

El Cajon National Little League (ECNLL) Bylaws

Overview

El Cajon National Little League (ECNLL, ECN) follows the **most current edition of the Little League Official Regulations and Playing Rules**. The following **Bylaws** apply only to ECNLL. They are intended to promote **player development, fair sportsmanship, and equal playing time for all skill levels**.

General Rules

- Nothing in these Local Rules and Bylaws shall conflict with the Little League Official Regulations and Playing Rules.
- All managers, coaches, and umpires must familiarize themselves with the most current Little League Official Regulations and Playing Rules as well as these ECNLL Bylaws prior to the start of the season.
- Managers must communicate relevant Local Rules and Bylaws to parents before the season begins, which will be available on the ECNLL website.
- All managers, coaches, and umpires must attend a clinic sponsored by the District Administrator or Little League, Inc. prior to the start of the season.

Division Alignment

Player placement is based on league age, skills assessment, and consultation between parents, the Player Agent, and the League President. Overlap between age groups and upward placement may occur at the sole discretion of the Player Agent.

- **Tee Ball:** League age 4 – 5
- **Minor C (Rookies):** League age 5 – 7
 - League age 5 players who previously played one season of Tee Ball at ECNLL are eligible for Minor C.
 - First-year little league age 5 & 6 players must play Tee Ball.
- **Minor B (CAPS):** League age 6 – 9
- **Minor A (Minors):** League age 9 – 11

- Players league age 8 may be considered for Minor A if played at least 2 Spring seasons in Minor B (CAPS)
- **Majors:** League age 11 – 12
 - Players league age 10 may be considered for Majors if played at least 2 Spring seasons in Minor A
- **Intermediate (50/70):** League age 11 – 13
 - Players league age 11 & 12 may be considered to double register, with consultation with Player Agent, President, Team Manager, and Coach's Coordinator
- **Juniors/Seniors:** League age 13 – 15

Player Safety & Eligibility

- All male players must wear athletic supporters. Catchers and Pitchers must wear a hard cup or will be deemed ineligible to catch or pitch that game.
- When a **Majors or Minor A team loses a player**, Managers are to notify the Player Agent immediately (within two days). Managers will be given a player off of the waitlist in that division, in the order that they registered. If there is no waitlist, managers will be given one week to scout the lower divisions. Managers will notify the Player Agent of their top three choices in the order that they would like the players. **At no time are the Managers allowed to contact those players or players' parents, nor shall player/parents from that Manager's team contact any prospective players who can potentially move up.** In addition, there should be no communication between the player and his/her current manager, coaches, teammates, team parent. The Player Agent will contact the players one at a time until a player agrees to move up. Players who refuse to move up will be ineligible to move up in the same calendar year. All players are eligible, including a child of the manager or coach.
 - **NOTE:** If Manager has not met the one week deadline, Player Agent will choose the replacement player.
- Any player who is out of the lineup for more than three consecutive weeks (or six games) is subject to being removed from his/her team by action of the ECN Board of Directors. However, the Board of Directors reserves the right to allow such player to remain on the roster. Managers must make the Player Agent aware if any player misses more than three consecutive games for any reason.

- **NOTE:** Failure by the manager to advise the Player Agent of a player's continued absence should result in disciplinary action against the manager.

Game Operations

- **Scorekeeping:** Majors, Minor A, and Minor B home team managers must report game results immediately to the Director of Scorekeeping and Player Agent.
- **Field Preparation:**
 - The **home team** is responsible for field preparation and lining before each game.
 - If another game follows, the **visiting team** from the earlier game must assist the later home team with preparation.
 - ECNLL is responsible for all interleague home games.
- **Field Clean-Up:**
 - The **visiting team (intra-league only)** is responsible for removing sponsorship banners, securing all gear, cleaning dugouts, and locking facilities.
 - If a game follows, bases remain in place until the last visiting team secures them.
 - **Note:** All players, parents, and coaches are responsible for removing trash from dugouts and stands after every game and practice.

Conduct & Facility Rules

- Smoking, vaping, and alcohol use are **strictly prohibited** at all ECNLL facilities at all times.
- Dogs are not permitted on the fields during games and practices.

Manager/Coach Select, Player Evaluations & Draft

- The following board members will be a part of the **Coaches Selection Committee**- President, Vice President, Player Agent, and the Director of Managers. They shall help

conduct the manager interview and give their recommendations to the President. *If any members of the committee would also like to interview for a manager position, or are listed as a potential coach, an alternate board member may be selected to participate in the interviews for that division at the discretion of the President.

- All managers must participate in player assessments.
- Managers and coaches are responsible for umpiring games as scheduled by the Umpire in Chief. The umpiring may be performed by anyone from the team or community, who has been approved by Umpire in Chief.

Eligibility & Rules for Draft

- All league age 7 and above players must participate in assessments. If a player misses assessments, they will need to participate in a make-up assessment day.
- Players who miss both the assessment and make-up assessment days will still be included in the draft. However, managers have the discretion not to select a player who did not attend assessments.
- Players with prior Spring experience in Minors B must remain in Minors B or may be evaluated for placement in a higher division based on League Age and demonstrated playing ability.
- Players with prior Spring experience in Minors A must remain in Minors A or may be evaluated for placement in a higher division based on League Age and demonstrated playing ability.
- Players with prior Spring experience in Majors must remain in Majors or may be evaluated for placement in a higher division based on League Age and demonstrated playing ability.
- If a drafted player has declared a sibling option and approved by the Player Agent, the manager shall automatically draft the sibling in the next round.
- The draft method for Majors, Minor A, and Minor B will be **snake-style** with a randomized order assigned at the start of the draft (i.e. 1, 2, 3, 4, 4, 3, 2, 1 and so forth)
- Draft will begin with the Majors division. All league age 12 players must be selected.
- The Minors A division will be drafted next. All remaining players from the Majors draft will be eligible. All league age 10+ year olds must be selected. Exceptions will require President/Player Agent approval.

- The Minor B division is drafted last. All remaining players from the Minors A draft will be eligible. All league age 8+ players must be selected. Exceptions will require President/Player Agent approval.
- All trades must be through and with the approval of the President & Player Agent
 - Trades must be requested and finalized on the day of the draft. No trade requests will be accepted after the draft has concluded.
 - Once managers leave the draft room, all trades are completed.
 - Minor League Players may not be traded for Major League Players
 - All trades must be player for player
 - Trades involving a player for draft choices are **not** permitted
- **Minor B (CAPS):** All league age 7 are eligible (with some league age 6 also eligible if played 2 Spring seasons in Minor C, and if they choose to participate in assessments to be considered for Minor B)
 - Target of 13 players per team
- **Minor A:** League age 9 players are eligible (with some league age 8 also eligible if played 2 Spring seasons in Minor B).
 - If there are enough league age 9 and 10 players to field Minors A teams, league age 8 players will **not** be eligible for the draft. Players league age 9 and 10 must be chosen first in the draft for Minors A.
 - Target of only 12 players per team
- **Majors:** League age 10 players are eligible only if there are not enough league age 11- and 12-year-olds to complete rosters, and/or if played 2 Spring seasons in Minor A.
 - If there are enough league age 11 and 12 players to field Major teams, league age 10 players will **not** be eligible for the draft. Players league ages 12 and 11 must be chosen first in the draft for Major teams.
 - Target of only 12 players per team

MAJORS (LEAGUE AGE 10 – 12 YEARS OLD) DIVISION RULES

Rules and Guidelines: All rules as defined in the official Little League Rule Book for Majors Division Play apply; regular season rules. All teams will consist of no less than 12 players. All returning Major division players must be selected to a team. During the draft, the ECNLL Player agent will ensure a system is devised (approved by the ECNLL BOD) to ensure all returning Major division players are selected. All rules herein are a supplement and shall not conflict with the official Little League Rule Book for Majors Division Play; regular season rules.

Ground Rules:

1. All Players are required to play a minimum of 6 consecutive defensive outs and 1 at bat per game.
2. Line-ups must be submitted to the Official Scorekeeper no later than 15 minutes prior to the start of the game.
3. 30 Minutes of Infield/Outfield warm-ups will be allotted, 15 minutes per team, beginning with the Visiting team No later than 40 minutes prior to games start time.
4. No game may start with less than 9 players in either team's line-up.
5. A team that is unable to field 9 players within 15 minutes, or after a game has officially started (due to injury or ejection), does not automatically forfeit the game, but will be referred to the ECNLL Board for decision.
6. Only the players, the manager, and 2 adult coaches may be in the dugout at any time. At least 1 board approved adult must be in the dugout at all times.
7. Major division will start to incorporate DROPPED THIRD STRIKE Rule at the beginning of the season.

Note: Dropped third strike: If the catcher fails to catch the ball on a third strike, and first base is open, or there are two outs, then the batter becomes a runner.

8. Review Protests rules. Managers are advised to review the Little League Rules Handbook for specifics on protests and all other rules and changes.

Pitching Rules:

1. Pitching is limited to 85 pitches per day, per pitcher, league age 11 & 12, and 75 pitches per day league age 10. Exception: When pitcher reaches his limit while facing a batter, the pitcher may continue to pitch until the batter reaches base or is put out.
2. The Manager must remove a pitcher when the pitch limit is reached but the pitcher may remain in the game at another position.

Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.

NOTE: Any pitcher that hits 4 batters in 1 game or 3 batters in 1 inning will be removed from pitching.

Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch in that calendar day.

3. The Manager is responsible for knowing when his pitcher has delivered his maximum limit of pitches, whether or not Manager has been informed by the scorekeeper, designated pitch count recorder, or umpire.
4. There will be no violation if an ineligible pitcher has not pitched a ball to the batter.
5. A player may not pitch in more than one game in a day.
6. The following rest requirements apply for all pitchers:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed
- If a player pitches 21-35 pitches in a day, one (1) calendar days rest must be observed
- If a player pitches 1-20 pitches in a day, (0) no calendar days rest must be observed

Game Play and Scorekeeping:

1. All Little League minimum play, substitution, and reentry rules apply.

2. The Home team scorekeeper and/or designated pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his pitcher must be removed.
3. The scorekeeper and/or designated pitch count recorder should inform the umpire when a pitcher has delivered his maximum limit of pitches for the game.
4. There is no run limit per inning. The defensive team must record 3 outs.
5. Each team will bat 9 and make substitutions IAW Little League rules.

Time Limit: All games in the Major Division are to be played a full 6 innings (5 and 1/2 innings if the Home team is leading when they come to bat in their half inning). There is no time limit.

Exception: A game called on account of weather, curfew or light failure is the umpire's discretion.

NOTE 1: 10 Run 'concede' rule (Rule 4.10 (e)) will be enforced once minimum inning play (as noted in Rule 4.10 in the Little League Playing Rules book) has been met.**

NOTE 2: 4 complete innings (3 and 1/2 innings if the home team is leading when they come to bat in their half inning) will constitute an official game. A game suspended prior to 4 complete innings will be rescheduled for completion. A game suspended after 4 innings will revert to the score of the last complete inning played if the game complies with rule 4.11(d); in a tie situation, rule 4.12 applies.

Field Responsibilities:

- The home team is responsible for field set-up. This includes dragging and chalking the field, bases and hanging sponsorship banners on weekend games.
- The visiting team (Intra-league only) is responsible for taking down sponsorship banners and stowing all gear (bases, pads, etc.), dugout trash removal (including sweeping of seeds, left water or sport drink bottles) from players and locking all gates and storage and score keeper booths. If there is a game after yours, please ensure the game is to be played and if so, leave all bases and the last visiting team will secure all gear.
- NOTE: Please help to ensure that our fields are kept clean. Although there may be a game following yours, that does not absolve you of the trash left by your team. All players, coaches and parents are responsible for removal of trash from dugouts and stands at the end of each game or practice.

MINOR A (LEAGUE AGE 8 – 11) DIVISION RULES

Rules and Guidelines: All rules as defined in the official Little League Rule Book for Minors Division Play apply; regular season rules. All teams will consist of no less than 12 players. All returning Minors division players must be selected to a team. During the draft, the ECNLL Player agent will ensure a system is devised (approved by the ECNLL BOD) to ensure all returning Minors division players are selected. All rules herein are a supplement and shall not conflict with the official Little League Rule Book for Minors Division Play; regular season rules.

Ground Rules:

1. All Players are required to play a minimum of 6 defensive outs and 1 at-bat per game.
2. Line-ups must be submitted to the Official Scorekeeper no later than 15 minutes
3. 30 Minutes of Infield/Outfield warm-ups will be allotted, 15 minutes per team, beginning with the Visiting team No later than 40 minutes prior to games start time.
4. No game may start with less than 9 players in either team's line-up.
5. A team that is unable to field 9 players within 15 minutes, or after a game has officially started (due to injury or ejection), does not automatically forfeit the game, but will be referred to the ECNLL Board for decision.
6. Only the players, the manager, and 2 adult coaches may be in the dugout at any time. At least 1 board approved adult must be in the dugout at all times.
7. **Review Protests rules.** Managers are advised to review the Little League Rules Handbook for specifics on protests and all other rules and changes. Note: Dropped third strike: If the catcher fails to catch the ball on a third strike, and first base is open, or there are two outs, then the batter becomes a runner.

Pitching Rules:

1. Pitching is limited to 85 pitches per day, per pitcher, league age 11, and 75 pitches per day league age 9 and 10.

Note: A pitcher who delivers 41 or more pitches in a game **cannot** play the position of catcher for the remainder of the day.

Exception: When pitcher reaches his limit while facing a batter, the pitcher may continue to pitch until the batter reaches base or is put out.

Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch in that calendar day.

2. Players league age 12 may **not** pitch in the Minor division.
3. The Manager must remove a pitcher when the pitch limit is reached but the pitcher may remain in the game at another position.

NOTE: Any pitcher that hits 4 batters in 1 game or 3 batters in 1 inning will be removed from pitching.

4. The Manager is responsible for knowing when his pitcher has delivered his maximum limit of pitches, whether or not Manager has been informed by the scorekeeper, designated pitch count recorder, or umpire.

5. There will be no violation if an ineligible pitcher has not pitched a ball to the batter.

6. The following rest requirements apply for all pitchers:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed
- If a player pitches 21-35 pitches in a day, one (1) calendar days rest must be observed
- If a player pitches 1-20 pitches in a day, (0) no calendar days rest must be observed

7. A player may not pitch in more than one game in a day.

Game Play and Scorekeeping:

1. **A 5 run rule per inning applies.** If the team batting has scored 5 or more runs in an inning, the $\frac{1}{2}$ inning will end regardless of outs. With 4 runs scored, the 3rd out not yet recorded and a ball in play, the following rules apply:

- A. A hit that is not a home run or considered a 'ground rule double' may score a maximum of one run.
 - B. Subsequent runs scored on errors or misplays will not count. After the 5th run is scored, the remaining base runners may NOT keep running until put out.
 - C. A ground rule double (over the fence after landing in play) may score a maximum of 2 runs; only runners at 2nd or 3rd base at the time the ball is put in play may score.

1. A home run (over the fence on the fly) will score all runners including the batter.
2. No maximum run rule in the 6th inning, or subsequent innings. **

2. Each team will bat entire line up (lineup cannot change during the game) and field 9 defensive players.

A. All other Little League pitching, substitution, and reentry rules apply.

B. The home team scorekeeper or designated pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his pitcher must be removed.

C. The scorekeeper and/or designated pitch count recorder should inform the umpire when a pitcher has delivered his maximum limit of pitches for the game.

Time Limit: All games in the Minor A Division are to be played a full 6 innings (5 and 1/2 innings if the home team is leading when they come to bat in their 1/2 inning).

Exception: A game called on account of weather, curfew or light failure is the umpire's discretion.

NOTE 1: 10 Run 'concede' rule (Rule 4.10 (e)) will be enforced once minimum inning play (as noted in Rule 4.10 in the Little League Playing Rules book) has been met.

NOTE 2: 4 complete innings (3 and 1/2 if the home team is leading when they come to bat in their half inning) will constitute an official game. A game suspended prior to 4 complete innings will be rescheduled for completion. A game suspended after 4 innings will revert to the score of the last complete inning played if the game complies with rule 4.11(d); in a tie situation, rule 4.12 applies.

NOTE 3: No new inning may start after 2 hrs.

Field Responsibilities:

- The home team is responsible for field set-up. This includes dragging and chalking the field, bases and hanging sponsorship banners on weekend games.
- The visiting team (Intra-league only) is responsible for taking down sponsorship banners and stowing all gear (bases, pads, etc.), dugout trash removal (including sweeping of seeds, left water or sport drink bottles) from players and locking all gates and storage and score keeper booths. If there is a game after yours, please ensure the game is to be played and if so, leave all bases and the last visiting team will secure all gear.

- **NOTE:** Please help to ensure that our fields are kept clean. Although there may be a game following yours, that does not absolve you of the trash left by your team. All players, coaches and parents are responsible for removal of trash from dugouts and stands at the end of each game or practice.



MINOR B CAPS (LEAGUE AGE 6 – 10 YRS) DIVISION RULES

Rules and Guidelines: All rules defined for the Minor B CAPS Division are based in part from the official Little League Rule Book for the Minors Division, regular season rules. All teams will consist of no less than 10 players. All players league age 7 to 10 are eligible for this division, and league age 6 players who have completed at least one full season of t-ball AND participated in tryouts, returning age 7 to 10 must be drafted to this division or higher based on age and rules. During the draft, the ECNLL Player agent will ensure a system is devised (approved by the ECNLL BOD) to ensure all returning CAPS division players are selected. All rules herein are a supplement and shall not conflict with the official Little League Rule Book for Minor Division Play; regular season rules.

Game Play:

1. The Caps division will begin the season with a combination of coach and player pitch.
2. A tenth “10TH” player on field will be allowed but must be positioned in the outfield (left field, left center field, right center field & right field) only. The player may not be in the infield until the ball is put into play.
3. During the first segment of the season ONLY, all players must play a minimum of one (1) inning in an infield position (Pitcher, Catcher, 1st Base, 2nd base, Shortstop or 3rdbase). It is the manager’s responsibility to let the official scorekeeper know when each player completes this requirement.
 - a. If it is determined that a player did not receive their one (1) inning of play in an infield position, for the first offense: That player will start the next scheduled game in an ‘in-field’ position and complete that inning AND his/her required inning for that game, back-to-back. Second and subsequent offenses will result in the same action, as well as the manager being potentially subject to review by the ECNLL BOD which can result in probation, suspension or dismissal from coaching duties and any capacity as a team or league representative.
 - b. All Players are required to play a minimum of 6 consecutive defensive outs and 1 at-bat per game.
4. Continuous Batting Order will be used.
5. No enforcement of the infield fly rule.
6. The batting order will remain the same throughout the entire game.

7. 30 Minutes of Infield/Outfield warm-ups will be allotted, 15 minutes per team, beginning with the Visiting team no later than 40 minutes prior to games start time.

8. During play with coaches/machine pitching, the player fielding the pitching position must start on either side of the mound, slightly behind the coach delivering the pitch, prior to putting the ball in play. a. After the ball is put into play, that position player may assume any position on the field defensively. b. All defensive players, except for the catcher, must be in fair territory preceding each pitch.

9. Line-ups must be submitted to the Official Scorekeeper no later than 15 minutes prior to the start of the game.

10. No game may start with less than 9 players in either team's line-up.

11. A team that is unable to field 9 players within 15 minutes, or after a game has officially started (due to injury or ejection), does not automatically forfeit the game, but will be referred to the ECNLL Board for decision.

12. **Review Protests rules.** Managers are advised to review the Little League Rules Handbook for specifics on protests and all other rules and changes.

a) Protests within the CAPS Division of play, will be handled by the game official and if warranted, submitted to the league 'protest committee.' During this process, games will be resumed and played "under protest." Decisions by the 'protest committee' are final. However, Managers can submit an appeal to the committee's decision to the ECN president, but if must be in writing and received within 48 hours of the game date/scheduled start time.

b) Presidents protest review and 'decision' is final.

13. Only the players, the manager, and 2 adult coaches may be in the dugout at any time. At least 1 board approved adult must always be in the dugout.

14. A 5 run rule per inning applies. If the team batting has scored 5 or more runs in an inning, the inning will end regardless of outs. With 4 runs scored and less than 2 outs, the following rules apply:

a. A hit that is not a home run or a ground rule double may score a maximum of one run.

b. Subsequent runs scored on misplays will not count. After the 5th run is scored, the remaining base runners may not keep running until put out.

- c. A ground rule double (beyond the fence/cones after landing in play) may score a maximum of 2 runs; only those runners beginning at 2nd or 3rd base may score.
- d. A home run (over the fence/cones on the fly) will score all runners including the batter.
- e. No maximum run rule in the 6th inning, or subsequent innings.

15. Any half inning will be completed upon any one of the following:

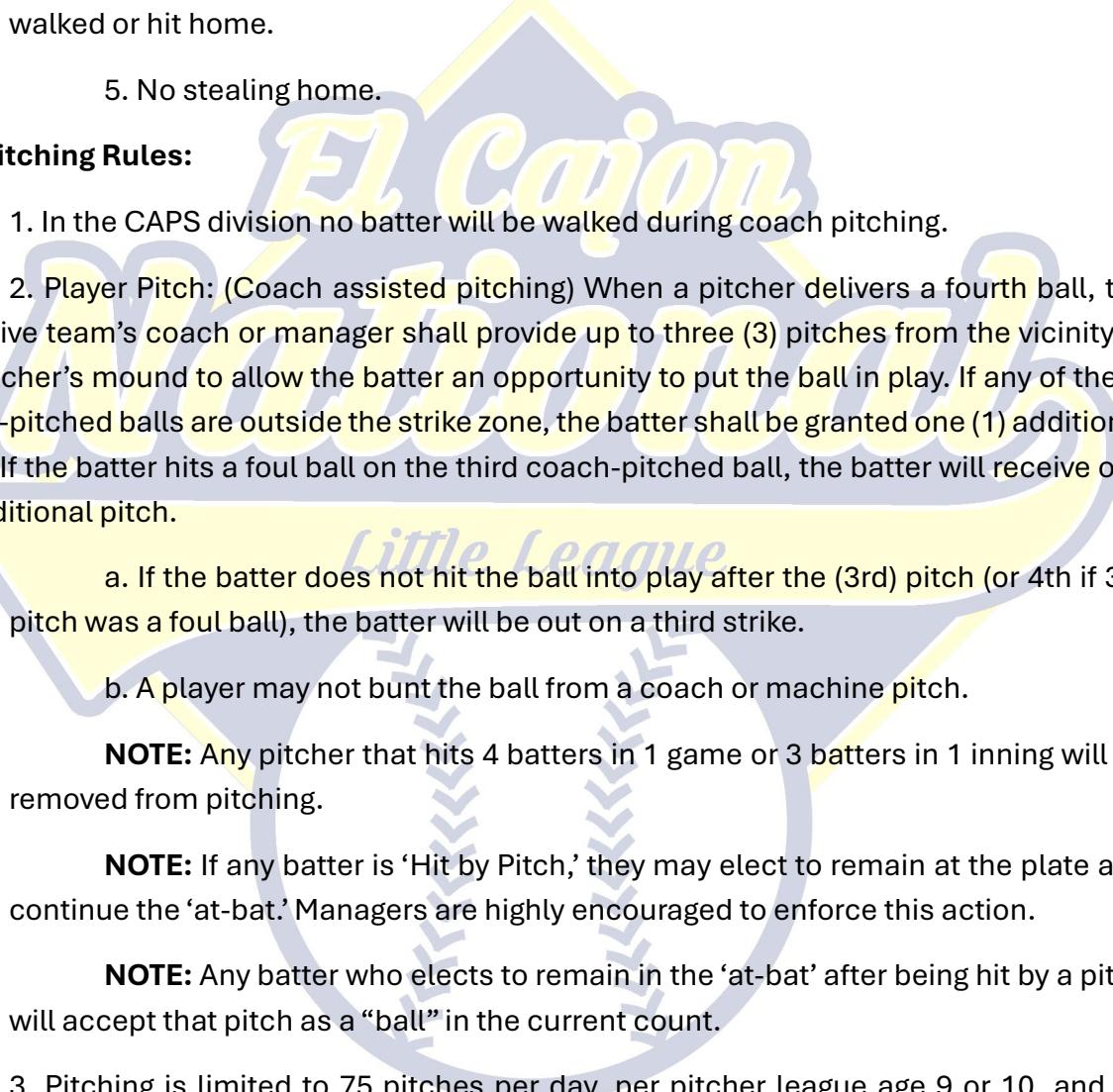
- 1. Three (3) out are recorded on Defense
- 2. 5 run rule is applied.
- 3. Each batter in the lineup has completed an 'at-bat.'

Segment 1 (Start of season – April 3rd)

- 1. Coaches will pitch the first two innings. From the third inning on, players will pitch as follows: A pitcher will throw until a hit or an out (including strikeout) is recorded, or the player throws 4 balls. After the 4 balls, the count will carry over if a coach comes in to pitch. The coach will then have up to a maximum of 3 pitches, unless the batter fouls off the last pitch. The batter is out if the batter misses or does not swing at the third pitch. (Concessions can be made for poorly thrown coach pitches; however, no concessions shall be made for any pitch in the vicinity of the strike zone – the strike zone is considered shoulder to knees). There will be no walks. The pitching team coach standing behind the pitcher will call balls and strikes and the fielding team can have a coach backing up the catcher to help collect passed balls.
- 2. Batting team coach will pitch to their own players.
- 3. Bunting is not allowed.
- 4. Runners may not steal any bases
- 5. There will be no advancing on overthrows.
- 6. A batter or runner may not advance more than two bases on any play.
- 7. On defense, two coaches may be in the outfield to provide players with instruction and direction.
- 8. If the pitching coach is hit with a batted ball, the ball is dead and the player will receive first base.

Segment 2 (April 4th – End of Season)

- 1. Player pitch only, no coach pitch. Walks are allowed.



2. A batted ball will play what a normal play will allow.
3. The play becomes dead when the ball is properly returned to the pitcher in the vicinity of the pitcher's mound and will be the call of the coach or umpire.
4. A runner may advance on one overthrow per play (batter) but may only advance one base. Stealing will be allowed but may only occur after the ball has crossed the plate per Little League rulebook. Third base is locked, and player must be walked or hit home.
5. No stealing home.

Live Pitching Rules:

1. In the CAPS division no batter will be walked during coach pitching.
2. Player Pitch: (Coach assisted pitching) When a pitcher delivers a fourth ball, the offensive team's coach or manager shall provide up to three (3) pitches from the vicinity of the pitcher's mound to allow the batter an opportunity to put the ball in play. If any of these coach-pitched balls are outside the strike zone, the batter shall be granted one (1) additional pitch. If the batter hits a foul ball on the third coach-pitched ball, the batter will receive one (1) additional pitch.
 - a. If the batter does not hit the ball into play after the (3rd) pitch (or 4th if 3rd pitch was a foul ball), the batter will be out on a third strike.
 - b. A player may not bunt the ball from a coach or machine pitch.

NOTE: Any pitcher that hits 4 batters in 1 game or 3 batters in 1 inning will be removed from pitching.

NOTE: If any batter is 'Hit by Pitch,' they may elect to remain at the plate and continue the 'at-bat.' Managers are highly encouraged to enforce this action.

NOTE: Any batter who elects to remain in the 'at-bat' after being hit by a pitch will accept that pitch as a "ball" in the current count.

3. Pitching is limited to 75 pitches per day, per pitcher league age 9 or 10, and 50 pitches per day league age 7 and 8.

Exception: When pitcher reaches his limit while facing a batter, the pitcher may continue to pitch until the batter reaches base or is put out.

NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.

NOTE: Any player on a regular season team may pitch.

Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch in that calendar day.

4. Manager must remove pitcher when limit is reached but the pitcher may remain in the game at another position.

5. The Manager is responsible for knowing when his pitcher has delivered his maximum limit of pitches, whether or not Manager has been informed by scorekeeper, designated pitch count recorder, or umpire.

NOTE: There will be no violation if an ineligible pitcher has not pitched a ball to the batter.

NOTE: Any violation of any green book rule or regulation by any manager or coach may result in suspension or other actions & will be referred to the ECNLL BOD.

NOTE: Any manager or coach ejected from a game will be subject to rulebook requirements for game ejections.

The following rest requirements apply for all pitchers:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed
- If a player pitches 21-35 pitches in a day, one (1) calendar days rest must be observed
- If a player pitches 1-20 pitches in a day, (0) no calendar days rest must be observed 6. A player may not pitch in more than one game in a day.

Coach Pitching Rules:

1. The umpire will call outs pertaining to bases; the 'offensive' manager or coach will deliver pitches from the pitcher's mound.

2. A swinging strike three is a strike out. The umpire will not call strikes while coaches are pitching.

3. For Segment 1 of season there will be no base stealing at all. **Stealing is not allowed during any coach pitch or when a pitching machine is being used.**

4. For the second segment of the season, players may only steal one base per pitch. There will be no stealing home during the entire season; any runner at 3rd base must be forced in or advance when the ball is put in play.

a. Starting April 4th, when player pitch comes into effect ONLY: Base runners may advance one base on an attempt on any base runner overthrow, whether the throw is from the outfield or the infield. (i.e. player puts a ball in play and an overthrow is made at first, the player may choose to advance to second, but is still subject to being tagged out. However, in the process of trying to tag out the advancing runner, the defense makes another overthrow, the batter must hold their position at second and cannot advance again). **Exception: runners cannot advance to “home” on an overthrow**

b. Any coach disregarding this rule or repeatedly being warned about disregarding the rule, is grounds for ejection/suspension.

Dead Ball Rule:

1. The ball is no longer in play and ruled ‘dead’ when it is returned to the pitcher, (unless the pitcher attempts to make a play on a runner and puts the ball back in play). The pitcher must be within a 10 – foot radius of the rubber/pitching machine in order to freeze the play.
 - a. **NOTE:** Umpire’s judgment will determine the 10’ radius. IAW the Rule book, Judgment calls by umpires are not subject to protest
2. On a batted ball, a runner may only advance to the next base if, at the time the fielder releases the ball to the pitcher, they are already halfway to the next base. If they are not halfway to the next base, they must return to the previous base.
3. A thrown ball in the process of making a play (other than returning to the pitcher) that strikes the pitching machine will result in a ‘dead ball’ and all runners being awarded the next base.
 - a. **Exception: Home plate will not be awarded in the event bases are loaded, runners will advance to the base in which they are forced but remain at the base to which they advanced by the ‘ball in play.’**
4. A batted ball that strikes the coach pitching is a ‘dead ball’ and will result in the batter being awarded first base only. All other runners may advance one base if forced by other runners on base.
5. On a thrown ball that goes out of play or in the dugout is declared ‘dead’ and the runners may advance one base.

Time Limit:

All games in the Minor B CAPS Division are to be played a full 6 innings (5 and ½ innings if the home team is leading when they come to bat in their ½ inning).

Exception: A game called on account of weather, curfew or light failure is the umpire's discretion.

NOTE 1: 10 Run 'concede' rule (Rule 4.10 (e)) will be enforced once minimum inning play (as noted in Rule 4.10 in the Little League Playing Rules book) has been met.

NOTE 2: 4 complete innings (3 and ½ if the home team is leading when they come to bat in their half inning) will constitute an official game. A game suspended prior to 4 complete innings will be rescheduled for completion.

NOTE 3: CAPS Division will be limited to no new inning after 1 hour 30 minutes and a drop-dead time of 2 hours and 15 minutes. Scorekeepers will be need a timer and start the timer after line up cards are exchanged. Scorekeepers will note the official game start time in the scorebook. In the event of a 'drop dead' stop in play after 2:15:00 hours of play, a game suspended after 4 innings will revert to the score of the last complete inning played if the game complies with rule 4.11(d); in a tie situation, rule 4.12 applies.

- a. If necessary, because game isn't yet official, a game may be made up at a later date to be scheduled by Vice President. Pursuant to the Little League "Green Book", an official game is 4 innings.
- b. If the umpire or any other board member suspects a manager or coach of "stalling" the game, said manager or coach will have to appear in front of the ECNLL BOD and is subject to ejection and/or suspension.

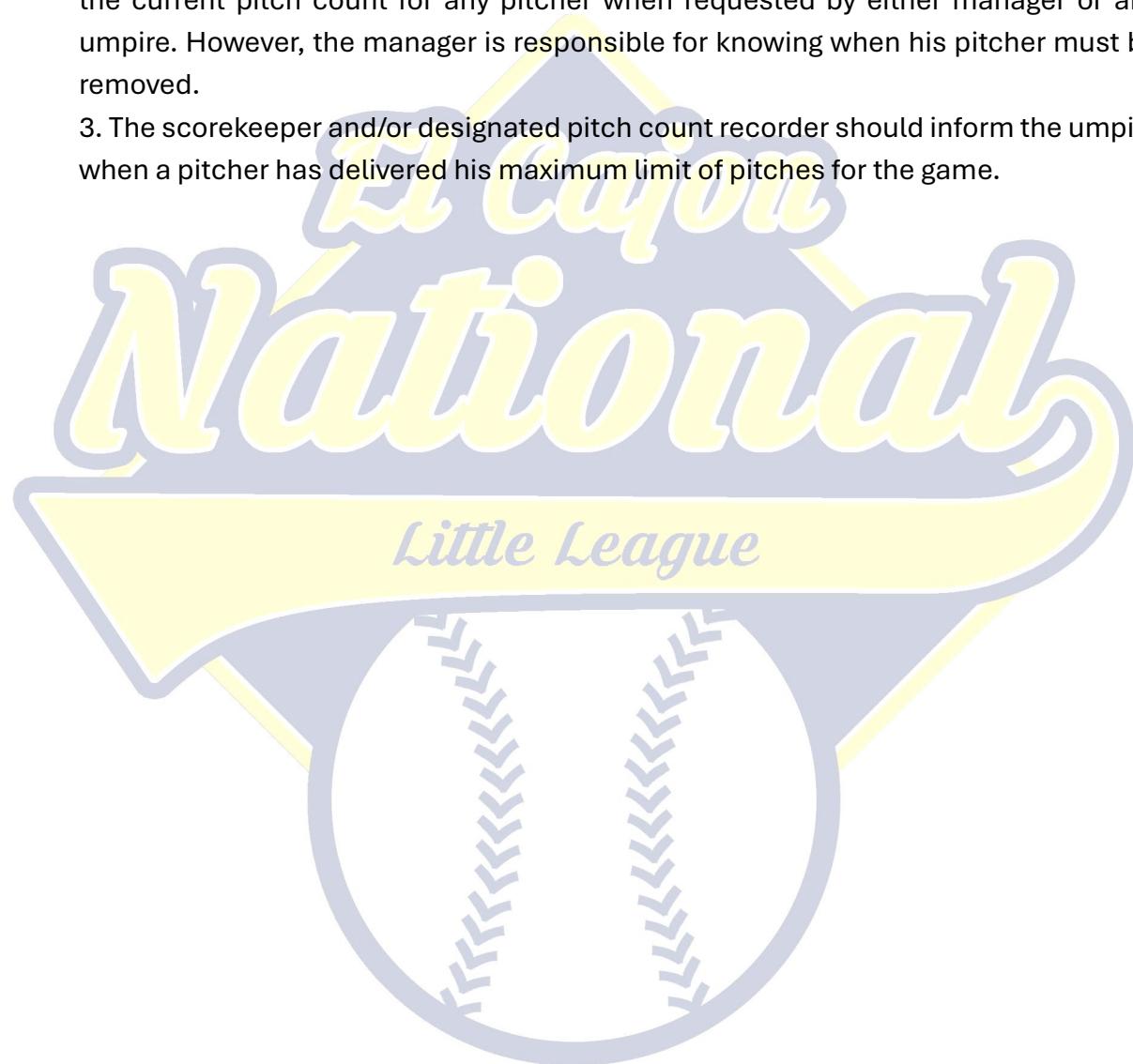
Field Responsibilities:

- The home team is responsible for field set-up. This includes dragging and chalking the field, bases and hanging sponsorship banners on weekend games.
- The visiting team (Intra-league only) is responsible for taking down sponsorship banners and stowing all gear (bases, pads, etc.), dugout trash removal (including sweeping of seeds, left water or sport drink bottles) from players and locking all gates and storage and score keeper booths. If there is a game after yours, please ensure the game is to be played and if so, leave all bases and the last visiting team will secure all gear.
- **NOTE:** Please help to ensure that our fields are kept clean. Although there may be a game following yours, that does not absolve you of the trash left by your team. All

players, coaches and parents are responsible for removal of trash from dugouts and stands at the end of each game or practice.

Scorekeeping:

1. All Little League minimum play, substitution, and reentry rules apply.
2. The Home team scorekeeper and/or designated pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his pitcher must be removed.
3. The scorekeeper and/or designated pitch count recorder should inform the umpire when a pitcher has delivered his maximum limit of pitches for the game.



MINOR C: ROOKIES (LEAGUE AGE 6 – 8) DIVISION RULES

Rules and Guidelines:

All rules defined for the Rookies Division are based in part from the official Little League Rule Book for the Tee Ball and Minors Division, regular season rules. All teams will consist of no less than 10 players. Player's league age 6 to 8 will be eligible to be selected to teams VIA the ECNLL Player Agent. Request for Manager/Coach, Brother/Sister and Cousin pairings will be reviewed and accommodated as much as possible. Those requests must be noted on the player's application. All rules herein are an addendum and shall not conflict with the official Little League Rule Book for Minor Division Play; regular season rules.

Game Play:

1. The ROOKIE division will begin the season with COACH pitch for the first half of the season and transition to machine pitch for the second part of the season (i.e. after April 4).
2. Bunting is not allowed.
3. Player Pitch is prohibited.
4. Stealing any base is prohibited.
5. Base runners may advance one base on an attempt on any base runner overthrow, whether the throw is from the outfield or the infield.
6. A tenth "10TH" man on field will be allowed but must be played in the outfield (left field, left center field, right center field & right field) only. The player may not be in the infield until the ball is put into play.
7. Manager and coaches are allowed on the field for instructional purposes.
8. The catcher must be positioned behind home plate with full protective gear.
9. Defensive Coaches may be present on the playing field to assist players defensively.
10. Coach/Machine Pitch walked batters will not be allowed.
11. In the event of a pitching machine failure, the offensive team's coach or manager shall perform all pitching duties for their own team. No players will be allowed to pitch.
12. All players must play a minimum of one (1) inning in an infield position (Pitcher, Catcher, 1st Base, 2nd base, Shortstop or 3rd base).

a. If it is determined that a player did not receive their one (1) inning of play in an infield position, for the first offense: That player will start the next scheduled game in an 'in-field' position and complete that inning AND his/her required inning for that game, back-to-back. Second and subsequent offenses will result in the same action, as well as the manager being potentially subject to review by the ECNLL BOD which can result in probation, suspension or dismissal from coaching duties and any capacity as a team or league representative.

b. All Players are required to play a minimum of 6 consecutive defensive outs and 1 at-bat per game.

13. Continuous batting order will be used.

14. The batting order will remain the same throughout the entire game.

15. 30 minutes of infield/outfield warm-ups will be allotted, 15 minutes per team, beginning with the Visiting team No later than 40 minutes prior to games start time.

16. During play with the pitching machine, the player fielding the pitching position must start on either side of the mound, slightly behind the coach delivering the pitch, prior to putting the ball in play.

a. After the ball is put into play, that position player may assume any position on the field defensively.

b. All defensive players, except for the catcher, must be in fair territory preceding each pitch.

17. No game may start with less than 9 players in either team's line-up.

18. A team that is unable to field 9 players within 15 minutes, or after a game has officially started (due to injury or ejection), does not automatically forfeit the game, but will be referred to the ECNLL Board for decision.

19. **Review Protests rules.** There will be no protests within the Rookies Division, any game "rules discrepancies" will be submitted in writing to the "Protest Committee." The game will resume. Since no score is kept, final rulings (if submitted and requested) will be returned to both managers for "learning and training" via email.

20. Only the players, the manager, and 2 adult coaches may be in the dugout at any time. At least 1 board approved adult must be in the dugout at all times.

a. One additional 'team parent' may also support the coaches, for a total of 4 parents, to help manage the team and maintain player focus.

21. A 5 run rule per inning applies. If the team batting has scored 5 or more runs in an inning, the inning will end regardless of outs. With 4 runs scored and less than 2 outs, the following rules apply:

a. A hit that is not a home run or a ground rule double may score a maximum of one run.

b. Subsequent runs scored on misplays will not count. After the 5th run is scored, the remaining base runners may not keep running until put out.

c. A ground rule double (beyond the cones after landing in play) may score a maximum of 2 runs; only those runners beginning at 2nd or 3rd base may score.

d. A home run (over the cones on the fly) will score all runners including the batter.

e. No maximum run rule in the 6th inning, or subsequent innings.

22. Any half inning will be completed upon any one of the following:

a. Three (3) out are recorded on Defense

b. 5 run rule is applied

c. Each batter in the lineup has completed an 'at-bat.'

Pitching Machine Rules:

1. The pitching machine will be used for all games during the second 1/2 of the season.

2. The machine will be set up on the mound and the speed agreed upon by both managers.

a. Each offensive player shall have the opportunity to hit seven (7) pitched balls. If a ball has not been hit safely into play after the seventh (7th) pitch, the batter shall be out on strikes.

b. Any ball hit safely into play prior to the seventh (7th) pitch, shall be a live ball subject to the rules of Little League Baseball. Any batter who fouls off the seventh (7th) pitch will receive one additional pitch.

3. No umpires are provided in the Rookies Division; the 'offensive' manager or coach will deliver pitches from the machine to the batters. Coaches will advise players that are "put out."

4. 1st half of the season players will be allowed all 5 pitches. They must either put the ball in play or become a recorded out on the 5th pitch, if not hit. A swinging strike three at any pitch is a strike out for the 2nd half of the season. The umpire shall not call strike while using the pitching machine unless, in their judgment, the batter is repeatedly not swinging at pitches in the strike zone. After warning the batter and manager/coach, the umpire may then call a strike on a machine pitch; including strike three.

Dead Ball Rule:

1. The ball is no longer in play and ruled 'dead' when it is returned to the pitcher, (unless the pitcher attempts to make a play on a runner and puts the ball back in play). The pitcher must be within a 10-foot radius of the rubber/pitching machine in order to freeze the play.

NOTE: Umpires (or coaches) judgment will determine the 10' radius. IAW the Rule book, Judgment calls by umpires are not subject to protest.

2. On a batted ball, a runner may only advance to the next base if, at the time the fielder releases the ball to the pitcher, they are already half way to the next base. If they are not half way to the next base, they must return to the previous base. A thrown ball in the process of making a play (other than returning to the pitcher) that strikes the pitching machine will result in a 'dead ball' and all runners being awarded the next base.

Exception: Home plate will not be awarded in the event bases are loaded, runners will advance to the base in which they are forced but remain at the base to which they advanced by the 'ball in play.'

3. A batted ball that strikes the pitching machine is a 'dead ball' and will result in the batter being awarded first base only. All other runners may advance one base if forced by other runners on base.

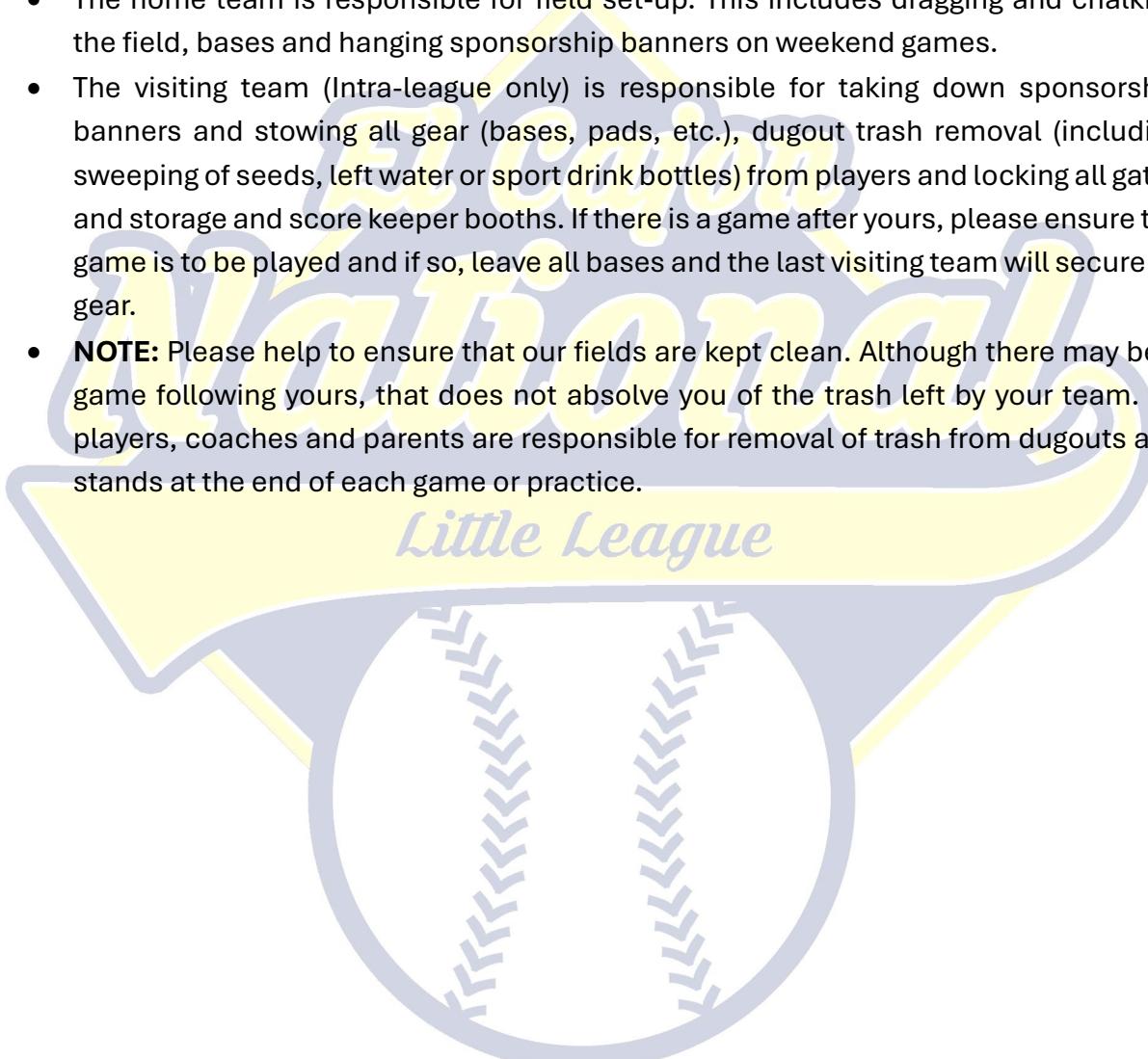
4. On a thrown ball that goes out of play or in the dugout is declared dead and the runners may advance one base.

Time Limit:

Games are limited to no new inning after 90 minutes of play, drop dead time if 1 hour and 45 minutes. Scorebook may be kept, to determine unofficial wins and losses, however, no league divisional records will be maintained (Minors C Rookies is 'instructional' baseball).

Field Responsibilities:

- The home team is responsible for field set-up. This includes dragging and chalking the field, bases and hanging sponsorship banners on weekend games.
- The visiting team (Intra-league only) is responsible for taking down sponsorship banners and stowing all gear (bases, pads, etc.), dugout trash removal (including sweeping of seeds, left water or sport drink bottles) from players and locking all gates and storage and score keeper booths. If there is a game after yours, please ensure the game is to be played and if so, leave all bases and the last visiting team will secure all gear.
- **NOTE:** Please help to ensure that our fields are kept clean. Although there may be a game following yours, that does not absolve you of the trash left by your team. All players, coaches and parents are responsible for removal of trash from dugouts and stands at the end of each game or practice.



Little League

TEE-BALL (LEAGUE AGE 4 – 6 YEARS) DIVISION RULES

Rules and Guidelines: All rules as defined in the official Little League Rule Book for Tee Ball Division Play apply. All teams will consist of no less than 12 players. Players will be selected to teams via the ECNLL Player Agent. Requests for Manager/Coach, Brother/Sister and Cousin pairings will be reviewed and accommodated as much as possible. Those requests must be noted on the player's application. All rules herein are an addendum and shall not conflict with the official Little League Rule Book for Tee Ball Division Play.

1. Little League.org rules now allow league age 4 to play in Tee Ball divisions.
2. No substitution or reentry rules apply: All players play – all game.
3. Continuous Batting Order will be used as an option. Lineup change can occur per inning at the discretion of the Manager.
4. All players will play defensively. **NOTE:** It is highly recommended that all players participate in a variety of positions throughout the game and season.
5. Bunting is not allowed.
6. There must be at least one coach in the dugout at all times. **NOTE:** This rule only applies if you play on the Minor B, Minor A or Major Field. There is no dugout on the T-Ball field.
7. In the event no fenced in dugout is part of the field, the “area designated” as the “player bench area” must have an adult supervising the players at all times.
8. There must be at least one adult baseball coach.
9. Manager and coaches are allowed on the field for instructional purposes.
10. Any batted ball that rolls or bounces past the cones is a ground rule double, even if it is touched or deflects off a defensive player.
11. Any batted ball that bounces pass the cones on the fly is a home run.

Pitching:

1. Players are not allowed to pitch at the T-Ball/Rookie level.
2. Managers and coaches will use a batting Tee all season.
3. Managers or Coaches may not pitch to their team.

Scorekeeping:

There is no official scorekeeper at the Tee Ball level. All players bat on offense each inning throughout the entire line-up. The last batter should be announced to the defensive team.

NOTE: The same batting order does not need to be maintained throughout the game. As long as each player bats each inning, the batting order may change.

Time Limit:

Games are to be played to 3 complete innings or 90 minutes. Games may be shortened upon agreement of both Managers.

Field Responsibilities:

- The home team is responsible for field set-up. This includes dragging and chalking the field, bases and hanging sponsorship banners on weekend games.
- The visiting team (Intra-league only) is responsible for taking down sponsorship banners and stowing all gear (bases, pads, etc.), dugout trash removal (including sweeping of seeds, left water or sport drink bottles) from players and locking all gates and storage and score keeper booths. If there is a game after yours, please ensure the game is to be played and if so, leave all bases and the last visiting team will secure all gear.
- **NOTE:** Please help to ensure that our fields are kept clean. Although there may be a game following yours, that does not absolve you of the trash left by your team. All players, coaches, and parents are responsible for removal of trash from dugouts and stands at the end of each game or practice.

INTERMEDIATE (LEAGUE AGE 11 – 13 YEARS) DIVISION RULES

Rules and Guidelines: All rules as defined in the official Little League Rule Book for Intermediate Division Play apply; regular season rules. All teams will consist of no less than 12 players. League age 11 and 12 players may play on two regular season teams if playing on a Majors division team and an Intermediate team. All rules herein are a supplement and shall not conflict with the official Little League Rule Book for Majors Division Play; regular season rules.

Ground Rules:

1. All Players are required to play a minimum of 6 consecutive defensive outs and 1 at bat per game.
2. Line-ups must be submitted to the Official Scorekeeper no later than 15 minutes prior to the start of the game.
3. 30 Minutes of Infield/Outfield warm-ups will be allotted, 15 minutes per team, beginning with the Visiting team No later than 40 minutes prior to games start time.
4. No game may start with less than 9 players in either team's line-up.
5. A team that is unable to field 9 players within 15 minutes, or after a game has officially started (due to injury or ejection), does not automatically forfeit the game, but will be referred to the ECNLL Board for decision.
6. Only the players, the manager, and 2 adult coaches may be in the dugout at any time. At least 1 board approved adult must be in the dugout at all times.
7. Review Protests rules. Managers are advised to review the Little League Rules Handbook for specifics on protests and all other rules and changes.
8. Int/Jrs - Bats must be marked USABat or BBCOR
9. Head first slides ARE allowed
10. Infield Fly in effect.
11. Dropped 3rd strike in effect.
12. Leading off and stealing in effect.
13. Balks are called. Please see LL Rule 8.05 for full details.
14. Pitchers may not wear white or gray sleeves.
15. Pitcher visits. 1 per inning, 2nd visit a removal; 2 per game, 3rd visit a removal

16. A registered coach or assistant coach is permitted to warm-up the catcher if a designated catcher is not available.
17. A "courtesy runner" shall be permitted for a player who is on base with two outs and is the designated catcher in the next half inning. The courtesy runner will be the player that made the last out (i.e., the player that made the second out of the inning).
18. There is no "must slide" rule. However, the runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. (LL Rule 7.08.a.3)
19. Metal spikes or cleats are permitted.

Pitching:

1. Pitching is limited to 85 pitches per day, per pitcher, league age 11 & 12. Pitching is limited to 95 pitches per day, per pitcher, league age 13-16.
 - a. **Exception:** When pitcher reaches his limit while facing a batter, the pitcher may continue to pitch until the batter reaches base or is put out.
2. The Manager must remove a pitcher when the pitch limit is reached but the pitcher may remain in the game at another position.
 - a. **NOTE:** A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.
3. The Manager is responsible for knowing when his pitcher has delivered his maximum limit of pitches, whether or not Manager has been informed by the scorekeeper, designated pitch count recorder, or umpire.
4. There will be no violation if an ineligible pitcher has not pitched a ball to the batter.
5. The following rest requirements apply to all pitchers. For any double-rostered players, the team manager is responsible for coordinating with the Director of Scorekeeping to ensure all pitch count and rest rules are properly followed.
 - a. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - b. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.

- c. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- d. If a player pitches 21-35 pitches in a day, one (1) calendar days rest must be observed.
- e. If a player pitches 1-20 pitches in a day, (0) no calendar days rest must be observed.

6. A player may not pitch in more than one game in a day. A pitcher remaining in the game, but moving to a different position (not catcher), can return as a pitcher anytime in the remainder of the game, but only once per game.

Game Play and Scorekeeping:

- 1. All Little League minimum play, substitution, and reentry rules apply.
- 2. The Home team scorekeeper or designated pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his pitcher must ECNLL League Rules 24 be removed.
- 3. The scorekeeper or designated pitch count recorder should inform the umpire when a pitcher has delivered his maximum limit of pitches for the game.
- 4. There is no run limit per inning. The defensive team must record 3 outs.
- 5. Each team will bat 9 and make substitutions IAW Little League rules.

Time Limit: All games in the Intermediate Division are to be played a full 7 innings (6 and ½ innings if the Home team is leading when they come to bat in their half inning). There is no time limit.

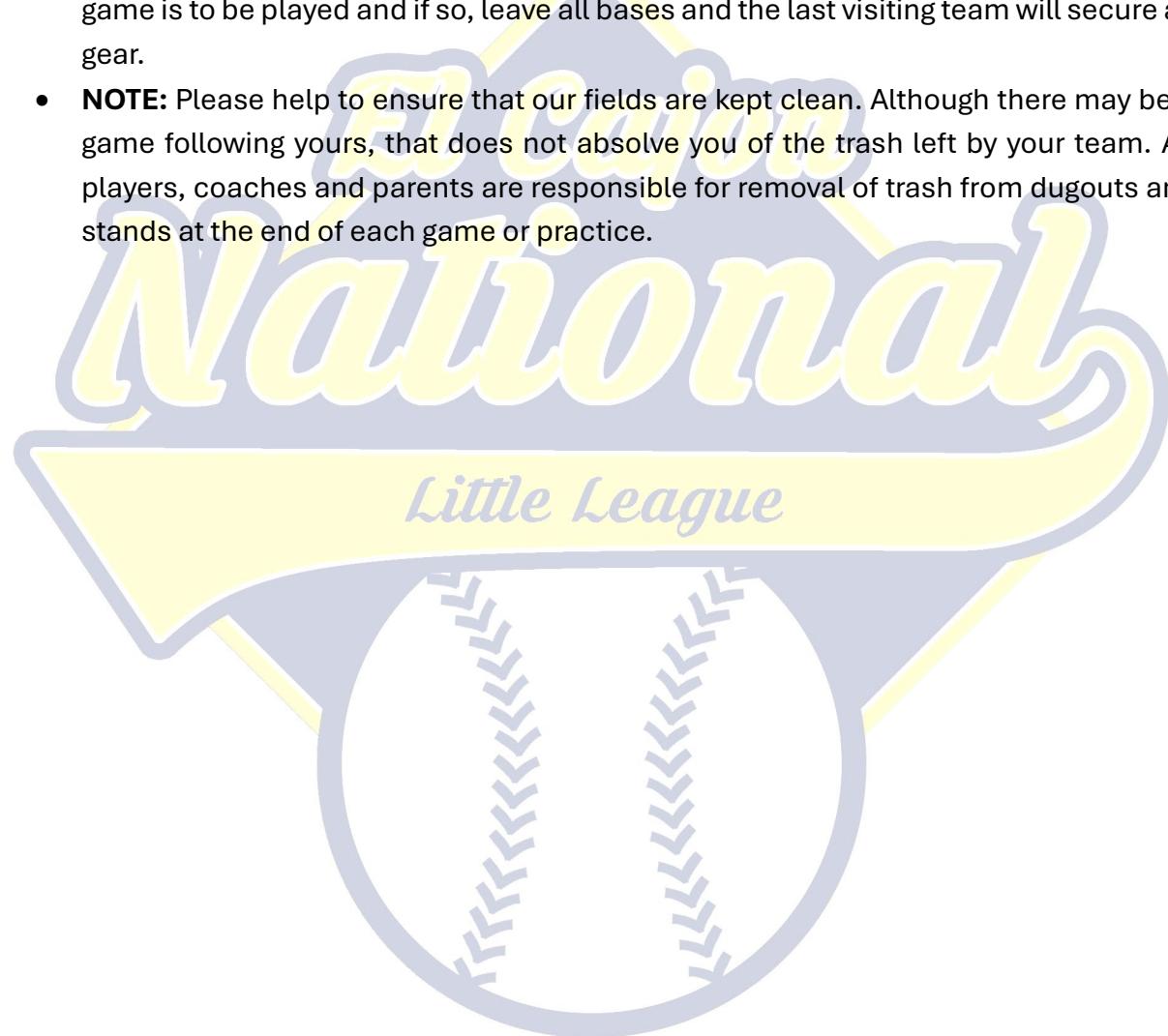
Exception: A game called on account of weather, curfew or light failure is the umpire's discretion.

NOTE 1: 10 Run 'concede' rule (Rule 4.10 (e)) will be enforced once minimum inning play (as noted in Rule 4.10 in the Little League Playing Rules book) has been met.

NOTE 2: 5 complete innings (4 and ½ innings if the home team is leading when they come to bat in their half inning) will constitute an official game. A game suspended prior to 4 complete innings will be rescheduled for completion. A game suspended after 4 innings will revert to the score of the last complete inning played if the game complies with rule 4.11(d); in a tie situation, rule 4.12 applies.

Field Responsibilities:

- The home team is responsible for field set-up. This includes dragging and chalking the field, bases and hanging sponsorship banners on weekend games.
- The visiting team (Intra-league only) is responsible for taking down sponsorship banners and stowing all gear (bases, pads, etc.), dugout trash removal (including sweeping of seeds, left water or sport drink bottles) from players and locking all gates and storage and score keeper booths. If there is a game after yours, please ensure the game is to be played and if so, leave all bases and the last visiting team will secure all gear.
- **NOTE:** Please help to ensure that our fields are kept clean. Although there may be a game following yours, that does not absolve you of the trash left by your team. All players, coaches and parents are responsible for removal of trash from dugouts and stands at the end of each game or practice.



Pool Players

Rules for Pool Players at ECN

- Positions: Generally restricted to outfield and cannot pitch, catch, or play infield.
- Batting: Must bat last in the lineup.
- Playing Time: Must play a minimum of 9 defensive outs and get at least one at-bat.
- Uniform: Must wear their own regular-season uniform.
- No Pitching/Catching: Cannot pitch or catch.
- Who Can Be One: Players must volunteer for the pool and be approved by their parents.

How Pool Players Work

1. **Request:** A team manager requests a pool player from the ECN Player Agent (e.g., due to sickness/injury).
 - ECN Player Agent will manage the list of pool players each season
2. **Assignment:** The Player Agent calls pool players in a rotating, (from a pre-approved list of willing players).
3. **Commitment:** Once a pool player is assigned and accepts, they *must* play in that game, even if the team's regular players show up later.

Key Points

- **ECN Player Agent's Role:** Only the ECN Player Agent can assign players; managers and coaches cannot pick from the pool.
- **Purpose:** To ensure games happen and all kids get to play, preventing forfeits.
- **Limitations:** Limited to 1-2 pool players per game and **not** allowed in end-of-season tournaments.

Switch Hitters

A switch-hitter can change batting sides *any time* the pitcher isn't ready (ball is dead), but **cannot switch mid-pitch or after the pitcher starts their windup**; if they do, they are **OUT**. The batter can switch back and forth as often as they want, even every pitch, as long as they don't break the rule of not switching while the pitcher is in the pitching motion, allowing them to use the best box against a specific pitcher.



El Cajon National Little League - Disciplinary / Protest Policy

1. Purpose

To provide guidance to all Members of El Cajon National Little League (ECN, ECNLL) for the procedures for Disciplinary Review and Action as it relates to violations of the League's Code of Conduct Policy. The Disciplinary Policy ("Policy") establishes the due process by which discipline, if deemed necessary, will be administered by the League Board of Directors as defined by the El Cajon National Little League Constitution.

2. Expectations

ECN Little League is committed to providing an environment in which all individuals are treated with respect. The League supports equal opportunity and prohibits discriminatory practices. Members are expected to conduct themselves at all times in a manner consistent with the mission of the League. Members are thus expected to fulfill certain responsibilities and obligations, including but not limited to, complying with the policies (such as the Code of Conduct), and rules and regulations of the League.

3. Scope

All League Members are subject to the Code of Conduct and the Discipline Policy. Categories of Members shall include but may not be limited to Board of Directors ("Board"), Managers, Coaches, Players, Parents, Volunteers, and Officials (Umpires, other). Anyone partaking in an ECN Little League activity that commits an act of aggressive, inappropriate, or unacceptable behavior shall be subject to the Discipline Policy and may be subject to Disciplinary Action which at minimum may consist of a Warning and at Maximum may result in permanent suspension from ECN Little League Membership.

4. Responsibilities

The Disciplinary/Protest Committee ("Committee") shall consist of no less than 3 members and no more than 5-members which shall review all complaints that may be subject to Disciplinary Action. Should a complaint be made against or directly involving a member of the Committee, the President shall appoint a temporary replacement for the review and hearing of the complaint. **The committee shall include the following persons – President, Vice President, Player Agent, Umpire in Chief, and one other Director who are not managers nor umpires.**

5. Forms Used

All members of the League shall sign, submit, and adhere to the ECN Volunteer Code of Conduct. The Code of Conduct shall list some of the types of violations that if were to occur, would result in a complaint review by the Committee and possible Disciplinary Action.

A completed and written Incident Report, outlining the proposed violation of the Code of Conduct, shall be submitted to the Committee as part of the complaint (see 6 Procedures below).

6. Procedures

Complaints:

Complaints must be communicated to a Board Director(s) or a Division Director. The initial complaint may be made verbally, however, in order to review for potential discipline resulting from a proposed violation of the Code of Conduct a **written** Incident Report must be completed and submitted to elcajonnational@gmail.com by the complainant(s) within 72 hours of the incident. Board Directors, Managers, Coaches, Parents or other participants (spectators, other) all have the ability to file complaints by submitting an Incident Report. **Anonymous complaints shall not result in formal discipline.**

All complaints that are received by a Board Director(s) shall be forwarded to the President. In the event the complaint is against the President, the complaint shall be forwarded to the Vice President who will temporarily act as the President in the matter of the complaint.

The President shall then inform the Disciplinary Committee Members of the complaint and refer said complaint to the Committee for review.

Review:

The review process shall be conducted as expeditiously as possible.

The Committee shall first meet to review the completed Incident Report.

At this point the Committee shall proceed as follows:

- Notify the complainant of receipt of the Incident Report by the Committee.
- Determine that the issue does not require further action.

- Make a recommendation to the President of a verbal warning. Verbal warnings do not require further review and approval by the Board of Directors.
- Determine that an investigation and probable hearing is required.

If a formal investigation and hearing is required:

- The Committee shall select one or more members of the Committee to investigate the complaint by gathering as much information as possible regarding the incident and returning to the full Committee with the information collected. This may or may not include conducting phone calls, interviews or collecting email accounts from eyewitnesses or others that may have seen or are aware of the incident.

Hearing:

Hearings shall be conducted privately and confidentially in an informal but orderly fashion.

The person who is subject of the hearing shall have the right to attend the hearing where all the information gathered shall be presented and is to be considered by the Committee.

The subject of the hearing shall have the right to present evidence.

Once all evidence has been provided, the Committee shall close the hearing and dismiss all witnesses, the complainants, and the subject of the hearing if present for the hearing.

Recommendation:

The Committee, upon completing its review of the complaint, including the hearing, shall discuss the evidence and shall consider the following prior to making a recommendation of Disciplinary Action:

- The nature and severity of the violation.
- Whether the violation is a first offense or if other documented violations have previously occurred.
- The individual's acknowledgement of responsibility and extent of remorse.
- The age, maturity or experience of the individual.
- The individual's prospects for rehabilitation.

The Committee, upon majority vote shall present its recommendation to the President.

Once the President has received the recommendation of the Committee, he/she shall present the recommendation to the Board of Directors for approval.

The Board of Directors is the sole authority that may approve and implement any Disciplinary Action.

A record summary of the Discipline Action shall remain on file with the Board and in addition, a copy shall be delivered in writing to the subject(s) of the complaint.

Action:

The Disciplinary Committee may apply any or a combination of the following sanctions:

- Verbal Reprimand
- Written Reprimand to be held on file with League
- Request for a verbal or written apology (letter or email)
- Suspension of Manager/Coach Duties
- Suspension from attending games, practices, events, etc.
- Termination of League Membership and Expulsion from the League
- Other sanctions as may be considered appropriate for the violation

***Note:** At any point during a game, including at the official start of a game, the umpire presiding over the game may remove a Manager, Coach, Player or Spectator independent of this policy. The umpire will provide a written Incident Report to the Umpire in Chief and/or Director of Managers, who in turn will refer the incident to the President for forwarding to the Committee.

Also, Little League International rules state that any Manager, Coach, or Player ejected from a game is **automatically suspended from the next game.**

Sanctions as a result of Disciplinary Action by the Board of Directors shall commence immediately following the vote of the Board

7. References (ECNLL Constitution, Bylaws)

Little League International

Little League Code of Conduct

El Cajon National Volunteer Code of Conduct

El Cajon National Little League Constitution

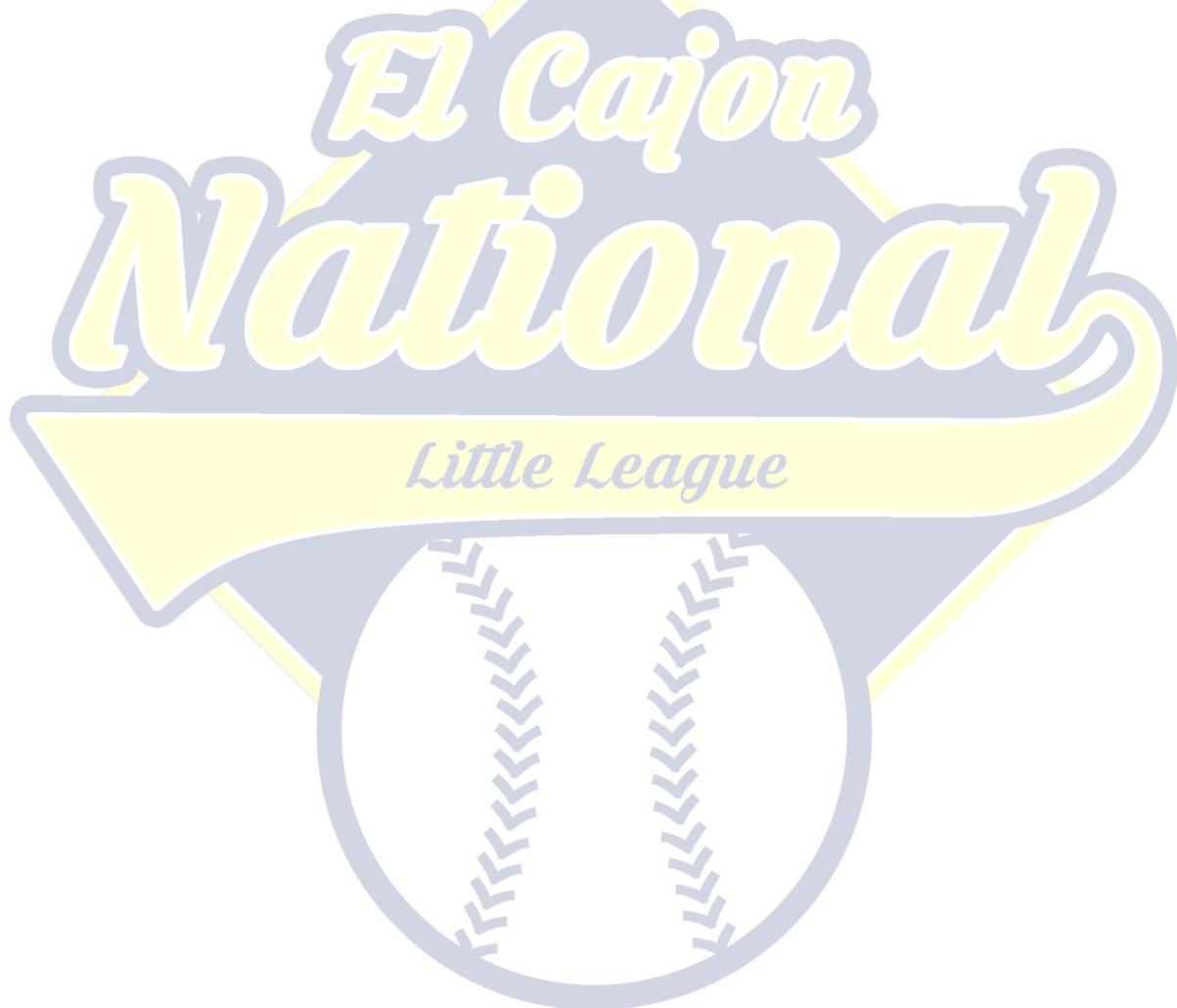
El Cajon National Little League Bylaws & Local

8. Related Procedures

The Committee shall annually review the Policy for effectiveness and appropriateness and shall make recommendations to the Board of Directors to amend as needed.

9. Records

All correspondence related to a membership complaint, disciplinary action, or Code of Conduct violation, shall be considered privileged information to the Board and shall remain Confidential.



El Cajon National Little League (ECNLL) Bylaws

All – Stars (and Little Stars) Tournament

Provided Little League requirements are met, all league ages 7 - 14 (age as of August 31) are eligible to be selected for the Little Star/All-Star teams which are formed towards the end of the regular season. ECNLL may form multiple Little Star/All-Star teams each season, such as Little Stars, 10u, 11u, 12u, and in some years 13u or 14u if those divisions are available. Team formation is dependent on player participation, division enrollment, and District 41 guidelines.

ECN All Star Teams will have a minimum of 13 players. Teams are selected per Little League rules and as outlined below. Time commitments for Little Stars will be approximately May 15th - June 11th while the dates for all other divisions will be approximately June 1st - July 20th (and longer if the team should advance beyond the Sectional Tournament). Player availability during this time period may impact final roster selection.

All-Star Committee should be consisted of: Vice-President, Player Agent, Director of Managers, Juniors Coordinator/Fall Ball Director, and one additional ECN board member.

All-Star Manager, Coaches, and Player Selection

- All eligible players wishing to be selected to an All-Star team must complete and submit an All-Star Letter of Intent to participate by the deadline date and have played a minimum of eight games during the Spring season.
- All teams should be formed from the top age-appropriate players starting with the Seniors team followed by the Juniors team, the Intermediate team, the 10-11-12 team, the 11-10-9 team and lastly, the 10-9 team. For Little Stars, eligible players shall be league age 7 and 8 only.
 - a. Note: If the All-Star committee deems there are not enough appropriately aged players to form a competitive team for a given division, the order in which the teams are formed may be altered or the team may not be formed at all.
 - b. If there are a large number of qualified players of the same age, the All-Star committee may, with District approval, opt to form more than one team for the same division to be enrolled in the Tournament. When more than one team is formed from the same division, the selection process and roster formation will be determined by the All-Star committee.
- The Teams will be selected in the following way:
 - **a. Seniors, Juniors, Intermediate and 10-11-12 (12U):**

- i. On a date to be announced by the All-Star committee, each division of players will receive a ballot with all eligible players that filled out a letter of intent (LOI) for their division. (Unless there are not enough letters of intent to require a vote)
- ii. Players will vote for 9 players they believe have the traits necessary to be an All-Star
- iii. Players' votes will be tallied by the All-Star Committee and the committee will determine the number of players to be selected to the All Star Team based off of the players votes.
- iv. On a date to be announced by the All-Star Committee, ECN will host an assessment for any players who wish to demonstrate the baseball abilities to the managers of their division before managers vote for All Star selections.
- v. The regular season managers will meet after the assessment to discuss and vote for the remaining All Star players to form a 9-player roster. The Selected All-Star manager will then submit for approval to the All-Star committee the last 4 All Star names to complete the roster of 13 players.
- vi. The decision to adjust a roster size and/or select a player—regardless of peer voting results—will be determined by the All-Star Committee.
- vii. If a player becomes ineligible to remain on the All-Star roster for any reason, the All-Star Manager shall submit a proposed replacement player to the All-Star Committee for approval to complete the roster.

- b. **The 910 (10U) teams shall consist of only eligible players and will be selected in the following way:**
 - i. On a date to be announced by the All-Star Committee ECN will host an assessment for any players who wish to demonstrate the baseball abilities to the managers of their division before managers vote for All Star selections.
 - ii. The regular season managers will meet after the assessment to discuss and vote for the All Star players to form a 9-player roster. The Selected All-Star manager will then submit for approval to the All-Star committee the last 4 All Star names to complete the roster of 13 players.
 - iii. The decision to adjust a roster size and/or select a player will be determined by the All-Star Committee.

- iv. If a player becomes ineligible to remain on the All-Star roster for any reason, the All-Star Manager shall submit a proposed replacement player to the All-Star Committee for approval to complete the roster.
- **c. The 9-10-11 (11U) teams shall consist of only eligible players and will be selected in the following way:**
 - i. On a date to be announced by the All-Star Committee ECN will host an assessment for any players who wish to demonstrate the baseball abilities to the managers of their division before managers vote for All Star selections.
 - ii. The regular season managers will meet after the assessment to discuss and vote for the remaining All Star players to form a 9-player roster. The Selected All-Star manager will then submit for approval to the All-Star committee the last 4 All Star names to complete the roster of 13 players.
 - iii. The decision to adjust a roster size and/or select a player will be determined by the All-Star Committee.
 - iv. If a player becomes ineligible to remain on the All-Star roster for any reason, the All-Star Manager shall submit a proposed replacement player to the All-Star Committee for approval to complete the roster.
- **Little-Star / All-Star Managers and Coaches**
 - 1. The All-Star committee will interview and vote on manager candidates for all teams, Managers and coaches will be approved by the Board of Directors.
 - a. Managers and Coaches for each team may be identified prior to any ballots for player voting being made.
 - b. Managers and coaches wishing to be selected to an All-Star team must be in good standing and must submit an All-Star letter of intent by the deadline date determined by the All-Star committee.
 - c. Eligible Managers shall be regular season managers and/or coaches in the age-appropriate divisions listed. One coach for each All Star/Little Star team may come from another division with committees approval. The only exception is 9-10-11 Managers and Coaches can be regular season managers and/or coaches from either Majors or Minor A divisions.
 - d. The manager for each All-Star team may choose up to two (2) official coaches from eligible candidates, final coaches decisions/approvals will be made by the All-Star Committee.

- e. In the event a manager or coach withdraws from the team, the All-Star committee shall appoint a replacement provided it is allowed through Little League Tournament Rules.
- **Little-Stars Tournament**
 - 1. District 41 may organize a Little-Stars tournament for league age 7- and 8-year-old players and will not be affiliated with Little League's All-Star tournament.
 - 2. All rules and regulations will be provided by District 41.
 - 3. All players, managers, and coaches wishing to be eligible for the Little-Star team must sign a letter of intent drafted by the All-Star committee to agree to participate in-full during the entire Little-Star tournament or until their team is eliminated.
 - 4. The Little-Star player and manager/coach selection will be overseen and decided by the All-Star committee.
 - 5. The Little-Star team will carry a minimum of twelve (12) players.
 - 6. The Little-Star team will be restricted to one (1) manager and two (2) official coaches.
 - 7. Little-Star fees shall be determined by the All-Star committee and paid by each participating player.
 - 8. Little-Star players will be provided with a game jersey, practice jersey, pants, socks, belt, and ballcap.
 - 9. Little-Star managers and coaches will be provided with a league shirt and cap to be worn at all games.
- **Little-Star Player Selection**
 - 1. The Little-Stars should consist of all eligible league age 7- and 8-year-olds within the Minors divisions. However, it is not automatic that an 8-year-old from Minor A is placed on the team. The team will be selected in the following way:
 - a. On a date to be announced by the All-Star Committee, ECN will host an assessment for any players who wish to demonstrate the baseball abilities to the managers of their division before managers vote for Little-Star selections.
 - b. The managers will meet after the assessment to discuss and vote for the remaining Little Star players to form a 10 player roster.
 - c. The Selected Little Star manager will then submit for approval to the All-Star committee the last 3 Little Star names to complete the roster of 13 players.

- d. The decision to adjust roster size will be decided by the All Star Committee.
- e. If a player becomes ineligible to remain on the All-Star roster for any reason, the All-Star Manager shall submit a proposed replacement player to the All-Star Committee for approval to complete the roster.

