San Jose American Little League
Bylaws and Local Ground Rules
2016 Season

PREAMBLE

These Bylaws (“Bylaws”) establish San Jose American Little League’s (“SJALL” or the “League”) policies in certain areas where leeway is allowed by the published Official Regulations and Playing Rules (the “Official Rules”) of the Little League International at Williamsport (“Little League”). If any of the below Bylaws conflict with those Official Rules, then the Official Rules hold precedent.

These Bylaws are not considered part of the League’s Constitution. They are two separate documents. If any of the Bylaws conflict with the League’s Constitution, then the Constitution holds precedent. These Bylaws are reviewed, revised (if necessary) and adopted ANNUALLY by the SJALL Board of Directors (the “Board”). The Constitution governs the League’s administrative operation from year to year and can only be amended by a quorum of the League’s Board and the League’s members. All SJALL team managers are required to sign the last page attached hereto acknowledging receipt of these Bylaws and their agreement to abide by them.

I. TRAINING/ORIENTATION FOR MANAGERS, COACHES AND UMPIRES
The manager and at least one rostered coach from each team are required to attend a coaching clinic sponsored by the League, district administrator or Little League Baseball Incorporated, prior to the start of opening day. Umpires, managers and coaches should also attend an umpire clinic sponsored by the League, district administrator or Little League Baseball Incorporated.

II. SELECTION OF MANAGERS
All prospective managers interested in managing a Little League team at any level shall submit, in writing to the President via the Coaching Coordinator, their desire to manage in the coming year. All managers will be appointed by the President with the approval of the Board. The Board shall make these approvals prior to try-outs. All managers and coaches must agree to abide by Little League’s and the San Jose American Little League’s Code of Conduct; then submit and pass a Little League Volunteer Application Form each year they would like to coach.
III. REMOVAL OF MANAGERS AND/OR COACHES
Any manager or coach may be removed or suspended from said position in any of the following ways:

- By letter of resignation
- By two thirds (2/3) majority vote of the total number of Board members present at any regular or special meeting of the Board called for such purpose provided there is a quorum.

IV. DISCIPLINE OF PLAYERS
The manager shall have the authority to discipline players. If a player creates a disciplinary concern during a game, the manager may remove the player for the remainder of the game. Any player who is out of the lineup for more than three consecutive weeks (or six consecutive games) is subject to being removed from his/her team upon recommendation of the manager and then by majority approval of the Board. However, the Board reserves the right to allow such player to remain on the roster.

If a player has failed to attend multiple, consecutive practices, the manager may bench the player an entire game, but the manager must contact the Player-Agent before the game. The manager shall list the player on the game roster and inform the umpires and the opposing manager that the player is benched.

V. COMPLAINT PROCESS
Any issues or concerns that arise during the course of a season should whenever possible be resolved directly through the relevant team’s manager. Any issues or concerns that are not able to be resolved directly with a team’s manager should be submitted in writing to the President contemporaneously.

VI. MAKE-UP GAMES
Games that were not played or not completed due to darkness, rain, special circumstances, or the inability of one or both teams to field nine players will need to be scheduled for play within 4 weeks of said game (and played before the end of the last regular season game). It will be the responsibility of the managers, in conjunction with the Scheduling Coordinator Officer, to schedule the make-up dates.

Priority scheduling will be given first to the Majors, then AAA Minors, then AA Minors, then A Minors. If an interlock game is rained out, teams should make an effort to make up those games, however; it is not required. Interlock make up games will also need to be coordinated with the Scheduling Coordinator and will have the lowest priority. If the postponed/suspended game is not completed within 4 weeks of the originally-scheduled time, the League Board shall determine the final disposition by majority vote, whether it be called a tie, forfeit or no game.

VII. PLAYOFFS/DIVISION CHAMPIONSHIPS
If there are two teams in the Major division, there will be a best 3 out of 5 play-off series to determine the Major division champion. Home field advantage shall be awarded to the team with the best head-to-head record. In the event that the head-to-head record is tied, the tie breaker will go to the team with the most runs scored in head-to-head games. The next tie-breaker is a coin toss. Home field advantage will be defined as being the “Home Team” for games 1, 3, and 5.
If there are 3 or more teams in the Major division, there will be a double elimination tournament. Placement of teams will be determined by final regular season standings. If there are an odd number of teams the 1st place team will receive a 1st round bye.

If there are 3 or more teams in the AAA division, there will be a double elimination tournament. If there are an odd number of teams the 1st place team will receive a 1st round bye. Seeding shall be based on winning percentage in League games. In the event that the winning is tied, the tie breaker will go to the team with the least runs allowed in head-to-head games. The next tie-breaker is a coin toss.

The AA division will hold a single elimination tournament. Seeding shall be based on the win-loss percentage in League games. If there are an odd number of teams the 1st place team will receive a 1st round bye. In the event that the win-loss percentage is tied, the tie breaker will go to the team with the fewest runs allowed in head-to-head games. The next tie-breaker is a coin toss.

VIII. TRY-OUTS, TEAM FORMATION, & DRAFT

A. Try-Outs
To be eligible for the Major draft, a player must attend at least 50% of the try-outs. Try-outs will be conducted by age groups for all registered players League age seven (7) and older. Upon mutual agreement between player-agent and parent/guardian, a player may be permitted to attend a tryout for a different age group. Players who are league age seven and will not be considered for selection to a AA team do not need to attend tryouts. Dates and times will be determined by the Player-Agent for each Division. The purpose of the try-out is to provide all managers with a look at each player’s level of physical and mental aptitude in the basic fundamentals of baseball such as running, throwing, catching, hitting and pitching. The Player-Agent will appoint an independent evaluation team to assist in the process. The Player-Agent has sole authority in all activities and decisions surrounding the try-out process.

B. Team Formation/Ages
1. Number of Minor AA/AAA/Major/Junior/Senior Teams
Prior to the draft, the Board will determine the number of teams to play at the Minor AA, AAA, Major, and Junior levels. The decision will be based on the number of players signed up and the ability of those players. The Board will consider the recommendations of the managers and other League officials who attended try-outs in making this decision.

2. Number Players on Minor (AAA)/Major/Junior Team Rosters
The targeted number of players on each team within a division should be twelve (12) players. However prior to the draft, the Board may, in its discretion, determine the number of players on the Minor AA/AAA/Major/Junior team rosters may be a number other than twelve (12). The decision will be based on the Board’s assessment of the number of players able to play at the respective level. The Board will consider the recommendations of the managers and other League officials who attended try-outs in making this decision.

3. Player Draft Eligibility - Junior Draft
Players eligible for the draft are all players ages 13 and 14 who participated in try-outs, unless granted an exemption from try-outs by the Player-Agent. An exemption may be made for League age 12 players who participated in try-outs, but such exemption must be approved by (in order): (1) a parent or guardian of the player and (2) a majority of the Board present and voting.

4. Player Draft Eligibility - Major Draft
Players eligible for the Major draft are all players League age, 11 and 12 who participated in at least 50% of the try-outs, unless granted an exemption from try-outs by the Player-Agent. An exemption may be
made for League age 10 players who participated in try-outs, but such exemption must be approved by, in order, (1) a parent or guardian of the player and (2) a majority of the Board present and voting. All League age 12 players must be drafted to a Majors team unless approved by a majority of the Board and the League President receives an approved waiver from the California District 12 Little League Supervisor prior to the Majors draft.

5. Player Draft Eligibility - Minor (AAA) Draft
Players eligible for the Minor (AAA) draft are all players League age 8, 9, 10, who participated in try-outs and players League age 11 who were not selected to a Major team. All League age 11 players who are not drafted in the majors must be drafted to a Minor (AAA) team.

6. Player Eligibility – Minor (AA) Draft
Players eligible for AA are all players League age 7, 8, 9 and 10 who participated in try-outs and who were not selected to a Minor (AAA) team and all players age 8, 9 who did not participate in tryouts. All League age 8 players must play Minor (AA). An exemption may be made and a League age 8 player may play Minor (AAA) upon approval by a majority of the Board present and voting.

C. Moving Players Up
1. Minors
During the regular season, any player may be asked to move up a division (i.e., Minor AA to Minor AAA) is encouraged to do so, however it is not mandatory. If a player refuses to move up that player will not be eligible to move up at a later date during that same season. For a player to move up a division, the Player-Agent and the League President must approve in writing the roster change. No player can be elevated from any of the Minor Divisions during the last two (2) weeks of the regular season.

2. Majors
Any player asked to move up to Majors after the draft selection is encouraged to do so, however, it is not mandatory. If a player refuses to move up when requested, the player is not eligible to move up at a later date during the same season. In order to be eligible to move onto a Majors team, players must have participated in try-outs, unless granted an exemption upon the recommendation of the Player-Agent and approved by a majority of the Board present and voting.

For a player to move up a division, the Player-Agent and the League President must approve in writing the roster change. No player can be elevated from the Minor (AAA) League program during the last two (2) weeks of the regular season. If a player refuses to be initially drafted into the Majors he/she cannot move up to a Major’s team later in the season.

D. Draft Procedures
1. Draft System Philosophy
The SJALL player draft philosophies are to:

- Assure that all players are given an equal opportunity to play at the highest level for which they are capable and eligible
- Establish and maintain all teams in each division at relatively equal strength. This will result in competitive games when SJALL teams play each other and will allow our teams to compete at the same level when playing other Leagues. Due to the goals and methods of the team selection process, SJALL cannot guarantee players will be put on the same teams as their friends.
Provide an environment in which youth baseball is played for the enjoyment of participating with friends, on an equal basis, in a coordinated team sport where the need to excel as an individual is secondary to the act of sportsmanship and teamwork.

Coordinate the draft process through the SJALL Player Agent with the active involvement of the division managers.

The Draft position for all Divisions (Majors/AAA/AA) will be determined randomly. A ‘serpentine’ draft order will be used. Serpentine means the order will reverse each round. Serpentine draft example: 1-2-3-4-5-6 – 6-5-4-3-2-1 then start again. This selection method will start new on each round.

2. Major Draft
The Major draft will be conducted in accordance with Little League International’s Operating Manual under Plan B (a redraft).
- Player-Agent will provide a list to managers of those players eligible for the draft.
- Player-Agent will review all Little League draft requirements, such as number of players each team is to draft, position in the draft for each team, number of 12 year olds for each team, sibling requirements and manager’s children and any special situations.
- Protected players are rated and placed in the appropriate draft round by the Player-Agent.
- Managers draft to the pre-determined roster total, as determined by the Board (including returning players) in section VIII/B.

3. Minor (AAA) Draft
- Player-Agent will provide a list to managers of those players eligible for the draft.
- Player-Agent will review all draft requirements, such as number of players each team is to draft, position in the draft for each team, sibling requirements, and manager / coach.
- Protected players are rated and placed in the appropriate draft round by the Player-Agent.
- Managers draft to a pre-determined roster total, as determined by the Board in section VIII/B.

4. Minor (AA) Draft
- Player-Agent will provide a list to managers of those players eligible for the draft.
- Player-Agent will review all draft requirements, such as number of players each team is to draft, position in the draft for each team, sibling requirements, and manager / coaches.
- Protected players are rated and placed in the appropriate draft round by the Player-Agent.
- Managers draft to a pre-determined roster total, as determined by the Board in section VIII/B.

5. Junior Draft
- The Juniors draft will be conducted in accordance with Little League International’s Operating Manual under Plan B (a redraft).
- Player-Agent will provide a list to managers of those players eligible for the draft.
- Player-Agent will review all draft requirements, such as number of players each team is to draft, position in the draft for each team and any special situations.
- Protected players are rated and placed in the appropriate draft round by the Player-Agent.
- Managers draft to the pre-determined roster total, as determined by the Board (including returning players).
E. Protected Players – Minors (AAA/AA) Draft Process Only

1. Manager/Coach’s Child – Minors (AAA/AA) Draft Process Only

One (1) manager and one (1) coach per AAA team; and one (1) manager and two (2) coaches per AA team may protect their child in the draft. If a manager and/or coach wishes to have his own son or daughter play on his/her team, he must make such a request to the Player-Agent in writing. Prior to the draft, the player is rated by the Player-Agent and assigned to the team at the rated place in the draft.

The Player-Agent will rate the player by indicating which order they would take that player in the draft. Prior to the draft the players to be optioned will be positioned in the draft based on their ability as determined by the Player-Agent.

Once a manager has designated a coach for the purpose of protecting one of that coach’s children, they cannot later substitute another coach for the remainder of the season.

2. Siblings – Minors (AAA/AA) Draft Process Only

Parents shall have the option, before the draft begins, to request that a qualified brother or sister be automatically placed on the same roster. This request must be made by notifying the Player-Agent in writing. These brothers or sisters are assigned to team rosters by the same procedure as for a manager’s child. If more than one sibling is eligible for the draft, the parents may request for the siblings to be drafted onto the same team, provided they both get drafted in the same Division. This request must be made to the Player-Agent in writing. Once one sibling is drafted, the Player-Agent will rank the next sibling(s) in the same manner as the manager’s child. The manager who drafted the first sibling is required to draft the second sibling. The manager will be required to draft the sibling as determined by the Player-Agent.

F. Trades

Trades will be considered only for compelling reasons, and shall be conducted within the first 48 hours after the draft. Any proposed trades will first be submitted to all managers within the division in which the trade is proposed. Their recommendation will be submitted to the Player-Agent, and then to the Board for majority approval. The Board shall decide each situation on its own merit. If a trade is not approved, the player remains as previously assigned.

G. Replacement Players

Teams who lose one of their players on their roster during the current season through illness, injury, change of address, or for another justifiable reason, making them unavailable for play, must obtain another player through the Player-Agent to replace the one lost. The playing ability of the player shall not be considered a justifiable reason for replacement. If there is more than one player who the Player-Agent believes is qualified, the Player-Agent may ask the manager to provide his preferences. The Player-Agent will select the best qualified player in the division below. Players that did not go through the draft are not eligible as a replacement to the Major level, unless an exemption is granted by the Board. The player selected to fill the vacancy becomes a permanent member of that team, governed by the same regulations as all members of the team selected in the spring drafts. Replacements are subject to parent and Board approval.
H. A Minors & T-Ball Formation
There is no draft at these levels. The Player-Agent is solely responsible for placing players onto AA Minors, A Minors and T-Ball teams. The Player-Agent shall consider parent (guardian) requests in an effort to allow players to play on teams with their friends. However, the Player-Agent must attempt to put together teams in such a way as to make each division as well balanced as possible and may not, therefore, be able to honor all requests. The decision(s) of the Player-Agent are final. The managers however, are guaranteed to have at least their children and their two (2) coaches children on their team. No other request for specific players can be guaranteed by anyone.

IX. SELECTION OF TOURNAMENT TEAMS & FORMATION
A. General
Little League Sanctioned All Star Teams are formed for competitive purposes. The Player-Agent, along with the President, will drive an evaluation of the pool of regular season players with the assistance of the Major and AAA managers (and the AA managers if necessary) to determine the number and make-up of the All Star Teams that can be competitively resourced with the following exception (B-1). The Player-Agent will submit this proposal to the Board for final approval. The first priority for Tournament player selections will go to selecting the Majors Tournament Team, followed by the next oldest age group, and down. The teams will be formed prior to the selection of the Tournament managers. To be eligible for All Star consideration, a player must participate in at least 60% of his/her team’s regular season and playoff games as defined in the Little League Green Book.

B. Selection of Tournament Players
1. Majors Tournament Player Selection
Six players League age 12 shall be selected by a majority vote of the Major players of the regular season. Each player, by secret ballot, can vote for a total of six players from the pool of League age 12 players from all teams. Players should be encouraged to consider all teams when voting. The remaining players will be selected based on the recommendation of the Majors managers. The Board has the right to add and/or delete up to 3 players selected by the managers. League age 11 players require approval by a majority of the Board, present and voting in order to play on the Major Tournament Team.

2. Ten – Eleven Year Old Tournament Player Selection
The players will be selected based on the recommendation of the Majors and AAA Minors managers (and the AA managers if necessary). 11 year olds in the Majors not on the Majors Tournament Team and 10 year olds in Majors will be given first consideration for the 10-11 year old Tournament Team. The Board has the right to add and/or delete up to 3 players selected by the managers. League age 10 players require the approval by, in order (1) a parent or guardian of the player and (2) a majority of the Board, present and voting in order to play on the 10-11 Tournament Team.

3. Nine – Ten Year Old Tournament Player Selection
The players will be selected based on the recommendation of the Majors, AAA managers (and the AA managers if necessary). 10 year olds in the Majors or AAA and not on the 9-10 Tournament Team and 9 year olds in AAA will be given first consideration for the 9-10 Tournament Team. The Board has the right to add and/or delete up to 3 players selected by the managers. League age 9 players require the approval by, in order (1) a parent or guardian of the player and (2) a majority of the Board, present and voting in order to play on the 9-10 Tournament Team.

4. Eight-Nine Year Old Tournament Player Selection
The 8-9 year old Tournament manager will select the players based on the recommendation of the AAA and AA Minor managers. 9 year olds in AAA and not on the 9-10 Tournament Team will be given first
consideration for the 8-9 Tournament Team. The Board has the right to add and/or delete up to 3 players selected by the manager. League age 8 players require the approval by, in order (1) a parent or guardian of the player and (2) a majority of the Board, present and voting in order to play on the 8-9 Tournament Team.

C. Selection of Tournament Managers
1. Majors Tournament Manager
The manager of the Majors Division will be a regular season team manager or coach from the Major Division. The League president shall ask the major managers and coaches to express an interest in managing the Major Division Tournament Team. The Coaching Coordinator with the assistance of the President shall direct a conversation among this group to determine who best to manage this team. The President shall present these names for nomination and approval to the Board. The Board’s decision is final.

2. Ten - Eleven Year Old Tournament Manager
The 10-11 Tournament manager will be a regular season team manager or coach from the Major or Minor Division. The League president shall ask the Major and Minor managers and coaches to express an interest in managing the 10-11 Tournament Team. The Coaching Coordinator with the assistance of the President shall direct a conversation among this group to determine who best to manage this team. The President shall present these names for nomination and approval to the Board. The Board decision is final.

3. Nine -Ten Year Old Tournament Manager
The Nine-Ten Year Old Tournament manager will be a regular season team manager or coach from the Major or Minor Division. The League president shall ask the Major and Minor managers and coaches to express an interest in managing the 9-10 Tournament Team. The Coaching Coordinator with the assistance of the President shall direct a conversation among this group to determine who best to manage this team. The President shall present these names for nomination and approval to the Board. The Board decision is final.

4. Eight – Nine Year Old Tournament Manager
The Eight-Nine Year Old Tournament manager will be a regular season team manager or coach from the Major or Minor Division. The League president shall ask the Major and Minor managers and coaches to express an interest in managing the 8-9 Tournament Team. The Coaching Coordinator with the assistance of the President shall direct a conversation among this group to determine who best to manage this team. The President shall present these names for nomination and approval to the Board. The Board decision is final.

D. Selection of Tournament Coaches
Each Tournament Team manager will select their own coaches in accordance with the Little League Official Rules.

X. DIVISION RULES
A. GENERAL
The local ground rules and regulations are intended to remain as constant as possible from year to year. Changes are to be made only when required by the Official Rules, or in order to improve the quality of playing conditions for the children involved in this program. Board approval is required for any changes.

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The team manager shall have their players at the designated field not less than forty-five (45) minutes prior to the scheduled game time.

Teams must be off the field and ready for pregame infield practice 25 minutes prior to scheduled game time.

Lineups shall be presented to the scorekeepers not less than fifteen (15) minutes prior to the scheduled game time to assist the official scorekeeper in preparing for the game.

Lineups will be exchanged with the umpire and opposing manager at the pregame meeting at home plate prior to the game and shall include the last name and uniform number of each player.

The Home team manager, coach or team representative shall be responsible for the prep of field and facilities before each game. The visiting team manager, coach or team representative shall be responsible to take down the field and facilities after each game. Each team is required to clean their respective dugouts after the game. Visiting teams from interlock leagues are excused from this requirement.

The League will adhere to and abide by Rule 4.10E of the Official Rules as they relate to the ten (10) run rule.

The home team shall occupy the first base side of the field.

No players are permitted in an on-deck area prior to their at-bat.

All gates to the playing field shall remain closed during while during games. The Official Rules will govern all play except where noted below.

B. DIVISION RULES - MAJORS

In a complete 6-Inning game, each player shall play at least three (3) innings and get at least one (1) at-bat in League and Interlock games that are played through the end of the regular season, not including League playoff games. The penalties affecting both player and manager shall be enforced as defined in Regulation IV(i) in the Official Rules. If a team plays fewer than 6 defensive innings such as in a regulation game shortened by darkness, weather, or 10-run rule or if the visiting team loses in a complete game (5 ½ innings), each player on that team shall play at least two (2) innings and get at least one (1) at bat in League and Interlock games that are played through the end of the regular season, not including League playoff games. Note that the home team in a 5 ½-inning complete game is still subject to the full 3-Inning requirement. In the event that a player does not meet the shortened 2-Inning requirement, he/she must make up the playing time as specified in Regulation IV(i) in the Official Rules, but there shall be no penalty for the manager unless the violation is deemed by the League Board to have been intentional. Playing time for all League playoff and any tournament games shall be governed by the minimum standards as set forth in the Official Rules.

C. DIVISION RULES – AAA MINORS

Any inning which starts after the one hour forty-five minute mark (1:45) of the start of the game will be announced by the chief umpire as the final inning of the game. No inning shall start after the two hour mark (2:00), regardless of whether or not the previous inning was declared the last inning. It being understood that any inning starts as soon as the last out of the prior inning is recorded.

Each player shall play in the field for at least one-half the number of defensive outs made by his/her team in League and Interlock games that are played through the end of the regular season, not including League playoff games. Any inning ending due to Rule 5.07 (5-run rule) or
due to a walk off win by the home team shall be considered as 3 defensive outs regarding this rule. Playing time for all League playoff and any tournament games shall be governed by the minimum standards as set forth in the Official Rules. The penalties affecting both player and manager shall be enforced as defined in Regulation IV(i) in the Official Rules.

☐ A maximum of 5 runs per inning can be scored by a team in any inning, with the exception of the final inning. When the final inning can be declared prior to the start of that inning, it shall end upon the earliest of (1) three recorded outs or; (2) once all players have had one at bat in the inning; or (3) the home team scoring the winning run. In games where the final inning cannot be declared prior to the start of the inning, the five run limit shall remain in effect.

☐ The team playing defense shall be limited to one coach or manager on the field at any time. Such coach shall remain within an arm’s length of their dugout while their team is in the field.

D. DIVISION RULES – AA MINORS

☐ Any inning which starts after the one hour thirty minute mark (1:30) of the start of the game will be announced by the chief umpire as the final inning of the game. No inning shall start after the one hour forty five minute mark (1:45), regardless of whether or not the previous inning was declared the last inning. It being understood that any inning starts as soon as the last out of the prior inning is recorded.

☐ A maximum of 5 runs per inning can be scored by a team in any inning, including the final inning. In addition, an inning will end once all players have had one at bat in any inning. For games under the time limit, if the home team is ahead after the top half of the final inning, they are permitted to take their at-bat for the bottom half of the inning if mutually agreed upon by both managers.

☐ Walk Rule – For the purposes of this rule, a walk is defined as a pitcher issuing 4 balls to a single batter irrespective of the batter being allowed to attain first base. On a walk from the player/pitcher, a coach for the offensive team will come in and pitch to that batter. The coach has 5 total pitches with a fresh count. The batter cannot reach first base as a result of a walk or being hit by a pitch while a coach is pitching, but the batter can strike out on (3) swings based on the Umpires call. If the last pitch is a foul ball the batter will receive another pitch. A player cannot be retired on a foul ball. The player pitcher will then resume pitching to the next batter. In any inning after (3) total walks from one or more pitchers, the offensive coach must pitch to all remaining batters according to the 5-pitch rule for the remainder of the inning. The coach shall pitch from within six feet of the permanent rubber. During field set up, a line shall be drawn across the front of the pitcher’s mound six feet from the rubber in order to assist the enforcement of this rule. The coach may pitch with his/her pivot foot on the line as if it were a pitchers’ rubber. While a coach is pitching, there will only be one adult base coach since the 3rd coach must remain in the dugout with the players.

☐ Hit by Pitch Rule- When a batter is hit by pitch from a player/pitcher, the batter is entitled first base, and it will count as a walk per the walk rule above. The player can opt to coach pitch instead of taking the walk.

☐ Coach Pitch will be utilized for the 5th and 6th innings of all games during the regular season.

☐ Base runners will not be able to advance when the ball is caught by the pitcher, or ball passes the vicinity of the pitcher, based on the umpire’s judgment that the throw was intended for the pitcher.
Each player shall play in the field for at least one-half the number of defensive outs made by his/her team in League and Interlock games that are played through the end of the regular season, not including League playoff games. Any inning ending due to Rule 5.07 (5-run rule) or due to a walk-off win by the home team shall be considered as 3 defensive outs regarding this rule. Playing time for all League playoff and any tournament games shall be governed by the minimum standards as set forth in the Official Rules. The penalties affecting both player and manager shall be enforced as defined in Regulation IV(i) in the Official Rules.

All players on the roster will bat in rotation. Any player arriving to the field after the lineup has been given to the scorekeepers must be added to the last position of the batting order.

Bunting is not allowed at any time.

The infield fly rule shall not be enforced

The team playing defense shall be limited to one coach or manager on the field at any time. Such coach shall remain within an arm’s length of their dugout while their team is in the field.

During any League game, including playoffs, runners may steal second or third base, but not home, on any pitch or advance one base to second or third base on any passed ball or wild pitch. Runner may not steal more than base, regardless of whether there is an overthrow of the base during the initial steal. Runners are not allowed to steal home or to advance to home on any passed ball or wild pitch. Runners may advance one base to any base including home in the event of an overthrow of a base when the ball is in play. Runners may not advance on an overthrow of the pitcher from the catcher or any other fielder. These rules shall not be changed for end of season tournament play.

E. DIVISION RULES – A MINORS (COACH PITCH) The local ground rules and regulations are intended to remain as constant as possible from year to year. Changes are to be made only when by the Official Rules, or in order to improve the quality of playing conditions for the children involved in this program. Board approval is required for any changes.

Official Rules of Little League Baseball will govern all play expect where noted below. All games will be four (4) complete innings, or one hour thirty (1:30) minutes in length. It is the responsibility of the managers and coaches to keep the games moving. There will be no record of the score of the game.

The ball will be a Little League approved Safety “T” ball. There are no umpires at the A Minor level. Safe and out calls will be made by the coaches on the field.

a. Offense

1. Batting order
   - A continuous batting order will be used.
   - Each team, regardless of outs, will bat through their entire roster in the first inning.
   - Outs are played and the runners retired if thrown out, but outs do not count toward ending the first inning.
   - In the second and subsequent innings the offensive team bats through the entire roster or for three outs, whichever occurs first.
   - It is the responsibility of the manager to ensure that he rotates his batting order each game so that every player has a chance to bat in different parts of the lineup.

2. Batting
   - The manager or one of the coaches of the team on offense will pitch to their players.
• A batter is declared out after 8 pitches are delivered by the coach.
• A batter will not be called out on any foul.
• There are no called strikes.

3. Base Runners
• Runners are not permitted to steal and shall remain in contact with the base until the ball is hit.
• Runners are permitted to tag up on a fly ball.
• Runners are not permitted to slide at any time.
• Runners will not advance on any overthrow.
• Any player who is batting or running the bases must have a batting helmet on at all times.

b. Defense
• There may be a maximum of four outfielders, four infielders, a pitcher and a catcher.
• Fielders must be rotated every two innings on defense. No player is to play the same position twice in any game. Every player must play at least one inning in the infield and one inning in the outfield.
• Only two coaches are allowed on the field with the defensive team at any time. They must stay positioned behind the infielders and may not purposefully interfere with the players or the ball during game play.

F. DIVISION RULES - TEE-BALL

The local ground rules and regulations are intended to remain as constant as possible from year to year. Changes are to be made only when by the Official Rules, or in order to improve the quality of playing conditions for the children involved in this program. Board approval is required for any changes. The Official Rules will govern all play expect where noted below. All games will be three (3) complete innings, or one hour and fifteen (1:15) minutes in length. It is the responsibility of the managers and coaches to keep the games moving. There will be no record of the score of the game.

☐ A Little League approved safety “T” ball will be used. Each player on SJALL “T” ball teams will bat off of the “T” for every at bat during the season. Coaches are not permitted to pitch to any players in any game. The “T” is to be placed directly in front of the in-ground home plate for batting. The batter will still line up in the normal batter box position next to the in-ground home plate for batting.
☐ Batting order – Each team will bat through their entire roster each ½ inning. It is the responsibility of the manager to ensure that he rotates his batting order each game so that every player has a chance to bat in different parts of the lineup. The last batter will touch all of the bases and then the teams will switch sides, regardless if an out is recorded or not.
☐ No player may have a bat in his/her hand unless batting, including before and after a game.
☐ Any player who is batting or running the bases must have a batting helmet on at all times.

a. Offense
1. Batting Order
• A Batter gets 5 swings to hit the ball. After five swings the batter is retired.
• Any bat hitting the “T” is a foul ball.
• A batted ball must reach the infield grass to be fair.

2. Base Runners
• Base runners may only advance one base on a ball that stays in the field of play.
• Base runners may not advance on an overthrow.
• No sliding at any time.

b. Defense
• Fielders must be rotated every inning on defense. No player is to play the same position twice in any game. Every player must play at least one inning in the infield and one inning in the outfield.
• There is a limit of 2 coaches on the field with the defensive team at any time. They must stay positioned behind the infielders and may not purposefully interfere with the players or the ball during game play.

~ END OF SJALL BYLAWS DOCUMENT ~
MANAGER’S ACKNOWLEDGEMENT OF RECEIPT
And

AGREEMENT TO ABIDE
By

SAN JOSE AMERICAN LITTLE LEAGUE ("SJALL")
BYLAWS AND GROUND RULES

The undersigned SJALL manager hereby acknowledges receipt of the attached 2013 SJALL Bylaws and
Ground Rules.

By signing below you are acknowledging receipt and your agreement to abide by all rules contained
therein.

_________________________________
Manager’s Signature

_________________________________
Print Name

_________________________________
Date

After signing and dating, please remove this page only from your copy of the SJALL Bylaws and Ground
Rules, and immediately forward it to Bill Rainey, SJALL Coaching Coordinator.