completed no later than 5 minutes prior to the scheduled start time when the managers of both teams will meet with the umpire(s) at home plate.
- d) The pre-game meeting with the umpire(s) shall take place at home plate without players on the field.
- e) Managers shall bring a properly filled out batting lineup card to the meeting. Be prepared to exchange the card and to identify any players who are ineligible to pitch in the game.

### **GAME TIME / INNINGS / WARMUPS**

---

- a) Game will be six (6) innings or two (2) hour time limit, whichever comes first
  - i. No new inning can start after 1 hour 50 minutes
  - ii. In a tie game situation, games may continue after the 6th inning if time allows.
  - iii. As a point of clarification, a new inning is determined immediately after the umpire's call of the 3rd out of preceding inning.
- b) Five (5) runs per inning max; this includes the last inning
  - i. The last inning run rule is waived during the playoffs, there is no run limit.
  - ii. No "mercy" rule is in effect.
- c) If your catcher is not ready to go have an extra player ready for warm-up. This requires a cup and catcher's mask.
- d) The time limit between innings is one (1) minute or five warm-up pitches, whichever comes first.
  - i. Even if the pitcher is new, the five-pitch warm-up rule is still in effect.
  - ii. Only in the event of an injury is the pitcher entitled to use more warm-ups.

### **FIELDING A TEAM / RESCHEDULING / RAINOUTS**

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- a) Eight players must be present at the printed game time; if eight players are available the game shall be played.
  - i. If the 9th player shows up, he will be added to the last spot of the lineup



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- b) If you start with nine, you may continue play with eight by simply skipping over the missing player without penalty when his/her turn comes up to bat.
- c) In the event a manager will not have eight players for a game they are to notify the Vice President of Operations and President.
  - i. Manager should include the following information in notification:
  - ii. Count, name and reason each player is missing
  - iii. Vice President and President will review and approve or deny the request
  - iv. There are no automatic forfeits due to not having enough players at game time.
- d) Games should only be rescheduled for weather and will be done by the scheduler
  - i. All rainouts shall be rescheduled by the scheduler and teams notified within 48 hours
  - ii. Scheduler will review and schedule as fairly as possible
  - iii. There will be no going back and forth between managers to check availability.
  - iv. Rescheduling of games will most often result in three games in one week.
  - v. At times this may mean that a team will play back-to-back games.
- e) A missing manager or coach is not a valid reason to reschedule a game.
  - i. Manager or coach must assign person(s) to perform duties in their absence.
  - ii. The assigned person must have completed a league background check.

**MINIMUM PLAY**

- a) Each player must play two (2) of the first four (4) innings on the infield.
- a) The manager shall ensure a minimum of one (1) infield inning per player, unless special circumstances exist that would put a player at significant risk of injury by playing in the infield.
  - i. In these rare circumstances, the manager shall inform the Player Agent, Vice President of Operations and President.
  - ii. Player would be evaluated, board will either approve or deny request for waiving the infield minimum play rule.
- b) In the event that a team is carrying 13 or more players, each player must play two of the first **five (5)** innings on the infield.

**EQUIPMENT**

- a) All bats are to remain outside the dugout and only the designated batter may have a bat in hand.
- b) Players must wear athletic supporters.
- c) Catchers must also wear a cup.
- d) A catcher's glove must be used when playing the position of catcher.
  - i. A catcher's helmet is required and must have a dangling throat guard.
- e) Helmets must be worn by all base runners and player base coaches.
- f) The use of batting donuts is not allowed.
- g) Only USA baseball bats are allowed.

**GAME**

- a) The infield fly rule is not in effect.
- b) Bunting and sliding are allowed.



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- c) Headfirst slides are NOT allowed unless the base runner is diving back to a base he already occupied. (Refer to green book for further clarification if needed.)
- d) No "slash bunting."
- e) Opening Day to April 14 annually play is stopped once the pitcher has the ball.
- f) April 15 and on annually:
  - i. Play is over when the pitcher has the ball, toes the pitching mound rubber and the catcher is ready to receive the ball or if time out has been called.
  - ii. The pitcher may not use the rubber as a means of stopping a play in motion. This means that a batter/runner may advance to second base on a walk as long as it is a continuous play.
  - iii. Once the batter/runner stops running, the play is over.
- g) Free substitutions, other than pitchers.
- h) No balks.
- i) No intentional walks.

**BATTING**

- a) Batting orders should rotate each game such that all players get roughly the same number of at bats in the season.
- b) Continuous batting order, the entire roster bats.
- c) A player arriving after the official scorekeeper has accepted the lineup or after the start of the game will be added to the end of the lineup.
- d) No bats in the dugout. Use bat rack outside the dugout.
- e) Players shall not have bats in their hands while in the dugout, bats shall be in bat rack until player is walking on field to take their at bat.
- f) No on deck circle.
- g) On deck batter waits in the dugout (without a bat) with helmet on, ready to go.

**BASE RUNNING**

- a) No stealing on passed balls.
- b) No leading off until the ball reaches the batter.
- c) A courtesy runner is allowed for the catcher to put gear on when there are two outs. The courtesy runner shall be the last batter that has been called out (batter, not an out on the bases).

**OUTFIELDERS**

- a) Outfielders must initiate play on the outfield grass and not on the infield dirt.

**PITCHERS / CATCHERS / PITCH COUNT**

- a) Each player that would like to pitch should get at least one opportunity.
- b) Eleven-year-old players may not pitch in Minors 8.
- c) Warm-ups are not considered pitches.



- d) Pitcher taken out of the game can return to the game in any position except pitcher.
- e) There is no limit on the number of pitchers that can be used in a game.
- f) A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Any player who has played the position of catcher (IN) four innings of a game is not eligible to pitch on that calendar day.**
- g) If a pitcher reaches the pitch count limit for his/her age while facing a batter, he may continue to pitch until one of the following occurs:
  - i. That batter reaches base;
  - ii. That batter is put out;
  - iii. The third out is made to end the inning
- h) If a pitcher reaches their league-age max pitches during a batter's turn, he may finish pitching to that before retiring.

**Special Note: Pitching Threshold**

Threshold = pitch count before requiring another day rest, example, 20, 35, 50, etc. If pitcher has pitched to a batter and reaches threshold, they can finish that batter.

Example: Pitcher has 19 pitches.

New batter comes to plate he pitches one and reaches threshold of 20, ball not put in play. Pitcher pitches three more balls ending at 23 and then is replaced. His days rest and pitch count would be recorded as 20 with 0 calendar days rest.

**NOTE: Managers do not need to call out "last batter" this is courtesy only.**

- i) The maximum pitch count for all ages in Minors 8 is 50 pitches and days of rest rule applies. See below for detailed days' rest.

Pitches Thrown Per Day	Days' Rest Required
Pitches	Calendar Days of Rest
1 – 20	0
21-35	1
36-50	2

**UMPIRES**

- a) A game coordinator is required if there is no adult umpire.
  - i. EDHLL default game coordinator is the scorekeeper.
- b) Umpire calls will not be questioned except for rules interpretation.
  - i. If the umpire's call does not adhere to Little League rules, then a time out should be called.
  - ii. Both Managers and the Umpire can discuss the proper course of action.
- c) Under no circumstances are balls and strikes or close calls on the bases debatable.
- d) If a Manager/Coach is ejected for any reason they automatically sit out the next game played.



- e) If they are ejected from a second game, they will be removed from the team for the rest of the season. (EDHLL Policy)

**SCOREKEEPER**

- a) Prior to the start of the game both teams shall supply the official scorekeeper with the batting lineups which shall include the player's name and jersey number.
- b) Is the default game coordinator when games have only junior umpire(s).
- c) The umpire shall announce the game start time, and the scorekeeper shall mark down that time as the official game start time.
- d) The Home Team will designate the official scorekeeper and the official scorekeeper must count and record the pitch counts for each pitcher on both teams.
- e) The official scorekeeper, if requested, must provide the current pitch count to a manager or umpire.
- f) The official scorekeeper shall notify the umpire when the maximum pitch count is reach for a pitcher.
  - i. Managers have the ultimate responsibility for knowing when a pitcher reaches the maximum pitch count and must be removed.
- g) The scorekeeper is responsible for emailing or texting the game summary information to the player agent within two hours of the end of the game.

**POST GAME**

- a) The visiting team is responsible for field cleanup which includes watering and raking the mound, batter's box and around the bases.
- b) Both visiting and home teams are encouraged to assist with both clean up and set up.
- c) ***Please make sure all field equipment and scorebook is locked in the shed after use.***

**POST-SEASON**

The post-season is the "play-offs" for the division, during the play-offs the following rules will be in effect:

- There is a five-run rule in the first four innings
- There is no time limit, all games will be five innings
- The fifth inning is unlimited runs

**Special Note:**

Should you have any questions regarding rules or items not covered in the Division rules or Little League rule book, please contact the Vice President of Operations.

**Revision History**

<b>Amendment Date</b>	<b>Approved by</b>	<b>Sections Updated</b>
December 6, 2015	Board of Directors	➤ Pitch Count Correction: 31-35 pitches = 1 calendar day of rest TO 21-35 pitches



		<ul style="list-style-type: none"> <li>= 1 calendar day of rest</li> <li>➤ 2D: Added as unable to complete 2a if there are 13 players on the roster.</li> </ul>
March 14, 2016	Board of Directors	<ul style="list-style-type: none"> <li>➤ Format Updated</li> <li>➤ Updated rule 6b</li> <li>➤ Updated fielding of team procedure</li> <li>➤ Added rainout process</li> </ul>
November 28, 2016	Board of Directors	<ul style="list-style-type: none"> <li>➤ Infield fly rule is not in effect</li> <li>➤ Manager / Coach Field Access</li> <li>➤ Base Running – Courtesy Runner (Catcher)</li> </ul>
February 26, 2018	Board of Directors	<ul style="list-style-type: none"> <li>➤ Reviewed – No changes</li> </ul>
March 6, 2018		<ul style="list-style-type: none"> <li>➤ Corrected two typos – 9a and date of approval.</li> </ul>
February 25, 2019	Board of Directors	<ul style="list-style-type: none"> <li>➤ Reviewed – No changes</li> </ul>
February 18, 2020	Board of Directors	<ul style="list-style-type: none"> <li>➤ Reviewed – No changes</li> </ul>
April 8, 2021	Board of Directors	<ul style="list-style-type: none"> <li>➤ Reviewed - No changes</li> </ul>
November 11, 2021	Board of Directors	<ul style="list-style-type: none"> <li>➤ Reviewed – No changes</li> </ul>
September 27, 2022	Board of Directors	<ul style="list-style-type: none"> <li>➤ Reviewed – Multiple changes</li> </ul>
February 20, 2024	Board of Directors	<ul style="list-style-type: none"> <li>➤ Reformatted:               <ul style="list-style-type: none"> <li>○ Minor grammar edits</li> <li>○ Removed red formatting, commissioner reference</li> </ul> </li> <li>➤ Added:               <ul style="list-style-type: none"> <li>○ Rules / Concepts Taught</li> <li>○ Game Coordinator</li> </ul> </li> <li>➤ Updated:</li> <li>➤ Reflect Minors 8 vs AA</li> </ul>
April 5, 2024	Board of Directors	<ul style="list-style-type: none"> <li>➤ Removed out for eight players at start of game</li> </ul>



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## **MINORS 9/10 DIVISION OVERVIEW**

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### **(12) Rules Taught**

- Bunting foul on 3rd strike
- Pitching rules / days rest
- Infield fly rule
- Stealing/baserunning rules
- Umpires/strike zone
- Walks/Hit by pitch
- Continuous Batting Order (CBO)
- 5-run rule / 2 hr time limit, no new inning after 1 hr 50 min

### **(13) Concepts Taught**

- Covering/backing up throws
- Cut off throws
- Defensive coverage/rotation
- Fly ball technique
- Groundball technique
- Situational defense (lead outs, outfield throws)
- Stealing/secondary leads

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## **MINORS 9/10 DIVISION**

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Minors 9/10 Division (formerly known as AAA) rules; these rules are in addition to all official Little League rules found in the Little League rule book. Minors 9/10 is a kid pitch division.

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## **PARENTS**

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- All parents must complete a medical release form before the player is allowed on the field to play or practice. Medical release forms must be kept with the Manager/Coach at all games and practices.
- Only players, Managers/Coaches (total of three) are allowed in the dugouts during the game.
- Parents are not allowed to coach players or to try to influence the umpires during games in any way. This is the responsibility of the Managers to enforce. Parents may be ejected from the park for rule violations by the umpire, official game coordinator or any present board member.
  - If the parent refuses to leave the park, the umpire may call the game and the offending team will forfeit the game. The recorded score will be 1-0. If a parent is ejected from a game, that parent may not be present for the next game played by the team.

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## **MANAGER / COACH**

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- Medical release forms must be kept with the Manager/Coach at all games and practices.
- Managers/coaches and players are to remain in the dugout while their team is playing defense.
- One official coach shall be in the dugout with the players.
  - If an official coach is absent, a parent who has completed the volunteer form may stand in as coach to be in the dugout during the game.
- One coach, other official coaches, or one player coach are allowed to coach first and third base in the proper coaches' box while their team is at bat.
- Once the two-hour time clock has been started:
  - Managers and coaches are not allowed to enter the field of play except to briefly confer with the pitcher, catcher, and defensive player(s) while on the mound.



- i. Limits apply on pitcher conferences; upon the third visit in one inning or four (4) total for the game for that same pitcher, he must be removed.
  - ii. Managers or coaches may not enter the field of play to move or position players or provide additional coaching tips in between innings.
- f) The manager is responsible to set up equal rotations throughout the season.

### **GAME PREP**

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- a) The Home team provides two (2) new game balls at the beginning of each game.
- b) The Home team occupies the third base side.
- c) The Home team is responsible for prepping the field for play.

### **PRE-GAME / WARMUPS**

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- a) The traditional pre-game warm-up on the playing field is allowed provided the game starts on time.
- b) The Home team shall warm-up for no more than 15 minutes followed by the Visiting team.
- c) Warm-ups shall be completed no later than 5 minutes prior to the scheduled start time when the managers of both teams will meet with the umpire(s) at home plate.
- d) The pre-game meeting with the umpire(s) shall take place at home plate without players on the field.
- e) Managers shall bring a **properly** filled out batting lineup card to the meeting. Be prepared to exchange the card and to identify any players who are ineligible to pitch in the game.

### **GAME TIME / INNINGS / WARMUPS**

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- a) Game will be six (6) innings or two (2) hour time limit, whichever comes first
  - i. No new inning can start after 1 hour 50 minutes.
  - ii. In a tie game situation, games may continue after the 6th inning if time allows.
  - iii. As a point of clarification, a new inning is determined immediately after the umpire's call of the 3rd out of preceding inning.
- b) Five (5) runs per inning max; this includes the last inning
  - i. The last inning run rule is waived during the playoffs, there is no run limit.
  - ii. No "mercy" rule is in effect.
- c) If your catcher is not ready to go have an extra player ready for warm-up. This requires a cup and catcher's mask.
- d) The time limit between innings is one (1) minute or five warm-up pitches, whichever comes first.
  - i. Even if the pitcher is new, the five-pitch warm-up rule is still in effect.
  - ii. Only in the event of an injury is the pitcher entitled to use more warm-ups.

### **FIELDING A TEAM / RESCHEDULING / RAINOUTS**

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- a) Eight players must be present at the printed game time; if eight players are available the game shall be played.
  - i. If the 9th player shows up he will be added to the last spot of the lineup.



**EL DORADO HILLS LITTLE LEAGUE**

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- b) If you start with nine, you may continue play with eight by simply skipping over the missing player without penalty when his/her turn comes up to bat.
- c) In the event a manager will not have eight players for a game they are to notify the Vice President of Operations and President.
  - i. Manager should include the following information in notification:
    - i. Count, name and reason each player is missing.
    - ii. Vice President and President will review and approve or deny the request.
    - iii. There are no automatic forfeits due to not having enough players at game time.
- d) Games should only be rescheduled for weather and will be done by the scheduler
  - i. All rainouts shall be rescheduled by scheduler and teams notified within 48 hours.
  - ii. Scheduler will review and schedule as fairly as possible.
  - iii. There will be no going back and forth between managers to check availability.
  - iv. Rescheduling of games will most often result in three games in one week.
  - v. At times this may mean that a team will play back-to-back games.
- e) A missing manager or coach is not a valid reason to reschedule a game
  - i. Manager or coach must assign person(s) to perform duties in their absence.
  - ii. The person assigned must have passed the background check.

**MINIMUM PLAY**

- b) Each player must have a minimum of three (3) full innings in the field and every player must play one inning in the infield by the fourth (4<sup>th</sup>) inning.
- c) The manager shall ensure a minimum of one (1) infield inning per player, unless special circumstances exist that would put a player at significant risk of injury by playing in the infield.
  - i. In these rare circumstances, the manager shall inform the Player Agent, Vice President of Operations and President.
  - ii. Player would be evaluated, board will either approve or deny request for waiving the infield minimum play rule.

**EQUIPMENT**

- a) All bats are to remain outside the dugout and only the designated batter may have a bat in hand.
- b) Players must wear athletic supporters.
- c) Catchers must also wear a cup.
- d) A catcher's glove must be used when playing the position of catcher.
  - i. A catcher's helmet is required and must have a dangling throat guard.
- e) Helmets must be worn by all base runners and first (1<sup>st</sup>) or third (3<sup>rd</sup>) play.
- f) The use of batting donuts is not allowed.
- g) Only USA baseball bats are allowed.

**GAME**

- a) The infield fly rule is in effect.
- b) Bunting and sliding are allowed.



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- c) Headfirst slides are NOT allowed unless the base runner is diving back to a base he already occupied. (Refer to green book for further clarification if needed.)
- d) No “slash bunting.”
- e) Play is over when the pitcher has the ball, toes the pitching mound rubber and the catcher is ready to receive the ball or if time has been called.
- f) The pitcher may not use the rubber as a means of stopping a play in motion. This means that a batter/runner may advance to second base on a walk as long as it is a continuous play.
- g) Once the batter/runner stops running, the play is over.
- h) Free substitutions, other than pitchers.
- i) No balks.

**BATTING**

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- a) Batting orders should rotate each game such that all players get roughly the same number of at bats in the season.
- b) Continuous batting order, the entire roster bats.
- c) After entering the batter’s box, the batter must remain in the box with at least one foot throughout the at bat. (Refer to Green book rule 6.00 (c) for full listing of rule).  
Penalty
  - i. Batter will receive one warning.
  - ii. After one warning the umpire shall call a strike. Any number of strikes can be called on one batter.
- d) A player arriving after the official scorekeeper has accepted the lineup or after the start of the game will be added to the end of the lineup.
- e) Players shall not have bats in their hands while in the dugout, bats shall be in bat rack until player is walking on field to take their at bat.
- f) No on deck circle.
- g) On deck batter waits in the dugout (without a bat) with helmet on, ready to go.
- h) Bunting is allowed.
- i) No warmup donut is allowed.

**BASE RUNNING**

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- a) No stealing or leading off until the ball reaches the batter.
- b) A courtesy runner is allowed for the catcher to put gear on when there are two outs. The courtesy runner shall be the last batter that has been called out (batter, not an out on the bases).
- c) Sliding is allowed.
  - i. There is no headfirst sliding unless a player is diving back to a base they have already occupied. (Refer to LL Green book for further interpretation).

**OUTFIELDERS**

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- a) Outfielders must initiate play on the outfield grass and not on the infield dirt.



**PITCHERS / CATCHERS / PITCH COUNT**

- a) Each player that would like to pitch should get at least one opportunity.
- b) Twelve-year-old players may not pitch in Minors 9/10 division.
- c) Warm-ups are not considered pitches.
- d) Pitcher taken out of the game can return to the game in any position except pitcher.
- e) There is no limit on the number of pitchers that can be used in a game.
- f) A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Any player who has played the position of catcher (IN) four innings of a game is not eligible to pitch on that calendar day.**
- g) If a pitcher reaches the pitch count limit for his/her age while facing a batter, he may continue to pitch until one of the following occurs:
  - i. That batter reaches base;
  - ii. That batter is put out;
  - iii. The third out is made to end the inning
- h) If a pitcher reaches their league-age max pitches during a batter's turn, he may finish pitching to that before retiring.

**Special Note: Pitching Threshold**

Threshold = pitch count before requiring another day rest, example, 20, 35, 50, etc. If pitcher has pitched to a batter and reaches threshold, they can finish that batter.

Example: Pitcher has 19 pitches.

New batter comes to plate he pitches one and reaches threshold of 20, ball not put in play. Pitcher pitches three more balls ending at 23 and then is replaced. His days rest and pitch count would be recorded as 20 with 0 calendar days rest.

**NOTE: Managers do not need to call out "last batter" this is courtesy only.**

- i) Maximum pitch count and days of rest rule apply to all pitchers and are detailed below.

League Age	Maximum Pitches
7-8-year-olds	50 pitches
9 – 10-year-olds	75 pitches
11-12-year-olds	85 pitches

Number of Pitches	Required Calendar Days Rest
0-20 Pitches	0
21-35 Pitches	1
36-50 Pitches	2
51-65 Pitches	3
66 or more	4



## **UMPIRES**

- a) A game coordinator is required if there is no adult umpire.
  - i. EDHLL default game coordinator is the scorekeeper.
- b) Umpire calls will not be questioned except for rules interpretation.
  - i. If the umpire's call does not adhere to Little League rules, then a time out should be called.
  - ii. Both Managers and the Umpire can discuss the proper course of action.
- c) Under no circumstances are balls and strikes or close calls on the bases debatable.
- d) If a Manager/Coach is ejected for any reason they automatically sit out the next game played.
- e) If they are ejected from a second game, they will be removed from the team for the rest of the season. (EDHLL Policy)

## **SCOREKEEPER**

- a) Prior to the start of the game both teams shall supply the official scorekeeper with the batting lineups which shall include the player's name and jersey number.
- b) Is the default game coordinator when games have only junior umpire(s).
- c) The umpire shall announce the game start time, and the scorekeeper shall mark down that time as the official game start time.
- d) The Home Team will designate the official scorekeeper and the official scorekeeper must count and record the pitch counts for each pitcher on both teams.
- e) The official scorekeeper, if requested, must provide the current pitch count to a manager or umpire.
- f) The official scorekeeper shall notify the umpire when the maximum pitch count is reached for a pitcher.
  - i. Managers have the ultimate responsibility for knowing when a pitcher reaches the maximum pitch count and must be removed.
- g) Scorekeeper is responsible for emailing or texting the game summary information to the player agent within two hours of the end of the game.

## **POST GAME**

- a) The visiting team is responsible for field cleanup which includes watering and raking the mound, batter's box and around the bases.
- b) Both visiting and home teams are encouraged to assist with both clean up and set up.
- c) ***Please make sure all field equipment and scorebook is locked in the shed after use.***

## **POST-SEASON**

The post-season is the "play-offs" for the division, during the play-offs the following rules will be in effect:

- There is a five-run rule in the first five innings
- There is no time limit, all games will be six innings
- The fifth inning is unlimited runs



**Special Note:**

Should you have any questions regarding rules or items not covered in the Division rules or Little League rule book, please contact the Commissioner and/or Vice President of Operations.

**Revision History**

Amendment Date	Approved by	Sections Updated
December 6, 2015	Board of Directors	<ul style="list-style-type: none"> <li>➤ Pitch Count Correction: 31-35 pitches = 1 calendar day of rest TO 21-35 pitches = 1 calendar day of rest</li> <li>➤ 2D: Added as unable to complete 2a if there are 13 players on the roster.</li> </ul>
March 14, 2016	Board of Directors	<ul style="list-style-type: none"> <li>➤ Format Updated</li> <li>➤ Updated rule 6b</li> <li>➤ Updated fielding of team procedure</li> <li>➤ Added rainout process</li> </ul>
December 12, 2017	Board of Directors	<ul style="list-style-type: none"> <li>➤ Manager / Coach Field Access</li> <li>➤ Courtesy Runner (Catcher)</li> </ul>
February 26, 2018	Board of Directors	<ul style="list-style-type: none"> <li>➤ Reviewed – No updates</li> </ul>
February 25, 2019	Board of Directors	<ul style="list-style-type: none"> <li>➤ Updated rule 13f</li> </ul>
February 18, 2020	Board of Directors	<ul style="list-style-type: none"> <li>➤ Reviewed – No changes</li> </ul>
April 8, 2021	Board of Directors	<ul style="list-style-type: none"> <li>➤ Reviewed – No changes</li> </ul>
November 11, 2021	Board of Directors	<ul style="list-style-type: none"> <li>➤ Reviewed – No changes</li> </ul>
September 27, 2022	Board of Directors	<ul style="list-style-type: none"> <li>➤ Reviewed – Multiple changes</li> </ul>
February 20, 2024	Board of Directors	<ul style="list-style-type: none"> <li>➤ Reformatted: <ul style="list-style-type: none"> <li>○ Minor grammar edits</li> <li>○ Removed red formatting, commissioner reference</li> </ul> </li> <li>➤ Added: <ul style="list-style-type: none"> <li>○ Rules / Concepts Taught</li> <li>○ Game Coordinator</li> <li>○ Post-Season</li> </ul> </li> <li>➤ Updated: <ul style="list-style-type: none"> <li>○ Reflect Minors 9/10 vs AAA</li> </ul> </li> </ul>



April 5, 2024	Board of Directors	➤ Removed out for eight players at start of game
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**MAJORS DIVISION OVERVIEW**

**(14) Rules Taught**

- Bunting foul on 3rd strike
- Drop 3rd strike
- Batter's box – 1 foot to remain in
- Tag ups/reestablishing base
- Illegal pitch
- Six innings
- Minimum play six consecutive outs / 1 at bat
- CBO All-Stars
- Catcher / Pitcher rule
- Interleague rules

**(15) Concepts Taught**

- Bunt coverage
- Catcher back-picks
- Defensive alignment
- Infield/outfield priority
- Reading ball in dirt
- Rundowns/pickles
- Signs

**MAJORS DIVISION**

The Majors Division rules follow all Official Little League Rules according to Greenbook

Adopted as Local League rules per Greenbook option:

**BATTING**

- a) After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. (Refer to Greenbook rule 6.00 (c) for full listing of rule.

Penalty

- a. Batter will receive one warning
- b. After one warning the umpire shall call a strike. Any number of strikes can be called on one batter.

**Special Note:**

Should you have any questions regarding rules in the Little League rule book, please contact the Vice President of Operations, Umpire in Chief or President.

**Revision History**

Amendment Date	Approved By	Amendment
February 20, 2017	Board of Directors	➤ Batting – Adopted Rule 6.02 (c)
February 26, 2018	Board of Directors	➤ Reviewed – No changes
February 18, 2020	Board of Directors	➤ Reviewed – No changes
April 8, 2021	Board of Directors	➤ Reviewed – No changes
November 11, 2021	Board of Directors	➤ Reviewed – No changes
February 20, 2024	Board of Directors	➤ Added Division Overview ➤ Optional rules adopt / or not



		<ul style="list-style-type: none"> <li>➤ Updated special note</li> <li>➤ Reformatted</li> </ul>
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**Optional rules that are adopted are applicable for the majors division:**

- **Adopted** A game may not be started with less than eight players (8) on each team. See 4.16 and 4.17
- **Declined** 3.04 A local league may permit a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs. If continuous batting order (4.04) is used, the player who made the last out may run for the pitcher or catcher.
- **Adopted** 4.0 (g) Minor League A local league may adopt a rule that protests must be resolved before the next pitch.
- **Declined** 4.04 A league may adopt a policy of continuous batting order that will include all players on a team roster present for the game batting in order. NOTE 1: The continuous batting order is mandatory for all T Ball and Minor Divisions. NOTE 2: For the T Ball and Minor Divisions (and the continuous batting is adopted of other divisions)
- **Declined** 4.10 (e) (c) 15/10/8 run rule option
- **Adopted** 4.17 A game may not be continued with less than eight (8) players on each team.
- **Adopted Feb 2017** 6.02 (c) After entering the batter’s box, the batter must remain in the box with at least one foot throughout the at bat.
- 6.05 (b) (2) a third strike is caught by the catcher when first base is occupied before two outs; Minor League and Tee Ball: a third strike is caught or not by the catcher. Option: A local league may elect to apply the Minor League and tee Ball rule for the Little League (Major) Division of the regular season.
- **Declined** 6.05 (n) When a league permits teams to start and play games with eight (8) players, an out is called for the ninth(9 th ) position in the batting line-up each turn at bat.
- **Adopted** 9.01(d) The local league has the option to adopt this rule application. The stealing and relaying of signs to alter the batter of pitch selection and/or location is unsportsmanlike behavior.
- **Adopted** 9.04 The plate umpire may stand behind the pitcher.
- **Adopted** Pool Players -To aid leagues that are having a difficult time getting enough players for their regular season teams, a pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game within their respective division. Regulation V



**Revision History**

<b>Amendment Date</b>	<b>Approved By</b>	<b>Amendment</b>
03/14/2024	Not applicable	➤ Updated Document headers
04/05/2024	Board of Directors	➤ Updated Fielding a Team (eight players)