



Gilroy Little League

Bylaws: League Rules, Policies and Procedures

Updated: Febraury 06, 2026 (FINAL)

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Little League International Mission Statement:

Little League Baseball, Inc. is a non-profit organization whose mission is "to promote, develop, supervise, and voluntarily assist in all lawful ways, the interest of those who will participate in Little League Baseball." Through proper guidance and exemplary leadership, the Little League program helps youth develop the qualities of citizenship, discipline, teamwork, and physical well-being. By espousing the virtues of character, courage, and loyalty, the Little League Baseball program is designed to develop superior citizens rather than superior athletes.

Gilroy Little League Baseball/Softball Mission Statement:

As a charter member of Little League Baseball Inc., Gilroy Little League (GLL) honors and adopts Little League International's mission statement as noted above.



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Established in 1953, GLL is a nonprofit recreational baseball & softball league for youth in Gilroy and Morgan Hill, serving children from ages 4 to 16. With several age-specific divisions, GLL offers both fun and competitive baseball and softball opportunities for boys and girls of Gilroy.

Gilroy Little League strives to provide a safe, affordable, well-organized program through which boys and girls can learn and enjoy the game of baseball and softball. In addition, GLL creates an environment of community in which children, parents, and volunteers can participate freely and work towards our common goal to create the best experience for our players, families, and the community.

Board of Directors

1. The GLL Board of Directors is responsible for reviewing, approving, and distributing the league bylaws each season. In turn, the GLL Board of Directors is responsible for ensuring the bylaws are followed by participating coaches, players, and parents.
2. The GLL Board of Directors meetings are held on the first Thursday of every month. A notice of the meeting will be posted on the local league's website at least one (1) week in advance.
3. GLL Board Members are expected to support and attend all meetings and events. If a Board Member misses more than two (2) consecutive meetings, they may be removed by a majority vote of the Board of Directors.
4. The Executive Board of Gilroy Little League is a subset of the broader Board of Directors consisting of the following positions: President, Vice President, Treasurer, Secretary, VP of Softball, VP of Baseball, Girls' Player Agent, Boys' Player Agent, Umpire In Chief (UIC) and Safety Officer.
5. Board members serve a one (1) year term. Executive Board Members serve a two (2) year term. To be eligible for a position on the Executive Board, candidates should have a minimum of two (2) years of prior experience as a GLL



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Director. If the required years of experience are not met, the Executive Board positions may be filled with Board approval.

6. The Executive Board may appoint committees necessary to promote the objectives of the league.
7. Active Executive Board Members who have children registered in any division shall receive a 100% discount on registration fees. Active Board Members who have children registered in any division shall receive a 50% discount on registration fees.
8. The GLL Board of Directors is held to a high standard to provide a fun and safe environment for all Little League players, families, spectators, staff, and all community members.

Player Registration

1. Registration for the Spring Regular Season opens at the discretion of the President and Executive Board, no earlier than October 1st and no later than October 31st of every year.
 - a. Registration is available online at gilroylittleleague.org.
 - b. If a family wishes to register in person, they may do so by attending in-person walk-up registrations during the registration season, of which the board will host a minimum of two.
2. A surcharge of \$50.00 per player is added to registration fees for any player registered after 11:59 pm on January 10th of the seasonal year.
3. For families with 3 or more players registered, a discount rate of \$50.00 per player will be applied to registration fees starting with the third registered player (no discount on player 1 and player 2). To receive a discount, players must reside in the same household and must provide proof of residence documentation (e.g. school records, mail with player's name and address).



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4. Should a parent or guardian elect to withdraw a player(s) from the league before 12/31, a full refund per player will be provided. Intent to withdraw must be made in writing to GLL via the email gilroylittleleague@gmail.com or to a board member's email address.
 - a. Should a parent or guardian elect to withdraw their player(s) after 12/31 but before 1/14 at 11:59 pm, a 50% refund per player will be provided.
 - b. Should a parent or guardian elect to withdraw their player(s) after 1/14 at 11:59 pm, a refund will not be provided.
5. All registered Gilroy Little League players must live within GLL boundaries as defined by the league and must provide proof of residency and/or school enrollment within the GLL boundaries.

Managers, Coaches and Other Volunteers

1. All volunteers of GLL are expected to act as player role models, always encouraging players and aiming to build sportsmanship and player self-esteem.
2. All volunteers of GLL, including Board Members, Managers, Coaches, Team Parents, and Scorekeepers, are required to complete a JDP background check and Live Scan fingerprinting prior to service to the league. Volunteers are not permitted to have any player contact before completion of both background checks. No exceptions will be made.
3. All Gilroy Little League Managers and/or Coaches must be at least 18 years old. High School students may volunteer for community service hours, provided they have permission from their parents; only GLL board members are authorized to sign off on high school community service hours. Minors are authorized to serve as game umpires, as working members of District 59 staff, scheduled only through GLL in conjunction with District 59.



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4. All Managers, Coaches, and Volunteers shall read and sign the "Code and Ethics Responsibilities" and "Sport Parent Code of Conduct". Failure to sign and adhere to the code of conduct will result in removal from the assignment and/or ejection of the game. The Parent Code of Conduct is linked:
<https://www.littleleague.org/downloads/parent-code-conduct/>
5. GLL volunteers are expected to maintain the highest standard of sportsmanship and respect for the game, as well as to provide a great experience for each player and all of the GLL community members.
6. Managers and Coaches act as agents of the GLL Board of Directors, following the board's direction, maintaining a philosophy of what is in the best interest of GLL players and families, and advancing the league's objectives.
7. The Board of Directors approves all Team Managers via private ballot, ensuring candidates are aligned with GLL's mission and objectives, pass all background checks and Live Scan fingerprinting, and consistently act in accordance with the Code of Conduct.
 - a. Manager vacancies are filled as promptly as possible by the Division Director, who is subsequently approved by the Executive Board.
8. Managers are required to attend a Rules Meeting and Safety Meeting conducted by GLL Board of Directors prior to receiving equipment bags and conducting season team practices. Additionally, Managers are required to complete the following online trainings: Diamond Leader, Player Abuse Awareness, Sudden Cardiac Arrest Prevention, Concussion in Sports, and CPR/First Aid. Proof of completion must be submitted to the Division Director before February 26.
9. Gilroy Little League and Little League International has a zero-tolerance policy for assault and harassment of another person, including league staff and umpires. All volunteers and spectators are expected to exhibit exemplary sportsmanship and ethical behavior. Unsportsmanlike conduct or behavior is a violation of the Code of Conduct and is grounds for immediate removal. Physical behavior, including but not limited to grabbing, pushing, hitting, or intimidation of any kind



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towards a player, parent, league official, opposing coaching staff, spectator, or umpire, is never acceptable and is grounds for serious consequences, including immediate removal of Manager and/or Coaches.

6. GLL has implemented a strong network of support for families with concerns, comments, or questions. Communication directed to league officials should follow the chain of command as defined by: 1) Manager, 2) Division Director, 3) Player Agent, 4) President, and Vice President.
7. Any Manager or Coach ejected from a game for their conduct or the conduct of parents, guardians, spectators, must leave the park immediately and will be prohibited from attending the next scheduled game. The Board of Directors will determine if any further action should be taken if a Manager, Player, or Spectator is ejected from the game.
8. Concerns regarding Coaches or Managers must be submitted in writing via email or letter to the Division Director via the league email (gilroylittleleague@gmail.com). The Executive Board is responsible for following up on all complaints.

Player Draft

1. Common Play Pool Drafting rules will be followed for drafting teams by division. In accordance with the Little League Rule Book, specifically "Regulation V", GLL uses the "alternate Plan B option," which is a redraft of teams every year for all draftable divisions.
2. Divisions with player drafts to form teams are:
 - a. Baseball AA (League Age 8 YO with some 7 YO and/or 9 YO)
 - b. Baseball Minors (League Ages 9 & 10 with some 8 YO and/or 11 YO)
 - c. Baseball Majors (League Ages 11 & 12 with possibly some 10 YO)
 - d. Baseball Juniors (League Ages 13 & 14 with possibly some 15 YO)
 - e. Softball Minors (League Ages 8-10)
 - f. Softball Majors (League Ages 10-12)
 - g. Softball Juniors (League Ages 13 & 14)



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3. Split divisions will occur (American/National) with any Divisions that have 10 or more teams in them.
3. A player cannot be drafted without attending Player Evaluations or having received a Player Agent evaluation. Players who do not attend Player Evaluations or receive a Player Agent evaluation will be discussed by Division Directors and drafted to a team via the process.
4. Players wishing to challenge up (play at a division level higher than the league age assigned division) are required to attend Player Evaluations for both divisions: the division in which the player is registered and the higher division. A player is not eligible to challenge up if both Player Evaluations have not been attended. Challenge decisions are made by the GLL Player Agent, in consultation with the two Division Directors. Challenge decisions are based on player skillset, as well as player safety.
5. Player Agents will determine how many teams are needed in each division once evaluations/registrations are closed. All efforts will be made to have 12 players on each team in each division.
6. Once the number of teams is confirmed and Managers are approved by GLL Board of Directors, the draft can then commence.
7. Drafts are attended by the President, VP, Player Agents, Secretary, Sponsorship Director, Treasurer, and Division Directors. Only the Manager may attend the draft to represent each team. Other Board Members may be needed to assist with draft day logistics.
8. The Draft Order is determined randomly by the card when Managers enter the draft room. All drafts are snake drafts, so the order goes 1 through X in the 1st round, then X through 1 in the 2nd round, and so on, until all picks are made.



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9. Players who did not attend evaluations will be discussed, so all Managers are aware. The league knows most of these players, and the ones we don't know will be discussed.

- a. There will be no "Hat Picks" with those players who missed evaluations. The Player Agent will discuss all players before the draft starts.
- b. Lists of eligible players for each division will be handed out and displayed on a screen for all Managers to see.
- c. Returning All-Stars from the previous year will be highlighted for everyone to see. Sponsor picks will also be highlighted. You can only select one sponsor pick.
- d. Siblings will be highlighted. If a Manager picks one sibling, he/she are automatically required to take the other sibling at the next pick, unless the Manager's son/daughter is the next pick; in such an event, the sibling is required to be picked immediately following the son/daughter pick.
- e. Manager's son or daughter is an automatic pick in the 3rd, 4th, or 5th round, depending on the division they are in and their league age, per the following:

BB/SB Juniors	12yr old (5 th)	13yr old (4 th)	14yr old (3 rd)
Intermediate 50/70	11yr old (5 th)	12yr old (4 th)	13yr old (3 rd)
BB/SB Majors	10yr old (5 th)	11yr old (4 th)	12yr old (3 rd)
BB/SB Minors	8yr old (5 th)	9yr old (4 th)	10yr old (3 rd)
Baseball AA	6yr old (5 th)	7yr old (4 th)	8yr old (3 rd)

- f. There will be a 5-minute trade session after the conclusion of the draft. This will be exactly 5 minutes, no exceptions. If a Manager is not present and the team is drafted by someone other than the Manager, no trades with that team are allowed.



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- g. If there are 10 or more teams, a Manager can trade team names within the same league only. The National league cannot trade for an American league team.
10. After completion of the draft, Managers may select their Coaches and submit their name(s) to the Division Director for approval. All managers and coaches, and volunteers of GLL must pass JDP and Live Scan background checks.
11. Minimum playing age for girls and boys in Tee Ball will follow Little League International baseball league age rules (not softball league age rules).

Opening Day of Regular Season Play/Team Pictures

1. In Conjunction with Picture Day, Opening Day Ceremonies will be held on the 2nd Saturday of March at Christmas Hill Park (weather and scheduling permitting). In case of inclement weather, team pictures will be relocated, and opening ceremonies rescheduled (often to closing ceremonies alternatively).

- a) Team pictures and festivities from 8:00 am - 1:00 pm
- b) Team Parade & Ceremony 2:00 pm – 3:00 pm

Practice and Game Fields

1. GLL will secure reservations for the following fields for pre-season practice and regular-season games:
 - Christmas Hill Park: 7050 Miller Ave in Gilroy (designated for softball divisions only)
 - Las Animas Memorial Park 395 Mantelli Dr in Gilroy (Baseball's Tee Ball, Boys A Boys AA, and Intermediate divisions)



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- Gilroy Sports Park 5925 Monterey Frontage Rd in Gilroy (Baseball's Minors, Majors, Juniors, Seniors, and Challenger divisions)
- 2. Field and light reservations are made with the City of Gilroy by the GLL Executive Board only. Fields for pre-season practices are reserved and assigned by Player Agents until the regular season commences on and after Opening Day. Thereafter, Managers can schedule practices as needed, and field use is on a "first-come, first-served" basis. Managers are strongly encouraged to share field time if two Managers schedule a practice during overlapping times.

Regular Season Pitch Rules: Baseball

1. Pitch rules are mandated by Little League International to protect the players from injury, and at no time may these guidelines be altered or changed without the express consent of Little League International.
2. Any player on a regular-season team may pitch.
 - a) The only exception is if a player has played the position of catcher in four (4) or more innings in a game; any player catching for four (4) or more innings is not eligible to pitch on that day.
 - b) A player who played the position of catcher for three (3) innings or less may move to the pitcher position; however, should said player deliver 21 pitches or more (15- and 16-year-olds: 31 pitches or more) in the same day, said player may not return to the catcher position on that calendar day. If said player reaches the 20-pitch limit (15- and 16-year-olds: 30-pitch limit) while facing a batter, the Pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the Pitcher is removed from the mound prior to the batter completing his/her at-bat.
3. Once removed from the mound, a Pitcher cannot return as a Pitcher in the current game.



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- a) *Exception* for Intermediate, Junior, and Senior Divisions only: A Pitcher remaining on defense in the game, but moving to a different position, can return as a Pitcher anytime in the remainder of the game, but only once per game.
4. The Manager must remove the Pitcher when said Pitcher reaches the limit for his/her age group as noted below, but the Pitcher may remain in the game at another position.
5. If a Pitcher hits any player(s) 3 times in an inning and/or 4 times in a game, the Pitcher must be removed from pitching.
6. Pitcher's names, pitch count (baseball), and innings pitched (softball) must be written in the Pitch Count Log Book and checked by each Manager before they sign the Log Book.
7. The league baseball age pitch counts for Little League Baseball are as follows:
 - Ages 13-16 – 95 pitches per day
 - Ages 11-12 – 85 pitches per day
 - Ages 9-10 – 75 pitches per day
 - Ages 7-8 – 50 pitches per day
8. Pitchers' league age 14 and under must adhere to the following rest requirements:
 - 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 day of rest must be observed.



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- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
9. Pitchers league age 15-16 must adhere to the following rest requirements:
- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 61-75 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 46-60 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 31-45 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.
10. Under no circumstances shall a player pitch in three (3) consecutive days.
11. A Pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The Pitcher may not start a new batter once the limit of pitches has been met.

Regular Season Pitch Rules: Softball

1. Any player on the team roster may pitch.
 - a. *Exception* in Minor Division: A player who has attained a league age of twelve (12) is not eligible to pitch in the Minor Division.
 - b. *Exception* in Junior Division: Gilroy Little League, and specifically the Softball Player Agent may choose to prohibit league age 15-year-olds from pitching in the Junior Division.
2. Minor/Major Division: Any pitcher may re-enter the game, not just the starting Pitcher. All standard pitching rules and participation limits still apply.



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3. The league softball pitch inning counts for Little League Softball are as follows:

- a) Minor Division: A player may pitch in a maximum of twelve (12) innings in a day. Delivery of a single pitch constitutes having pitched in an inning.
- b) Major Division: A player may pitch in a maximum of twelve (12) innings in a day. Delivery of a single pitch constitutes having pitched in an inning.

4. Pitching resting periods are defined by Little League International and must be followed. Noted resting periods apply to a player pitching in seven (7) or more innings:

Pitching Game	Eligible to Pitch
Sunday	Tuesday
Monday	Wednesday
Tuesday	Thursday
Wednesday	Friday
Thursday	Saturday
Friday	Sunday
Saturday	Monday

General Provisions: All Programs

- 1. All Catchers must wear complete catcher's gear for game time, including a throat guard attached to the catcher's helmet.
- 2. During warmups before the game, the Catcher with the catcher's helmet and throat guard must catch for the Coach or Pitcher.
- 3. On-deck warm-up batting is not permitted, except in Baseball 50/70 and Juniors & Seniors divisions (both baseball and softball).
- 4. Swinging of bats in the dugout is strictly prohibited.
- 5. All Players must be wearing a helmet if the bat is in their hand.
- 6. Batting cages are prohibited for use during game time.



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7. A maximum of three (3) representatives are permitted on the field or in the dugout during scheduled games; one (1) Manager and two (2) Coaches per team.
8. Only the Manager, Coaches, Players, and Umpires are permitted on the playing field during game time.
 - a. *Exception* for Instructional Softball, Baseball Single A (Coach Pitch), Baseball AA, and Tee Ball.
9. The designated Home Team is responsible for placement and removal of bases, keeping the official scorebook, raking the field, and filling in holes around home plate, pitcher's mound, the batter's box, and bases.
10. Volunteer Scorekeepers and Announcers must keep the score booth clean and must refrain from expressing any input or displeasure for any calls on the field. Announcers should be conscientious in announcing batters and game plays equally and objectively for both teams.
11. Instructional, Single A, AA, and Minor Divisions' players must play at least 50% of the game on defense. If the player does not play half the game, he/she must start the next game and play half the game plus the innings to be made up from the previous game. If a Manager violates this rule, a written notice and /or suspension will be enforced.
12. Continuous batting order should be used (see defensive rule requirement in Section 4.04 of the Little League rule book).
 - a. *Exception* for Senior Baseball and Softball divisions: continuous batting order is not a requirement.
13. There will be no forfeit games. Make-up games, including rainouts, will be rescheduled where possible at the discretion of the GLL Executive Board.



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14. Rainouts prohibiting scheduled games are determined by the GLL Executive Board and/or the City of Gilroy Parks and Recreation department one (1) day before game day, but sometimes, and/or the morning of game day if weather forecasts are tenuous.
15. Pitcher and Catcher substitutions must be shared with the Scorekeeper and the Home Plate Umpire before the player takes the field for Minors, Majors and Juniors, and Seniors.
16. Following the last game of the season, Managers are required to return all league-issued equipment in accordance with the schedule established by the Equipment Manager; failure to do so may result in forfeiting their opportunity to manage a team in subsequent seasons.
17. If there is an injury on the field, the Umpire decides when to resume the game after evaluating the injured player.
 - a. All injuries must be treated and reported in compliance with the Gilroy Little League First Aid Flow Chart and Safety Plan, which is in all Medical Kits provided to each Manager.
18. Parents and/or Guardians who submit the wrong uniform size will be responsible for the additional cost of uniform replacement.
19. Cash, Credit Card, and Apple Pay payments are the only forms of payment accepted by GLL for registration fees and concessions; no checks accepted.
20. Players with outstanding registration balances from previous seasons must make full payment before being registered for the new season.
21. GLL offers some financial assistance to families in need. Any player who seeks financial assistance must complete a Financial Assistance Form and return it before the deadline. Applications are considered on a "first-come first-served" basis. Approval of financial assistance is at the sole discretion of the GLL Executive Board.



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22. Smoking, tobacco, and/or alcoholic beverages are strictly prohibited at any venues, including practice and game fields, parking lots, and spectator seating areas, per City of Gilroy municipal code 16.28 and 18.1. If violated, both the Manager and the violating individual will be ejected from the premises and placed on a one (1) game suspension at the discretion of the GLL Executive board.
23. Excessive expressions or displays of disgruntlement that are disruptive and/or in violation of the league's "Code of Conduct" are grounds for possible game suspension. Such incidents will be reviewed by the GLL Executive Board.
 - a. *Exception* for Juniors Baseball division: all challenges/protests during regular season or playoff games will be directed to District 59 staff for conclusion.
24. Little League International provides its constituent leagues with updated Little League rules, regulations, and policies each year. GLL volunteers and parents should be familiar with the most updated version of Little League's Official Regulations, Playing Rules, and Operating Policies. These rulebooks, published for all divisions of Little League Baseball, Little League Softball, and the Little League Challenger Division, provide the structure and support for local leagues and districts to provide a meaningful experience for all children in their community. To access Little League International's official and updated rulebook, please find it here:
<https://www.littleleague.org/playing-rules/little-league-rulebook-app/>

General Provisions: Baseball

1. Regular season game time limits for each Division are as follows:
 - a. Tee Ball: 1 hour or 3 complete innings, whichever occurs first
 - b. Single A: 1 hour 30 minutes



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- c. AA: 6 innings, no new inning after 1 hour 30 minutes
 - d. Minors: 6 innings with a 2-hour time limit, and no new inning after 1¾ hrs (Note: after the 2-hour time limit expires, the game score reverts to the previous inning, but pitch count does not revert.) Regular-season ties are acceptable. A maximum of 5 runs in every inning (both regular season and playoff games).
 - e. Majors: 6 innings with a time limit enforced only if games are scheduled back-to-back on the same field; in such a case, a 2-hour time limit is enforced, with no new inning after 1¾ hours. Regular-season ties are acceptable. In the event of a double-header, stated game time limits are honored, specifically no new inning after 1 hour 45 minutes, and drop-dead time limit of 2 hours.
 - f. Juniors/Seniors: 7 innings, with a 3-hour maximum game time on weekdays for Juniors (no time limit for Seniors), with no new inning after 1¾ hours. Regular-season ties are okay for Juniors; ties are prohibited in Seniors. Any game called for weather must continue at a later date.
25. Game limits do not apply to playoff games *except* for weeknight playoff games, as lights are extinguished at 9:45 pm; in such a situation, regular season game limits apply (1a-f above).
26. Tee Ball and Single A have all players on defense. Double A (AA) is allowed four outfielders, therefore 10 on defense.
27. Double A (AA) Baseball play shall be in accordance with the following:
- a. Completed game is 6 innings, no new innings after 1 hour 30 minutes
 - b. Ties okay
 - c. 3 runs maximum per inning (each half inning ends once 3 outs or 3 runs are recorded)
 - d. No stealing and no leading off



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- e. 4 outfielders should be played each inning, each game if enough players are available (outfielders must be on the grass during the pitch before batter contact). Only 4 infielders, 1 pitcher, and 1 catcher are permitted
- f. Each player must play in the field a minimum of 2 innings each game (6 defensive outs)
- g. Continuous batting order, all players must bat (i.e., if you have 11 players present, you will bat all 11)
- h. No umpires provided. The coach of the batting team will call balls/strikes, as well as safe/out at 2nd base and home plate. 1st and 3rd base coaches will call safe/out at respective bases, as well as fair/foul
- i. No walks allowed. If the kid pitcher throws 4 balls, the coach will take over and throw a maximum of 3 pitches (the batter may get an additional pitch if the 3rd pitch is a foul ball)
- j. If the kid pitcher gets 3 strikes on the batter, the batter is out and does not get any pitches from the coach pitcher.
- k. Pitching:
 - Pitching distance is 42 feet
 - Pitchers must pitch from the rubber (both players and coaches)
 - No player may pitch more than 2 innings or 50 pitches in any game/day
 - Hit-by-pitch rule: If a pitcher hits 3 batters in 1 inning, the pitcher will be removed from pitching for the remainder of the game
 - Once a batter is hit by a pitch, the coach will immediately take over and throw a maximum of 3 pitches (unless the final pitch is a foul ball)
 - If a batted ball strikes the coach pitcher, it is a dead ball, and the batter is awarded first base only
- l. Batter and runner advancement:
 - A batter runner may not advance on an overthrow to first base
 - Runners may only advance 1 base (at their own risk) on an overthrow to any other base
 - The play is dead, and all runners must return to the base they came from (unless they were within 2 steps of the base they are advancing to) once the pitcher possesses the ball near the mound
 - Runners, and batter runner, may advance as many bases as possible at their own risk as long as the ball is live (ball is dead once secured by the pitcher near the mound)

General Provisions: Softball

1. Regular season game time limits for each Division are as follows:



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- a. Instructional: 1 hour 30-minute game time limit
 - b. Minors Division: 6 innings with no new inning after 1 hour and 45 minutes. Last inning must be completed. Regular season only: ties are okay, and any game called for daylight or weather must continue at a later date. A maximum of 5 runs in every inning (both regular season and playoff games).
 - c. Majors Division: 6 innings with no new inning after 1 hour and 45 minutes. Last inning must be completed. Regular season only: ties are okay, and any game called for daylight or weather must continue at a later date.
 - d. Juniors/Seniors Divisions: 7 innings, with no new inning after 1 hour and 45 minutes. Last inning must be completed. Regular season only: ties are okay, and any game called for daylight or weather must continue at a later date.
2. Girls' Instructional play shall be in accordance with the following:
- a. Base stealing is not permitted, although sliding is permitted. Bunting is permitted against player player-pitcher, but not against coach coach-pitcher. The infield fly rule is not to be enforced.
 - b. Tied score games are permitted.
 - c. A maximum of three (3) runs per inning is permitted. Following three runs per inning, teams must switch offense and defense.
 - d. The pitching distance, the distance between the pitching rubber and home plate, is 30 feet. 11-inch "Softie" softballs are required for use in games.
 - e. Leading off is permitted at the runner's risk once the ball reaches the batter. The runner may be picked off but may not advance in case of an overthrown pick-off attempt.
 - f. Outfielders must be on the grass during the pitch before batter contact.
 - g. Pitchers may pitch a maximum of two (2) innings per game or six (6) consecutive outs.
 - h. Pitchers must start with both feet on the pitcher's rubber.
 - i. Each player must play a minimum of one inning per game in the infield and a minimum of two innings per game in the outfield.
 - j. Continuous batting order must be used to ensure every player bats regardless of defensive play.
 - k. Hit by Pitch Rule: After three (3) batters are hit by pitch within a single inning, the pitcher must be removed for the duration of the inning. The said pitcher will be allowed to pitch in the subsequent inning, provided it is her second inning pitching (see 9.) However, if in the second pitching inning, should pitcher hit two



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- (two) batters within the same inning, the pitcher will be removed from the mound for the duration of the game.
- l. Walks are not permitted. Coach pitch begins after the player pitcher pitches four (4) called balls or if a batter is hit.
 - m. Coaching is not permitted from the pitcher's circle.
 - n. Managers and coaches call balls and strikes during player-pitch.
 - o. A hit batter who tries to avoid the pitch will automatically begin coach pitch with the same number of strikes in the current count. If no attempt is made to avoid the pitch, the pitch will be counted as a ball, and the batter stays in the box.
 - p. Coach Pitching Rule: Coach pitches from mound, starting with both feet on the pitcher's rubber; Strike count carries over from player pitch; A maximum of four (4) coach pitches are allowed, but if the coach fourth pitch is a foul ball, the coach proceeds to pitch until batter puts ball in play or the batter strikes out; all coach pitches count as a strike (no balls in coach pitch); a hit ball that hits the coach pitcher is considered a dead ball and does not count as a pitch.
 - q. Batter and Runner Advancement Rules: Balls hit to the outfield (specifically grass) allow batter and/or base runners to advance up to a maximum of two (2) bases; advancement is at the runner's risk and can result in an out; advancement is not allowed for overthrows to first base.

All Stars

1. Gilroy Little League tournament teams (All-Star Teams) are selected using input from team Managers and the Player Agent, President, and Vice President. Managers will select players across their respective division via a secret ballot managed by the Player Agent, in partnership with the President, Vice President, and one (1) Board of Director member. Manager votes will be the primary basis of player selection, but not the sole determining factor when selecting the team; sportsmanship and other factors, such as pitching availability, will also be considered when selecting players.
2. Nominated players will be named to the team regardless of their availability, and replacements will be added if a player cannot commit to post-season play.
3. All-Star Teams are announced on a specific date determined by Little League International; prior to the date, only the President, Vice President, and Player Agent know who has been selected to the teams.



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4. Ten-year-old girls and boys who moved to the Major Division for regular-season play by the Player Agent will automatically make All-Stars in their respective age group. If a parent requests that their child be moved up (challenge up), then that child is not automatically placed on the All-Star Team, but shall be selected based upon their performance.
5. Each player may be charged for an All-Star Uniform (Uniform shirt with name screened, All-Star Hat, Socks, and Belt) and entry fees assessed by Little League International for tournament play.
6. Managers for All-Star Teams are selected by the Executive Board in a closed meeting. Regular season game record is a strong consideration for Manager selection, as is leadership, coaching strategy, and overall sportsmanship.
7. All-Star Managers and Coaches must follow Little League International dress code requirements for post-season tournaments.
5. To be eligible to play in All-Star Tournament(s), each player must provide the following documents to the All-Star Manager before or on the due date:
 - Tournament Verification form
 - Medical Release Forms
 - Appropriate proof of residency documents (must be certified)
 - Approved player waivers (if applicable)
6. It is the responsibility of the All-Star Manager to collect, compile, and maintain the All-Star binder book with all required documentation. The binder book must be reviewed and approved by District 59 officials before the start of the first tournament game. After approval, the All-Stars Manager is required to provide the binder book to the Tournament Director of each All-Stars game for verification. All-Star Managers must work with the designated league official to ensure all paperwork is verified and the system is accurately and timely updated.



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7. To confirm player eligibility for the All-Star tournament, Little League International requires GLL to obtain a certified birth certificate from each player to verify the player's league age. Each All-Star document must precisely match the player's legal name listed on his/her birth certificate. To order birth certificates, please visit:

https://www.vitalchek.com/v/?clicked=1&click_id=815996464290856962&ppc=0



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Affirmation of Receipt of GLL Bylaws

I _____, have read and received a copy of the Gilroy Little League Bylaws therein.

I have read any and all sections that pertain to the League and the Division where I manage or coach and understand all of the rules, protocol, and disciplinary action that Little League International and Gilroy Little League subscribes to. Failure to follow the Gilroy Little League bylaws will result in removal from the Team Manager position and ineligibility to manage for Gilroy Little League at the discretion of the Gilroy Little League Executive Board.

Signature of Manager/Coach

Date

Signature of Division Director

Date

Signature of GLL Player Agent

Date

Signature of GLL President

Date