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ARTICLE I OVERVIEW

This local organization shall be known as El Dorado Hills Little League, hereinafter referred to throughout these bylaws as “EDHLL”. The following EDHLL bylaws/league rules shall govern in conjunction with EDHLL’s constitution to establish the day-to-day operation of EDHLL.

These bylaws are to be reviewed annually and can be amended, repealed or altered, in whole or in part, by a majority vote of the Board of Directors. In the event of an EDHLL rule/bylaw contradiction, Little League Baseball Official Regulations, Playing Rules, and Polices shall supersede and take precedent.

ARTICLE II REGISTRATION

Section 1. BOUNDARIES.

(a) Children (League Age 4-7). Starting with the 2025 season, league eligibility will change. Children (League Age 4-7) are now permitted to choose, without respect to any geography -or school-related eligibility requirements. Players who register under this new option will also be fully eligible to participate in all aspects of league play, including International Tournament play, for the duration of their Little League careers provided they have continuous and unbroken participation from the time they are League Age 7 within the specific league where initially registered and provided all other participation eligibility requirements have been met.

(b) Children (League Age 8-16). Starting with the 2025 season, League Age Children (8-16), who are not a sibling of a child that qualifies under Article II, Section 1 (above) will be eligible for play in the League according to respective child’s **Residency** and/or **School Boundaries**.

(c) Residency. Little League International determines the place of residence of a candidate for entry into a local Little League as:

- (i) the place of (legal) residence of the parents;
- (ii) the place of residence of the parent that has legal custody of the child,
- (iii) the place of residence of the guardian of the child(ren), as established by a Court of jurisdiction.

(d) League Boundaries Map. A map of the boundaries for the El Dorado Hills Little League shall be placed on the league’s own website prior to commencement of Spring registration. For players that



reside outside of a local league or school boundaries, please refer to the current Little League rules regarding residency waivers.

(e) **School Boundaries.** Little League International has determined that a player will be deemed to attend school in the boundaries of the league if:

(i) The physical location of the school where they “attend” classes is within the boundaries established by the local league¹.

(ii) School “attendance” refers to the (place) physical location the player in question attends school during the traditional academic year. Once established, a location of school attendance shall not be considered changed unless the child is enrolled and attends another school or is no longer enrolled or attending the previous school.

(iii) School attendance shall be established and supported by a document indicating enrollment for the current academic year, dated prior to October 1 and with the physical location of the school, from ONE of the following categories:

(A) Official/Certified School enrollment record dated prior to October 1 of that school year;

(B) A Little League issued school attendance form completed by the principal, assistant principal, or administrator.

Section 2. Sign Ups. Regular (Spring) registration shall be online and/or at announced location(s) as required and held during the months of **October, November, December**, and a portion of **January**. The Board of Directors may, at its discretion, provide early registration discounts, and/or late registration fee increases. Open registration will be permitted until the end of the player evaluation period. After the player evaluation/assessments are held any player who registers will be considered a late sign-up.

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

¹ This excludes home schools, cyber schools, sports related schools, sports academies, or preschool/after school where a student participates outside the primary school the player is enrolled.



ARTICLE III PARENT/GUARDIAN AGREEMENTS

Section 1. Parent Code of Conduct. Parents are required to acknowledge a Parent Code of Conduct at the beginning of each season, during registration. The Code of Conduct is to be acknowledged by any parent or guardian who will be in attendance at games and/or practices.

Section 2. Volunteering. Each family is required to volunteer a designated number of shifts to be determined annually by the Board of Directors. Those families that have more than one child playing in the League may have a higher requirement. Volunteer hours will be tracked, and sign-up information will be posted in advance; each family is responsible for signing up and fulfilling the required minimum hours as well as fulfilling any background and/or safety certifications in accordance with California law.

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

(i) Allstar Volunteer/Opt-Out. For a child who is selected to an All-Star team and the family has not completed at least one regular season volunteer shift, the family will be required to pay the opt out fee by June 5 or make arrangements with the Volunteer Coordinator.

(b) Training. All volunteers are required to register through the centralized registration system utilized for registering players. As part of this registration, volunteers that are in repetitive contact with players will be submitted for a background check conducted by JDP. In addition, and on an annual basis each volunteer must complete mandatory abuse awareness training provided by Little League International.

Section 3. Post-Season Volunteering. District 54 hosts the Tournament of Champions and asks each team to have two team volunteers for each TOC game. Families on the TOC will be asked to volunteer which is not tracked and does not count towards your league volunteer hours. This is simply a volunteer request to help the host site.

(a) The league may be named a host site for an all-star tournament, if named, all-star families will be required to volunteer two (2) shifts which will be tracked at the host field (note this is not necessarily the field that your child is playing at).

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

Section 4. Post Season Uniform Deposit. Parents agree that if El Dorado Hills Little League hosts a postseason tournament and their child is selected to a post-season All-Star team, a uniform deposit will be collected for each player. The uniform deposit will be returned to the parents at the conclusion of the El Dorado Hills Little League hosted post-season tournament provided their two shifts of service have been completed.



ARTICLE IV MANAGER/COACH SELECTION/APPOINTMENT

Section 1. Generally. All managers and coaches directly report to the President or his/her designated representative, as well as to the league’s Board of Directors.

Section 2. Managers/Coaches Appointments. The governing policies for appointing managers and coaches is as follows:

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

Section 3. Qualifications of Managers/Coaches. To ensure that the League has the best possible leadership and commitment, managers and coaches should live within the league boundaries and should have the following qualifications:

- (a) Be in good standing with the league,
- (b) Complete and pass a JD Palatine (JDP) background check,
- (c) Complete and pass fingerprinting,



- (d) Complete and submit certificates for the following trainings:
 - (i) Diamond Leader program
 - (ii) Heads up Concussion Awareness Training
 - (iii) Sudden Cardiac Arrest (SCA) Prevention Training
 - (iv) Abuse Awareness for Adults Child Protection Program
- (e) One coaching staff member from each team must attend²
 - (i) A league safety clinic
 - (ii) Division meeting
 - (iii) Approved coaching clinic

Section 4. Baseball Expertise of Managers/Coaches. Managers and coaches are expected to understand the game of baseball, know Little League and Local League Rules, and help players improve their baseball skills while having fun. They are also tasked with knowledge of the following, categorized by division.

- (a) Senior League. Manager and coach candidates should have managed and/or coached at the Senior, Junior, or Major level (or have equivalent baseball experience).
- (b) Junior League. Manager and coach candidates should have managed and/or coached at the Senior, Junior, or Major level (or have equivalent baseball experience).
- (c) 50/70 Division. Manager and coach candidates should have managed and/or coached in the Majors Division.
- (d) Major League Division. Manager and coach candidates should have managed and/or coached at the Senior, Junior, Major, or MINORS 9/10 Minor level.
- (e) Minor League Division. Managers selected should have managed or coached previously or display sufficient knowledge of baseball to perform successfully at this level.

Section 5. Manager/Coaches Length of Term. All managers, coaches, and umpires are appointed for one (1) season (i.e.: Spring Season) only and incumbents must be re-appointed on a season-by-season basis.

² Attendance is required by each manager and coach once every three years in the Local League for the safety meeting and a coach’s clinic.



At the conclusion of each season, the Board of Directors shall review the performance of the managers and coaches. They shall determine their ability to manage a team and members of that age group within the concepts and purposes of Little League Baseball.

Section 6. Disciplinary Action for Managers/Coaches/Players.

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

(b) Suspension. Violation of minimum play will follow Little League rules.

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

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

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

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

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

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



ARTICLE V LOCAL LEAGUE RULES

Section 1. Generally. Little League International publishes virtually via an app (found here: <https://www.littleleague.org/playing-rules/little-league-rulebook-app/>) the Little League Baseball Official Regulations, Playing Rules, and Policies (aka “Little League Rulebook”). In addition to the Little League International Rulebook, El Dorado Hills Little League has separate Division Rules as follows:

- (a) TBall Rules- see **ADDENDUM 1**
- (b) MINORS Coach Pitch/Machine Pitch - see **ADDENDUM 2.**
- (c) MINORS 8- Player Pitch Rules – See **ADDENDUM 3.**
- (d) MINORS 9/10 Rules- See **ADDENDUM 4.**
- (e) MAJORS Rules- See **ADDENDUM 5**
- (f) 50/70 Rules- the 50/70 Division adopts and follows the Official Little League Rules according to Greenbook;
- (g) Juniors Rules- the Juniors Division adopts and follows the Official Little League Rules according to Greenbook, and
- (h) Seniors Rules- the Seniors Division adopts and follows the Official Little League Rules according to Greenbook.

Section 2. Minimum Play. All Managers must play each player the minimum as stated in the league’s Divisional Rules and in the spirit of the guidelines set forth in the Little League Rulebook. A violation of minimum playing time will result in disciplinary action against the manager.

Section 3. Safe Environment. In order to promote a safe environment for all players, coaches, and spectators the league will comply with applicable Federal, State, and County Health Department requirements and standards.

ARTICLE VI ASSESSMENTS & PLAYER EVALUATIONS & PLAY UP/DOWN REQUESTS

Section 1. Default Age Division. Little League International utilizes August 31 to determine a child’s league age, the League Age Calculator <https://www.littleleague.org/play-little-league/determine-league-age/> can be used to determine league age.



Section 2. Player Evaluations (Assessments). Player evaluations will be facilitated by the Player Agent or designee. Participation in League facilitated player evaluations/assessments is required for all players who will play above the T-ball and Minors 7 default age division.

- (a) Minor’s 7 league age players that request to play up must attend assessments for that particular season.
- (b) League age 6 years old players that request to play up must have played T-ball the prior year. The player shall attend and pass a safety evaluation conducted during a assessments.
- (c) Any player who is requesting to play in a division outside of their default age division will be required to attend an evaluation(s) for the default league age, and the child must also attend an assessment for the requested age division.

Section 3. Eligibility. Player candidates having completed residency qualifications must check in at player evaluations with their respective parent/guardian to receive credit for attendance. All players must attend at least one of the player evaluations to be eligible to play that particular season³ Any exceptions to these rules must be approved by the Board of Directors.

Section 4. . All draft protected players (sons or daughters of managers and coaches) are required to attend assessments. If a draft protected player fails to attend assessments, that player shall automatically be defaulted to a first round draft pick and the respective team shall forfeit its corresponding first round draft pick. If a team has multiple protected players that do not attend assessments, any additional non-assessed players shall automatically be defaulted to the next highest draft position the team holds and the respective team shall forfeit its corresponding pick (i.e. if a team has two protected players that do not attend assessments, the players would automatically default to the team’s first and second round draft picks and the team would forfeit its corresponding draft picks). The Player Agent or designee shall have discretion to make exceptions to this default but only in exceptional circumstances and with demonstrated good cause.

Section 5. Special Request Team Placement. A “special request team placement” is defined as a parent requesting a player not be placed on a team with a manager, coach, or player. The parents of a player not yet drafted may request in writing to the President or his/her designated representative that their child not be drafted by a certain manager, coach or placed on the same team as another player and must specify the reason(s). This request must be submitted in time for the President to review and provide approval and notify impacted parties. The reason shall not be disclosed to the impacted parties.

Section 6. Special Division Request. A “special division request” is defined as a request to have a player evaluated to play in a higher or lower division then designated by their default age. The “*El Dorado Hills*

³ Pre-season evaluations may also be used by the Player Agent, Vice President of Operations and President as compensatory or tie-breaker criteria in the selection of All-Star teams.



Little League Player Acknowledgement Evaluation” google form must be completed and submitted prior to the player evaluation. Important: Requests will not be honored post assessment.

- (a) If a child requests to play in a higher division, they must attend the assessment for their default age in addition to an assessment for the requested division. Children that request to play down will be assessed at their default division for safety, and do not need to attend the assessment for their desired division.
- (b) Players will be placed/drafted to teams based upon their individual assessment score. If a request form is completed and the child does not attend an assessment, they will be placed in their default division and the special division request is voided.
- (c) Requests will be granted based upon the following criteria:
 - (i) # of spots available for that division player pool,
 - (ii) League age 6-year-olds should have played TBall prior to advancing to Minors 7,
 - (iii) Based upon assessment score,
 - (iv) There is no guarantee that a special division request will be honored 100% of the time.
- (d) Players will be placed / drafted to teams based upon their individual assessment score, there is no appeal process.

Section 7. Parents acknowledge by completing a special division request form that their child is required to attend an assessment for each division.⁴ Their default age division as well as the division they are requested to play in.

ARTICLE VII TEAM COMPOSITION.

Section 1. Generally. As a policy, age requirements/limitations will be met as set forth by the Rules and Regulations of Little League Baseball, Inc.

Section 2. Divisions. Safety for all is the primary consideration in the placement of players. For this reason, EDHLL requires players aged 6 (assessing for Single A) and upwards to participate in a skill level evaluation during pre-season. No player may be moved up more than one division level relative to the defined “default” age limits for that division without the approval of the Board of Directors. It is important to note that

⁴ League age 6 requesting to play in a higher division shall attend only one assessment which is for Minors 7 (coach pitch) as their default division TBall does not have assessments.



not only the player’s evaluation scores, but existing divisional skills mix, number of available teams, and safety all weigh into the final placement of players into any division. These are age guidelines for each division:

- (a) **TBall.** Default ages are 5 and 6. This division is focused on the basics of catching, throwing, and hitting using an instructional batting tee.
 - (i) Teams are formed by the Board of Directors after all drafts have taken place.
 - (ii) Teams are made up by 1) manager (roster request) 2) parent request 3) friend/carpool 4) school
 - (A) All requests shall be placed prior to assessment
- (b) **MINORS 7.** Default age is 7. A limited number of 6-year-olds with high skills assessment scores, and some 8-year-olds. A Coach/Machine Pitch Division, developing the concepts of baseball on 60-foot bases.
 - (i) Teams are formed by the Board of Directors after all drafts have taken place.
 - (ii) Teams are made up by 1) manager (roster request) 2) parent request 3) friend/carpool 4) school
 - (A) All requests shall be placed prior to assessment
- (c) **MINORS 8.** Default age is 8. A limited number of 7-year-olds with high skills assessment scores. For a 7-year-old to be considered for MINORS 8, the player’s parent or legal guardian must sign an acknowledgement prior to the player evaluation. Any 7-year-old assessing for the MINORS 8 division must also attend the A division assessment.
 - (i) Teams will consist of twelve (12) players per team.
 - (ii) Best effort should be made to ensure all teams have the same number of players.
- (d) **MINORS 9-10.** Default age is 10. Ages 9 and 11-year-olds dependent on the number of registered players (12- year-olds only who have cleared the waiver process will play). A very limited number of highly skilled 8-year-olds may be considered for the MINORS 9/10 division. For an 8-year-old to be considered for MINORS 9/10, the player’s parent or legal guardian must sign an acknowledgment prior to the player evaluation. Any 8-year-old assessing for the MINORS 9/10 division must also attend the MINORS 8 division assessments. The primary objective of this level is to develop all players’ abilities towards future Majors Division play.
 - (i) Teams will consist of twelve (12) players per team.



(ii) Best effort should be made to ensure all teams have the same number of players.

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

(i) Teams will consist of twelve (12) players per team.

(ii) Best effort should be made to ensure all teams have the same number of players.

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

(i) Twelve (12) to fourteen (14) players may be selected.

(ii) The age for the division is league age 12 and 13-year-olds.

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

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

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

(i) Twelve (12) to sixteen (16) players may be selected.

(ii) The age for the division is league age 14 to 16-year-olds.

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

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



**ARTICLE VIII
DRAFT**

Section 1. Terms of Draft.

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

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

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

Section 2. Draft Selection-Choosing a Player.

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

Section 3. Protected Players/Draft Exempt. All protected players must be declared in writing by the respective Manager prior to the beginning of the draft.

(a) In the following situations, only, players can be protected prior to a draft and assigned to a particular team:

- (i) Son’s and Daughters of managers are protected from the draft;
- (ii) Sons and Daughters of two coaches are also protected per team for all

DIVISIONS.

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





Section 4. Team Formation.

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

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

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

(d) Rosters must be completed in the following sequence:

- (i) Juniors*
- (ii) 50/70*
- (iii) Majors*
- (iv) MINORS 9/10 division*
- (v) MINORS 8 division*
- (vi) A division
- (vii) TBall

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

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

Section 5. Single Team Division. If there are not enough participants for multiple teams, an assessment will be held for the division. The Manager and Player Agent or designee through the assessments



will select the team members (choose up to 12-14 roster). The players selected will be given the option to play on a combined team within District 54 if available, called up later in season due to attrition or refunded.

Section 6. Multiple Team Division. Team formation shall be via a draft if more than one team is being created based upon draft method B a full redraft each season.

Section 7. Draft Notes. Protected players league age 10 and above who were District 54 all-star the previous season shall be slotted within the first four rounds at the discretion of the player agent or designee, with such slotting consistent for all such players across all teams.

Section 8. Majors. All players eligible to play in the Majors Division shall be placed in a draft pool for consideration and may be drafted.

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

Section 9. 50/70. All players wishing to play 50-70 instead of Juniors must attend the 50-70 assessments. If multiple teams are being formed, all players' names will be in the draft pool for consideration and may be drafted in any order. Players must be league age 12 or 13.

Section 10. Junior Division. All players eligible for play in the Junior Division shall be placed in a draft pool for consideration and may be drafted in any order. There can be no more than eight (8) 14-year-olds on any team roster and the number of 13-year-old players cannot exceed the number of 14-year-olds. The only exception to this rule is if the ages and numbers of players in the draft pool do not support the 8:4 ratio limitations.

Section 11. Senior Division. All players eligible for play in the Senior Division shall be placed in a draft pool for consideration and may be drafted in any order. There can be no more than eight (8) 16-year-olds on any team roster and the number of 15-year-old players cannot exceed the number of 16-year-olds. The only exception to this rule is if the ages and numbers of players in the draft pool do not support the 8:4 ratio limitations.

Section 12. Loss of a Player.

- (a) If, in the Majors or MINORS 9/10 Division, a team loses a player for the remainder of the season after the draft, or before, or during the season due to injury, change of residence, etc., the manager



must immediately notify the Player Agent, Vice President of Operations and President (or designee) to begin the process of filling the vacancy created. The vacancy must be filled, within two weeks, from the applicable waiting lists first, then from a player pool for the division, and then from the appropriate lower division if no players of the proper default division age are on the waiting list. No team will be permitted to carry more or less than the designated player counts applicable to that league Division unless the total number of players available to that Division would make it physically impossible to comply.

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

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

Section 13. The Draft System.

(a) Teams shall be formed through a draft. Draft order shall be randomly set (through drawing numbers out of a hat or similar random process). Each team is entitled, but not required, to have three representatives attend the draft (one manager and two coaches).

(b) Prior to the Draft.

(i) Managers may select a maximum of two (2) coaches prior to the draft.

(ii) The son/daughter of the manager and each coach of a respective team (“protected players”) shall automatically be placed on the same team together.

(iii) Protected Player Ranking.

(A) Upon receiving all of the coaches' names from the participating managers, the Player Agent or designee will create round assignments for each protected player (son/daughter).

(B) Draft round assignments of protected players shall be determined by the Player Agent (or designee) through the use of multiple data points, including, but not limited to: 1) independent assessment scoring; 2) player past league history, including previous selection to all-star teams; and 3) solicitation of suggestions and observations from other managers and coaches in the league.



(C) In the event that a protected player fails to attend assessments, the Player Agent (or designee) shall proceed as set forth in Article VI, Section 4.

(iv) The Player Agent’s decisions are final, and no change will be made unless there are significant extenuating circumstances that require changes in the interest of fair competition and/or safety.

(v) Any manager or coach’s child who is slotted below the 4th round will not be eligible for selection by the All-Star Manager to a postseason all-star team unless such slotting is done entirely at the discretion of the draft committee with no input from the manager or coach.

(c) At the Draft.

(i) The Manager and/or coaches may utilize any electronic devices they see fit, including cell phones, pads, and laptop computers.

(ii) The Player Agent or designee will explain the rules of the draft, and any special circumstances (such as siblings or non-protected players that failed to attend assessments).

(A) The League shall utilize a “snake” option for determining the Order of selection. For example, a Major’s Division with 7 teams will be conducted as follows:

(1) Team 1 drafts first followed by teams 2-7. This will complete the first round.

(2) The Second Round will be in the reverse order of the First Round. Thus, Team 7 picks first followed by Team 6-1. This will complete the Second Round.

(3) The odd rounds (3, 5, 7, 9, 11) from this point forward will follow section (1) above, while even rounds (4, 6, 8, 10 and 12) will follow section (2).

(iii) Unprotected players that fail to attend assessments shall be researched by the Player Agent in order to determine baseball experience and skill level. Prior to the draft, the Player Agent shall share all relevant information with Managers and Coaches, including the Player Agent’s assessment as to the approximate draft round where the unprotected player should be selected in based on the Player Agent’s research. In the event that the Player Agent has obtained sufficient information to offer the Managers and Coaches meaningful information about an unassessed and unprotected player, that player shall be included within the draft pool and drafted.

(iv) For any unprotected and unassessed player for which the Player Agent cannot obtain sufficient information about prior to the draft, such player’s name shall be placed into a hat for a random hat draw..

(A) A Separate hat will be kept based upon league age



(B) Managers will be notified prior to the start of the draft of players in the hat.

(C) A manager may select a “hat pick” in lieu of a draft board selection during any round.

(v) 12- year-olds and returning majors players must be selected by the completion of the draft. If such players are in the hat draw, the Player Agent or designee will, before the end of the draft, ensure that those players are picked from the hat.

(vi) Any player playing up a division must be drafted by the 5th round (7s in MINORS 8, 8s in MINORS 9/10, 10s in Majors).

(vii) The draft will begin with the manager who has the #1 pick and will continue in a serpentine manner. Each manager will select the appropriate number of players up to the point the team roster is completed.

(viii) Trades, including the trading of draft pick slots, are allowed but must be made no later than the calendar day of the draft.

Section 14. Sibling Rule. Managers will be advised of siblings in the same draft. Upon selection of one sibling, there will be a discussion regarding where the next sibling shall be slotted. Based upon consensus the sibling will be placed and manager will skip that round pick.

ARTICLE IX SCHEDULING

Section 1. Opening Day. Opening Day shall be at the discretion of the Board of Directors and will be set to accommodate adequate practices during the time between team formation and the start of the game schedule. League games may be played on the opening Saturday.

Section 2. Practices. Only practices held on approved fields by El Dorado Hills Little League as stated in the MOU (updated annually) are sanctioned and covered under El Dorado Hills Little League insurance. Practices held on private property or other fields are not sanctioned by El Dorado Hills Little League.

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

Section 3. Game Schedules. Games are scheduled by the League Scheduler. The scheduled number of games and frequency are dependent upon the number of teams and field availability in each division. Regular



season runs from the second week in March through May, with postseason through the middle of June and all-stars going through summer.

- (a) TBall thru Minors 9/10 - Generally there will be one-week day game and one game on Saturday.
- (b) Majors – Generally there will be one-week day game and two weekends a month of either a Friday Night Lights or Saturday game
- (c) The number of Friday night games will be dependent upon the number of teams in MINORS 9/10 and Majors.
- (d) 50/70 and above schedule will fluctuate as games are played with other leagues.
- (e) Rainouts/Tie Games: It is the intent of EDHLL to play all scheduled games. In the competitive divisions, every attempt will be made to reschedule rainouts. As such the league shall reserve one week in May for make-ups, the league shall not schedule more than three (3) games in a given week, or on an open date reserved by the League Scheduler. Standard Little League pitching rules and eligibility apply and cannot be waived. To avoid in-season conflict, the League Scheduler will establish standing reschedule protocols prior to opening day, with preset make-up days (e.g., Saturday cancellations will be rescheduled the next available Sunday, weekday cancellations the next Monday, and so forth).
 - (i) Failure to play an officially rescheduled rainout (or tie game) will result in a forfeit for that team. The forfeit will be reflected in the season standings as a loss for tournament play seeding.
 - (ii) At the MINORS 8 and MINORS 9/10 level, if a game ends in a tie but there is sufficient time left in the official game time to start another inning, the next inning will be played. If at the completion of that inning the score is still tied and if time has run out, the game may end in a tie. These games will not be continued at a later date. The tie breaker process will go into effect.
- (f) Winning Percentage. In the event the season ends with an uneven number of games played by teams within a division, the winning percentage (of total games played during the regular season) will determine that division’s final standings.
- (g) Tie Breaker.
 - (i) MINOR 8-MAJORS. The regular season division winner will be the team with the best overall record. In the event of ties at the end of the regular season (by games, or winning percentage if employed) the winner (or seeds for end-of-season playoffs) will be decided in order of 1) Head-to-head matchup during the regular season 2) Runs against in head-to-head record. 3) Runs against for the season schedule 4) By a one game playoff (only if feasible and approved by the Board).



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

ARTICLE X
POST SEASON/PLAYOFFS/ALL-STAR

Section 1. Post Season Format. El Dorado Hills Little League will have end-of-season playoffs for MINORS 8 and above. Playoffs follow regular season local rules; tournament Little League Rulebook rules do not apply to El Dorado Hills Little League playoffs.

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

Section 2. Post Season Playoff Format/District TOC Team Selection.

Table with 5 columns: # Teams, Round 1, Round 2, Round 3, Round 4. Rows include 6 Teams, 7 Teams, 8 Teams, 9 Teams, and 10 Teams.

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





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

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

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

Section 3. Manager/Coach Selection.

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

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

(i) All managers and coaches up for consideration must complete a Manager / Coach All-Star application.

(ii) The League President forwards nominees to the Board for confirmation.

(iii) The Board of Directors will confirm and appoint all-star manager by a simple majority vote.

(iv) The selected manager will nominate their coach(es) to President.

(v) The Board of Directors will confirm and appoint all-star coach by a simple majority vote.

Section 4. All Star Player Selection/Process.

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



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

- (i) League age 8-10 - MINORS 9/10 Division
- (ii) League age 9-11 - Majors Division
- (iii) League age 10-12 - Majors Division

(c) 8/9/10 All-Stars

(i) The Board of Directors shall establish prior to the start of the regular season a week for all-star ballots. The Player Agent (or designee) will provide MINORS 9/10 managers with a roster of all MINORS 9/10 players. MINORS 9/10 (Manager vote with collaboration) will select 13 players. There shall be a total of one (1) vote per team,) for all-star roster selections which shall be equally weighted and applied toward the managerelement of all-star selections. A pool of 22 players, plus any 10-year-olds playing in Majors that request to play 8/9/10 All-Stars, will be assembled from the players whose names appear on the greatest number of manager/coaches ballots. Any ties making up the 22nd position in the player pool will be added to the eligible player pool.

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

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

(iv) Any matches among the top 9 players (including any ties in the 9th position) from the eligible pool (step 1) and the All-Star Manager's ranked listing (step 2) will automatically be added to the team.

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

(d) 9/10/11 (11's Major's) & 10/11/12 (12's Major's)

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



- (A) To be eligible for the 11's Allstar Team, the Player must play in the Major's Division.
- (B) A ballot will be created with two lists 1) a complete list of 11-year-olds in the Majors Division, 2) a complete list of 12-year-olds in the Majors Division.
- (C) Any 10-year-olds in majors division may be included on the 11s roster, if they decide to play for the 11s Allstar Team.
- (D) The Board of Directors shall establish prior to the start of the regular season a week for all-star ballots.
- (E) The Player Agent (or designee) will provide a ballot to every player and manager/coach in the Majors Division—
- (F) Each player will vote for: 1) up to fourteen 12-year-old players; 2) up to thirteen 11-year-old players. Selections should be based not only on the player's skill, but also on the player's character (attitude, sportsmanship, teamwork, etc.).
- (G) Each Manager (collaboration) will vote for: 1) up to thirteen 12-year-old players; 2) up to thirteen 11-year-old players. Each team shall submit one vote for all-star roster selections which shall be equally weighted and applied toward the manager/coach element of all-star selections. Selections should be based not only on the player's skill, but also on the player's character (attitude, sportsmanship, teamwork, etc.), availability, and team position composition.
- (H) The Player Agent (or designee) will deliver all ballots to the Player Agent, Vice President of Operations and President, which will review for completeness and tally the results.
- (I) The 22 players (in each age group) receiving the most votes (player votes plus manager weighted total) will make up the pool of eligible players. Any ties in the 22nd position will also be added to the pool(s).
- (ii) The respective All-Star Manager will submit to Player Agent, Vice President of Operations and President, in confidence, a ranked listing of suggested players to make up the All-Star team. The number allowed is defined in the Little League rulebook.
- (iii) Any matches among the top 9 players (including any ties in the 9th position) from the eligible pool (step 1) and the All-Star Manager's ranked listing (step 2) will automatically be added to the team.
- (iv) Any player unanimously voted in a top 9 position on every manager's ballot (step 1) will automatically be added to the team.



(v) The All-Star Manager will then recommend any remaining roster spots (those not automatically filled by the above criteria) to the Player Agent, Vice President of Operations and President which approves with a majority vote.

(A) The Player Agent, Vice President of Operations and President should defer to the All-Star Manager’s discretion as often as possible, except that any lower-ranked player (selected over a higher-ranked pool player) must be justified as in the best interests of the team (i.e., player availability/commitment, positional flexibility, sufficient team pitching strength, et cetera).

(e) 50/70 Junior & Senior All-Stars.

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

Section 5. Blended Team Exceptions If blended teams (i.e., teams made up of players from both EDHLL and other League(s) existed in any respective Division during the regular season, exceptions to the All-Star process can be made but must follow Little League rules and be approved by the Player Agent and simple majority vote from the Board of Directors.

Section 6. All Star Uniforms All-Star uniform jerseys and hats will be provided to players by EDHLL. Players will provide their own pants, belt, and socks. The primary color of the uniforms will be our official league colors of navy and gold.

Section 7. All Star Misc. Travel/Lodging. In the event an All Star team participates in a tournament located more than 100 air miles from the League's home field, Deputy Jeff Mitchell Field (JMF), the league may assist with the expenses for parents and families. League funding is permitted for travel and lodging, up to a predetermined per diem. The per diem amount will be determined by the Board at a Special Meeting, and will be based upon the number of All Star teams/players participating in tournaments outside of 100 air miles from the Leagues home field, and conditioned upon submittal of proof of expenses actually incurred, and within reason.

**ARTICLE XI
BYLAW AMENDMENTS**

Section 1. The following table summarizes the amendments made to these bylaws.

Amendment Date	Approved by	Sections Updated
September 03, 2014		• Not applicable



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



		<p>X, Section 4 - Rainouts X, Section 5 - Winning Percentage X, Section 6 - Tie breaker XI - Postseason Format/TOC XIII, Section 3 - All Star Selections</p>
January 11, 2024	Board of Directors	<ul style="list-style-type: none"> • Format Update • Updated division names from A, AA, AAA to reference LL International naming convention • Updated sibling and protected player
February 20, 2024	Board of Directors	<ul style="list-style-type: none"> • Added <ul style="list-style-type: none"> ○ Division Rules • Link to Parent Code of Conduct • Updated links to division rules
March 7, 2024	Board of Directors	<ul style="list-style-type: none"> • Updated TOC team
November 20, 2024	Board of Directors	<ul style="list-style-type: none"> • Formatting, Regulation II,
December 18, 2024	Board of Directors	<ul style="list-style-type: none"> • Draft, All Star, Protected Players, Addendums as Playing Rules, Formatting, Mandatory Training



ADDENDUM 1- T-BALL DIVISION RULES

Section 1. Rules/Concepts Taught.

Rules Taught	Concepts Taught
Running Bases Continuous Batting Order (“CBO”) Hitting Off Tee Home Run Hitter	Basics of holding/throwing a ball Equipment/safety introduction Glove/Alligator hands/catching Holding a bat Run the bases 1 st to home

Section 2. T-BALL DIVISION RULES. These rules are in addition to all official Little League rules found in the Little League rule book.

Section 3. PARENTS. All parents must complete a medical release form before the player is allowed on the field to play or practice.

Section 4. MANAGER / COACH.

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

Section 5. GAME PREP.

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

Section 6. GAME TIME.

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



Section 7. EQUIPMENT.

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

Section 8. GAME.

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

Section 9. ROTATIONS.

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

Section 10. BATTING.



(a) All hitting must be done off of a tee, except, as of the 10th week of a season, a coach may pitch to a player a maximum of three pitches per player, and then, if the player has not hit the ball into play, the player must hit off a tee.

(b) All batters must use a helmet while batting or running bases, during all games and practices.

(c) There are no strikeouts. A batter continues swinging until the ball is hit fairly.

(d) Bunting is not allowed.

(e) The ball is ruled foul if it travels less than 10-12 feet from home plate.

(f) For the first four weeks of the season, batters will be allowed only singles and may advance one base at a time.

(g) Starting the fifth week of the season doubles will be allowed.

(i) Doubles should be allowed on sharply hit balls that make it to the outfield without an error.

(ii) Base runners ahead of the double hitter advance only one base (no extra bases for base runners).

(iii) Doubles are not allowed on bobbled infield or outfield plays.

Section 11. BASE RUNNING.

(a) Stealing is not allowed.

(b) Base runners must not leave a base until the ball has been hit.

(c) Tagging up and advancing on fly balls that are caught is not allowed.

(d) Sliding is not recommended at this level.

Section 12. OUTFIELDERS.

(a) There is no limit to the number of outfielders that can be used.

(b) Teams may play all remaining fielders in the outfield.

Section 13. INFIELD



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

Section 14. PITCHERS.

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

Section 15. UMPIRES.

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

Section 16. SCOREKEEPER.

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

Section 17. POST GAME.

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



Section 18. Special Note: Should you have any questions regarding rules or items not covered in the Division rules or Little League rule book, please contact the Commissioner and/or Vice President of Operations.

Section 19. Revision History.

Amendment Date	Approved by	Sections Updated
November 23, 2015	General Membership	Formatting Updated
February 23, 2018	Board of Directors	Reviewed – no changes
February 25, 2019	Board of Directors	Reviewed – no changes
February 18, 2020	Board of Directors	Reviewed – no changes
April 8, 2021	Board of Directors	5c & 11b No catcher this season
November 11, 2021	Board of Directors	Restored 5c & 11b – Catcher will be used, no 4th outfielder
September 27, 2022	Board of Directors	Reviewed – no changes
February 20, 2024	Board of Directors	Reformatted: minor grammar edits; removed red formatting, commissioner reference. Added: Rules/Concepts taught. Updated: Game Duration.



ADDENDUM 2- MINORS 7 DIVISION

Section 1. Rules/Concepts Taught.

Rules Taught	Concepts Taught
Home vs. Away Continuous Batting Order (“CBO”) Outs / Force Outs Fly ball/baserunning rules (“freeze”/go back) No Stealing 5-Run Rule/Six Inning or 1 hr. 45 min.	Hitting off machine/coach Infield vs. Outfield positions Handling of ball/transition glove to hand Proper throwing/catching Base-Runing Basics/ Rune through first base Sliding technique

Section 2. DIVISION RULES. Minors 7 Division (formerly known as A) rules; these rules are in addition to all official Little League rules found in the Little League rule book. Minors 7 is a coach pitch division.

Section 3. PARENTS. All parents must complete a medical release form before the player is allowed on the field to play or practice. Only players, team parent, and the three coaches are allowed in the dugouts during the game.

Section 4. MANAGER / COACH.

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

Section 5. GAME PREP.

- (a) The Home team provides two (2) new game balls at the beginning of each game.



- (b) The Home team occupies the third base dugout.
- (c) The Home team is responsible for prepping the field for play.

Section 6. GAME TIME.

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

Section 7. EQUIPMENT.

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

Section 8. GAME.

- (a) The infield fly rule will not be applied.
- (b) While on offense, a coach is only allowed to coach 1st and 3rd base.
- (c) While on defense, a coach is only allowed to coach catchers.
- (d) Coaches may assist catchers to keep the game moving.
- (e) Play is over when:
 - (i) Time out has been called,
 - (ii) The base runner has advanced one base on an overthrow or
 - (iii) The infielder is in possession of the ball and returning it to the pitcher.



- (f) No intentional walks are permitted.

Section 9. PITCHING MACHINE SET UP

- (a) The pitching machine shall be set-up with the back leg in front of the center of the pitching rubber, or as near as practicable.
 - (i) If no pitching rubber is present, the back leg of the pitching machine shall be placed approximately 46 feet from the rear of home plate.
 - (b) The speed of the pitching machine shall be set at 30-33 MPH.
 - (c) During the pre-game managers meeting, pitching machine adjustments may be discussed.
 - (i) Changes to the machine speed are permitted with both teams' managers approval.
 - (ii) Once the speed is determined, it shall not be adjusted for the duration of the game.
 - (iii) Machine speed shall not exceed 40 MPH.
 - (d) Managers/coaches may call time to adjust the pitching machine to ensure the ball is passing through the strike zone; however, any other adjustments to machine placement or machine speed are not allowed.

Section 10. BATTING.

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



(g) A batter can strike out if the Player pitcher throws three (3) strikes, however a batter cannot be walked.

(h) No intentional bunting is permitted. Balls put in play by a half swing or unintentional bunt will be treated at managers/coaches discretion.

(i) If a player is hit by a pitch, the player will be awarded first base.

Section 11. BASE RUNNING.

(a) Stealing is not allowed.

(b) One base will be allowed per overthrown ball.

(c) Feet first sliding is allowed, but only recommended for players who have been taught how to slide properly.

(d) Headfirst sliding is only allowed going back to a base but is strongly discouraged at this level.

Section 12. OUTFIELDERS.

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

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

Section 13. PITCHERS.

(a) Minors 7 division is a machine pitch division only.

(b) A manager or designated coach, will feed the balls into the pitching machine while their team is up to bat.

(c) The “player pitcher” must stay within five feet of the pitching machine and not be closer to home plate than the pitching machine, until the ball crosses the plate or is hit by the batter.

Section 14. UMPIRES.

(a) There are no umpires at this level.

(b) The coaches and managers are responsible for calling outs and strikes along with making rule interpretation.



(c) Opposing coaches/managers are to work together and make the calls within the guidelines of the playing rules.

Section 15. SCOREKEEPER.

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

Section 16. POST GAME.

(a) The visiting team is responsible for field clean up at the end of each game and responsible for take down, removal and proper storage of the pitching machine if they are the last game of the day.

(b) Each team is responsible for clean-up of their dugouts.

(c) Both visiting and home teams are encouraged to assist with both clean up and set up.

(d) Please make sure all field equipment is locked in shed after use.

Section 17. Remember that these are not all of the rules, should you have any questions regarding rules or items not covered in the Division rules or Little League rule book, please contact the UIC and/or Vice President of Operations.

Section 18. Revision History.

Amendment Date	Approved by	Sections Updated
December 6, 2015	Board of Directors	<ul style="list-style-type: none"> ➤ Formatting Updated ➤ Kid pitch has been removed
November	General Membership	<ul style="list-style-type: none"> ➤ Formatting updated ➤ Kid pitch has been removed
November 28, 2017	Board of Directors	<ul style="list-style-type: none"> ➤ Reviewed – No changes
February 26, 2018	Board of Directors	<ul style="list-style-type: none"> ➤ Update Pitchers / Batting to reflect removal of kid pitch legacy info ➤ Update pitching distance ➤ Update umpire information
February 25, 2019	Board of Directors	<ul style="list-style-type: none"> ➤ Reviewed – No changes



2025 – 2026 BYLAWS

EL DORADO HILLS LITTLE LEAGUE

League ID: 405-54-22

February 18, 2020	Board of Directors	➤ Reviewed – No changes
April 8, 2021	Board of Directors	➤ 5c & 11b No catcher this season
November 11, 2021	Board of Directors	➤ Restored 5c & 11b – Catcher will be used, no 4th outfielder
September 27, 2022	Board of Directors	➤ Remove 11d, added 6f
February 20, 2024	Board of Directors	➤ Reformatted: <ul style="list-style-type: none">○ Minor grammar edits○ Removed red formatting, commissioner reference ➤ Added: <ul style="list-style-type: none">○ Rules / Concepts Taught ➤ Updated: <ul style="list-style-type: none">○ Reflect Minors 7 vs A
October 2025	Board of Directors	➤ Machine Pitch only rules and operation



ADDENDUM 3- MINORS 8 DIVISION

Section 1. Rules/Concepts Taught.

Rules Taught	Concepts Taught
Basic pitching rules	Hitting off kid pitch
Fly ball/baserunning rules (“freeze”/go back)	Base-Runing Basics
Force out vs tag outs	Catching Basics
Strikeouts	Fly ball basics
Introduction to Umpires	Groundball basics
Continuous batting order (“CBO”)	How to get hit by a pitch
5-run rule/2 hour time limit, no new inning after 1 hr. 50 minutes	Pitching basics and delivery
	Position names/location
	Throwing grip/mechanics

Section 2. DIVISION RULES. Minors 8 Division (formerly known as AA) rules; these rules are in addition to all official Little League rules found in the Little League rule book. Minors 8 is a kid pitch division.

Section 3. PARENTS. All parents must complete a medical release form before the player is allowed on the field to play or practice. Medical release forms must be kept with the Manager/Coach at all games and practices.

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

(b) Parents are not allowed to coach players or to try to influence the umpires during games in any way. This is the responsibility of the Managers to enforce. Parents may be ejected from the park for rule violations by the umpire, official game coordinator or any present board member.

(i) If the parent refuses to leave the park, the umpire may call the game and the offending team will forfeit the game. The recorded score will be 1-0. If a parent is ejected from a game, that parent may not be present for the next game played by the team.

Section 4. MANAGER / COACH.

(a) Medical release forms must be kept with the Manager at all games and practices.

(b) Managers/coaches and players are to remain in the dugout while their team is playing defense.



(c) One official coach shall be in the dugout with the players.

(i) If an official coach is absent, a parent who has completed the volunteer form may stand in as coach to be in the dugout during the game.

(d) Coach or manager are allowed to coach first and third base in the proper coaches' box while their team is at bat.

(e) Once the two-hour time clock has been started:

(i) Managers and coaches are not allowed to enter the field of play except to briefly confer with the pitcher, catcher, and defensive player(s) while on the mound.

(ii) Limits apply on pitcher conferences; upon the third visit in one inning or four (4) total for the game for that same pitcher, he must be removed.

(iii) Managers or coaches may not enter the field of play to move or position players or provide additional coaching tips in between innings.

(f) The manager is responsible to set up equal rotations throughout the season.

Section 5. GAME PREP.

(a) The Home team provides two (2) new game balls at the beginning of each game.

(b) The Home team occupies the third base dugout.

(c) The Home team is responsible for prepping the field for play.

Section 6. PRE-GAME WARM UPS.

(a) The traditional pre-game warm-up on the playing field is allowed provided the game starts on time.

(b) The Home team shall warm-up for no more than 15 minutes followed by the Visiting team.

(c) Warm-ups shall be completed no later than 5 minutes prior to the scheduled start time when the managers of both teams will meet with the umpire(s) at home plate.

(d) The pre-game meeting with the umpire(s) shall take place at home plate without players on the field.



(e) Managers shall bring a properly filled out batting lineup card to the meeting. Be prepared to exchange the card and to identify any players who are ineligible to pitch in the game.

Section 7. GAME TIME/INNINGS/WARM UPS.

(a) Game will be six (6) innings

(i) No new inning can start after 1 hour 45 minutes

(ii) In a tie game situation, games may continue after the 6th inning if time allows.

(iii) As a point of clarification, a new inning is determined immediately after the umpire's call of the 3rd out of preceding inning.

(b) Five (5) runs per inning max; this includes the last inning

(i) The last inning run rule is waived during the playoffs, there is no run limit.

(ii) No "mercy" rule is in effect.

(c) If your catcher is not ready to go have an extra player ready for warm-up. This requires a cup and catcher's mask.

(d) The time limit between innings is one (1) minute or five warm-up pitches, whichever comes first.

(i) Even if the pitcher is new, the five-pitch warm-up rule is still in effect.

(ii) Only in the event of an injury is the pitcher entitled to use more warm-ups.

Section 8. FIELDING A TEAM/RESCHEDULING/RAINOUTS.

(a) Eight players must be present at the printed game time; if eight players are available the game shall be played.

(i) If the 9th player shows up, he will be added to the last spot of the lineup

(b) If you start with nine, you may continue play with eight by simply skipping over the missing player without penalty when his/her turn comes up to bat.



(c) In the event a manager will not have eight players for a game they are to notify the Vice President of Operations and President.

(i) Manager should include the following information in notification:

(ii) Count, name and reason each player is missing

(iii) Vice President and President will review and approve or deny the request

(iv) There are no automatic forfeits due to not having enough players at game time.

(d) Games should only be rescheduled for weather and will be done by the scheduler

(i) All rainouts shall be rescheduled by the scheduler and teams notified within 48 hours

(ii) Scheduler will review and schedule as fairly as possible

(iii) There will be no going back and forth between managers to check availability.

(iv) Rescheduling of games will most often result in three games in one week.

(v) At times this may mean that a team will play back-to-back games.

(e) A missing manager or coach is not a valid reason to reschedule a game.

(i) Manager or coach must assign person(s) to perform duties in their absence.

(ii) The assigned person must have completed a league background check

Section 9. MINIMUM PLAY.

(a) Each player must play two (2) of the first four (4) innings on the infield.

(b) The manager shall ensure a minimum of one (1) infield inning per player, unless special circumstances exist that would put a player at significant risk of injury by playing in the infield.



(i) In these rare circumstances, the manager shall inform the Player Agent, Vice President of Operations and President.

(ii) Player would be evaluated, board will either approve or deny request for waiving the infield minimum play rule.

(c) In the event that a team is carrying 13 or more players, each player must play two of the first five (5) innings on the infield.

Section 10. EQUIPMENT.

(a) All bats are to remain outside the dugout and only the designated batter may have a bat in hand.

(b) Players must wear athletic supporters.

(c) Catchers must also wear a cup.

(d) A catcher's glove must be used when playing the position of catcher.

(i) A catcher's helmet is required and must have a dangling throat guard.

(e) Helmets must be worn by all base runners and player base coaches.

(f) The use of batting donuts is not allowed.

(g) Only USA baseball bats are allowed.

Section 11. GAME.

(a) The infield fly rule is not in effect.

(b) Bunting and sliding are allowed.

(c) Headfirst slides are NOT allowed unless the base runner is diving back to a base he already occupied. (Refer to green book for further clarification if needed.)

(d) No "slash bunting."

(e) Opening Day to April 14 annually play is stopped once the pitcher has the ball.

(f) April 15 and on annually:



(i) Play is over when the pitcher has the ball, toes the pitching mound rubber and the catcher is ready to receive the ball or if time out has been called.

(ii) The pitcher may not use the rubber as a means of stopping a play in motion. This means that a batter/runner may advance to second base on a walk as long as it is a continuous play.

(iii) Once the batter/runner stops running, the play is over.

(g) Free substitutions, other than pitchers.

(h) No balks.

(i) No intentional walks.

Section 12. BATTING.

(a) Batting orders should rotate each game such that all players get roughly the same number of at bats in the season.

(b) Continuous batting order, the entire roster bats.

(c) A player arriving after the official scorekeeper has accepted the lineup or after the start of the game will be added to the end of the lineup.

(d) No bats in the dugout. Use bat rack outside the dugout.

(e) Players shall not have bats in their hands while in the dugout, bats shall be in bat rack until player is walking on field to take their at bat.

(f) No on deck circle.

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

Section 13. BASE RUNNING.

(a) No stealing on passed balls.

(b) No leading off until the ball reaches the batter.

(c) A courtesy runner is allowed for the catcher to put gear on when there are two outs. The courtesy runner shall be the last batter that has been called out (batter, not an out on the bases).



Section 14. OUTFIELDERS.

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

Section 15. PITCHERS.

- (a) Each player that would like to pitch should get at least one opportunity.
- (b) Eleven-year-old players may not pitch in Minors 8.
- (c) Warm-ups are not considered pitches.
- (d) Pitcher taken out of the game can return to the game in any position except pitcher.
- (e) There is no limit on the number of pitchers that can be used in a game.
- (f) **A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Any player who has played the position of catcher (IN) four innings of a game is not eligible to pitch on that calendar day.**
- (g) If a pitcher reaches the pitch count limit for his/her age while facing a batter, he may continue to pitch until one of the following occurs:
 - (i) That batter reaches base;
 - (ii) That batter is put out;
 - (iii) The third out is made to end the inning
- (h) If a pitcher reaches their league-age max pitches during a batter's turn, he may finish pitching to that before retiring.
- (i) The maximum pitch count for all ages in Minors 8 is 50 pitches and days of rest rule applies. See below for detailed days' rest.

Special Note: Pitching Threshold

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

Example: Pitcher has 19 pitches.

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

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



1 – 20	0
21-35	1
36-50	2

Section 16. UMPIRES.

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

Section 17. SCOREKEEPER.

- (a) Prior to the start of the game both teams shall supply the official scorekeeper with the batting lineups which shall include the player’s name and jersey number.
- (b) Is the default game coordinator when games have only junior umpire(s).
- (c) The umpire shall announce the game start time, and the scorekeeper shall mark down that time as the official game start time.
- (d) The Home Team will designate the official scorekeeper and the official scorekeeper must count and record the pitch counts for each pitcher on both teams.
- (e) The official scorekeeper, if requested, must provide the current pitch count to a manager or umpire.
- (f) The official scorekeeper shall notify the umpire when the maximum pitch count is reach for a pitcher.



(i) Managers have the ultimate responsibility for knowing when a pitcher reaches the maximum pitch count and must be removed.

(g) The scorekeeper is responsible for emailing or texting the game summary information to the player agent within two hours of the end of the game.

Section 18. POST GAME.

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

Section 19. POST-GAME

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

Section 20. POST SEASON.

- (a) The post-season is the “play-offs” for the division, during the play-offs the following rules will be in effect:
 - (i) There is a five-run rule in the first four innings
 - (ii) There is no time limit, all games will be five innings
 - (iii) The fifth inning is unlimited runs
- (b) Special Note. Should you have any questions regarding rules or items not covered in the Division rules or Little League rule book, please contact the Vice President of Operations.

Section 21. Revision History.



Amendment Date	Approved by	Sections Updated
December 6, 2015	Board of Directors	<ul style="list-style-type: none"> ➤ Pitch Count Correction: 31-35 pitches = 1 calendar day of rest TO 21-35 pitches = 1 calendar day of rest ➤ 2D: Added as unable to complete 2a if there are 13 players on the roster.
March 14, 2016	Board of Directors	<ul style="list-style-type: none"> ➤ Format Updated ➤ Updated rule 6b ➤ Updated fielding of team procedure ➤ Added rainout process
November 28, 2016	Board of Directors	<ul style="list-style-type: none"> ➤ Infield fly rule is not in effect ➤ Manager / Coach Field Access ➤ Base Running – Courtesy Runner (Catcher)
February 26, 2018	Board of Directors	<ul style="list-style-type: none"> ➤ Reviewed – No changes
March 6, 2018		<ul style="list-style-type: none"> ➤ Corrected two typos – 9a and date of approval.
February 25, 2019	Board of Directors	<ul style="list-style-type: none"> ➤ Reviewed – No changes
February 18, 2020	Board of Directors	<ul style="list-style-type: none"> ➤ Reviewed – No changes
April 8, 2021	Board of Directors	<ul style="list-style-type: none"> ➤ Reviewed - No changes
November 11, 2021	Board of Directors	<ul style="list-style-type: none"> ➤ Reviewed – No changes
September 27, 2022	Board of Directors	<ul style="list-style-type: none"> ➤ Reviewed – Multiple changes
February 20, 2024	Board of Directors	<ul style="list-style-type: none"> ➤ Reformatted: <ul style="list-style-type: none"> ○ Minor grammar edits ○ Removed red formatting, commissioner reference ➤ Added: <ul style="list-style-type: none"> ○ Rules / Concepts Taught



2024 – 2025 BYLAWS

EL DORADO HILLS LITTLE LEAGUE

League ID: 405-54-22

		<ul style="list-style-type: none">○ Game Coordinator➤ Updated:➤ Reflect Minors 8 vs AA
April 5, 2024	Board of Directors	<ul style="list-style-type: none">➤ Removed out for eight players at start of game



ADDENDUM 4- MINORS 9/10 DIVISION

Section 1. Rules/Concepts Taught.

Rules Taught	Concepts Taught
Bunting foul on 3rd strike Pitching rules / days rest Infield fly rule Stealing/baserunning rules Umpires/strike zone Walks/Hit by pitch Continuous Batting Order (CBO) 5-run rule / 2 hr time limit, no new inning after 1 hr 50 min	Covering/backing up throws Cut off throws Defensive coverage/rotation Fly ball technique Groundball technique Situational defense (lead outs, outfield throws) Stealing/secondary leads

Section 2. DIVISION RULES. Minors 9/10 Division (formerly known as AAA) rules; these rules are in addition to all official Little League rules found in the Little League rule book. Minors 9/10 is a kid pitch division.

Section 3. PARENTS. All parents must complete a medical release form before the player is allowed on the field to play or practice. Medical release forms must be kept with the Manager/Coach at all games and practices.

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

(b) Parents are not allowed to coach players or to try to influence the umpires during games in any way. This is the responsibility of the Managers to enforce. Parents may be ejected from the park for rule violations by the umpire, official game coordinator or any present board member.

(i) If the parent refuses to leave the park, the umpire may call the game and the offending team will forfeit the game. The recorded score will be 1-0. If a parent is ejected from a game, that parent may not be present for the next game played by the team.

Section 4. MANAGER / COACH.

(a) Medical release forms must be kept with the Manager at all games and practices.

(b) Managers/coaches and players are to remain in the dugout while their team is playing defense.



- (c) One official coach shall be in the dugout with the players.
 - (i) If an official coach is absent, a parent who has completed the volunteer form may stand in as coach to be in the dugout during the game.
- (d) One coach, other official coaches, or one player coach are allowed to coach first and third base in the proper coaches' box while their team is at bat.
- (e) Once the two-hour time clock has been started:
 - (i) Managers and coaches are not allowed to enter the field of play except to briefly confer with the pitcher, catcher, and defensive player(s) while on the mound.
 - (ii) Limits apply on pitcher conferences; upon the third visit in one inning or four (4) total for the game for that same pitcher, he must be removed.
 - (iii) Managers or coaches may not enter the field of play to move or position players or provide additional coaching tips in between innings.
- (f) The manager is responsible to set up equal rotations throughout the season.

Section 5. GAME PREP.

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

Section 6. PRE-GAME WARM UPS.

- (a) The traditional pre-game warm-up on the playing field is allowed provided the game starts on time.
- (b) The Home team shall warm-up for no more than 15 minutes followed by the Visiting team.
- (c) Warm-ups shall be completed no later than 5 minutes prior to the scheduled start time when the managers of both teams will meet with the umpire(s) at home plate.
- (d) The pre-game meeting with the umpire(s) shall take place at home plate without players on the field.



(e) Managers shall bring a *properly* filled out batting lineup card to the meeting. Be prepared to exchange the card and to identify any players who are ineligible to pitch in the game.

Section 7. GAME TIME/INNINGS/WARM UPS.

(a) Game will be six (6) innings

(i) No new inning can start after 1 hour 50 minutes

(ii) In a tie game situation, games may continue after the 6th inning if time allows.

(iii) As a point of clarification, a new inning is determined immediately after the umpire's call of the 3rd out of preceding inning.

(b) Five (5) runs per inning max; this includes the last inning

(i) The last inning run rule is waived during the playoffs, there is no run limit.

(ii) No "mercy" rule is in effect.

(c) If your catcher is not ready to go have an extra player ready for warm-up. This requires a cup and catcher's mask.

(d) The time limit between innings is one (1) minute or five warm-up pitches, whichever comes first.

(i) Even if the pitcher is new, the five-pitch warm-up rule is still in effect.

(ii) Only in the event of an injury is the pitcher entitled to use more warm-ups.

Section 8. FIELDING A TEAM/RESCHEDULING/RAINOUTS.

(a) Eight players must be present at the printed game time; if eight players are available the game shall be played.

(i) If the 9th player shows up, he will be added to the last spot of the lineup

(b) If you start with nine, you may continue play with eight by simply skipping over the missing player without penalty when his/her turn comes up to bat.



(c) In the event a manager will not have eight players for a game they are to notify the Vice President of Operations and President.

(i) Manager should include the following information in notification:

(ii) Count, name and reason each player is missing

(iii) Vice President and President will review and approve or deny the request

(iv) There are no automatic forfeits due to not having enough players at game time.

(d) Games should only be rescheduled for weather and will be done by the scheduler

(i) All rainouts shall be rescheduled by the scheduler and teams notified within 48 hours

(ii) Scheduler will review and schedule as fairly as possible

(iii) There will be no going back and forth between managers to check availability.

(iv) Rescheduling of games will most often result in three games in one week.

(v) At times this may mean that a team will play back-to-back games.

(e) A missing manager or coach is not a valid reason to reschedule a game.

(i) Manager or coach must assign person(s) to perform duties in their absence.

(ii) The assigned person must have completed a league background check

Section 9. MINIMUM PLAY.

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

(b) The manager shall ensure a minimum of one (1) infield inning per player, unless special circumstances exist that would put a player at significant risk of injury by playing in the infield.



(i) In these rare circumstances, the manager shall inform the Player Agent, Vice President of Operations and President.

(ii) Player would be evaluated, board will either approve or deny request for waiving the infield minimum play rule.

Section 10. EQUIPMENT.

(a) All bats are to remain outside the dugout and only the designated batter may have a bat in hand.

(b) Players must wear athletic supporters.

(c) Catchers must also wear a cup.

(d) A catcher's glove must be used when playing the position of catcher.

(i) A catcher's helmet is required and must have a dangling throat guard.

(e) Helmets must be worn by all base runners and player base coaches.

(f) The use of batting donuts is not allowed.

(g) Only USA baseball bats are allowed.

Section 11. GAME.

(a) The infield fly rule is in effect.

(b) Bunting and sliding are allowed.

(c) Headfirst slides are NOT allowed unless the base runner is diving back to a base he already occupied. (Refer to green book for further clarification if needed.)

(d) No "slash bunting."

(e) Play is over when the pitcher has the ball, toes the pitching mound rubber and the catcher is ready to receive the ball or if time has been called.

(f) The pitcher may not use the rubber as a means of stopping a play in motion. This means that a batter/runner may advance to second base on a walk as long as it is a continuous play.

(g) Once the batter/runner stops running, the play is over.



(h) Free substitutions, other than pitchers.

(i) No balks.

Section 12. BATTING.

(a) Batting orders should rotate each game such that all players get roughly the same number of at bats in the season.

(b) Continuous batting order, the entire roster bats.

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

(d) Penalty

(i) Batter will receive one warning.

(ii) After one warning the umpire shall call a strike. Any number of strikes can be called on one batter.

(e) A player arriving after the official scorekeeper has accepted the lineup or after the start of the game will be added to the end of the lineup.

(f) Players shall not have bats in their hands while in the dugout, bats shall be in bat rack until player is walking on field to take their at bat.

(g) No on deck circle.

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

(i) Bunting is allowed.

(j) No warmup donut is allowed.

Section 13. BASE RUNNING.

(a) No stealing or leading off until the ball reaches the batter.

(b) A courtesy runner is allowed for the catcher to put gear on when there are two outs. The courtesy runner shall be the last batter that has been called out (batter, not an out on the bases).

(c) Sliding is allowed.



(i) There is no headfirst sliding unless a player is diving back to a base they have already occupied. (Refer to LL Green book for further interpretation).

Section 14. OUTFIELDERS.

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

Special Note: Pitching Threshold

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

Example: Pitcher has 19 pitches.

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

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

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



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

Section 15. UMPIRES.

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

Section 16. SCOREKEEPER.

- (a) Prior to the start of the game both teams shall supply the official scorekeeper with the batting lineups which shall include the player’s name and jersey number.
- (b) Is the default game coordinator when games have only junior umpire(s).
- (c) The umpire shall announce the game start time, and the scorekeeper shall mark down that time as the official game start time.
- (d) The Home Team will designate the official scorekeeper and the official scorekeeper must count and record the pitch counts for each pitcher on both teams.



(e) The official scorekeeper, if requested, must provide the current pitch count to a manager or umpire.

(f) The official scorekeeper shall notify the umpire when the maximum pitch count is reached for a pitcher.

(i) Managers have the ultimate responsibility for knowing when a pitcher reaches the maximum pitch count and must be removed.

(g) The scorekeeper is responsible for emailing or texting the game summary information to the player agent within two hours of the end of the game.

Section 17. POST GAME.

(a) The visiting team is responsible for field clean up at the end of each game.

(b) Each team is responsible for clean-up of their dugouts.

(c) Both visiting and home teams are encouraged to assist with both clean up and set up.

(d) Please make sure all field equipment is locked in shed after use.

Section 18. POST-GAME

(a) The visiting team is responsible for field cleanup which includes watering and raking the mound, batter's box and around the bases.

(b) Both visiting and home teams are encouraged to assist with both clean up and set up.

(c) **Please make sure all field equipment and scorebook is locked in the shed after use.**

Section 19. POST SEASON.

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

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

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

(iii) The sixth inning is unlimited runs



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

Section 20. Revision History.

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



2025 – 2026 BYLAWS

EL DORADO HILLS LITTLE LEAGUE

League ID: 405-54-22

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



ADDENDUM 5- MAJORS DIVISION

Section 1. Rules/Concepts Taught

Rules Taught	Concepts Taught
Bunting foul on 3rd strike Drop 3rd strike Batter’s box – 1 foot to remain in Tag ups/reestablishing base Illegal pitch Six innings Minimum play six consecutive outs / 1 at bat CBO All-Stars Catcher / Pitcher rule Interleague rules	Bunt coverage Catcher back-picks Defensive alignment Infield/outfield priority Reading ball in dirt Rundowns/pickles Signs

Section 2. DIVISION RULES. For the Majors Division, the League adopts all Official Little League Rules according to Greenbook, except for the following rules which are rejected, and the League instead will follow the League Option within the rejected rule

(a) Rule 6.02(c), the Local League Option is adopted, which reads as follows: *After entering the batter’s box, the batter must remain in the box with at least one foot throughout the at bat.*

(b) Local League adopts its own penalties for violations of Rule 6.02(c) Local Option, the PENALTY adopted by the League is as follows:

(i) Batter will receive one warning

(ii) After one warning the umpire shall call a strike. Any number of strikes can be called on one batter.

(c) Rule 4.04 Local League Option is adopted as follows: For the Major Division, continuous batting order is allowed upon agreement at the pre-game plate meeting. To adopt continuous batting order, both Managers must agree, otherwise substitutes will be used.

(d) Rule 4.16 Local League Option Adopted, which reads as follows: A game may not be started with less than eight players (8) on each team.

(e) Rule 3.04 Local League Option Adopted, which reads as follows: A local league may permit a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs. Exception: If the continuous batting order is used, the “courtesy runner” may be in



the team’s batting order and must be the player in the batting order who made the last out. See 7.14(b).

(f) Rule 4.19(g) Local League Option adopted, which reads as follows: A local league may adopt a rule that protests must be resolved before the next pitch.

(g) Rule 4.10e is adopted in a modified manner, as follows: A “Mercy Rule” shall be imposed to end any game where 1 hour and 45 minutes elapse after the first pitch of a game, and one team is 12 or more runs ahead regardless of the number of innings completed. However, in the event that the home team is behind and an inning has started when 1 hour and 45 minutes have elapsed, the inning shall be completed before the imposition of the Mercy Rule.

(h) Rule 4.17, Local League Option adopted, as follows: A game may not be continued with less than eight (8) players on each team.

(i) Rule 6.02 (c), Local League Option adopted as follows: After entering the batter’s box, the batter must remain in the box with at least one foot throughout the at bat.

Section 3. Revision History.

Amendment Date	Approved by	Sections Updated
February 20, 2017	Board of Directors	➤ Batting – Adopted Rule 6.02 (c)
February 26, 2018	Board of Directors	➤ Reviewed – No changes
February 18, 2020	Board of Directors	➤ Reviewed – No changes
April 8, 2021	Board of Directors	➤ Reviewed – No changes
November 11, 2021	Board of Directors	➤ Reviewed – No changes
February 20, 2024	Board of Directors	<ul style="list-style-type: none"> ➤ Added Division Overview ➤ Optional rules adopt / or not ➤ Updated special note ➤ Reformatted
February 20, 2017	Board of Directors	➤ Batting – Adopted Rule 6.02 (c)
February 26, 2018	Board of Directors	➤ Reviewed – No changes
February 18, 2020	Board of Directors	➤ Reviewed – No changes
April 8, 2021	Board of Directors	➤ Reviewed – No changes



2025– 2026 BYLAWS

EL DORADO HILLS LITTLE LEAGUE

League ID: 405-54-22

November 11, 2021	Board of Directors	➤ Reviewed – No changes
February 20, 2024	Board of Directors	<ul style="list-style-type: none"> ➤ Added Division Overview ➤ Optional rules adopt / or not ➤ Updated special note ➤ Reformatted
03/14/2024	Not applicable	➤ Updated Document headers
04/05/2024	Board of Directors	➤ Updated Fielding a Team (eight players)
4.6.25	Board of Directors	➤ Update League Options and when they are adopted or utilized in lieu of Greenbook Rule.
		➤
		➤
		➤