

HESPERIA AMERICAN LITTLE LEAGUE

By-Laws | 2026 Season

League ID#: 405-49-06



All league play is to be in accordance with the current Rules and Regulations of Little League Baseball, Incorporated, the Constitution and By-Laws of Hesperia American Little League (Local League), and these local playing rules. The Board will rule on any matter within the scope of its jurisdiction not specifically covered by one of the above. The Board shall be deemed to have jurisdiction of local league members only during their own scheduled league activities and while at local league facilities.

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ARTICLE I – ELIGIBILITY

SECTION 1

BOUNDARIES

From a point at Bear Valley Road Cutoff and 11th Street, going east to the Mojave River, from the point at Bear Valley Road Cutoff and 11th Street, south to Rancho Road continuing east all area east of 11th Street until Rancho Road at which point all area east of the aqueduct to the south boundary city limits of Hesperia, going south to the Mojave River Forks Reservoir, south boundary city limits of Hesperia to Los Flores Road, going north to 11th Street, following the logical extension of 11th Street to Bear Valley Road Cutoff.

- a) Any player candidate otherwise meeting eligibility requirements as specified in Little League Regulations II and IV who lives or attends school within the Local League boundaries shall be eligible for participation as a player in the Local League.
- b) Any player candidate who does not live or attend a school within the boundaries of the Local League shall not be accepted as a player candidate, unless he/she is eligible under the exceptions listed in Little League Regulation II (d) or Regulation IV (h), upon Board approval.

SECTION 2

REGISTRATION FEES

It is the obligation of the Local League to give proper notice of dates for registration of prospective player candidates so that they may do so in a timely manner and have an equal opportunity to participate as a player member.

- a) Spring:
 - i) T-Ball / Softball T-Ball / Minor Coach Pitch (Farm and Sunshine) - \$115.00
 - ii) Minors / Majors / Intermediate / juniors / Seniors - \$165.00
 - iii) Late sign ups:
 - 1) After the last scheduled sign-up date, players will not receive discounted rates and will accrue a \$25.00 late fee per registration.
 - iv) Players signing up prior to December 01 2025 will receive a \$10.00 early registration discount.
 - v) Families signing up with two or more children will receive a \$10 discount per child.
 - 1) Siblings are defined as brothers/sisters or stepbrothers/stepsisters. Not cousins or other family members are included in the discount).

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SECTION 3

REFUNDS

All funds paid to or collected by the League are non-refundable in each instance, except as otherwise stated in this policy. Refunds of registration fees will be considered by the Board of Directors on a case-by-case basis in accordance with the following:

- a) Each request for a refund must be made in writing to the Board of Directors.
 - i) The written request must include the reason why the affected player does not intend to participate in the league.
 - ii) No refunds will be considered or processed until the Board of Directors receives an appropriate written refund request.
- b) After the Board of Directors has received and reviewed an appropriate written request, registration fee refunds will be processed as follows:
 - i) If the written request is received prior to the players being placed on teams; 100% of the registration fee will be refunded minus fees.
 - ii) No registration fee refund requests will be considered or processed after player placement.
 - iii) Charge backs initiated and processed without going through the league will be the responsibility of the parent to pay.

SECTION 4

LATE REGISTRATION

Late applications, after tryouts, will be placed on a waiting list maintained by the Player Agent until such time as an opening exists. Player(s) will not be eligible to be drafted. Should a team need a player any time after the initial draft, players listed on the waiting list shall have priority over all other players.

- a) Any late applicant may be eligible to attend a special tryout but not necessarily grants them a place on a team unless space is available.
- b) Any player returning to a team in a competitive division (Major/Intermediate/Junior/Senior) who fails to register by the conclusion of tryouts for his/her division shall forfeit his/her eligibility to participate in the season and return to previous played team.

ARTICLE II – TRYOUTS

SECTION 1

TRYOUTS

Tryouts will be held for all player candidates league age seven (7) (age as of August 31, 2026) for baseball and age seven (7) (age as of December 31, 2025) for softball and up.

- a) League age seven (7) and eight (8) players only need to attend tryouts if they are interested in moving to the Minors Player Pitch division or already registered in that division.
- b) The tryouts will be conducted in a fair and equal manner under the direction of the Player Agent and Board of Directors.

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- c) All player candidates must attend one (1) of the four (4) tryout sessions, except for those excused for cause by the Board of Directors.
 - i) Players who cannot attend must submit in writing to the BoD justification on why player missed tryouts.

SECTION 2

TRY-OUT SPECIFICS

The following shall occur:

- a) Each manager will be supplied with a list of player candidates eligible to be drafted.
 - b) The player candidates will be divided into age groups and will demonstrate their ability by fielding approximately three (3) balls in the outfield, fielding three (3) balls in the infield, swinging at four (4) pitches with a bat, and running from home to third base once.
 - c) Age Groups:
 - i) 7 and 8
 - ii) 9 and 10
 - iii) 11 and 12
 - iv) 13 and 14
 - v) 15 and 16
- 1) If, because of unforeseen circumstances, only one tryout session is performed, the Board of Directors will submit a waiver to Little League International Headquarters to allow all eligible players who have registered to be drafted and participate in their respective divisions.

ARTICLE III – PLAYER/TEAM SELECTION

SECTION 1

DRAFT SYSTEM

A draft system from the current year's Little League Baseball / Softball Official Regulations, Playing Rules, and Policies will be employed for Baseball and Softball, Minor Player Pitch divisions and above. The draft will be conducted by the Player Agent at a time/date to be specified by the Board of Directors, with the assistance of the President, Vice President, Secretary, and the Program Director.

SECTION 2

MANAGERS NOTIFICATION OF OPTIONS

Managers must notify the Player Agent 48 hours prior to the scheduled draft of all options that will be exercised, as provided for in Little League Rules, including managers, siblings', and coaches' options. The Player Agent will verify the option(s) and inform the other managers of the limitations as they pertain to that player. No Manager or Coach may talk about any kind of trade prior to the beginning of the drafts. All trades will be immediately following the draft and must take place at draft location.

SECTION 3

T-BALL / SOFTBALL T-BALL, FARM / SUNSHINE (MINORS COACH PITCH) DIVISION

T-ball Baseball / Softball divisions will be assigned to teams by random distribution.

- a) Baseball / Softball:
 - 1) T-Ball:
 - a. League age 4-6
 - 2) Farm and Sunshine (Minors Coach Pitch):
 - a. League age 5-8 (2nd year 5 year olds)

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SECTION 4

MINORS (PLAYER PITCH) DIVISION

Baseball / Softball (Player Pitch) shall use draft system "B" provided for in the current year's Little League Baseball / Softball Official Regulations, Playing Rules, and Policies.

- a) Baseball / Softball:
 - 1) League age 7-10

SECTION 5

MAJOR, INTERMEDIATE, JUNIOR, AND SENIOR DIVISIONS

Major, Junior, and Senior Baseball / Softball divisions shall use draft system "A" provided for in the current year's Little League Baseball/Softball Official Regulations, Playing Rules, and Policies. Competitive divisions are defined as:

- a) Little League (Major) Baseball / Softball:
 - 1) League age 9-12
- b) Intermediate Baseball:
 - 1) League age 11-13
- c) Junior Baseball / Softball:
 - 1) League age 12-14
- d) Senior Baseball / Softball:
 - 1) League age 13-16
- e) If a player moving to a new division does not try-out, the player is not eligible for play.
 - 1) Parents can submit a request to the Board on why the player was not able to attend try-outs. If approved by the board, the player will be eligible for play.
- f) Players will be observed by a safety eligibility committee appointed by the Player Agent during the try-out process. If any player is deemed a safety risk to others or themselves, he/she will be recommended to be placed in an appropriate division.

SECTION 6

MANAGER DRAFT RESPONSIBILITIES

The following shall be the responsibilities of managers during drafts:

- a) Each manager shall draft until his/her roster equals the number of players for his/her division as determined by the Board of Directors.
- b) Only one representative of each team shall be allowed at the drafts, and that representative shall be the manager or someone authorized by the manager to act on their behalf.
- c) No individual shall be the manager of more than one team.

SECTION 7

REDUCTION AND EXPANSION OF TEAMS

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In the event a division expands or needs to be reduced, the Board will determine what option will be used utilizing the current year's Little League Baseball/Softball Official Regulations, Playing Rules, and Policies. The Board will meet, discuss, and vote on the option for that season.

ARTICLE 4 – PLAYER REPLACEMENT

SECTION 1

PLAYER REPLACEMENT

If a replacement is needed for a team after drafts, team managers must notify the Program Director within seven (7) consecutive days of player concern. This procedure shall occur until April 18th of the Spring season as provided for in the Little League Operating Policies, Local League Maintenance of Rosters, Replacements.

ARTICLE 5 – TEAM PERSONNEL

SECTION 1

TEAM MANAGER

The team manager shall:

- a) Be at least 18 years of age.
- b) Hold one or more meetings with the parents to explain Little League Rules & Regulations, the local playing rules, and his/her own team policies (any such policies require the Program Director's approval and must coincide with Little League Rules). At such meeting, a board member should be present.
- c) Submit one or more applications for team coach, for whose actions he/she shall be responsible for, to the President for appointment and subsequently approved by the Board. No application for a team coach will be approved prior to the draft, unless that coach is returning to the same team, or was a coach with the same manager in the local league in the prior season.
- d) Be responsible for the care, inventory, and turn/replacement/reimbursement of equipment and keys issued to them by Hesperia American Little League, and that return is accomplished within 5 days at the conclusion of the current season to the Hesperia American Little League. A credit card will be required as a security deposit and sign out/agreement form for return of equipment and keys.
- e) Notify team personnel and parents of all local league and team activities, by providing a written schedule of all practices and games, which shall provide ample time for pre-game warm up.
- f) Make his/her Program Director aware, who will make the Player Agent aware, of any player member, parent, spectator, volunteer, coach, or umpire who has demonstrated insubordination or any other misconduct within 24 hours.
- g) Make his/her Program Director aware, who will make the Player Agent aware, of any player member absenteeism or any concerns regarding safety within 48 hours.
- h) Observe Little League safety rules, be familiar with the local league safety manual and accident insurance procedures and report all injuries within 24 hours to safety officer.
- i) Choose a team parent and submit their name, phone number, and email address to the Head Team Parent.
- j) Attend 2 general membership board meetings or see that his/her team is represented by an adult of legally responsible age.
- k) Ensure that the manager or the coach(es), equipment, incident reports, and medical releases are at all practices and games in a suitable manner.
- l) Ensure that no one other than approved local league personnel performs any duties with his/her team at any time.
- m) Keep track of practice attendance. If at any time a manager wishes to limit a team member's playing time as a disciplinary measure for missed practices or violation of other team rules, he may do so with the prior knowledge and approval of his parents and the Program Director. Such action must be noted in the official scorebook and communicated to the home plate umpire and the opposing manager, prior to the game in question.

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- n) Actively support the Local League in its endeavors, for example workdays, umpiring, snack bar etc. to provide a viable league.
- o) Carry out such other assignments, as the Board deems necessary before, during, and after the season.
- p) Be familiar with Little League Rules and Regulations, these local playing rules, and the Local League Constitution and Bylaws.

- q) See to it that the official scorebook is accurately kept so that any needed information regarding the game is available to the Board. The home team is responsible for providing an official scorekeeper, the away team will keep track of the pitch count (Baseball only) who shall work under the direction and communicate solely with the umpire(s) during the game.
- r) Call to the attention of the Safety Officer any unsafe conditions.
- s) Personify the best public image in reflection to the community at large.
- t) At no time may a manager require any form of monetary contribution from any player as a condition of participation, nor may he accept any donations in the form of cash or check on behalf of the local league. Voluntary contributions by individuals on behalf of individual players for such things as trophies, team parties, jackets, etc., are acceptable. Violation of any of the provisions contained in these local playing rules, code of conduct, or Little League Rules and Regulations, will be punished by the following: (to be determined by the Board of Directors)
- u) Must supply volunteers to run the snack bar at designated times throughout the season.
- v) Only person allowed to question a call or make player substitution changes with the Umpire and/or scorekeeper is the Manager or Acting Manager. The Acting Manager is defined as the person that attends the plate meeting.
- w) Manager must contact Program Director and Scheduler if they are going to cancel a practice or game.
- x) Contact his/her Program Director at the end of their game and/or practice to have lights turned off.
- y) Must contact the Program Director and Scheduling Coordinator if a game or practice needs to be cancelled/rescheduled.
- z) Sign Code of Conduct, Disciplinary Policy, and By-Laws

SECTION 2

TEAM COACH

The Team Coach shall:

- a) Be at least 14 years of age.
- b) Assist and be under the direction of the team manager
- c) Assume the duties of the team manager in his absence. (Unless under 18 years old.)
- d) Abide by and be subject to all rules and regulation that apply to the team manager (Refer to Art. V, Sec. 1)
- e) Must actively participate in the regular season to be eligible for coach options during draft sessions and/or participation in All Stars.
- f) Each team manager may roster up to, but no more than five (5) team coaches.

SECTION 3

OFFICIAL SCOREKEEPER/PITCH COUNT KEEPER -

The Official Scorekeeper/Pitch Count Keeper shall:

- a) Official Scorekeeper must be provided by the home team and the Official Pitch Count Keeper (Baseball only) must be provided by the visitor's team.
- b) Official Scorekeeper, Pitch Counter and Game Coordinator may be in the score booth or designated area during the game.
- c) Not approach either dugout at any time during the game.
- d) Must not talk to any manager/coach once the game has started unless in the presence of the umpire.
- e) Must communicate with the official umpires only.
- f) Can never stop a game to converse with the umpire unless the umpire calls a timeout.
- g) Record in the scorebook the name (first & last) and uniform number of every pitcher of record and the number of pitches thrown.
- h) Line-up cards shall be legible and distributed accordingly:
 - 1) 1st copy- Umpire

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- 2) 2nd copy- Score Keeper
- 3) 3rd copy- Visiting Manager
- 4) 4th copy- your copy

NOTE: All league personnel 14 years of age and older, sign a code of conduct, and complete the current years Little League Volunteer Form (i.e. Board of Directors, Managers and Coaches)

ARTICLE 6 – SNACK BAR

SECTION 1

SNACK BAR

In order to help fund the activities of the league, the Board of Directors may approve the use of a snack bar facility at local games for the purpose of raising money for the general fund.

SECTION 2

SNACK BAR OPERATING POLICIES

- a) Each team will have to work two, 2-hour slots during spring season. Failure to do so will result in disciplinary action brought forth by the Board of Directors, up to and including forfeiture of all-star considerations.
 - 1) Teams will have a buy out option of \$25.00 per time slot if they cannot volunteer in the snack bar.
 - a) TOTAL: \$50.00 for two (2) time slots.
- b) One volunteer must be at least eighteen (18) years of age; other volunteers must be approved by the Board of Directors in order to volunteer in the snack bar.
- c) A board member will be on hand at the conclusion of the day to collect and close the snack bar. At the end of each day a count and balance of monies and inventory must be done by a board member.

ARTICLE 7– UNIFORMS

SECTION 1

UNIFORMS

All players will wear the uniform items supplied by the Local League.

- a) Alterations made to any League issued uniform are prohibited (hats or shirts).
- b) Softball will be allowed to wear headbands or visors.
- c) If uniform received is incorrect due to manager error (i.e. providing wrong size, incorrect number), the manager is responsible for replacement cost.
- d) Baseball and Softball team names will be chosen from Board approved:
 - i) Minor League Baseball (MiLB) teams:

Inland Empire 66ers	Rancho Cucamonga Quakes	San Jose Giants	Lake Elsinore Storm	Modesto Nuts
Visalia Rawhide	Stockton Ports	Fresno Grizzlies	Ontario Tower Buzzers	

- ii) American League Major League Baseball (MLB) teams:

Yankees	Rays	Blue Jays	Astros	Angels
Rangers	Mariners	Red Sox	A's	Twins
Orioles	White Sox	Guardians	Tigers	Royals

- e) Softball teams have the option of collegiate teams.

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- f) Any other team name must be submitted in writing to the Board and approved prior to use.

ARTICLE 8 – PRACTICE SESSIONS

SECTION 1

PRACTICE REGULATIONS

- a) No practice sessions are allowed before the Manager Meeting.
- b) All practice sessions must be held on facilities approved by the Board of Directors.
- c) After the drafts, and prior to the first game, each manager is recommended to hold no less than two practice sessions per week, if field space is available, of which shall be scheduled by the League Schedule Coordinator.
- d) No team shall hold more than two practice games per week.
- e) No practice shall exceed:
 - 1) T-Ball: One and one-half hours
 - 2) Farm/Sunshine: Two hours
 - 3) Minor/Major/Junior/Senior: Two and one-half hours for
 - 4) All times begin from the scheduled start time.
- f) No manager/coach shall hold more than four activities (games and/or practices) per week.
 - 1) An activity is defined as any gathering for any purpose consisting of any authorized team personnel and more than four players from a single team. Teams are restricted to one practice per day. Practice may not be held on any facility, except as scheduled and approved by the Board.
- g) Only your Program Director can approve a practice game.
 - 1) During the practice game pitch count must be counted and recorded in the pitch count book.
 - 2) During a practice game, when you reach the end time of your practice time, you must end your game immediately.
 - 3) Practice games typically are held within the same division and within Hesperia American Little League (no non-league games).
 - 4) Practice games may be held outside HALL and up to one division above or below with approval by Program Director.
- h) Field Lights:
 - 1) At the end of your **game and/or practice** you must contact your Program Director so they can turn the lights off. If you are going to cancel a practice or game you must contact Program Director and email: lights@hesperiaamerican.org so the lights can be turned off.
 - 2) In the event that the league is not notified and lights are not turned off, the manager/team may be responsible for the cost of the lights.

ARTICLE 9 – CANCELLATION OF GAMES

SECTION 1

BOARD CANCELLATION

From one hour prior to and up until game time the Program Director, League Vice President, or League President may cancel a scheduled game for the following conditions:

- a) Rain and/or flooded fields.
- b) The field is unsafe due to the destruction of facilities.
- c) Wind that is of gale force.

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- d) Lightning.
 - a. Within 10 miles of the event and that play only resumes 30 minutes after the last strike within that 10 mile area has hit.
- e) Any other conditions that make play unsafe.

SECTION 2

UMPIRE CANCELLATION

After game time, the home plate umpire, and only the home plate umpire, may suspend or cancel a game for the reasons stated above. He/She may consult with any Board members available, but the decision will be the home plate umpires. Any umpire under the age of 18 years old may not suspend a game (meaning a game that is stopped and is to be made up on a different date) indefinitely without the consent of the Game Coordinator, Program Director, League Vice President, or League President.

SECTION 3

RESCHEDULE OF GAME CANCELLATIONS

Any canceled games will be rescheduled at a later date, if field space allows, with those having an effect on first place in a competitive division having priority. Depending on standings, the game may not need to be made up if it does not affect the end result.

ARTICLE 10 – PLAYING TIME RESTRICTIONS

SECTION 1

T-BALL / MINORS (FARM / SUNSHINE / PLAYER PITCH) DIVISIONS

Due to limited field space, a restriction on the length of games must be imposed for all non-competitive divisions. For this purpose, the following times will apply:

- a) T-Ball / Softball T-Ball: One (1) hour hard stop
- b) Minors:
 - 1) Coach Pitch (Farm / Sunshine): One (1) hour and thirty (30) minutes
 - 1) No new inning beginning after one (1) hour and fifteen (15) minutes
 - 2) One (1) hour and thirty (30) minutes hard stop
 - 2) Player Pitch): Two (2) hours
 - 1) No new inning will begin after 1hr 45 min.
 - 2) Any inning started shall be finished.
 - 3) The game can end in a tie.
- c) NOTE:
 - 1) An inning has assumed to have begun the moment the third out of the prior inning is recorded. Once an inning starts the home team must bat unless they are declared the winner. All games must meet Little League Official Rule Book requirements. (If Inter-Leaguings, Inter-League rules override the above)

SECTION 2

MAJOR, INTERMEDIATE, JUNIOR, AND SENIOR DIVISIONS

Due to limited field space, a restriction on the length of games must be imposed for all competitive divisions. For this purpose, the following times will apply:

- a) Major Baseball and Softball: Two (2) hours and fifteen (15) minutes
 - a. No new inning after two (2) hours.
 - b. Any inning started shall be finished.

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- c. The game can end in a tie
- a) Intermediate / Junior / Senior Baseball: Two (2) hours and thirty (30) minutes
 - 1) No new inning after two (2) hours and fifteen (15) minutes.
 - 2) Any inning started shall be finished.
 - 3) The game can end in a tie
- b) Junior / Senior Softball: Two (2) hours and fifteen (15) minutes
 - a. No new inning after two (2) hours.
 - b. Any inning started shall be finished.
 - c. The game can end in a tie
- c) NOTE:
 - a. An inning has assumed to have begun the moment the third out of the prior inning is recorded. Once an inning starts the home team must bat unless they are declared the winner. All games must meet Little League Official Rule Book requirements. (If Inter-Leaguings, Inter-League rules override the above)

SECTION 3

DELAY OF GAME

A maximum of fifteen (15) minutes delay in starting a game may be invoked and Program Directors, and Schedulers must be notified five (5) minutes prior to the scheduled start time under one of the following conditions:

- a) The home plate umpire is late.
- b) Either team is unable to field a team.
- c) Needed equipment (bases, scorebook, etc.) is unavailable.
- d) Either team manager does not have pitch count affidavit.
- e) This fifteen (15) minute delay is from the scheduled starting time, or the conclusion of the previous game, whichever is later.

ARTICLE 11 – FIELD PREPARATION AND PRE-GAME REQUIREMENTS

SECTION 1

FIELD PREPARATION

Field preparation is the responsibility of both the visiting and home teams' manager and coach, or any volunteer before and after each practice and game. NOTE: Non-approved volunteers are welcome to assist with field prep but MAY NOT interact with the players.

SECTION 2

FIELD RESPONSIBILITIES

- a) The home team is responsible for picking up, keeping score, and returning the official scorebook and returning field equipment to the proper location.
- b) The visiting team is responsible for picking up, keeping official pitch count, and inputting the pitch count for the game in the official scorebook.
- c) Both teams shall be responsible for picking up trash in the dugouts, outside bleachers, and any trash that might be left on the field after each game.
- d) Home team manager is responsible for ensuring equipment is secured after the game. Failure to maintain the security in the field equipment will result in the following: first offense- warning; second offense- possible one game suspension; third offense- manager replacement.

SECTION 3

PRE-GAME REQUIREMENTS

Line-up sheets are to be prepared in quad duplicate form:

- a) Line-up cards shall be legible with first initial, last name and number of player and distributed accordingly:

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- 1) 1st copy- Umpire
- 2) 2nd copy- Score Keeper
- 3) 3rd copy- Visiting Manager
- 4) 4th copy- your copy

This is to be done ten minutes prior to the start of the game. Every player on the team is to be listed on this line up sheet, with notations next to any player's name that will not be participating explaining why (i.e. discipline, absent, injured, etc.). At no time shall a player listed as injured appear in that game.

ARTICLE 12 – GENERAL COMPLIANCE RULES

SECTION 1

PITCHER ELIGIBILITY COMPLIANCE

Any manager failing to comply with current Little League regulations regarding pitcher eligibility will be subject to the following:

- a) First Offense - Suspension for one game by the Board
- b) Second Offense - Suspension for 2 games or Dismissal of manager by the Board if deemed necessary
 - i) Second offense will disqualify manager from All-Star eligibility.
- c) Third Offense - Dismissal of manager by the Board
- d) These sanctions will apply whether or not the game is being protested.

SECTION 2

DUGOUT COMPLIANCE

All managers, coaches, and players must remain in the dugout whenever they are not on the field for the entire game. A manager or coach may not leave the dugout without notifying the umpire first. If reason other than to get a drink or to use the restroom (such as talking to spectators), the offending person shall be removed from the game. Only the umpire(s) assigned to the game may impose this penalty. All managers, coaches, and players are urged that if they do leave the dugout for an acceptable reason, they proceed directly to and from their destination, so that the umpire(s) do not misinterpret their intentions.

- a) An adult (age 18 or over) is required to be in the dugout at all times.
- b) There is to be no child/player/parent(s), other than those rostered on the team in the dugout at any time.

SECTION 3

LEAGUE APPROVED SUPERVISION COMPLIANCE

Only approved league personnel/players may participate in either practices or games, and at least one such person must be available for the practice/game to take place. If no approved personnel are available for a game, the game must be cancelled and referred to the Board of Directors for ruling regarding forfeiture.

SECTION 4

TEAM ROSTERS

Prior to the first practice, all managers shall receive from the Player Agent a complete team roster for their team, to include complete medical releases.

SECTION 5

SCORE BOOTH OCCUPATION

Only the official scorekeeper, one representative from the visiting team (who must remain for the duration of the game), the runner of the scoreboard (if any), and Game Coordinator are allowed in the score booth.

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SECTION 6

UNCONSCIOUS PLAYER COMPLIANCE

If at any time a player is rendered unconscious, he/she is not to be moved. All game activities are to stop, field shall be cleared, and the paramedics shall be called. Notifications are made in this order: 911, President, Safety Officer, Director. League contact numbers will be placed and available in each field shed.

SECTION 7

ALL LEAGUE PARTICIPANT REGULATIONS

- a) Fighting at Local League functions will not be tolerated. The persons involved shall be punished, as ruled by the Board of Directors.
- b) Tobacco and electronic cigarettes of any kind will not be allowed at any time within 100 feet of the field of play. Drinks in the dugouts are allowed, but no gum or breakable containers may be used.
- c) Alcohol will not be allowed anywhere at a Local League functions.

SECTION 8

VOLUNTEER

All league personnel, including managers, coaches, umpires, or any other person, which has consistent contact with the players in the league, must be approved by the Board through Little League Background check clearance. Any person(s) in direct contact with player(s), for any length of time, must have clearance. At any time, anyone (including but not limited to Umpire, Manager, Coach, Board Member, or Parent(s)) may request to see approved volunteer list obtained by team managers. Manager is ultimately responsible for all personnel in relation to his/her team. Failure to abide by these rules will result in a loss of good standing with the league, suspension, and/or termination of position, which may affect future years.

SECTION 9

ZERO TOLERANCE POLICY

Applies towards any participant or spectator at Hesperia American Little League events. The end result will ensure that every league event remains safe and positive for all.

- a) Zero Tolerance applies to actions and words directed toward any participant or spectator at league events including, but not limited to:
 - 1) Derogatory or inflammatory comments toward umpires, coaches or officials and their decisions.
 - 2) Negative comments or disruptive actions towards players or participants, either on or off the field.
 - 3) Negative and/or abusive comments or actions among spectators.
 - 4) Threatening physical violence
- b) These actions will result in immediate expulsion from the event. The offender will be asked to leave the playing field with no other contact with his/her team or coaches and the police will be notified if necessary.
 - 1) All Board of Directors will be notified of the offense and what disciplinary action was given to the individual within 48 hours of the conclusion of the incident.
- c) The Umpire and/or Manager must notify the Vice President, Program Director, and Umpire in Chief immediately following the game with a phone call, text, and/or email. At that time, the Executive Board and/or Disciplinary Committee will issue any of the following or combination of the following disciplinary actions:

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- 1) Written warning
- 2) Suspension of one game
- 3) Suspension of two games
- 4) Permanent expulsion review

NOTE 1:

When a manager, coach, parent, or player is ejected from a game, they shall leave the field immediately and take no further part in the game. They may not sit in the stands and may not be recalled. A manager or coach ejected from a game must not be present at the game site for the remainder of that game.

Any manager, coach, or player ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site from which they were suspended. This includes pregame and postgame activities.

NOTE 2:

In the event a ruling of suspension and/or expulsion is not abided by, then the Board of Directors shall have the right to remove any child from the program who is associated with the offender and/or the person not abiding with said suspension and/or expulsion.

NOTE 3:

Any and all expulsions must be given due process as defined. Proper notification (certified mail or in person) will be given to parent(s), player(s), umpire(s), or any other involved parties within 2-5 days of action. A special meeting will then be held within 15 days with the Executive Board and/or Disciplinary Committee to determine further action.

Hesperia American Little League is dedicated to providing a safe, positive and fun atmosphere for OUR children. Zero Tolerance strengthens our ability to provide that atmosphere. Please share this information beforehand with any friends, relatives or other spectator you may bring to league events. Let's enjoy a great season.

ARTICLE 13 – SPECIFIC PLAYING RULES

SECTION 1

T-BALL / SOFTBALL T-BALL:

- a) All players present will bat and take defensive positions each inning.
 - i) A maximum of six players may take defensive positions in the infield at once.
- b) The league will provide a hat and a jersey, which the players may keep, which must be worn at all games.
- c) There is no infield fly in T-Ball.
- d) The ball must be hit off the tee the first half of the season.
- e) During the second half of the season, managers or coaches may pitch to their batter if they wish.
 - i) Each player will be given a maximum of three pitches to hit the ball. If they fail to do so, then the ball will be placed on the tee for them.
- f) The manager or coach who is assisting the batter is responsible for removing the tee from home plate after the ball has been hit, and for keeping it out of play until it is time for the next batter to use it.
- g) Runners must stay in contact with their bases until the ball is hit. On any ball (hit or thrown) that reaches the outfield, the runners must stop and return safely to the last base reached when the player positioned as the pitcher has control of the ball in the infield.
- h) No player may play one position for more than two (2) innings of the game.
 - i) No scorebooks or standings shall be kept.
 - j) Managers and coaches are allowed on the field for instructional purposes.
 - k) A game consists of up to four (4) innings but will not exceed an hour.

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- l) Both teams shall bat the entire roster of players each inning.
- m) Managers and/or coaches will umpire their own games.
- n) The bat must strike the ball to be playable. If it does not, it shall be considered a foul ball.
- o) The Local League shall allow up to 3 coaches or managers on the field for instructional purposes and must not interfere with the ball in play.
- p) One manager/coach must remain in the dugout at all times.

SECTION 2

MINOR COACH / MACHINE PITCH (FARM / SUNSHINE) DIVISION:

- a) Defense: Each team will field (10) ten players consisting of a catcher, pitcher, (4) four infielders, and (4) four outfielders. The 4th outfield position or "ROVER" is permitted. The manager may place the rover anywhere in the outfield.
 - 1) Outfield is defined as the grassy area past the dirt.
- b) Catcher is a required position. The Catcher must wear appropriate catcher gear to play the position and must use a catcher's mitt.
 - 1) The Catcher may be substituted for a special pinch runner with (2) two outs. The pinch runner must be the player with the last recorded 'Out' of the inning. NO other pinch runners are allowed unless due to a player injury.
 - 2) The Catcher is required to wear a dangling throat guard on the catcher's helmet no matter the design of the helmet and male catchers must wear a protective cup per Little League rule. A player will NOT be permitted to play catcher without the appropriate protective gear.
- c) All innings of play will be determined by (3) three outs or (5) five runs, whichever occurs first.
- d) Continuous batting order will be in effect.
- e) There shall be no mercy rule for this division.
- f) Official score will be kept and captured using a physical scorebook or GameChanger.
 - 1) DOES NOT APPLY TO FALL BALL.
 - 1) Physical score books and GameChanger are for tracking mandatory play, batting order, and outs only.
 - 2) NO protests will be allowed.
 - 3) Farm/Sunshine is instructional but is designed to help further the players knowledge and fundamentals of the game in a fun atmosphere, winning is secondary.
- g) Each team is allowed (4) four coaches and/or manager on the field for instructional purposes and must not interfere with the ball in play.
 - 1) Maximum of (4) four coaches per team may be on the field.
 - 1) Offensive coaches may be on the field to help instruct play but are restricted to the foul territory areas around first and third base.
 - 2) (1) One defensive coach may be permitted behind home plate to assist with passed balls but may only provide field instruction to the catcher and must encourage the catcher to retrieve passed balls. All other defensive coaches are allowed on the field to provide field instruction to infield and outfield players but cannot interfere and/or physically assist any player with the ball in play.
 - 3) If it is determined that a defensive coach caused obstruction to the offensive team once the ball has been put into play, it will be ruled obstruction and runners will be awarded (1) base advancement.
 - 4) If it is determined that an offensive coach caused obstruction to the defensive team once the ball has been put into play, it will be ruled obstruction, the batter declared "Out" and all base runners must return to their occupied base prior to the obstructed play.
 - 2) One approved adult volunteer must remain in the dugout at all times.
 - 3) Any adult aiding or interacting with players on the playing field or at practices must submit a Little League volunteer application, complete Abuse Awareness training, and complete a background check. NO Exceptions!

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- h) The Batter will be allowed up to (5) five pitches.
 - 1) No batting warm-up swings. Little League rules clearly state there are no warm-up swings outside or inside the dugout. This includes fenced areas near the dugouts. All warm-up swings shall be taken when the batter gets to the batter's box. All other players must remain in the dugout at all times.
 - 2) The batter will be considered "Out" if they miss or fail to swing at the fifth pitch.
 - 3) Additional pitches will be permitted if the ball is fouled off on the fifth pitch.
 - 4) If the Catcher catches a foul tipped ball on the third strike or fifth pitch the batter is "Out".

- i) Farm will utilize a coach or machine for all game play. In the event that a manager from each team wants to pitch and use the machine, the machine will be placed on the field and the coach will pitch in front of the machine. The machine will not be placed and removed every inning.
 - 1) The pitching machine will be set at a minimum of 30 MPH.
 - 2) The pitching machine shall be set at a distance of 35 feet from the back of home plate.
 - 3) Managers will be allowed to pitch to the players.
 - 1) Managers **MUST** throw overhand.
 - (a) If a pitching machine is being used, the coach will pitch in front of the pitching machine to the players.
 - (b) If a pitching machine is not utilized, coaches will pitch from 35 feet
 - 2) **DO NOT LOB THE BALL.** Players develop poor batting mechanics with a lobbed ball and carry those bad habits to the next level.
 - 4) In the event a batted ball contacts the pitching machine or coach, the play will be called "DEAD" and the runner/batter will be awarded first base. Any other runner forced to move shall move.
- j) Sunshine will be thrown underhand from 35 feet.
 - 1) Pitchers **CANNOT** throw overhand to the batters. The pitcher **MUST** pitch underhand to the players.
 - 1) **DO NOT LOB THE BALL.** Players develop poor batting mechanics with a lobbed ball and carry those bad habits to the next level.
- k) The Player Pitcher must:
 - 1) Sunshine: Have both feet inside the pitching circle even with or behind the pitching mound and must remain there until the ball is either put into play or the pitch has reached home plate.
 - 2) Farm: Have both feet on the pitching mound or behind the pitching mound and must remain there until the ball is either put into play or the pitch has reached home plate.
- l) NO infield fly rule
- m) NO base on balls, intentional walks, or hit by pitch. Batters are encouraged to swing the bat.
- n) NO stealing.
- o) If the ball is hit and makes it to the grass/outfielder, a runner can only advance 2 bases.
 - 1) Once the ball is controlled in the infield, runners may not advance.
 - 1) Infield control is defined as a player assigned to an infield position being in possession of the ball.
- p) On an overthrow, players can only advance (1) one base.
 - 1) This only applies to a single play or overthrow. A runner cannot continue to advance on multiple overthrows.
- q) NO "Outs" shall be recorded by running the ball to the base unless a legitimate play is in effect. Players must throw the ball when required.

SECTION 3

MINOR (PLAYER PITCH) DIVISION:

- a) Follow current Rules and Regulations of Little League Baseball and Softball
 - 1) If Inter-Leaguering, Inter-League rules override the above.

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- b) For the 1st through 5th inning, an inning will be determined by three (3) outs or five (5) runs, whichever occurs first. After the 5th inning, an inning will be determined by three (3) outs. Rule 4.04-NOTE 1: Continuous batting order will be in effect.
- c) If after three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least amount of runs shall concede victory to the opponent. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least amount of runs shall concede victory to the opponent. Rule 4.04: A Continuous batting order will be in effect.

SECTION 4

MAJOR BASEBALL AND SOFTBALL DIVISION:

- a) Follow current Rules and Regulations of Little League Baseball and Softball.
 - a. If Inter-Leaguery, Inter-League rules override the above.
- b) If after three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least amount of runs shall concede victory to the opponent. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least amount of runs shall concede victory to the opponent. Rule 4.04: A Continuous batting order will be in effect.

INTERMEDIATE, JUNIOR, AND SENIOR BASEBALL AND SOFTBALL DIVISIONS

- a) Follow current Rules and Regulations of Little League Baseball and Softball.
 - a. If Inter-Leaguery, Inter-League rules override the above.
- b) If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least amount of runs shall concede victory to the opponent. If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least amount of runs shall concede victory to the opponent.
- c) If a team rosters 15 to 20 players and 15 or more eligible players are at a game, the mandatory play for each player shall be three (3) defensive outs and one (1) at bat per game.
- d) Intermediate & Junior Divisions Rule 4.04: A Continuous batting order will be in effect.

ARTICLE 14 – UMPIRES

SECTION 1

UMPIRE APPROVAL

Umpires will be approved annually by the President, Vice President, and/or Umpire-In-Chief and must enforce Little League Rules and Regulations, and these local playing rules.

SECTION 2

UMPIRE SPECIFICATIONS

Umpires must be at least league age fourteen to umpire. If the Umpire is under the age of 18 then a Game Coordinator must be present during the game, if a Game Coordinator is not available then the game cannot be played. The Game Coordinator must not be a manager or coach of either team, and cannot be assigned as Game Coordinator for more than one game at a time. The Game Coordinator's duties shall be:

- a) To be included in the pregame meeting as noted in Rule 4.01

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- b) To remain at the game at all times and in a position to see all actions on the field and in close proximity to the field (not in any enclosure). If for some reason, the Game Coordinator is not present or is unable to perform his/her duties, the game must be suspended until the Game Coordinator returns, or until a new adult Game Coordinator is present and assumes the duties of the Game Coordinator for the remainder of the game.
- c) To oversee the conduct of all players, managers, coaches and umpires in the game
- d) To have the authority to disqualify any player, coach, manager, parent or substitute for objecting to the decisions of an umpire, for unsportsmanlike conduct or language, or to eject such person
- e) To have the sole ability to judge as to whether and when play shall be suspended during a game because of inclement weather conditions or the unfit condition of the playing field.

SECTION 3

UMPIRE COMPENSATION

The umpire compensation will be as follows:

- a) All game umpiring fee \$45/umpire

SECTION 4

UMPIRE SPECIFICATIONS

- a) In competitive divisions, the plate umpire shall sign the official scorebook at the conclusion of the game. At the end of the game.
- b) If any warnings and/or ejections were given during the game, umpires will fill out an "Incident Report" and contact the Umpire-in-Chief.
- c) Umpires are to wear black or navy blue umpire hats (basis), umpire shirts, black shoes, dark gray slacks, and a solid black belt. They are also to bring any needed equipment. No jewelry of any kind shall be worn while umpiring.
 - 1) The league will provide basic umpire equipment for umpires that arrive without adequate supplies.

SECTION 5

UMPIRES BY DIVISION

- a) Umpires are not provided for Minor Coach / Machine Pitch (Farm / Sunshine). Managers and Coaches will act as the umpires for that game.
- b) Umpires are provided for Minor Player Pitch Divisions and Above.

ARTICLE 15 – DETERMINATION OF LEAGUE CHAMPIONS

SECTION 1

BASEBALL / SOFTBALL MINOR PLAYER PITCH DIVISION AND ABOVE

The season champion for divisions will be determined by the number of teams in that division of play.

- a) The season champion for Divisions with **1** or **2** teams will be determined by their overall record, including interleague games.
 - 1) Managers will notify the Program Director after each game of the results of that game to include score. The Program Director will maintain standings for all divisions of play

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- b) The season champion for Divisions with 3 or more teams will be determined by the first half winner playing the second half winner.
 - 1) The Program Director will notify managers of the dates that consist of the first half of the season and the winner is determined by their overall record, including interleague games for that timeframe.
 - 2) The Program Director will notify managers of the dates that consist of the second half of the season and the winner is determined by their overall record, including interleague games for that timeframe.
 - i. Managers will notify the Program Director after each game of the results of that game to include score. The Program Director will maintain standings for all divisions of play
- c) In the event that a single team wins the first and second half standings, that team will be the division champion.

ARTICLE 16 – TOURNAMENT TEAM SELECTION (ALL-STARS)

SECTION 1

TOURNAMENT TEAM OPTIONS

The league can vote to field the following tournament teams: **(No player will dual roster on active rosters)**

- a) Baseball: 8, 9,10 | 9, 10, 11 | 10, 11, 12 | 12, 13, 14 (JR) | 13, 14, 15, 16 (SR)
- b) Softball: 8, 9,10 | 9, 10, 11 | 12, 13, 14 (JR) | 13, 14, 15, 16 (SR)

SECTION 2

TOURNAMENT PLAYER SELECTION

The Board of Directors will utilize the below selection method. All-Star age groups and the number of teams representing the league will be determined by the Board of Directors. The selection process can be conducted up to 15 days prior to the release date.

PLAYER COMMITMENT LETTER

To be eligible for consideration as an All-Star, families must complete the Commitment Letters that are distributed to all families in Minors Player Pitch and above describing the commitment expectations of HALL as well as a summary of the All-Star selection process. All families must return the form, indicating whether their child wishes to be considered for an All-Star team. Forms must be signed by a parent or guardian, even if the family declines to participate in All-Stars.

The player's commitment to full participation is required during the tournament season. The commitment can run from early June through August, depending on the success of the team. The managers may hold daily practice. The expectation is that players attend all practices. Managers may only excuse a player from attending three full or partial practices or one game for good cause. Good cause will never include playing another sport. The BoD retains discretion to excuse further absences in extraordinary circumstances. Should a player have an unexcused absence or partial absence from a practice or game, the manager shall notify the BOD, which will then collect the relevant information and determine whether to remove the player from the team.

For players who wish to be eligible for All-Stars, the completed Commitment Letter shall specify information including whether the player is available for daily practices or whether there is a period of time for which the player will be unavailable. For those players with a period of unavailability (e.g., due to a family vacation, etc.), the Commitment Letter shall require that the family certify that they understand the player may not be placed on the ballot if there are enough fully-committed players for consideration.

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For each All-Star team, if there are eight fully-committed players, the partially-committed players shall not be eligible for the ballot. However, those players may still be eligible to be selected by the managers, at the discretion of the managers, taking into consideration the timing of each player's period of unavailability. Prior to the occurrence of the voting, the BOD shall make reasonable efforts to notify families of partially committed players their child is not eligible for the ballot, but are eligible to be selected by the managers.

Ballot:

- a) The Player Agent will prepare a list of all eligible players on each team.
- b) Nominations:
 - 1) Division Managers and coaches will nominate a maximum of twelve (12) players be placed on a ballot for voting from the list of league age eligible players.
 - 1) Division Managers and coaches are not allowed to nominate players from their team.
 - 2) Each player will be allowed to vote for 6 players who they feel deserve to be on the All-Star team. Players may **NOT** vote for themselves or their own teammates. The top 3 vote getters from the Player Vote are automatically on the ballot.
- c) The Board of Directors will generate a ballot based on nominations.
- d) Managers will receive ballot via email and return completed ballot via email to:
 - 1) President, Player Agent, and Program Directors.
- e) Managers will submit names on the given ballot to the Player Agent, Program Director, and President, who will then open, count, and verify ballots where players will be ordered based on votes highest to lowest. Player Agent, Program Director, and the President will then verify and create a master file for team selection until such time the names are to be released.
- f) Program Director must review the list with the Player Agent and President for the eligibility of each player to be placed on the All-Star team.

NOTE: If a tied vote shall occur, a minimum quorum of Board of Directors will determine the tied vote based on eligibility.
- g) All-Star Manager will be allowed to select a minimum of 12 to a maximum of 14 players for the All-Star Team (number selection must be done before names are revealed).
 - 1) The top 10 are automatic based on division manager votes.
 - 2) The All-Star Manager will pick 2 to 4 additional players based on the minimum/maximum roster size decision as stated above. This must be decided before the conclusion of selection process.
- h) The All-Star Manager is permitted to select any eligible player from within the division, this does not limit selection to players on the division manager nomination or voting lists.
- i) After selection is completed the Manager, Player Agent, Program Director, and the President will then verify sign and place the team selection into a sealed envelope until such time the names are to be released per Little Leagues Rules and Regulations.
- j) All-Star Team rosters upon release date will be displayed on Hesperia American Little League's website and social media.
- k) All-Star manager will provide Jersey sizes and names to the Uniform Director for ordering after team selection process is complete.
- l) Managers shall only be rostered on the affidavit of one team.

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NOTE: The Board of Directors reserves the right to declare any player, coach, or manager ineligible for All-Star consideration, if their good standing is in question. Refer to the Local League Constitution and Bylaws for definition of member in good standing.

SECTION 3

TOURNAMENT MANAGER(S)

The player roster will be selected prior to the selection of the All-Star managers and coaches.

All relevant division managers and coaches shall be sent a form summarizing eligibility and expected time commitment. Only managers and coaches in the regular season in the relevant division shall be eligible for selection (however managers are not limited to becoming managers and coaches are not limited to becoming coaches). The form shall indicate whether the manager or coach wishes to be considered, and in what role.

MANAGER SELECTION

The All-Star Manager (provided he/she is eligible) shall be determined as follows:

- a) The Board of Directors will determine the eligibility of managers before the All-Star drafts. Any manager not in good standing with the league, as deemed by the Board of Directors, will not be offered a team, regardless of team finish.
- b) Considerations should include:
 - i) previous coaching experience, All-Star experience, character, and regular-season and playoff performance.
- c) First place manager in the regular season (Based on division records) as of May 1, 2026 shall be given first consideration to be offered an All-Star team.
- d) The Board of Directors may appoint a manager to manage an All-Star team.
- e) All managers and coaches are subject to evaluation and review before and after selection as team personnel.
- f) The BOD may require interviews of perspective managers and coaches to clarify each person's aptitude for their role.

SECTION 4

TOURNAMENT COACH(ES)

Once the All-Star managers are selected, they shall then select two formal coaches from a list of BOD-approved, eligible coaches. No more than two formal coaches shall be selected per team. Informal assistants are permitted, however those individuals must undergo an appropriate background check prior to working with players.

SECTION 5

TOURNAMENT REPLACEMENT

- a) Replacement for any team member shall be per tournament rules as published by Little League Baseball, Inc.
- b) Replacement of any manager or coach, because of resignation or otherwise, shall be per the selection of the remaining manager or coach of any eligible candidate.

ARTICLE 17 – FALL BALL (TRAINING & DEVELOPMENT PROGRAM)

SECTION 1

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FALL BALL RULES

Upon release of rules, the Fall Ball rules will be distributed to team managers and/or posted on our website at hesperiaamerican.org OR on our California District 49 website at ca49.org

ARTICLE 18 – BATTING CAGE

SECTION 1

BATTING CAGES

Batting cage fee of \$X.XX/hour.

ARTICLE 19 – PLAYER EVALUATIONS

SECTION 1

PLAYER EVALUATIONS

Player evaluation form beginning with Farm/Sunshine needs to be completed and returned to Program Directors at $\frac{3}{4}$ season mark (by May 7th). This form will be used as additional information for all-star managers and regular season managers for draft selection.