



Yosemite Little League Local Rules for 2026

General

- All players will be separated into each division according to the Little League International rules by age, as well as evaluation of skills by managers, coaches, and the Yosemite Little League board.
- Any player, manager or coach suspended from a game will have to attend a special meeting before returning to their team
- Zero Tolerance for Code of Conduct violations. The umpire, or board member if present, may suspend play and clear the field of all players. The offending person(s) must leave the field area before play can continue
- All managers will be responsible for knowing where the League's Official Rules and Regulations Book is kept or have the application downloaded to a device. It will be the manager's responsibility to read, understand, and follow the rules and regulations applying to their set division(s).
- An Umpire can only be questioned by a team manager on the interpretation of a rule, not an individual call. Do not argue with the umpire at any time, they have the final say in all situations on the field. Rulebooks may be reviewed during the game, resolve all issues before the next play. The dispute is over as soon as the next pitch is delivered
- If a player misses seven continuous games and/or practices, they may be released from their current team. Released Major division players will be required to attend evaluations next season and are not guaranteed to be drafted for that division the following year.
- Only managers and coaches are allowed in the dugout, no substitutes or team parents without board approval. Only volunteers with pre-approved background checks are permitted. Three maximum adults with the exception that Tee Ball and Machine Pitch may have four adults.
- Players are not allowed in the warmup / on deck area, equipment only (RULE)
- If an umpire does not show, the managers will agree on a substitute
- Parents may not contact managers, coaches or players inside the dugout during the game. Prior to the game the umpire will declare a start time and inform the official scorekeeper who then record the time in the official score book
- Plate umpire may set up behind pitchers mound (Rule 9.04(a))

Home Team:

- Will prepare the field before and after the game and is responsible for providing an official scorekeeper for the game. The official scorekeeper is also responsible for keeping the pitcher's pitch count
- During Interleague play, home team will provide announcer/scoreboard operator

Visiting Team:

- Is responsible for providing an announcer/scoreboard operator for the game

• **Player Replacement Policy**

- The manager has 48 hours to notify the player agent of a continued absence. An unexcused continued absence is seven continuous missed practices or games. Excused absence is medical, family, school, church etc. related absence. Medical absences of longer than 7 calendar days requires a Medical release to return to play.
- The manager has 7 days from notifying the player agent to select their top three choices from the player agent's list of eligible players. If the manager does not notify player agent, the player agent will assign a replacement.
- Player Agent is responsible for the placement of players on teams who have lost a player – due to injury/relocation, voluntary withdrawal, etc.
- Original roster size shall be maintained throughout the season. Players may be moved up at any time when the player is of the correct age for such division as determined by local league and Little League International. *NOTE: The original roster size shall be maintained until the list of all eligible players are exhausted or until the last two weeks of the season.*
- Players who refuse to move up will be frozen that season in their same division. Players who refuse to move up may also be moved to another team as decided by the Yosemite Little League board to replace vacancies caused by the refusal.

- **Non Retaliation Policy** – Yosemite Little League prohibits retribution or retaliation of any kind for reporting unethical behavior, misconduct, or questionable behavior if the report of the possible violation of any law, rule, regulation, or the Code of Conduct was made in good faith.

No 1 on 1 interactions – Yosemite Little League prohibits one-on-one contact between adults and youth members on and off the field

- In situations requiring a personal conference, the meeting is to be conducted with the knowledge and in view of other adults and/or youth.
- Private online communications (texting, phone calls, chat, IM, etc.) must include another adult or parent.
- Communication by way of social media (Facebook, Snapchat, etc.) must include another adult or parent.

A (Tee- Ball) Division

- Player age will consist of Little League age 4-5-6
- If a fair ball hits a coach, the ball is live
- The entire roster must bat in order
- A game will consist of five innings or a maximum time of 1 1/4 hours
- Ten players may play on offense, only one pitcher position
- There will be no strikeouts
- **One base on each overthrow**
- Runner is warned once for sliding, second time the runner is out
- Only Managers and coaches are allowed in the dugout, no substitutes or team parents without board approval. Four maximum adults
- Players are not allowed in the warmup / on deck area, equipment only (RULE)
- Players, Managers or coaches that are suspended from a game must attend the next regular scheduled board meeting, or special meeting, before they return to their team for practice or games
- Side retired when all players on the roster have bated one time in the half inning or three outs are made

AA (Machine Pitch) Baseball Division

(2nd half starts after spring break – after April 21st)

- Player age will consist of Little League age 5-6-7-8-9; (participants age 5 and 6 must have played tee-ball for one year).
- AA Division will consist of Machine Pitch using Mechanical Pitching Machine provided by League. Settings for AA Division will be determined by Board of Directors and shall be followed for all games. No modifications to speed or distance shall be permitted. Only an approved Coach or Manager may operate Mechanical Pitching Machine.
- If a fair ball hits a coach, the ball is live
- The entire roster must bat in order
- Side retired when five runs are scored or when all players on the roster have batted one time in the half inning or three outs are made
- For the first half of the season, players can advance maximum for a double. After the second half of the season the double restriction does not apply.
- Players may slide into 2nd base, 3rd base, and home plate **after mid-season**. It is the manager's responsibility to properly train players in the technique of sliding and avoiding collisions.
- A game will consist of five innings or a maximum time of 1 1/2 hours, whichever occurs first.
- Maximum Nine defensive players on the field and a coach operating the pitching machine to their own team
- There will be no strikeouts or walks. **Five** maximum pitches, then use the tee
 - Note: The tee will only be used for half of the season. The second half the player will receive 5 pitches, and if the ball is not hit during those 5 pitches the player will then be out.
- **One base on each overthrow**

- Only managers and coaches are allowed in the dugout, no substitutes or team parents without board approval. Four maximum adults
- Players are not allowed in the warmup / on deck area, equipment only (RULE)
- Players, managers or coaches that are suspended from a game must attend the next regular scheduled board meeting, or special meeting, before they return to their team for practice or games

AA (Coach Pitch) Softball Division

- Player age will consist of Little League age 5-6-7-8-9; (participants age 5 and 6 must have played tee-ball for one year).
- If a fair ball hits a coach, the ball is live
- The entire roster must bat in order
- Side retired when five runs are scored or when all players on the roster have batted one time in the half inning or three outs are made
- Players may slide into 2nd base, 3rd base, and home plate **after mid-season**. It is the manager's responsibility to properly train players in the technique of sliding and avoiding collisions.
- A game will consist of five innings or a maximum time of 1 1/2 hours, whichever occurs first.
- Maximum Nine defensive players on the field and a coach operating the pitching machine to their own team
- There will be no strikeouts or walks. **Five** maximum pitches, then use the tee
 - Note: The tee will only be used for half of the season. The second half the player will receive 5 pitches, and if the ball is not hit during those 5 pitches the player will then be out.
- **One base on each overthrow**
- Only managers and coaches are allowed in the dugout, no substitutes or team parents without board approval. Four maximum adults
- Players are not allowed in the warmup / on deck area, equipment only (RULE)
Players, managers or coaches that are suspended from a game must attend the next regular scheduled board meeting, or special meeting, before they return to their team for practice or games

AAA (Minor) Division

- Player age will consist of (7-8-9-10); players will be drafted onto the AAA League teams. (See Draft Guidelines)
- A game may be played with no less than 7 players, there is no out penalty for playing with less than 9 players (Rule Adoption 4.04; 4.16, 4.17, 6.05(n))
- Ten run rule after 4 innings or 15 run after 3 innings, applies; Managers must attempt for players to meet minimum play rules. **Players who do not meet minimum play requirements are required to meet minimum play plus time missed during next game**
- No new inning may start after 1 3/4 hours. On Saturdays, when there are multiple games back-to-back, there will be a drop-dead time limit of 2 hours. Umpire will notify managers that drop dead time limit of 2hrs will be in effect during the plate meeting

- Side retired when five runs are scored or when all players on the roster have batted one time in the half inning or three outs are made
- If an umpire does not show, the managers will pick a substitute to umpire from behind pitcher
- The last inning of the game shall be the open inning. The umpire shall determine when the open inning is to be applied. Only 5 run rule is suspended during opening inning. Inning is retired after 3 outs or batting once through the lineup.
- No innings may be played after the open inning.. (Rule Option 5.07)
- The ball is live unless called foul by umpire or when “time out” is granted by umpire
- Only managers and coaches are allowed in the dugout, no substitutes or team parents, without board approval, three maximum adults
- Players are not allowed in the warmup / on deck area, equipment only (RULE)
- Players, managers or coaches that are suspended from a game must attend the next regular scheduled board meeting, or special meeting, before they return to their team for practice or games
- Protests must be resolved before the next pitch or play.
- All games that are cancelled or postponed may be re-scheduled, including inter-league games
- Courtesy Runner: Yosemite Little League has voted to permit a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs. For Minors, which uses continuous batting order, 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).
- There are no regular season standings/records kept. If scheduling permits, an end of the season Minors tournament will be scheduled (single game elimination), to play for a Minors Championship. Seating for the tournament will be random.
- Pool play will be allowed and followed by Little League rules and guidelines (Regulation V(c)1)
 - The league’s Player Agent/designee will create and run the pool. The Player Agent/designee will use the pool to assign players to teams that are short of players on a rotating basis.
 - Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
 - Players used from the pool will not be allowed to pitch, except during the player’s own regular season scheduled game.
 - Pool players that are called and show up at the game site must play at least nine consecutive defensive outs and bat once.
 - Manager/Coaches should contact the Player Agent/designee as soon as possible to allow a reasonable amount of time to obtain a player from the pool to play.
 - Manager/Coaches are only allowed to request Pool Players up to their team’s roster size.

Major Division

- Player age will consist of (9-10-11-12) All players that are Little League age 11 and 12 will be drafted to a Majors team (See Draft Guidelines)
- Ten run rule after 4 innings or 15 run after 3 innings, applies; Managers must attempt for players to meet minimum play rules. **Players who do not meet minimum play requirements are required to meet minimum play plus time missed during next game**
- Players or coaches that are suspended from a game must attend the next regular scheduled board meeting, or special meeting, before they return to their team for practice or games
- All teams will participate in the end of the season Mountain Tournament against Sierra Mountain and Mariposa County Little Leagues as regular season teams. Seeding will be by random draw and the tournament will be single elimination. Pending schedule availability with SMLL and MCLL. (BASEBALL ONLY)
- All games that are cancelled or postponed may be re-scheduled, including inter-league games
- Games should be played with no fewer than 8 players (See Rules 4.16 and 4.17) By Board decision there will be no penalty for skipping the 9th batting position
- Courtesy Runner: Yosemite Little League has voted to permit a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs. Courtesy Runner is a player not currently in the batting order who may become a base runner for the pitcher and/or catcher provided there are two (2) outs in the half inning. See Rules 3.04 and 7.14(b) for conditions. NOTE: The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.
- Batter Box Rule 6.02 (C), YLL will enforce One foot in Batters Box Rule per 6.02(C)
- There are no regular season standings/records kept. An end of the season Majors tournament will be scheduled (single game elimination), to play for a Minors Championship. Seating for the tournament will be random. The winner of the Majors championship will go on to play in District Tournament if championship.
- Pool play will be allowed and followed by Little League rules and guidelines (Regulation V(c)1)
 - The league’s Player Agent/designee will create and run the pool. The Player Agent/designee will use the pool to assign players to teams that are short of players on a rotating basis.
 - Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
 - Players used from the pool will not be allowed to pitch, except during the player’s own regular season scheduled game.
 - Pool players that are called and show up at the game site must play at least nine consecutive defensive outs and bat once.
 - Manager/Coaches should contact the Player Agent/designee as soon as possible to allow a reasonable amount of time to obtain a player from the pool to play.
- Manager/Coaches are only allowed to request Pool Players up to their team’s roster size.

Yosemite Little League Draft Guidelines

- The Yosemite Little League Player Agent (PA) shall run the draft. The PA is allowed an assistant to help with minor duties in the draft. This person should not have a player in the draft and preferably be a board member. The league President should also be allowed in the draft. If the President has a player in the draft, he/she should excuse themselves unless it is necessary and needed. At that time, the board of directors should be made aware.
- Parents, other coaches, and friends are not allowed in the draft. Only the managers of the teams in the draft, are allowed in the draft. If the manager cannot attend, he/she may choose a designee to take his/her place. This designee must be board approved.
- The draft is confidential. Steps will be taken to ensure privacy and confidentiality. If the draft is held in a public place, such as a restaurant, the facility should be able to be secluded (covering of windows, separated rooms with doors, etc.) preventing people from eavesdropping, taking photos, etc. If it is held at a home, make sure that the children, if any, are not there during the time of the draft.
 - During the draft, there will be no communication with people outside of the room including but not limited to: phone calls, texting, Facebook, and Instagram. All matrixes will be turned in to the PA at the conclusion of the draft. Photos of the matrix will not be allowed. Any boards, posters, papers, etc. that was used for the draft must be well cleaned, taken down or turned in and later properly destroyed.
- The player is the league's highest concern. No player should know when and where they were drafted. As such, the parents of the player should also not know as knowing could have unintended negative consequences on the child.
- The draft will occur not less than 48 hours after the last player evaluation and the date will be board approved.
- Options on manager's player(s) for both Major and AAA (Minor) League divisions regarding the draft must be submitted in writing to the Player Agent at least 48 hours prior to the draft. All options are found in the Little League International rule book.

Little League Divisions of Senior League, Junior League, Intermediate (50-70) League, and Challenger League

Any charter division of Little League Majors and above will follow the Majors method for drafting teams, if division has enough registered players for more than one team.

Major League Draft Selection Guidelines

- Major League teams must be dissolved at the end of each season with all players being returned to the player pool per Yosemite Little League Board of Directors. The draft method used will be the serpentine method. This method can be located in the Little League Rulebook. The managers draw numbers to determine who will select the first player. The manager who draws number 1 makes the first player selections, number 2 second, etc.

Rounds	1	2	3	4	*	5	6	7	8	9	10	11
#1	1	6	7	12	*	13	18	19	24	25	30	31
#2	2	5	8	11	*	14	17	20	23	26	29	32
#3	3	4	9	10	*	15	16	21	22	27	28	33

- The Player Agent will provide an updated list of eligible players. These are players that attended evaluations. Managers are welcome to review and ask questions of player status at this time.
- Verify the Options for Manager’s player(s) listed on the matrix forms. If a manager is utilizing an option, the chart below must be used.

Round	Draft Age
3	12
4	11
5	10 and under

- Draft is complete when each team has 12 players or, a roster size approved by the Yosemite Little League Board of Directors and the District 73 Administration.
- Trading is allowed only directly following the draft. All trades will be approved by the Player Agent before any manager leaves the draft. Trades may only be player for player.
- Any player who fails to attend an evaluation session will forfeit league eligibility unless a written excuse is presented, and a waiver is granted by a majority vote by the Board of Directors.
- The draft will be monitored to ensure that all Little League age 11 and 12-year-olds will be drafted prior to close of draft.
- When the numbers of the draft picks left are equal to the number of eligible 11 and 12-year-olds, those players will then become the only eligible players to be drafted.
- Yosemite Little League has decided that a Major League Division team shall have no more than 8 12-year-olds on one team. If the need arises during the draft, the Player Agent shall address that issue at that time.

Major League Draft Steps

- Go over the confidentiality rules
- Verify Player attendance. Any player who has not met the minimum attendance or does not have a verified excuse approved from the BOD, must be dropped from the draft pool. Discuss any excused absences and give reason why.
- Verify the Order of draft. The managers draw numbers to determine who will select the first player. The manager who draws number 1 makes the first player selections, number 2 second, number 3 the third, etc.

Rounds	1	2	3	4	*	5	6	7	8	9	10	11
#1	1	6	7	12	*	13	18	19	24	25	30	31
#2	2	5	8	11	*	14	17	20	23	26	29	32
#3	3	4	9	10	*	15	16	21	22	27	28	33

- Verify the Options for Manager's player(s) listed on the matrix forms. If a manager is utilizing an option, the chart below must be used.

Draft Rounds	Age
5	9-10
4	11
3	12

- There is no time limit for each manager to make their picks however, communication with anyone outside of the draft room is not allowed; including but not limited to phone calls, texting, Snapchat, Facebook, Instagram etc.
- All matrixes will be turned in and at no time will any copies be made. Additionally, photographs will not be allowed to be taken of the matrix.
- The draft will be monitored to ensure that all 11 and 12-year-olds will be drafted.
- Trades will be done at the end of draft. No gentleman's agreements will be allowed, and if the Player Agent believes that unethical behavior has occurred, it is the Player Agent's duty to not approve the trade.
- End of Draft:
 - Draft is final, no trades can now happen.
 - All matrixes will be turned in and at no time will any copies be made. Additionally, photographs will not be allowed to be taken of the matrix.
 - Calls to players should occur ASAP. If for some reason a player who does not want to play on a team, notify the Player Agent immediately. Steps should be taken to have the player play on the team he/she was drafted to. However, if the parent's final decision is to have the player not play on the drafted team; the player will not be eligible to play in the Major League division for the current season (This includes mid-season call ups due to injuries or other player losses). The player will then be entered into the draft pool for the Minor League draft.

Minor League (Player Pitch) Draft Selection Guidelines

- Minor League must be dissolved at the end of each season with all players being returned to the player pool. The draft method used will be the serpentine method. This method can be located in the Little League Baseball Rulebook. The managers draw numbers to determine who will select the first player. The manager who draws number 1 makes the first player selections, number 2 second, number 3 the third, etc.

Rounds	1	2	3	4	*	5	6	7	8	9	10	11
#1	1	6	7	12	*	13	18	19	24	25	30	31
#2	2	5	8	11	*	14	17	20	23	26	29	32
#3	3	4	9	10	*	15	16	21	22	27	28	33

- Minor draft will take place at least 48 hours after the Majors draft.
- The Player Agent will provide an updated list of eligible players. These are players that were not drafted by the Majors, and those who did attend evaluations. Managers are welcome to review and ask questions of player status at this time.
- Verify the Options for Manager's player(s) listed on the matrix forms. If a manager is utilizing an option, the chart below must be used.

<u>Draft Round</u>	<u>Age</u>
5	10 and under
4	11

- Draft is complete when each team has 12 players or, a roster size approved by the Yosemite Little League Board of Directors and the District 73 Administration.
- Trading is allowed only directly following the draft. All trades will be approved by the Player Agent before any manager leaves the draft. Trades may only be player for player.
- Managers will notify their newly selected players before the first practice.

Minor League (Player Pitch) Draft Steps

- Go over the confidentiality rules.
- Verify player attendance. Any player who has not met the minimum attendance or does not have a verified excuse approved from the BOD, must be dropped from the draft pool. Discuss any excused absences and give the reasons why.
- Verify the order of the draft. Managers shall draw a number and will be that number in the picking order of the draft.

Rounds	1	2	3	4	*	5	6	7	8	9	10	11
#1	1	6	7	12	*	13	18	19	24	25	30	31
#2	2	5	8	11	*	14	17	20	23	26	29	32
#3	3	4	9	10	*	15	16	21	22	27	28	33

- Verify the Options for Manager’s player(s) listed on the matrix forms. If a manager is utilizing an option, the chart below must be used.

Draft Rounds	Age
5	10 and under
4	11

- There is no time limit for each manager to make their picks however, communication with anyone outside of the draft room is not allowed; including but not limited to phone calls, texting, Snapchat, Facebook, Instagram etc.
- All matrixes will be turned in and at no time will any copies be made. Additionally, photographs will not be allowed to be taken of the matrix.
- Trades will be done at the end of draft. No gentleman’s agreements will be allowed, and if the Player Agent believes that unethical behavior has occurred, it is the Player Agents duty to not approve the trade.
- End of Draft:
 - Draft is final, no trades can now happen.
 - All matrixes will be turned in and at no time will any copies be made. Additionally, photographs will not be allowed to be taken of the matrix.
 - Calls to players should occur ASAP. If for some reason a player who does not want to play on a team, notify the Player Agent immediately. Steps should be taken to have the player play on the team he/she was drafted to. However, if the parent’s final decision is to have the player not play on the drafted team; the player will not be eligible to play in the Minor, Player Pitch, League division for the current season (This includes mid-season call ups due to injuries or other player losses). The player will then be assigned to a Minor, Machine Pitch, team.

All-Stars Selection Guidelines

- Any player Little League aged 9, 10, 11, or 12 must notify Board on their wish to be on the All-Star ballot by the deadline set for the current year. Players will be contacted to confirm commitment to attend all practices and games.
- Max roster 12
- The League President will select the Manager of the All Star Team.
- The selected Managers will select the All Star team from Approved All-Star Ballot provided. **No player who is not listed on the All Star Ballot will be considered eligible (i.e. families must notify BOD by deadline set by Board in order to be eligible.** Exceptions will only be considered by Board Vote. Players eligible for multiple All Star Teams may only be elected to 1 All Star Team.
- The selected Manager will hold an All-Star Evaluations Workout for the purpose of evaluating the players for selection of the All Star Team. Attendance is encouraged but not required.
- The Team will not be notified after release date as determined by Little League International (May 15).
- Voted Managers for All Star teams must attend District All Star meeting, if the voted Manager cannot attend then the next voted on Coach will become Manager (given they can attend Meeting). Previous voted Manager will become Coach.
- All-Star Uniforms – All-Star players will be given a hat and uniform for making the team. Approved by the Yosemite Little League Board of Directors and by District 73 Administrator

Approved by Yosemite Little League Board for the 2026 season