



ADDENDUM 4- MINORS 9/10 DIVISION

Section 1. Rules/Concepts Taught.

Rules Taught	Concepts Taught
Bunting foul on 3rd strike	Covering/backing up throws
Pitching rules / days rest	Cut off throws
Infield fly rule	Defensive coverage/rotation
Stealing/baserunning rules	Fly ball technique
Umpires/strike zone	Groundball technique
Walks/Hit by pitch	Situational defense (lead outs, outfield throws)
Continuous Batting Order (CBO)	Stealing/secondary leads
5-run rule / [REDACTED], no new inning after 1 hr 50 min	

Section 2. DIVISION RULES. 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.

Section 3. PARENTS. 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.

(a) Only players, team parent, and the three coaches are allowed in the dugouts during the game.

(b) 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.

Section 4. MANAGER / COACH.

(a) Medical release forms must be kept with the Manager 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) 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.

(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.

(ii) 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.

(iii) 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.

Section 5. 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.

Section 6. PRE-GAME WARM UPS.

(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.

Section 7. GAME TIME/INNINGS/WARM UPS.

(a) Game will be six (6) innings

(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.

Section 8. FIELDING A TEAM/RESCHEDULING/RAINOUTS.

(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

(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

Section 9. MINIMUM PLAY.

(a) Each player must play three (3) full innings in the field and every player must play one inning in the infield by the fourth (4th) inning.

(b) 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.

Section 10. 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.

Section 11. GAME.

(a) The infield fly rule is in effect.

(b) Bunting and sliding are allowed.

(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.

Section 12. 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) 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).

(d) 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.

(e) 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.

(f) 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.

(g) No on deck circle.

(h) On deck batter waits in the dugout (without a bat) with helmet on, ready to go.

(i) Bunting is allowed.

(j) No warmup donut is allowed.

Section 13. BASE RUNNING.

(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).

Section 14. OUTFIELDERS.

- (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	Number of Pitches Per Day	Required Calendar Days of Rest
7–8-year-olds	50 pitches	0-20 Pitches	0
9 – 10-year-olds	75 pitches	21-35 Pitches	1
11–12-year-olds	85 pitches	36-50 Pitches	2
		51-65 Pitches	3
		66 or more	4

Section 15. 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)

Section 16. 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) 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.

Section 17. 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.

Section 18. 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.**

Section 19. POST SEASON.

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

(i) There is a five-run rule in the first five innings

(ii) There is no time limit, all games will be six innings

(iii) The sixth inning is unlimited runs



(b) 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.

Section 20. Revision History.

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



2025 – 2026 BYLAWS

EL DORADO HILLS LITTLE LEAGUE

League ID: 405-54-22

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