



Eastvale Little League

Spring Local Rules 2024



The Eastvale Little League rules are organized into the following sections:

I.	General league rules, which are generally applicable to all divisions	Page 3
II.	Intermediate/Junior/Senior Division Rules	Page 10
III.	Major Division rules	Page 14
IV.	AAA Division Rules	Page 19
V.	AA Division Rules	Page 23
VI.	A Division Rules	Page 25
VII.	Rookie Division Rules	Page 28
VIII.	T-Ball Division Rules	Page 31

INTRODUCTION

All baseball games shall be played strictly by the Official Regulations and Playing Rules of Little League, Intl. as established for the current playing year (January 1, 2024 to December 31, 2024). The local rules outlined in this document are subject to and supportive of the official rules published by Little League and the Operations Manual. Both of the official Little League booklets published yearly can OVERRIDE THE local rules in the event of a dispute with a board meeting.

SECTION I: GENERAL LEAGUE RULES

A. FIELD DECORUM

Field decorum of team managers and coaches, players and volunteers shall be exemplary. Below is the Code of Conduct that all participants in the league are expected to conform with:

I. Code of Conduct Policy

In order to protect the climate of safety and security for all participants and to make clear Eastvale Little League's long standing position toward any threat or harassment toward any league participant; the League's Board of Directors has chosen to document this policy as a code of conduct.

The Eastvale Little League (ELL) hereby adopts a zero-tolerance policy toward any form of violence and harassment, understood as: physical hitting, shoving, kicking, throwing of objects, unwanted sexual advances, all forms of physical assault; abusive language or e-mails, threats, harassment and intimidation; ejection from a game; any attitude or action that can be reasonably construed as violence or misconduct toward another person.

The ELL Board will immediately communicate this policy to all ELL members and stakeholders, especially managers, coaches, umpires, parents, and players, and advise them of their responsibility to report all incidents that can reasonably be construed as violence.

The ELL Board reserves the right to immediately suspend any Manager, Coach, Umpire, Parent or Player until the completion of the investigation of the alleged incident.

Based on the Little League Principles of Conduct Code, no member of the BOD shall at the same time hold office or be a member of the board of any other youth baseball/softball league or function as an official or representative of such programs. This includes Little League District staff and board positions. To avoid any such conflicts, it is also recommended that members of such programs or in such positions are not allowed to manage a team within ELL. They could however hold a position as a coach, if approved by the BOD.

Upon receipt of any report of alleged violence or misconduct the appointed Sub-committee of ELL Board will conduct an investigation to determine if the allegations are substantiated. The investigation will commence within 7 days of the reported incident.

If the allegations of misconduct are substantiated, one or more of the following consequences will be recommended to the board.

- * Be given a verbal/written warning that the action/behavior must stop immediately.
- * Be reprimanded in writing before the board and placed on probation for up to and including the remainder of the Little League Year for ELL.
- * Be suspended from managing/coaching/umpiring any ELL team.
- * Be suspended for up to and including the remainder of the Little League Year for ELL from any and all activity associated with Eastvale Little League.

Final Sub-committee decisions must be approved by the board of directors. If the board decides on consequences, the Board will appropriately inform the person(s) involved. Violation of any terms of consequences will result in a more severe consequence.

B. SPORTSMANSHIP

1. Players shall refrain from attempting to harass the opposing pitcher or other players on the opposing team. Questions regarding such behavior will be ruled on by the plate umpire who may seek assistance from the board member on duty.
2. The team manager or coach shall insure that players give the opposing team a traditional Little League “cheer” at the conclusion of every game

C. ADULT VOLUNTEERS

1. All adult volunteers who have regular contact with players (i.e., Managers, Coaches, Team Moms) must participate and be approved by the screening process required by JCSD. Adult volunteers are responsible for the cost of the screening. All adult volunteers are also required to participate and be approved by the Little League International screening process that requires applications to be submitted through Eastvale Little League.
 - JCSD and ELL will require all Adult Volunteers to have their assigned, Current badges, visible at all

times during any activity associated with ELL when at JCSD parks.

- Failure to comply with JCSD or ELL Adult Volunteer policy and procedure will result in immediate removal from any associated activity with ELL.
- Repeat offenses (more than 1) will result in further disciplinary actions by the Board of Directors of ELL as per the Code of Conduct.

2. Elected and appointed board members shall be at least 21 (Twenty-one) years of age.
3. Team managers shall be at least 21 (twenty-one) years of age, unless approved by the board.
4. Team coaches shall be at least 16 (sixteen) years of age.

D. BOARD MEMBER ON DUTY

1. It will be the duty of the Board to provide at least one Board Member on site during all games. The name of the Board Member(s) on Duty will be listed at the snack bar.

E. LEAGUE BOUNDARIES ARE DEFINED AS FOLLOWS:

- NORTH, Follow the Riverside County line east until it becomes Bellgrave Ave. to the intersection of Bellgrave Ave. and Wineville Ave.
- SOUTH, From the Riverside County Line on the west end of the Santa Ana River, Continue to follow the Santa Ana River east to Wineville Ave.
- EAST, Intersection of Bellgrave Ave. and Wineville Ave. go south. When Wineville Ave. ends, continuing south to the Santa Ana River.
- WEST, Riverside County line south until the county line becomes Hellman Ave., go south on Hellman Ave. until It ends and becomes the county line again, follow the county line south, when the county line ends go south to the Santa Ana River.

F. RESPONSIBILITIES OF THE HOME/VISITOR TEAM The below chart applies to – All Divisions

Home Team	Visiting Team
1. Gets bases and installs them	1. Provides Official Pitch Count Recorder (must sit next to the scorekeeper and be over the age of 16 (sixteen))
2. Sets up announcing equipment	2. Returns announcing equipment
3. Drags and chalks field if needed	3. Returns bases at end of game
4. Brings and returns First Aid kit	4. Repairs batters boxes and pitching mound after the game.
5. Set up pitching machine (A Division)	5. Waters the plate area and mound after each game.

6. Rookie and T-Ball – Setup and take down First Base Dugout benches for the players and set up bases for the Game.	6. Put the pitching machine back in the Snack Bar (A Division only).
	7. <i>Rookie and T-Ball – Setup and take down Third base Dugout benches for the players and return bases to the Green Bin if you are the last game of the day</i>

Note: It is the DUTY of both teams to make sure everything is ready to begin, to avoid delay of game start.

Scorekeepers and pitch counters shall be seated in the official scorekeeper's area directly behind the plate.

Both teams are responsible for cleanup of the dugouts and bleachers at the end of each scheduled game.

Further, after the last game of the day, they have the additional responsibilities of staying until the snack bar is secured and the women volunteers have departed, as well as making a final security check of the building and field.

G. TEAM EQUIPMENT EQUALITY

Each team is provided an equal amount of equipment. It is the responsibility of the team managers to clean, inspect and report any damage to the equipment officer for replacement and ensure all equipment is present and accounted for daily. The use of lettered warm-up jackets in the team colors are encouraged and are optional with the parents. Managers or coaches may purchase special gear at their personal expense for their personal use.

H. EQUIPMENT RULES

1. Only official Little League approved equipment will be used and any alteration or tampering with such equipment could ultimately cause dismissal from the league of the person(s) involved.
2. All managers shall return all equipment to the equipment officer at the conclusion of the season.
3. All requests for equipment must be made in writing to the equipment officer and returned back to the league in a timely manner as established by the ELL Equipment Manager.
4. Approved safety gear shall be used at all times. All male players in the Single A division and older, and all catchers must wear a hard cup. Athletic supporters with soft cups are required for males in T-Ball and Rookie division and are highly recommended, but not required for all female players. All batters and players must wear protective helmets.
5. A player occupying the catcher's position must use a catcher's mitt (AA and above) and must wear full protective gear, including a mask, throat protector, catcher's helmet, chest protector and shin guards, during all practices and games. Players warming up pitchers in the bullpen or in between innings must have a catcher's helmet and also a hard cup. Exception – T-Ball, Rookie and Single A Divisions may use a regular mitt in lieu of a catcher's mitt.
6. A player occupying the pitcher's position may not wear sweatbands on their wrists, wear white long sleeves, use a white or gray glove, or attach any foreign material of a different color to their glove.
7. Plastic/rubber cleats are required in the Major, AAA, AA, and A divisions. Cleats are strongly

recommended, but not required in Tee ball and Rookie

8. All bats used must meet Little League specifications and standards. Traditional batting donuts are not permitted.

9. Majors, AAA and AA division teams shall use regular RS Major Baseball.

10. Single A division teams shall use the level 5 safety baseball.

11. T-Ball and Rookie division teams shall use a regulation T-Ball or Level 1 safety baseball.

I. AWARDS POLICY – GENERAL

1. REGULAR PLAYERS All players of the league shall be presented with a Local Little League pin and/or a trophy at the end of the season.

2. TOURNAMENT PLAYERS (“ALL STARS”) All tournament players shall receive the following:

a) The league All Star shirt and cap.

b) Tournament “participation” pins as awarded by Little League tournament officials

c) The All Star manager and Coaches shall receive a shirt and cap

J. League Structure - Division Age Limits and Tryouts:

The League age of all players shall be determined by the policies set forth by Little League Baseball for the appropriate year. Each year, the Board will determine the Divisions of play for that season. Players will be assigned to Divisions as follows:

League Age	Division	Notes
4	T-Ball or Rookie	None
5	T-Ball or Rookie	Parents of 5yr. olds must self-select division (T-Ball or Rookie)
6	Rookie or A	May sign up for A Division baseball with one year Spring T-Ball experience
7	A or AA	May be chosen in A or [AA draft requires a Try out]
8	A or AA	May be chosen in A or [AA draft requires a Try out]
9	AA or AAA	Must try out. Will be chosen in AA or AAA draft

10	AA, AAA or Major	Must try out. Eligible for AAA and Major Draft; AA first time players with Board approval
11	AAA or Major or Intermediate	Must Try out. Eligible for AAA, Major Draft and Intermediate.
12	Major or Junior or Intermediate	Must try out. Eligible for AAA with written request by parent and District approval
13	Junior/Intermediate	Must try out.
14	Junior	Must try out and is Eligible for Senior Draft.
14-16	Senior	Must Try out

It is mandatory for all candidates in AA, AAA, Major, Intermediate, Junior, and Senior to attend tryouts to establish eligibility to be drafted, or player becomes a hat selection at draft.

12 year olds, who sign up late, are not guaranteed to be placed on a team.

K. PRACTICE LIMITATION

All league managers shall limit their team activities to a maximum of five times per week for a period not to exceed two hours per activity, except for official games. Only one activity per day is allowed. Activity is defined as practice sessions, team training meetings, trips to batting cages and games. Violations of the rule will be handled similarly to player rule violations (Section II, F. 2 below).

L. LEAGUE STANDINGS AND LEAGUE CHAMPIONS – AA through Senior Divisions

1. DETERMINATION OF LEAGUE CHAMPION

Standings will be determined by a point system where: a win counts as 2 points; a tie counts as 1 point; a loss counts as 0 points. Based on the number of regular season games played, the team with the highest number of points will be considered the regular season league champion and will advance to the District 72 TOC for AAA division and above.

2. TIE BREAKERS (These apply to all competitive divisions)

In the event of a tie for any position, the following tiebreaker rules will apply for the whole season:

- a) **FIRST TIE BREAKER:** Head to head competition. If two or more teams are tied for a position, each team involved will be given one point for each win versus any of the other teams competing for the same position. The team with the highest points will be declaring the winner. For example, assume three teams completed the season with identical records. Assume further that Team A's record versus Team B was four wins and no losses (4-0); A's record versus Team C was two wins and two losses

(2-2); and Team B's record versus Team C was two wins and two losses (2-2). Awarding one point for each win, Team A would have accumulated six points, Team B two points and Team C four points. In this example, Team A would be declared the winner.

b) **SECOND TIE BREAKER:** If there is still a tie after applying the first tie breaker rule and at least one team was eliminated, keep reapplying that rule until a winner is determined or no more teams can be eliminated. For example, assume three teams finish the season with identical records. Assume further that Team A's record versus Team B were four wins and no losses (4-0). Team A's record versus Team C were one win and three losses (1-3). And Team B's record versus Team C were two wins and two losses (2-2). Team A would have accumulated five points; Team B would have accumulated two points and Team C would have accumulated five points. Since Team B has less points than both Teams A and C, B would be eliminated and the first tie breaker rule would be reapplied to teams A and C, since they both had accumulated the same number of points, (5 points). When reapplied, Team C would be declared the winner for having accumulated three points while Team A had accumulated only one point in head to head competition.

c) **THIRD TIE BREAKER:** For any team not eliminated in the first and second tiebreakers, use the third tiebreaker. Using the same point system as described in sections I.G.2 a) and b) above, determines which team has the most points in games played against the team(s) who finished the season with the best standing. For example, assume the first place finishing team was Team A with a season record of 14 and 6. Assume further Teams B and C were tied for second place with identical records. And after applying tiebreakers 1 and 2, above, Teams B and C are still tied. If Team B's record versus Team A was two wins and two losses (2-2) and Team C's record versus Team A was three wins and one loss (3-1), Team C would be declared the winner since Team C accumulated 3 points while Team B had only 2 points. Note: assume the same example except two teams, A and D tied for first place. In this situation, you would award points for games played by Teams B and C against both Teams A and D.

d) **FOURTH TIE BREAKER:** If there is still a tie after applying the first three tiebreakers, award points to the remaining teams not yet eliminated for wins against the second place team. If there is still a tie, award points for wins against the third place team and then the fourth place team and so on and so forth, until the tie is broken. For example, assume Team A's season record is 14 and 6, Team B is 13 and 7, Team C is 13 and 7, and Team D is 11 and 9. Assume that all of the other tiebreakers have not yet broken the tie between Teams B and C. Teams B and C's record versus A is identical. Therefore, the fourth tie breaker would be followed. Team B's record versus Team D were three wins and one loss (3-1), and Team C's record versus Team D was four wins and no losses (4-0). Therefore, Team C would be declared the second place winner, since Team C accumulated four points while Team B accumulated only three points.

e) **FIFTH TIE BREAKER:** If two teams are still tied after applying the above tiebreakers, a coin flip will determine the winner unless the loss of the flip of the coin will eliminate a team from the Championship tournament. In that situation there will be a one game playoff. For example, assuming two teams are tied for third place, the flip of the coin will determine which team is awarded third place and which is awarded fourth place. However, if both teams were tied for fourth place, the loss of a coin flip would eliminate one team. In that circumstance there would be a one game playoff.

If after applying the first four tiebreakers, more than two teams are still tied for a position, coin flips will be used to determine the positions of the team as long as no team is eliminated. For example, assume the first place finishing team completed the regular season 14 and 6, and teams B, C, D and E were 10 and 10. Assume further

that all four teams were still tied after applying tiebreakers 1 through 4, coin flips would be used to determine the second and third and fourth place winners.

M. ALL STAR SELECTION

1. (INTERMEDIATE/JUNIOR /SENIOR DIVISIONS) It shall be announced prior to All-Star voting the number of teams and number of players on each team. The All-Star team players shall be selected in the following manner: Player's league age 11-13 that had played in 60% of eligible games during the season in the Intermediate Division will be eligible for the Intermediate all-star team. Player's league age 13-14 that had played in 60% of eligible games during the season in the Junior Division will be eligible for the Junior all-star team. Player's league age 14-16 that had played in 60% of eligible games during the season in the Senior division will be eligible for the Senior all-star team. A player league age 14 who has played in the Senior division shall be eligible for either the Senior or Junior all-star team but will only be able to play for 1 All-Star team.

a. All-star teams shall be selected in the following order:

- 1) Senior Division
- 2) Junior Division
- 3) Intermediate Division

b. The managers or Board Approved Coach (Coach would be approved because the Manager will not be in attendance – Board would like each team to be represented in the voting) will select 9 players, with the remaining number of players being selected by the all-star manager. Though it is the All-Star Managers final decision, it is recommended that input from other managers and Player Coordinator and/or League President, in the respective divisions, be considered during the selection process. In an event of a tie for the 9th position, the manager will select one of the players involved in the tie to be the 9th player.

The manager of the Intermediate/Junior/Senior team, who is in good standing and has been pre-approved by the board, and has the majority vote count from all current Board Members and each Manager from that Division; will have the choice of becoming the Intermediate/Junior/Senior All Star Manager. If that manager declines, the manager of the team with the next highest votes will be offered the manager position and so forth until a manager accepts the position(s). No manager may manage more than one all-star team. Managers and coaches must also commit to be with the team for the entire tournament season. If all managers decline to manage the all-star team, the Board may appoint a coach to manage.

2. (MAJOR DIVISION and below) The All-Star team players shall be selected in the following manner. Player's league age 10-11-12 that had played more than 60% of the season in the Major Division will be eligible for the major all-star team, 12 team. Player's league age 9-10-11 that played in the Majors or AAA and did not make the 12 year old team will be eligible for the 11 year old all-star teams. Player's league age 8-9-10 that played in the Majors or AAA will be eligible for the 10 year old all-star teams. A player league age 8-9-10-11 will only be able to play for 1 All-Star team.

If an 11 year old in AAA did not try out for the Major division, they will be ineligible for the All-Star 12 team.

A. The managers or Board Approved Coach (Coach would be approved because the Manager will not be in attendance – Board would like each team to be represented in the voting) will select 9 players, with the remaining number of players being selected by the all-star manager. Though it is the All-Star Managers final decision, it is recommended that input from other managers and Player Coordinator and/or League President, in the respective divisions, be considered during the selection process. In an event of a tie for the 9th position, the manager will select one of the players involved in the tie to be the 9th player.

B. All-star teams shall be selected by the following process:

- 1) 12 Team: Major managers, or their designee described above, will vote for 9 players from the Major division.
- 2) 10 Blue Team: Major managers, and AAA division managers, or their designee described above, will vote for 9 players from the Majors or AAA division.
- 3) 11 Blue Team: Major managers, or their designee described above, will vote for 9 players from the Majors division.
- 4) 11 Orange Team: Major division managers and AAA division managers, or their designee described above, will vote for 9 players from the Majors or AAA division that were not selected for the 11 Orange Team.
- 4) 10 Orange Team: AAA division managers, or their designee described above, will vote for 9 players from the Majors or AAA division that were not selected for the 10 Blue team.

3. The President, or his/her designee, shall be present at the All-Star selection meeting to conduct the meeting, present official records and approve all selections made.

4. The Approved Manager for Each All Star Team shall notify the players of their selection to the All-Star team on the date specified by the District Administrator or by Little League Rule Book

5. The Major Division managers, AAA Division managers, and Board Members will vote on individual ballots for each all-star team for the 12u, 11u A, 11u B and 10u A teams. If a Major division manager, AAA division manager, or Major division coach receives the most votes for multiple teams, they will have the choice of which team they would like to manage. If that manager declines, the manager or coach of the Major, or manager from a AAA team, with the next highest votes will be offered the management position and so forth until a manager accepts the position of each team.

6. The AAA Division managers and Board members will vote for the all-star manager of the 10u B team. If that manager declines, the manager of the AAA team with the next highest votes will be offered the management position and so forth until a manager accepts the position.

7. All all-star managers and coaches must be members in good standing and must be pre-approved by the committee (the league president, vice-president, League Commissioner, Division Coordinator and Manager / coaching coordinator) and the board. Managers must submit an all-star manager application prior to the voting process.

8. The All Star manager shall select 2 coaches.

a.) All-star managers must have managed during the regular season in order to be eligible to manage an all-star team unless the Board approves a regular season coach in the event there are no eligible managers.

9. All players and coaches will need to make a commitment to the league prior to a designated date by the league president or his/her designee. If they are unable to make practices and or games the next player or coach from the selection process shall replace them.

a) **Players are expected to be fully committed to All Star play and it takes priority over any other sporting organizations. The Board reserves the right to remove a player/manager/coach at any time during All Star for reasons they deemed to be appropriate.**

10. The all-star manager shall be responsible to the league president for the general administration and conduct of the team. The manager shall, however, have exclusive jurisdiction over such matters as:

a) Placement of players by position

b) Preparation of batting order

c) Substitutions

d) Replacement of players

e) Practices

11. The President, Division Coordinator, League Commissioner and Secretary shall collect all paperwork required by Little League Baseball Inc. to determine league age and residency of all players. Once approved by District 72 one set of all paperwork will remain with District 72 and a second set of the paperwork will remain with the All-Star manager. Original birth certificates will be returned to parents after district approval has been made. All Paperwork is due to the League by the date designated by the league president or his/her designee.

N. GAMES POSTPONED DUE TO INCLEMENT WEATHER OR SAFETY ISSUES

Games, which cannot be played, as scheduled due to rain or wet ground, or anything deemed a safety issue by the safety officer, shall be played as follows:

a) AA, AAA, Majors, Intermediate, Juniors, Seniors – will be played only if the game has a direct bearing on post-season play; The League will try to reschedule all games if possible or Board can elect not to re-schedule

b) A division, Rookie, T-Ball – League will try to reschedule if possible or Board can elect not to re-schedule

SECTION II: INTERMEDIATE/JUNIOR/SENIOR RULES

ELL teams will use RULES from the Official Little League Rule Book and the co-venture rules approved by all leagues involved if co-ventured.

A. DRAFT SYSTEM

1. Intermediate/Juniors/Senior rosters will be set at 13 players per team unless modified by the Board.
2. Teams in the division will be drafted from the entire pool of eligible players who have attended tryouts each year. Players will never be the property of a particular team from year to year as in the major division.
3. Managers will select a number from the hat to determine the order of the draft. The managers will draft using the serpentine method, for example: in a six team league, the draft order would be 1-2-3-4-5-6-6-5-4-3-2-1-1-2-3-, etc.
4. The Player Coordinator and/or League Commissioner or President will have the managers draw numbers from a hat to determine the order of the draft.
5. If there are two family members with a parent as manager, the manager must option the oldest child first and select the sibling (s) in the next round(s).
6. Members of the immediate family shall be kept together on the teams. If a family member is drafted, other family members will be taken as the next draft choices. Family members who sign up late (see below) may or may not be assigned to the same team.
7. Team names will be awarded based on the reverse order of the draft. The manager who picked last in the first round will have first choice of team names.

B. BROTHER/SISTERS

The Player Coordinator and/or League Commissioner will notify drafting Managers BEFORE THE DRAFT BEGINS regarding brothers and/or sisters who are subject to the draft that are "Options". When the first brother or sister is drafted and an option has been declared, the manager will automatically take the brother or sister on their next pick.

C. SONS AND/OR DAUGHTERS OF MANAGERS

A manager who has sons and/or daughters eligible for the draft and who wishes to draft them must state so in writing to the Player Coordinator and/or League Commissioner prior to the draft. If so stated, the parent-manager is required to exercise this option to the close of the specific draft round, per the Operating Manual depending on league age of sons and/or daughters. Parent-manager option takes priority over any other option.

D. TRADES

Following the draft, prior to notification of players, managers may, if they desire, exchange players before they leave the draft room the same night of the draft. There will be no trades permitted the next day, or after managers leave the draft location. Proposed trades must originate between the manager and Player Coordinator and/or League Commissioner. Managers and coaches are NOT to contact other managers, coaches, players or family members of players. The Player Coordinator and/or League Commissioner are the only ones authorized to initiate or negotiate trades among teams. All trades shall be made with the approval of the Player Coordinator and/or League Commissioner for the division and the president. Players may only be traded for players in their same division.

E. LATE SIGN UPS

If space permits, all players signing up after tryouts will be placed on teams in the following manner: Teams with roster spots available will have their names placed on a piece of paper and placed into a hat. Available players will be placed on a numerical list. The first team name pulled from the hat by a board member will get the player in position number 1. The second team name drawn will get player number 2 and so on. These appointments will be managed by the president, League Commissioner and Division Coordinator.

F. MINIMUM PLAY RULE

1. Every player on the roster will participate in each game for a minimum of six (6) consecutive defensive outs and continuous batting order..
2. Continuous batting order will be used and every player will bat in the lineup. Minimum play still applies, even if the team loses in a mercy game before completing the lineup. Players not receiving minimum play must start the following game and ensure they first make up any missed innings, then complete their current minimum inning requirement for the game.

2. PENALTY

- a) The player(s) involved shall start the next scheduled game and play no less than the mandatory time limit for both games.

The manager shall for the:

FIRST OFFENSE receive a written warning

SECOND OFFENSE a suspension for the next scheduled game

THIRD OFFENSE a suspension for the remainder of the season

NOTE 1: If the violation is determined to have been intentional, the board of directors may assess a more severe penalty. However, forfeiture of a game may not be invoked.

NOTE 2: There will be no excuse to not satisfy the minimum play rule in an official game except in a mercy rule game where the visiting team has only 9 defensive outs. No penalty will be given to the manager as long as player(s) start the next game and fulfill the playing requirement

Note 3: If the infraction occurs in the last two weeks of regular season play, the manager shall be suspended from participating, sharing in any award or recognition resulting from any playoff or championship game, or from managing/coaching in an all-star tournament. The all player rule is strictly enforced.

G. TIME LIMITS

- a) 7 innings OR No New Inning after 2 hours and 15 minutes
- b) In the event a game is halted without the winner being determined, the game will be completed on a set date each Month set up by the Board Of Directors after the Game Schedule is finalized(Rules 4.11 and .12). If a tie game is not completed, it shall be counted in the final league standing as a Tie.

c) Mercy rule – If after four innings of play, three and one half innings (3 ½) if the home team is ahead fifteen (15) runs or more or five (5) innings four and one half innings (4 ½) of play, if the home team is ahead, has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent and the game will end. (Little League rule 4.10)

H. PITCHERS

Eastvale Little League has adopted pitch count rules from the Little League Rule Book:

Any Manager caught violating the Pitch Count rules will be penalized using the following criteria

The manager shall for the:

FIRST OFFENSE receive a written warning

SECOND OFFENSE a suspension for the next scheduled game

THIRD OFFENSE a suspension for the remainder of the season

NOTE 1: If the violation is determined to have been intentional, the board of directors may assess a more severe penalty. However, forfeiture of a game may not be invoked.

Each coach has an opportunity to verify if the pitch counts on the paper count are correct at the conclusion of each game, and any discrepancies should be handled immediately. Pitch counts are final according to the paper pitch count at the end of the game. Paper pitch counts take priority over scorekeeping cards.

I. FORFEITS

1. It shall be the policy of this league that forfeits will be avoided. Unusual circumstances, such as player out of uniform, manager and coach absent, equipment not available, etc., shall not be interpreted to permit managers to postpone or reschedule a game for their own or their team's Convenience.
2. If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, this shall be grounds for automatic forfeiture. Note: Although the game is registered as a forfeit, the game may be played as an exhibition game if one team has only eight (8) players. All pitch count rules will still apply and will affect future games for days of rest. Note: If either team cannot field at least 9 players, they must in writing, notify D72 Division Coordinator, Greg Moody for a player that is on a pre approved list. That player will be selected in order on a random list. Regulation V paragraph C.

SECTION III: MAJOR DIVISION

A. DRAFT SYSTEM

1. Major Rosters will be set at 12 players per team.
2. Players who played on a Major team in the prior spring season are the property of that team and shall remain on the team unless released. All player releases must be approved by the board. **It is the intent of ELL to draft all major teams with the understanding that players will be retained to those same teams in the following season.
3. The board of directors will determine the number of teams needed for each season, based on the number of returning players and 12-year-old players.
4. The major draft is only open to 10, 11, and 12 year olds.
5. The draft is to be completed using Plan A Method for Existing Leagues from the operating manual. The last place team from the prior season will have the first pick in every round of the draft. Teams requiring more than 8 new players will receive a bonus pick at the completion of the 4th round. These picks will be chosen in the order of rotation that is the same as the draft order.
6. Team names will carry forward each year though no manager is guaranteed a particular team.
7. The awarding of manager positions will be presented by the President and with the assistance of VP, division coordinator, player/coach coordinator. When new managers enter the division for any reason, the determination will be done via random draw.
8. Hat picks during draft: All 12 year olds that did not attend a tryout must be selected from a hat. 10 or 11 year old players that do not attend a tryout will not be permitted to play in the major division.

B. BROTHER/SISTERS

The Player Coordinator and/or League Commissioner will notify drafting Managers BEFORE THE DRAFT BEGINS regarding brothers and/or sisters who are subject to the draft that are "Options". When the first brother or sister is drafted and an option has been declared, the manager will automatically take the brother or sister on their next pick.

C. SONS AND/OR DAUGHTERS / SIBLINGS OF MANAGERS

A manager who has sons and/or daughters / as siblings eligible for the draft and who wishes to draft them must state so in writing to the Player Coordinator and/or League Commissioner prior to the draft. If so stated, the parent-manager is required to exercise this option to the close of the specific draft round, per the Operating Manual depending on league age of sons and/or daughters. Parent-manager option takes priority over any other option.

D. SONS/DAUGHTERS OF COACHES

A NEW coach shall not be appointed nor approved until after the draft to avoid "Red Shirting" of players through selective coaching appointments.

A returning coach, through the manager, may exercise an option in writing to the player agent provided:

(A) The coach has served as a manager or coach in the league (at any level) for the past two years
AND,

(B) The coach is returning to the same Major League team as last year.

IMPORTANT: In order for a manager to exercise this option, the coach must qualify under BOTH conditions above.

In addition to the Little League International rules listed above, Eastvale Little League has instituted the additional rules to qualify a coach as an actual bona fide returning coach:

(A) The coach must participate and complete at least 70% of the team's regular season games for the preceding year.

(B) The coach must be a registered coach for at least four (4) innings each of the games counting toward the 70%.

(C) The coach must be listed on the lineup card prior to the start of the game to qualify as a game counting toward the 70%.

D. TRADES

Following the draft, prior to notification of players, managers may, if they desire, exchange players at the conclusion of the draft. In compliance with LLI rules, only currently drafted players are available for trade, property players are not available for trade. Proposed trades must originate between the manager and Player Coordinator and/or League Commissioner. Managers and coaches are NOT to contact other managers, coaches, players or family members of players. The Player Coordinator and/or League Commissioner are the only ones authorized to initiate or negotiate trades among teams. All trades shall be made with the approval of the Player Coordinator and/or League Commissioner for the division and the President. Players may only be traded for players in their same division.

E. MINIMUM PLAY RULE

1. Major teams must use a continuous batting order. Changes to the batting order are not permitted once the game begins. The batting order may be changed for the following game. If a player arrives after the game has started, they will be placed at the end of the line-up.
2. Every player on the roster will participate in each game for a minimum of six (6) consecutive defensive outs.
3. A courtesy runner can be used for catcher or pitcher of record. 7.14b
5. Should a Runner become injured and cannot run the bases after reaching first base – The League approves the player that was the last out can become the pinch runner. If the last out of record is the pitcher or catcher of record, they must be utilized as courtesy runner for the injured player.
6. End of season Eastvale tournament, known as the President's Tournament, will be played with continuous batting. Minimum play rules still apply.
7. Penalty for Violating Minimum Play Rule

a) The player(s) involved shall start the next scheduled game and play no less than the mandatory time limit for both games.

b) Mandatory play still applies, even in mercy games. If minimum play is not achieved, players that have not received their minimum play must start the next game and receive the missed portion of their last game, and continuously receive their minimum play for the current game.

The manager shall for the:

FIRST OFFENSE receive a written warning

SECOND OFFENSE a suspension for the next scheduled game

THIRD OFFENSE a suspension for the remainder of the season

NOTE 1: If the violation is determined to have been intentional, the board of directors may assess a more severe penalty. However, forfeiture of a game may not be invoked.

NOTE 2: There will be no excuse to not satisfy the minimum play rule in an official game except in a mercy rule game where the visiting team has only 9 defensive outs. No penalty will be given to the manager as long as player(s) start the next game and fulfills the Playing requirement of both games.

b) If the infraction occurs in the last two weeks of regular season play, the manager shall be suspended from participating, sharing in any award or recognition resulting from any playoff or championship game, or from managing/coaching in an all-star tournament. The all player rule is strictly enforced.

F. MAJOR LEAGUE ROSTER VACANCIES

Replacement Players: Per Little League Rules, Major teams must carry the same number of players on their roster. If a team loses a player to injury, moving, etc., they must replace that player from the AAA level using the following procedure:

- a) Manager will notify the Player Coordinator and/or Major Division Coordinator once the loss of a player is known.
- b) In the event a vacancy occurs on a Major team after the draft but before opening day, the replacement player must be selected from the Major division try out list. Only if every single player on the Major division try out list has refused may a player be selected from AAA division that didn't tryout.
- c) When a vacancy occurs in Major division after opening day, only players from AAA that were rostered on a team on opening day may be selected to be pulled up to Major division. This is to ensure a player does not sign up for AAA division solely for the purpose of being pulled up to the Major division.
- d) Player Coordinator and/or Major Division Coordinator will work with the Manager to identify a pool of players for consideration. Manager has 14 days to replace the player.

- e) Once identified, Player Coordinator and/or Major Division Coordinator will notify replacement player's parent of the situation
- f) The Replacement Player will become the "property" of the Major team going forward.
- g) Players that are in AAA may decline a call up to Majors without penalty.
- h) Any AAA player that declines a call up to Majors will not be allowed to be called up for the remainder of that season.
- i) Major teams may not select a replacement player during the last two weeks of the regular season
- j) AAA Team that loses a player may choose to seek a replacement from AA if they wish, however movement from AA to AAA will be voluntary and at the Board's discretion.

G. PITCHING RULES

Eastvale Little League has adopted pitch count rules from the Little League Rule Book. Any Manager caught violating the Pitch Count rules will be penalized using the following criteria

The manager shall for the:

FIRST OFFENSE receive a written warning

SECOND OFFENSE a suspension for the next scheduled game

THIRD OFFENSE a suspension for the remainder of the season

NOTE 1: If the violation is determined to have been intentional, the board of directors may assess a more severe penalty. However, forfeiture of a game may not be invoked

Each coach has an opportunity to verify if the pitch counts on the paper count are correct at the conclusion of each game, and any discrepancies should be handled immediately. Pitch counts are final according to the paper pitch count at the end of the game. Paper pitch counts take priority over scorekeeping cards (iScore).

H. TIME LIMITS

- a) Major games will be 6 innings OR 2 Hour No New Inning on all games. NO DROP DEAD RULE!
- b) In the event a game is halted without the winner being determined, the game will be considered a tie. The game shall be counted in the final league standing as a tie.
- c) Mercy rule – If after three (3) innings of play, two and one half innings (2 1/2) if the home team is ahead, has a lead of fifteen (15) runs or more, If after four (4) innings of play, three and one half innings (3 1/2) if the home team is ahead, has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after five (5) innings of play, four and one half innings (4 1/2) if the home team is ahead, has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. (Little League rule 4.10)

I. FORFEITS

1. If during a game either team is unable to place nine (9) players on the field, or if a team refuses to place nine (9) players on the field, this shall not be grounds for automatic forfeiture but shall be referred to the board of directors for a decision (Rule 4.17).
2. It shall be the policy of this league that forfeits will be avoided. Unusual circumstances, such as player out of uniform, manager and coach absent, equipment not available, etc., shall not be interpreted to permit managers to postpone or reschedule a game for their own or their team's convenience.
3. If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, this shall be grounds for automatic forfeiture. Note: Although the game is registered as a forfeit, the game may be played as an exhibition game if one team has only eight (8) players. All pitch count rules will still apply and will affect future games for days of rest.
4. A Special request can be emailed to the League Commissioner and League President - This request has to be received a minimum of 24 hours prior to the scheduled game start time that is going to be forfeited and ask the Board to approve a reschedule of the game in question. This game can only be rescheduled once. This email should be as detailed as possible so the Board can make an accurate decision.

J. FIELD DIMENSIONS

Field Dimensions shall follow the rules as specified in the Little League Rule Book. Bases shall be set at 60 feet and the pitching mound shall be set at 46 feet.

K. COACHES

A team may have only one manager and two coaches during regular and postseason games as per rules by Little League International. Additional coaches may be used, as regularly approved by the board as a certified volunteer, for practices. During games, only one manager and two coaches can be present in the dugout. There will be no switching of Coaches each inning. If a Manager or Coach is required to leave for any reason, they can be replaced, but can not rejoin until the next game. Coaches may not be on the field of play and must remain in the dugout, unless on base coach duty.

SECTION IV: AAA DIVISION

A. DRAFT SYSTEM

1. AAA rosters will be set at 12 or 13 players per team unless modified by the Board.
2. Teams in the AAA division will be drafted from the entire pool of eligible players who have attended tryouts each year. Players will never be the property of a particular team from year to year as in the major division.
3. Managers will select a number from the hat to determine the order of the draft. The managers will draft using the serpentine method, for example: in a six team league, the draft order would be 1-2-3-4-5-6-6-5-4-3-2-1-1-2-3-, etc.
4. The Player Coordinator and/or League Commissioner or President will have the managers draw numbers from a hat to determine the order of the draft.
5. If there are two family members with a parent as manager, the manager must option the oldest child first and select the sibling(s) in the next round(s).
6. Members of the immediate family shall be kept together on the teams. If a family member is drafted, other family members will be taken as the next draft choices. Family members who sign up late (see below) may or may not be assigned to the same team.
7. Team names will be awarded based on the reverse order of the draft. The manager who picked last in the first round will have first choice of team names.

B. BROTHER/SISTERS

The Player Coordinator and/or League Commissioner will notify drafting Managers BEFORE THE DRAFT BEGINS regarding brothers and/or sisters who are subject to the draft that are "Options". When the first brother or sister is drafted and an option has been declared, the manager will automatically take the brother or sister on their next pick.

C. SONS AND/OR DAUGHTERS / SIBLINGS OF MANAGERS

A manager who has sons and/or daughters / siblings eligible for the draft and who wishes to draft them must state so in writing to the Player Coordinator and/or League Commissioner prior to the draft. If so stated, the parent-manager is required to exercise this option to the close of the specific draft round, per the Operating Manual depending on league age of sons and/or daughters. Parent-manager option takes priority over any other option.

D. TRADES

Following the draft, prior to notification of players, managers may, if they desire, exchange players at the conclusion of the draft that are in reasonable draft order. Proposed trades must originate between the manager and manager with Player Coordinator and/or League Commissioner / VP / President. Managers and coaches are NOT to contact other managers, coaches, players or family members of players. The Player Coordinator and/or League Commissioner are the only ones authorized to initiate or negotiate trades among teams. All trades shall be made with the approval of the Player Coordinator and/or League

Commissioner for the division and the president. Players may only be traded for players in their same division.

E. LATE SIGN UPS

If space permits, all players signing up after tryouts will be placed on teams in the following manner. Teams with roster spots available will have their names placed on a piece of paper and placed into a hat. Available players will be placed on a numerical list. The first team name pulled from the hat by a board member will get the player in position number 1. The second team name drawn will get player number 2 and so on. These appointments will be managed by the president, League Commissioner and Division Coordinator.

F. MINIMUM PLAY RULE

1. AAA teams must use a continuous batting order. Changes to the batting order are not permitted once the game begins. The batting order may be changed for the following game. If a player arrives after the game has started, they will be placed at the end of the line-up.

- a.) No player shall sit out more than two consecutive innings. It shall be the manager's responsibility to keep the umpire and official scorekeeper informed of all pitcher and catcher substitutions.
- b.) When less than the full roster of players show up for a game, and in cases where a player or players are benched for disciplinary reasons, the manager shall inform the official scorekeeper and the opposing manager that there are less than the full roster available to play. All players shall be listed in the official scorebook including, sick, injured, absent or disciplined.
- c.) Should a Runner become injured and cannot run the bases after reaching first base – The League approves the player that was the last out can become the courtesy runner. If the last out of record is the pitcher or catcher of record, they must be utilized as courtesy runner for the injured player.
- e.) Courtesy runners are permitted for pitcher and catcher of record with two outs.

2. PENALTY

The manager shall for the:

FIRST OFFENSE receive a written warning

SECOND OFFENSE a suspension for the next scheduled game

THIRD OFFENSE a suspension for the remainder of the season

NOTE 1: If the violation is determined to have been intentional, the board of directors may assess a more severe penalty. However, forfeiture of a game may not be invoked.

- a.) If the infraction occurs in the last two weeks of regular season play, the manager shall be suspended from participating, sharing in any award or recognition resulting from any playoff or championship game, or from managing/coaching in an all-star tournament. The all player rule is strictly enforced.

G. PITCHING RULES

Eastvale Little League has adopted pitch count rules from the Little League Rule Book. Any Manager caught violating the Pitch Count rules will be penalized using the following criteria

The manager shall for the:

FIRST OFFENSE receive a written warning

SECOND OFFENSE a suspension for the next scheduled game

THIRD OFFENSE a suspension for the remainder of the season

NOTE 1: If the violation is determined to have been intentional, the board of directors may assess a more severe penalty. However, forfeiture of a game may not be invoked

Each coach has an opportunity to verify if the pitch counts on the paper count are correct at the conclusion of each game, and any discrepancies should be handled immediately. Pitch counts are final according to the paper pitch count at the end of the game. Paper pitch counts take priority over scorekeeping cards.

H. TIME LIMITS

AAA will be 6 innings OR No new inning may start after 1 hour 45 minutes from the start time of the game as determined by the umpire and there is NO DROP DEAD TIME LIMIT. It is the responsibility of the managers to start the game on time and move the game along in a judicious manner. Stalling at the end of a game is not permitted. If the umpire determines that a manager is using stalling tactics, it will be reported to the coaching coordinator within 24 hours. If it is determined that the manager was stalling, the penalty structure used above for mandatory play time may be invoked. Games can end in a Tie.

Mercy rule – If after three (3) innings of play, two and one half innings (2 1/2) if the home team is ahead, has a lead of fifteen (15) runs or more, If after four (4) innings of play, three and one half innings (3 1/2) if the home team is ahead, has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after five (5) innings of play, four and one half innings (4 1/2) if the home team is ahead, has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. (Little League rule 4.10)

I. FORFEITS

1. If during a game either team is unable to place eight (8) players on the field, or if a team refuses to place eight (8) players on the field, this shall not be grounds for automatic forfeiture but shall be referred to the board of directors for a decision (Rule 4.17).
2. It shall be the policy of this league that forfeits will be avoided. Unusual circumstances, such as player out of uniform, manager and coach absent, equipment not available, etc., shall not be interpreted to permit managers to postpone or reschedule a game for their own or their team's convenience.
3. If a game cannot be played because of the inability of either team to place eight players on the field before the game begins, this shall be grounds for automatic forfeiture. Note: Although the game is registered as a forfeit, the game may be played as an exhibition game if one team has only seven (7)

players. All pitch count rules will still apply and will affect future games for days of rest.4. A Special request can be emailed to the League Commissioner and League President - This request has to be received a minimum of 24 hours prior to the scheduled game start time that is going to be forfeited and ask the Board to approve a reschedule of the game in question. This game can only be rescheduled once. This email should be as detailed as possible so the Board can make an accurate decision.

J. FIELD DIMENSIONS

Field Dimensions shall follow the rules as specified in the Little League Rule Book. Bases shall be set at 60 feet and the pitching mound shall be set at 46 feet.

K. RUNS BY INNINGS

The team on offense shall be limited to scoring five runs or receiving 3 outs in the first three innings. After the fifth run has crossed the plate safely, the inning shall be declared over, regardless of the actual number of outs, base runners, etc.

During innings four through six, including extra innings during the playoffs, there is no limit to the number of runs a team can score per inning.

Innings:	1	2	3	4	5	6
Visitor	5 max	5 max	5 max	Unlimited	Unlimited	Unlimited
Home	5 max	5 max	5 max	Unlimited	Unlimited	Unlimited

Exception: If a player hits a fair fly over the fence (home run), then the home run and all runners on base, who proceed to score legally, shall count, even though the five run maximum has been exceeded.

L. COACHES

A team may have only one manager and two coaches during regular and postseason games as per rules by Little League International. Additional coaches may be used, as regularly approved by the board as a certified volunteer, for practices. During games, only one manager and two coaches can be present in the dugout. Coaches may not be on the field of play and must remain in the dugout, unless on base coach duty.

SECTION V: AA DIVISION

A. DRAFT SYSTEM

1. AA rosters will be set at 12 or 13 players per team unless modified by the Board.
2. Teams in the AA division will be drafted from the entire pool of eligible players who have attended tryouts each year. Players will never be the property of a particular team from year to year as in the major division.
3. Managers will select a number from the hat to determine the order of the draft. The managers will draft using the serpentine method, for example: in a six-team league, the draft order would be 1-2-3-4-5-6-6-5-4-3-2-1-1-2-3-, etc.
4. The Player Coordinator and/or League Commissioner or President will have the managers draw numbers from a hat to determine the order of the draft.
5. If there are two family members with a parent as manager, the manager must option the oldest child first and select the sibling (s) in the next round(s).
6. Members of the immediate family shall be kept together on the teams. If a family member is drafted, other family members will be taken as the next draft choices. Family members who sign up late (see below) may or may not be assigned to the same team.
7. Team names will be awarded based on the reverse order of the draft. The manager who picked last in the first round will have first choice of team names.

B. BROTHER/SISTERS

The Player Coordinator and/or League Commissioner will notify drafting Managers BEFORE THE DRAFT BEGINS regarding brothers and/or sisters who are subject to the draft that are "Options". When the first brother or sister is drafted and an option has been declared, the manager will automatically take the brother or sister on their next pick.

C. SONS AND/OR DAUGHTERS / SIBLINGS OF MANAGERS

A manager who has sons and/or daughters /siblings eligible for the draft and who wishes to draft them must state so in writing to the Player Coordinator and/or League Commissioner prior to the draft. If so stated, the parent-manager is required to exercise this option to the close of the specific draft round, per the Operating Manual depending on league age of sons and/or daughters. Parent-manager option takes priority over any other option.

D. TRADES

Following the draft, prior to notification of players, managers may, if they desire, exchange players at the conclusion of the draft. Proposed trades must originate between the manager and Player Coordinator and/or League Commissioner. Managers and coaches are NOT to contact other managers, coaches, players

or family members of players. The Player Coordinator and/or League Commissioner are the only ones authorized to initiate or negotiate trades among teams. All trades shall be made with the approval of the Player Coordinator and/or League Commissioner for the division and the president. Players may only be traded for players in their same division.

E. LATE SIGN UPS

If space permits, all players signing up after tryouts will be placed on teams in the following manner. Teams with roster spots available will have their names placed on a piece of paper and placed into a hat. Available players will be placed on a numerical list. The first team name pulled from the hat by a board member will get the player in position number 1. The second team name drawn will get player number 2 and so on. The president, League Commissioner and Division Coordinator, will manage these appointments.

F. MINIMUM PLAY RULE

1. AA teams must use a continuous batting order. The batting order may be changed for the following game. If a player arrives after the game has started they will be placed at the end of the line-up.
 - a. No player shall sit out two consecutive innings. It shall be the manager's responsibility to keep the umpire and official scorekeeper informed of all pitching and catcher substitutions.
 - b. When less than the full roster of players show up for a game, and in cases where a player or players are benched for disciplinary reasons, the manager shall inform the official scorekeeper and the opposing manager that there are less than the full roster available to play. All players shall be listed in the official scorebook including, sick, injured, absent or disciplined.
 - c. Should a Runner become injured and cannot run the bases after reaching first base – The League approves the player that was the last out can become the pinch runner. If the last out of record is the pitcher or catcher of record, they must be utilized as courtesy runner for the injured player.
 - d. Ten (10) players shall be allowed on defense (4 outfielders– LF, LC, RC, RF [No Fifth Infielder]) and all outfielders must be positioned on the grass portion of the field when pitches are delivered.
 - e. Base Stealing is only one base per pitch – With a runner on first (1st) base, if the catcher throws the ball to second (2nd) base on a steal attempt, and it is an overthrow, the runner must stop at second (2nd) base. Other runners may advance at their own risk, except for a runner on third (3rd). Home plate is closed. **Base Stealing is defined as: stolen base occurs when a base runner successfully advances to the next base after the ball crosses home plate after the pitch. The runner cannot leave his base until the ball crosses home plate.**
 - f. Home Plate is closed - No advancing home on past balls or wild pitches. A Runner on 3rd must be forced home by a HBP, or advance on a hit ball. Stealing home is not allowed. **If a player attempts to steal home, the runner CAN be tagged out.**
 - g. Once the ball is thrown back to the pitcher and/or Coach Pitcher by the catcher or any fielder at the conclusion of a play, at the umpire's judgment, all base runners must return to their previous base if they are not at least halfway to the next base. **Runners cannot advance once the pitcher and/or Coach Pitcher has possession of the ball within the mound area.**

Examples: 1.) A runner on Second, Batter hits the ball to shortstop, Shortstop overthrows First baseman. Runner on second can advance to third and go home because of the overthrow.

Batter/runner on first can advance to second. First baseman now overthrows second baseman at second and the ball rolls to centerfield – Runner on second can advance to third and tries for home. Center Fielder throws the ball into the infield and the runner scores. Umpire Ruling: Two runs across and play stands. Home plate is open on all batted balls until the ball is thrown back to the pitcher.

Example: 2.) A runner on Second, Batter hits the ball to shortstop, Shortstop overthrows First baseman. Runner on second can advance to third and go home because of the overthrow. Batter/runner on first can advance to second. First baseman now overthrows second baseman at second and the ball rolls to centerfield – Runner on second can advance to third and tries for home. Center Fielder throws the ball into the infield, pitcher catches the ball at the mound and the runner is less than half way home, runner scores. Umpire rules: One run across, Batter/runner goes back to third and play stands. Home plate is open on all batted balls until the ball is thrown back to the pitcher. Because of the rule above, a runner less than half way has to return back to the previous base.

2. PENALTY

a) The player(s) involved shall start the next scheduled game and play no less than the mandatory time limit for both games.

The manager shall for the:

FIRST OFFENSE receive a written warning

SECOND OFFENSE a suspension for the next scheduled game

THIRD OFFENSE a suspension for the remainder of the season

NOTE 1: If the violation is determined to have been intentional, the board of directors may assess a more severe penalty. However, forfeiture of a game may not be invoked.

NOTE 2: There will be no excuse to not satisfy the minimum play rule in an official game except in a mercy rule game where the visiting team has only 9 defensive outs. No penalty will be given to the manager as long as player(s) start the next game and fulfill the playing requirement of both games.

b) If the infraction occurs in the last two weeks of regular season play, the manager shall be suspended from participating, sharing in any award or recognition resulting from any playoff or championship game, or from managing/coaching in an all-star tournament.

G. PITCHING RULES

Eastvale Little League has adopted pitch count rules from the Little League Rule Book:

Any Manager caught violating the Pitch Count rules will be penalized using the following criteria

The manager shall for the:

FIRST OFFENSE receive a written warning

SECOND OFFENSE a suspension for the next scheduled game

THIRD OFFENSE a suspension for the remainder of the season

NOTE 1: If the violation is determined to have been intentional, the board of directors may assess a more severe penalty. However, forfeiture of a game may not be invoked

- a. During “kid pitch” there will be no walks. In the event that a pitcher reaches a count of 4 balls, the offensive coach will assume the pitcher's remaining strike count and continue pitching to the batter until he/she strikes out or gets a hit.(Coach can not walk the batter) For example, on a count of 4-0, coach gets 3 strikes. On a count of 4-2, the coach gets 1 strike. The home plate umpire will call balls and strikes. The Coach gets a maximum of 4 pitches total. The Coach will stand on top of the mound and engage the rubber in the pitcher's position when pitching to the batter. Coach Pitch will be from the 46’ pitching distance.
- b. Kid pitch will occur at the 46’ distance.
- c. In the event the batter fouls the fourth pitch, the coach will throw another pitch until the batter strikes out or puts a ball into play.
- d. During Coach Pitch – **The defensive Pitcher must be in line with the Pitching rubber at 46 feet and can be to the left or right of the pitching rubber but within 4 feet of the pitching rubber (not allowing a 5th infielder to stand in front of second base).**
- e. Coach will make every effort to not interfere with the ball in play. In the event a batted ball hits the coach, the ball is live and play will continue.
- f. There will be no bunting or stealing during “coach pitch”.
- g. Due to Rain Outs and games being rescheduled - The League will reschedule your game as Kid/Coach Pitch as it was originally scheduled.
- h. Each coach has an opportunity to verify if the pitch counts on the paper count are correct at the conclusion of each game, and any discrepancies should be handled immediately. Pitch counts are final according to the paper pitch count at the end of the game. Paper pitch counts take priority over scorekeeping cards.

H. TIME LIMITS

AA will be 6 innings OR No new inning may start after 1 hour and 45 minutes from the start time of the game as determined by the umpire. There is NO DROP DEAD; the Game can end in a Tie. It is the responsibility of the managers to start the game on time and move the game along in a judicious manner. Stalling at the end of a game is not permitted. If the umpire determines that a manager is using stalling tactics, it will be reported to the coaching coordinator within 24 hours. If it is determined that the manager was stalling, the penalty structure used above for mandatory play time may be invoked. The Game can end in a Tie.

Mercy rule – If after three (3) innings of play, two and one half innings (2 1/2) if the home team is ahead, has a lead of fifteen (15) runs or more, If after four (4) innings of play, three and one half innings (3 1/2) if the home team is ahead, has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after five (5) innings of play, four and one half innings (4 1/2) if the home team is ahead, has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. (Little League rule 4.10)

I. FORFEITS

1. A player ejected from the game is not eligible for re-entry. If no players are available for re-entry, or if a team refuses to place eight (8) players on the field, this shall not be grounds for automatic forfeiture but shall

be referred to the board of directors for a decision (Rule 4.17).

2. It shall be the policy of this league that forfeits will be avoided. Unusual circumstances, such as player out of uniform, manager and coach absent, equipment not available, etc., shall not be interpreted to permit managers to postpone or reschedule a game for their own or their team's convenience.

3. If a game cannot be played because of the inability of either team to place eight (8) players on the field before the game begins, this shall be grounds for automatic forfeiture. Note: A game may be started with no less than eight (8) players on each team.

J. FIELD DIMENSIONS

Field Dimensions shall follow the rules as specified in the Little League Rule Book. Bases shall be set at 60 feet and the pitching mound shall be set at 46 feet.

K. FIVE RUN MAXIMUM RULE

The team on offense shall be limited to scoring five runs in one inning. After the fifth run has crossed the plate safely, the inning shall be declared over, regardless of the actual number of outs, base runners, etc.

Exception: If a player hits a fair fly over the fence (home run), then the home run and all runners on base, who proceed to score legally, shall count, even though the five run maximum has been exceeded.

L. COACHING

1. Four (4) adult coaches will be needed for each team. Two base coaches, one coach to pitch and a dugout supervisor. The Team Parents may be used for the dugout supervisor role.

2. One (1) defensive coach is permitted in the outfield for instructional purposes, coaches are not permitted to touch a live ball but they may instruct players. The one coach on the field must stay on the grass portion of the outfield at all times so as not to interfere with play.

3. At least one (1) coach must remain in the dugout at all times whether the team is on offense or defense

SECTION VI: A Division

Scores will not be kept in the A division and no standings will be kept for this division.

A. DRAFT SYSTEM

1. A division rosters will be set at 12 or 13 players per team unless modified by the Board.
2. Teams in the A division will be drafted from the entire pool of eligible players. Players will never be the property of a particular team from year to year as in the major division.
3. Managers will select a number from the hat to determine the order of the draft. The managers will draft using the serpentine method, for example: in a six team league, the draft order would be 1-2-3-4-5-6-6-5-4-3-2-1-1-2-3-, etc.
4. The Player Coordinator and/or League Commissioner or president will have the managers draw numbers from a hat to determine the order of the draft.
5. If there are two family members with a parent as manager, the manager must option the oldest child first and select the sibling (s) in the next round(s).
6. Members of the immediate family shall be kept together on the teams. If a family member is drafted, other family members will be taken as the next draft choices. Family members who sign up late (see below) may or may not be assigned to the same team.
7. Team names will be awarded based on the reverse order of the draft. The manager who picked last in the first round will have first choice of team names.
8. The single A division will use a Rawlings Level 5 safety ball for all games and practices.

B. BROTHER/SISTERS

The Player Coordinator and/or League Commissioner will notify drafting Managers BEFORE THE DRAFT BEGINS regarding brothers and/or sisters who are subject to the draft that are "Options". When the first brother or sister is drafted and an option has been declared, the manager will automatically take the brother or sister on their next pick.

C. SONS AND/OR DAUGHTERS SIBLINGS OF MANAGERS

A manager who has sons and/or daughters / siblings eligible for the draft and who wishes to draft them must state so in writing to the Player Coordinator and/or League Commissioner prior to the draft. If so stated, the parent-manager is required to exercise this option to the close of the specific draft round, per the Operating Manual depending on league age of sons and/or daughters. Parent-manager option takes priority over any other option.

D. TRADES

Following the draft, prior to notification of players, managers may, if they desire, exchange players within 24 hours of the draft. Proposed trades must originate between the manager and Player Coordinator and/or

League Commissioner. Managers and coaches are NOT to contact other managers, coaches, players or family members of players. The Player Coordinator and/or League Commissioner are the only ones authorized to initiate or negotiate trades among teams. All trades shall be made with the approval of the Player Coordinator and/or League Commissioner for the division and the president. Players may only be traded for players in their same division.

E. LATE SIGN UPS

If space permits, all players signing up after tryouts will be placed on teams in the following manner. Teams with roster spots available will have their names placed on a piece of paper and placed into a hat. Available players will be placed on a numerical list. The first team name pulled from the hat by a board member will get the player in position number 1. The second team name drawn will get player number 2 and so on. These appointments will be managed by the president, Player Coordinator and/or League Commissioner and at least one other board member. These appointments will be managed by the president, League Commissioner and Division Coordinator.

F. MINIMUM PLAY RULE

1. A team must use a continuous batting order. Changes to the batting order are not permitted once the game begins. **The batting order is continuous from game to game. Therefore, if the last batter in the last game is batter #5, then batter #6 will lead off in the next game. Because the division is deemed developmental, all players should get an equal number of at bats during the season.**
2. Ten (10) players shall be allowed on defense (4 outfielders) and all outfielders must be positioned on the grass portion of the field when pitches are delivered.
3. No player shall sit out two consecutive innings.
4. When less than the full roster of players show up for a game, and in cases where a player or players are benched for disciplinary reasons, the manager shall inform the opposing manager that there are less than the full rosters available to play.
5. **Managers are strongly encouraged to move players around in defensive positions during each game. Although players may play back to back innings at one position, moving players from infield to outfield, and rotating defensive positions greatly enhances the player's enjoyment and ability to learn and develop.**

4. PENALTY FOR VIOLATING THE MINIMUM PLAY RULE

a) The player(s) involved shall start the next scheduled game and play no less than the mandatory time limit for both games.

The manager shall for the:

FIRST OFFENSE receive a written warning

SECOND OFFENSE a suspension for the next scheduled game

THIRD OFFENSE a suspension for the remainder of the season

NOTE 1: If the violation is determined to have been intentional, the board of directors may assess

a more severe penalty. However, forfeiture of a game may not be invoked.

G. PITCHING RULES

Eastvale Little League will use a machine pitch for the A division. The pitching machine will be placed just in front of the pitcher's mound. The player occupying the pitcher's position must not be positioned any closer to home plate than the pitcher's plate on top of the mound. They may set up to the left or right of the machine. Managers or coaches are the only ones allowed to place balls into the machine. Players should never be allowed to touch the pitching machine for safety reasons. A coach from the offensive team shall operate the pitching machine while their team is batting. Each batter will receive a maximum of five pitches; the batter will receive another pitch if they foul tip the last pitch of the at bat. **THERE IS NO COACH PITCH ALLOWED.**

H. COACHING

1. Four (4) adult coaches will be needed for each team. Two base coaches, one coach to feed the machine while his/her team is batting and a dugout supervisor. The Team Parent may be used for the dugout supervisor role.
2. Two (2) defensive coaches are permitted in the outfield for instructional purposes, coaches are not permitted to touch a live ball but they may instruct players. The two coaches on the field must stay on the grass portion of the field at all times so as not to interfere with play. No coach is permitted behind the catcher during play.
3. At least one (1) coach must remain in the dugout at all times whether the team is on offense or defense
4. Players may not be used as base coaches.

I. BASE RUNNING

Stealing bases is not permitted in the A division.

J. TIME LIMITS

No new inning may start after 1 hours and 15 minutes from the scheduled start time of the game. It is the responsibility of the managers to start the game on time and move the game along in a judicious manner. The Drop Dead time shall be 1 hour and 30 minutes from the scheduled start time of the game.

K. FORFEITS

If during a game either team is unable to place at least 9 nine players on the field due to any reasons, the managers will use players from the opposing team to balance the teams and proceed with the game. All efforts should be made to avoid any form of forfeit in the A division.

L. FIELD DIMENSIONS / EQUIPMENT

Field Dimensions shall follow the rules as specified in the Little League Rule Book. Bases shall be set at 60 feet and the pitching mound shall be set at 46 feet. Players will use Level 5 safety baseballs for practice and games.

M. FIVE RUN MAXIMUM RULE

The team on offense shall be limited to scoring five runs or 3 outs in one inning. After the fifth run has crossed the plate safely, the inning shall be declared over, regardless of the actual number of outs, base runners, etc.

SECTION VII: ROOKIE DIVISION

A. Rookie Division LEAGUE STRUCTURE

1. The Rookie Division league shall consist of teams, with a maximum of thirteen (13) players unless modified by the Board.
2. No score shall be kept in a Rookie Division game.
3. There shall be no league standings in Rookie baseball.
4. Bases are set at 50 feet.
5. The pitcher shall be no closer than 46 feet from the plate when the ball is hit by the batter.
6. Designated T-Ball or level 1 safety baseballs shall be used in all games and practices.

B. ROOKIE PLAYER ASSIGNMENT

1. The Player Coordinator and/or League Commissioner, president and selected board members will assign players to team rosters attempting to balance teams by age and area of residence or school attended.
2. Members of immediate family shall be kept together on Rookie Baseball teams.
3. Managers of Rookie Baseball teams may trade players with the approval of the president and Player Coordinator and/or League Commissioner. Proposed trades must originate between the manager and Player Coordinator and/or League Commissioner. Managers and coaches are NOT to contact other managers, coaches, players or family members of players. The Player Coordinator and/or League Commissioner are the only one authorized to initiate or negotiate trades among teams. All trades shall be made with the approval of the Player Coordinator and/or League Commissioner for the division and the president. Players may only be traded for players in their same division.

C. ALL PLAYER RULE

1. The defensive team may field all players 1 pitcher, 1 catcher, 4 infielders and all other players may be positioned around the outfield area accordingly.
2. Every player shall play a minimum of five different positions during the course of the season.
3. All players present will bat in a continuous batting order. The batting order is continuous from game to game. Therefore, if the last batter in the last game is batter #5, then batter #6 will lead off in the next game. Because the division is deemed developmental, all players should get an equal number of at bats during the season. The batting order may not be changed once the game has begun. Players who arrive late will be added at the end of the batting order.
4. Outfielders must remain at least 20 feet behind baseline prior to ball being put into play while playing

defense and not come into the infield.

5. Managers are strongly encouraged to move players around in defensive positions during each game. Although players may play back to back innings at one position, moving players from infield to outfield, and rotating defensive positions greatly enhances the player's enjoyment and ability to learn and develop.

D. PITCHING

1. An offensive coach will pitch three (3) OVERHAND OR UNDERHAND pitches. The coach may stand or kneel to deliver the pitch. The coach should make every attempt to stay clear of any batted balls. If a batted ball does strike the coach-pitcher in any way, it will still be considered a live ball and the defensive players should be taught to react accordingly. If the batter fouls off the last pitch from the coach, another pitch may be thrown. If the batter cannot put the ball in play on the coach's pitches, the Tee will be placed at home plate and the batter will be allowed three (3) swings to put the ball into play. If the player is unsuccessful after the third swing from the tee, he/she will be considered out for that at-bat.

2. The player occupying the defensive position of pitcher shall remain in contact with the pitching plate (or within 4 feet to one side of the offensive coach while he is pitching) until the ball is hit.

E. BATTING

1. No batter shall be allowed to bunt, take a half swing or a swing bunt during any part of the season. If, in the umpire's judgment, the batter was not taking a full swing, the batter will be called back and a strike called.

2. A ball is deemed foul consistent with conventional baseball rules. In addition, a ball that travels less than fifteen feet (15') in fair territory from home plate will be called foul. A fifteen-foot (15') arc shall be drawn from the first base foul line to the third base foul line before the start of each game. A ball fielded within the 15-foot (15') arc will be deemed foul. When the bat makes contact with the Tee prior to making contact with the ball, the swing shall be called a strike.

F. MANAGERS/COACHES

1. Three (3) defensive coaches are permitted on the field for instructional purposes, coaches are not permitted to touch a live ball but they may instruct players. At least one (1) coach must remain in the dugout at all times. The Team Mom may serve as the dugout supervisor.

2. One of the defensive coaches is responsible to make any calls regarding runners being safe or out at the bases.

3. Four (4) adult coaches will be required, two base coaches, batter helper/pitcher and dugout supervisor.

4. Two offensive coaches are permitted in the coach's boxes, near first and third base, but they are not permitted to assist base runners.

5. Players shall not be used as base coaches.

G. BASE RUNNING

1. Runners must stay in contact with the base until the ball is hit.

2. If a base coach physically interferes or assists his runner, the runner will be called out.
3. There is no base stealing in Rookie Tee Ball.
4. Base runners may advance no more than three bases on a batted ball. (except last batter of the inning on a hit may run all bases)

H. STOPPING PLAY

1. Play stops when the ball is returned to the coach-helper or coach-pitcher in the area of the pitching mound.

I. REGULATION GAME

1. Game is one hour and no play shall commence beyond the one hour mark, regardless of what point in the inning a game may be in. If it is near the time limit, a game may be called as complete at the end of an inning but short of the 1 hour limit.
2. The side is retired when three outs are recorded or FIVE runs are scored.

J. UMPIRES

1. Managers or coaches who are on the field assisting the defense shall be considered umpires and will make all calls involving outs.
2. All umpires' decisions are final and may not be protested. If a play is close, managers from both teams may confer to come up with an agreeable ruling. Keep in mind that this is a non-competitive division and the goal is for the kids to have fun and learn how to play baseball.
3. When a base runner is called out then the Player needs to return to the Dugout and not continue to run the bases.

SECTION VIII: TEE BALL DIVISION

A. TEE BALL LEAGUE STRUCTURE

1. The Tee ball league shall consist of teams, with a maximum of thirteen (13) players unless modified by the Board.
2. No score shall be kept in a Tee ball game.
3. There shall be no league standings in Tee ball.
4. Bases set at 50 feet.
5. The pitcher shall be no closer than 46 feet from the plate when the ball is hit by the batter.
6. Designated T-Ball or Level 1 safety baseballs shall be used in all games and practices.

B. TEE BALL PLAYER ASSIGNMENT

Tee ball & Challenger leagues will not use a draft system.

1. The Player Coordinator and/or League Commissioner, president and selected board members will assign players to team rosters attempting to balance teams by age and area of residence or school attended.
2. Members of immediate family shall be kept together on Tee ball teams.
3. Managers of Tee ball teams may trade players with the approval of the president and Player Coordinator and/or League Commissioner. Proposed trades must originate between the manager and Player Coordinator and/or League Commissioner. Managers and coaches are NOT to contact other managers, coaches, players or family members of players. The Player Coordinator and/or League Commissioner are the only one authorized to initiate or negotiate trades among teams. All trades shall be made with the approval of the Player Coordinator and/or League Commissioner for the division and the president. Players may only be traded for players in their same division.

C. ALL PLAYER RULE

1. The defensive team may field all players 1 pitcher, 1 catcher, 4 infielders and all other players may be positioned around the outfield area accordingly.
2. Every player shall play a minimum of five different positions during the course of the season.
3. All players present will bat in a continuous batting order. The batting order is continuous from game to game. Therefore, if the last batter in the last game is batter #5, then batter #6 will lead off in the next game. Because the division is deemed developmental, all players should get an equal number of at bats during the season. The batting order may not be changed once the game has begun. Players who arrive late will be added at the end of the batting order.
4. Outfielders must remain at least 20 feet behind baseline prior to ball being put into play while playing defense and not come into the infield.
5. Managers are strongly encouraged to move players around in defensive positions during each game. Although players may play back to back innings at one position, moving players from infield to outfield, and rotating defensive positions greatly enhances the player's enjoyment and ability to learn and develop.

D. PITCHING

1. No coach or player pitching is allowed in the t-ball division at any time.

E. BATTING

1. A batter will be allowed one practice swing per time at bat.
2. No batter shall be allowed to bunt, take a half swing or a swing bunt. If, in the umpire's judgment, the batter was not taking a full swing, the batter will be called back and a strike called.
3. A ball is deemed foul consistent with conventional baseball rules. In addition, a ball that travels less than fifteen feet (15') in fair territory from home place will be called foul. A fifteen-foot (15') arc shall be drawn from the first base foul line to the third base foul line before the start of each game. A ball fielded within the 15-foot (15') arc will be deemed foul. When the bat makes contact with the Tee prior to making contact with the ball, the swing shall be called a strike.

F. COACHING

1. Three (3) defensive coaches are permitted on the field for instructional purposes, coaches are not permitted to touch a live ball but they may instruct players. At least one (1) coach must remain in the dugout at all times.
2. One of the defensive coaches is responsible to make any calls regarding runners being safe or out at the bases.
2. Four (4) adult coaches will be required. Two base coaches, batter helper/pitcher and dugout supervisor
3. Two offensive coaches are permitted in the coach's boxes, near first and third base, but they are not permitted to assist base runners.
4. Players shall not be used as base coaches.

G. BASE RUNNING

1. Runners must stay in contact with the base until the ball is hit.
2. If a base coach physically interferes or assists his runner, the runner will be called out.
3. There is no base stealing in Tee ball.
4. Base runners may only advance one base per play. (except last batter of the inning on a hit may run all bases)

H. STOPPING PLAY

Play stops when:

1. The ball is returned to the coach who is assisting the batter in the area of home plate.

I. REGULATION GAME

1. Game is one hour and no play shall commence beyond the one-hour mark, regardless of what point in the inning a game may be in. If it is near the time limit, a game may be called as complete at the end of an inning but short of the one-hour limit.
2. The side is retired when three outs are recorded or FIVE runs are scored.

J. UMPIRES

1. Managers or coaches who are on the field assisting the defense shall be considered umpires and will make all calls involving outs.
2. All umpires' decisions are final and may not be protested. If a play is close, managers from both teams may confer to come up with an agreeable ruling. Keep in mind that this is a non-competitive division and the goal is for the kids to have fun and learn how to play baseball.
3. When a base runner is called out then the Player needs to return to the dugout and not continue to run the bases.