

# ALAMEDA LITTLE LEAGUE BY-LAWS

## 2026

The Alameda Little League By-Laws are developed, maintained and approved annually by the Alameda Little League Board. The By-Laws in no way conflict with the Little League Rules, Regulations or Policies and are to be considered as a supplement and not a replacement. These are in addition to the approved District 8 Interleague Playing rules. These rules are to be adhered to by teams of Alameda Little League Baseball and Softball.

League President: Samantha Sanchez

League Vice President: Angelina Vigil

League Secretary: Kelly Rivera

League Treasurer: Jacqueline Ayre

League Player Agent: Andrew Rivera

League Safety Officer: Ted Aragon

League Umpire-in-Chief: Tony Rivera

## Alameda Little League General Bylaws 2026

1. New volunteer forms and background checks must be completed every year for board members, managers, coaches and all volunteers. Forms will be kept in a secure location and available for board officers for auditing purposes only. These forms are to be kept confidential.
2. Team sponsorship/company logo display is permissible by international. Specific sponsorship for individual teams, divisions, or all stars will be considered by the board.
3. Field use and contractual responsibilities, signed per current City agreement, Alameda Little League has exclusive use of fields and City Park and Recreation Open Space does not apply
4. Annual League Fundraiser and Donation guidelines will follow international guidelines.

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5. Little League bylaws and supplemental changes are to be monitored at all times to ensure any changes are adhered to.
6. Orientation and informational documents will be offered at the annual meeting for new incoming board members, and/or through the year as needed.
7. It is suggested Alameda Board Members are to commit to serving on at least one term in a calendar year- October 1 to the following September 30.
  1. Nominations will commence May 1<sup>st</sup> through May 15<sup>th</sup> of the same year.
  2. Elections will take place at the May board meeting.
  3. Ballots will be given to the nominating committee to be counted.
  4. Results are to be announced no later than 10 days after the final day of balloting.
  5. New Board will be effective June 1<sup>st</sup> of the same year.
8. Registration
  - a. Fees are set by the Finance Committee/Board.
  - b. Late registrations (after deadline) a late fee of \$10 is applied to the registration fee.
  - c. **REFUND POLICY/REGISTRATION REFUND TO PARENTS OR GUARDIANS IS AS FOLLOWS.**
    - i. **AFTER SIGN UP, REGISTRATION FEE WILL BE RETURNED MINUS A \$20 PENALTY FEE FOR NON-REFUNDABLE EXPENSES: EQUIPMENT, INSURANCES AND CHARTER FEES.**
      - **NO REFUNDS ARE PERMITTED AFTER ASSESSMENTS AND TEAMS ASSIGNMENTS WITH NO EXCEPTIONS\***
    - ii. **SHOULD THERE BE ANY UNFORESEEN GLOBAL EVENT, ANY COLLECTED FEES WILL BE HELD FOR THE FOLLOWING SEASON (For example- Covid”)**
9. Committees will be determined and voted on each year by the Board as necessary.
10. Disciplinary policy is facilitated by the Board, members who are brought forth with an issue and/or incident will be supported by the appropriate Division VP. *Refer to Article 9*
11. Uniform policy will follow Little League International guidelines.
12. Concession Stand, *Refer to Article 11*

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**13.** The Player Agent will follow Little League International guidelines. Players will play in their appropriate age league using the Little League International Age Chart. Alameda will hold Skills Assessment and Try outs to ensure safety.

**14.** Handling of an injury will be on an individual basis. The Coach/Manager/Parent will work collaboratively in the best interest of the Player's Health. Incident Forms will be filled out and turned into appropriate League VP.

**15.** No smoking, tobacco use or e-cigs are allowed on the fields or dugouts.

**16.** Any player can be removed from the field of play at the manager's discretion for destroying Alameda Little League property, i.e.: Throwing rocks, digging out the outfield grass with their cleats or through equipment. Please be respectful of the fields and each other. See Code of Conduct and Disciplinary Policy. (*Article 9*)

**17.** Both teams shall be responsible to police stands, dugouts and field for trash and debris at the end of the game.

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## **Article 1: Managers and Coaches**

- 1.** All managers, coaches (head and assistant) and volunteers are approved and appointed by the Alameda Little League Board.
- 2.** Approvals of coaches, managers, and volunteers are subject to volunteer form and background checks being completed.
- 3.** Managers and coaches must attend a coach's and umpire's clinics and at the minimum of one board meeting. At that time managers and coaches may share and provide updates on the season.
- 4.** A Coach Coordinator will be appointed by the board.
- 5.** Managers and coaches must be knowledgeable in Little League rules and the Alameda Little League Constitution and By-Laws. Managers and coaches must sign the Constitution and By Laws and Coaches/Volunteer' Code of Conduct showing their understanding of the rules and compliance.
- 6.** Managers and coaches must be knowledgeable in Safety Plan and Sexual Harassment/Abuse Policy. Managers and coaches must sign the Safety Plan and Sexual Harassment/Abuse Policy showing they understand the rules and compliance. (Refer to International Little League Website for policies)
- 7.** Managers are responsible for all equipment. Managers are to sign a "Check Out Equipment" form when receiving the equipment. (Spring, All Star, Fall). Should the equipment not be returned at the end of the season, the manager will be financially responsible for replacement of the equipment.
- 8.** Managers are to call each player after receipt of a team roster to introduce themselves.
- 9.** Managers must conduct at least one team meeting after receipt of team roster. At this meeting schedules are to be passed out, team mothers and score keepers are assigned and Code of Conducts signed by each parent and player. The Division's Vice President is expected to attend the meeting.
- 10.** The Manager/umpire will submit a report to the League's President if any manager, coach, parent or player is ejected (out of sight and sound) from a game.
- 11.** Manager is to manage practices responsibly. No more than 3 events per week for Tee Ball and Pee Wee, however minors, majors and juniors may have more practices as these divisions require more extensive work on catchers, pitchers and advanced instructions on base running drills.
- 12.** Managers must have in their possession (at all times) completed players Medical Release form for each player on their team.
- 13.** Managers are to keep with them the signed Code of Conducts forms.
- 14.** Managers, 2 coaches, team mother or an approved parent (one who has completed a volunteer form) and the players are allowed in the dugout.
- 15.** A Manager, coach or approved parent (one who has completed a volunteer form and background check) must be in the dugout at all times.

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- 16.** Managers and coaches are allowed to use field equipment (gator, mower) in preparing and caring for the fields after they have completed the training. Managers and coaches must attend a training provided by Field Manager.
- 17.** Home team will be responsible for field set-up. (This means the home team is responsible for raking the field, ensuring the fields are safe for playing and emptying the trash cans after games.)
- 18.** Managers are to never leave a practice or game until all players have been picked up. No child shall be left unattended.
- 19.** Managers must have a First Aid Kit at all practices and games.
- 20.** Managers must adhere to Covid 19 Safe Practices
- 21.** For home games: Managers are not allowed to cancel or reschedule a game. The division Vice President and the President are the only authorized personnel that can cancel games. League President will notify District 8 if the games are inter-league games canceled and rescheduled. Weather delays or cancellations will be decided 30 minutes prior to game time.
- 22.** Managers and coaches are to conduct themselves in a professional manner at all times and exhibit good sportsmanship. The actions, on or off the field must be above reproach. See Coach/Volunteer Code of Ethics.
- 23.** Any manager or coach who is involved in a verbal or physical altercation or incident of unsportsmanlike conduct on the site or at any other Little League is subject to disciplinary action. Derogatory comments/cursing is not tolerated. Please refer to the Disciplinary Policy. (*Article 9*)
- 24.** Alcohol consumption prior to or during Alameda Little League events, games and practices is prohibited.
- 25.** Managers must keep themselves aware of weather conditions. Should weather prohibit playing, Managers of both teams are to discuss whether to continue the game. If lightning is 8 miles away (using the WeatherBug) all players are to be removed from the field and game is not to resume until 30 minutes have passed with no lightning. In the event the weather continues to prohibit playing, the Division Vice President/League President is to be contacted to cancel and/or reschedule the game. Please refer to the Little League rule book for guidelines and procedures.
- 26.** Managers must have in their possession at all times a copy of the Little League Rule Book.

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## Article 2: TEE BALL BY-LAWS AND RULES

### Tee Ball VP – Angelina Vigil

**Primary goals of Tee Ball are to have fun, instruct children in the fundamentals of baseball and to allow them to experience the value of teamwork. Basic Little League rules apply with the following supplements and/or exceptions. Alameda Little League By-Laws are a supplement to the Little League Rules and are not a replacement.**

1. The Tee Ball division uses a tee instead of the coach pitching which permits development of offensive and defensive skills.
2. Every game will begin with each team standing on their respective foul line and participating in the Pledge of Allegiance.
3. Games balls will be provided by the home team. Games can not start until official balls have been provided.
4. There are no tryouts in Tee Ball. The Player Agent will assign players to each team on a random basis.
5. Games shall be three (3) innings in length.
6. No score is kept.
7. At the coach's discretion, a player may be given up to three soft-toss pitches from the coach; after two unsuccessful attempts, the ball must be placed on the tee for the batter.
  8. Absolutely, NO defensive players are allowed at the catcher's position.
  9. Each team will be responsible for keeping their own line-up (there is no official book in the Tee-Ball division).
10. All players will be part of a continuous batting order. The batting order is then reversed every inning.
11. An offensive inning will consist of completion of batting the entire roster.
12. There will be no strikeouts. A player shall continue to swing until producing a batted ball. The ball must travel beyond a ten-foot arc from home plate in fair territory to be considered a batted ball.
13. Both teams may provide approved adult coaches on the field of play during defensive half inning to provide support and guidance.
14. No soft toss, pitching or swings in/on deck circle or field.
15. Time shall be called upon a batted ball being returned to the pitcher's circle, all play suspended and runners shall be positioned at the base to which they were closest when time was called. (Note: The ball does not have to remain in the circle or be controlled to cease play, but the intent should be conserved when calling time).
16. Each team shall field the entire roster during their defensive half inning. Players must be rotated every inning to a different defensive position including infield to the outfield.
17. The pitcher must be on the rubber until play is initiated.

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## **Article 3: ROOKIE BY-LAWS AND RULES**

### **Rookie VP – Cindy Svatek**

**Rookie division is an instructional division to prepare players for the more competitive upper divisions. Therefore, there are no standings kept, no champions declared and no All – Stars. The objectives of the division are teaching and instruction only and to have fun. Basic Little League rules apply with the following supplements and/or exceptions. Alameda Little League By-Laws are a supplement to the Little League Rules and are not a replacement.**

1. Rookie baseball uses an electric pitching machine instead of players pitching. The machine will throw strikes and thus, permits development of offensive and defensive skills because there are more batted balls.
2. Rookie division does not have tryouts. The Player Agent will assign players to teams on a random basis.
3. Every game will begin with each team standing on their prospective foul line and participating in the Pledge of Allegiance.
4. All games are (5) innings or 2 hours whichever comes first.
5. The weekday start time for games will be 5:30 p.m. Games will be halted at the posted Sunset time (not to exceed 2 hours), or when an automated light sensor triggers field buzzer on unlighted fields.
6. All leagues will follow the Little League Rule Book concerning the number of players needed to start and end a game. Games will be forfeited if a team does not show up. There is a fifteen (15) minute grace period for late arrivals, but this delay will not change the two-hour time limit. If a team's Manager or Coach is not present, the game will not be played.
7. Game balls (2) will be provided by the home team.
8. Home team is responsible for field set-up and maintenance (this means the home team is also responsible for raking the field and emptying the trash after the game.)
9. The home team will provide the home-plate umpire. Visiting team will provide the field umpire for the game. The home team will provide the Official Scorekeeper and keep the official time. Umpires must know the Little League rules.
10. The play will be over when the ball is thrown to the pitching radius (extending upwards) with the intent to end the play. The pitcher is not required to be in the pitching radius if the ball is thrown to the pitching radius with the intent to end the play. If the pitcher has the ball outside the radius, then the pitcher must get inside the radius for the play to end. The umpire shall then call "Time" upon a batted ball being returned to the pitcher's circle, all play suspended, and runners shall be positioned at the base to which they were closest when time was called.

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- 11.** Base runners may not advance when a throw is made to first base to try and get a runner out initially on a hit ball.
- 12.** All players will be part of a continuous batting order. All players will bat in turn regardless of being in or out of the defensive line up. If a player skips his or her turn in the batting line-up for any reason (i.e., going to the bathroom), it will count as an out and the next batter will come up to bat. Injured players are exempt and out of the game anyway. If a player arrives after the game has begun, the player will be placed at the end of the batting line-up.
- 13.** The pitching machine will be set with the agreement of both coaches and umpires (36-40). The machine shall not be adjusted to accommodate individual players unless the pitched balls are not in the player's strike zone. The umpire shall decide when adjustment of the machine is required.
- 14.** A batter hit by a machine pitched ball will not be awarded 1 base. The ball is dead and all runners must return to their original base.
- 15.** An offensive inning will consist of either three outs or scoring five runs. Upon a team scoring five runs during an inning, the inning is terminated and the team batting will immediately take the field.
- 16.** All runs will be scored on an "over the fence" homerun or a ground rule double.
- 17.** The fifth (5<sup>th</sup>) and subsequent innings will not have a run limit; all runs scored will be counted. If the third or fourth (3<sup>rd</sup> or 4<sup>th</sup>) inning is the last inning, only 5 runs can be scored.
- 18.** There will be no walks. Three (3) swinging strikes or six (6) total pitches and the batter is out. A foul tip or a foul ball on the last strike or pitch shall not constitute an out.
- 19.** The infield fly rule will not apply in the Rookie Division.
- 20.** Each team may have a maximum of ten (10) defensive players in the field, but must have a minimum of nine (9) defensive players. Note: The 10<sup>th</sup> player must be an outfielder (4 outfielders). i.e.; not on the dirt infield.
- 21.** No soft toss, pitching or swings in on deck circle or field.
- 22.** A batted or thrown ball which hits the pitching machine will be declared a "dead ball" and play will stop. When a batted ball hits the machine, the batter will be awarded first base and runners each will each be awarded one base.
- 23.** If after four (4) innings, three and one-half innings, (with the home team ahead) one team has a lead of ten (10) or runs or more; the manager of the team with the least runs may concede the victory to the opponent. (Mercy Rule)
- 24.** The Alameda Little League board encourages rotating players defensively.
- 25.** Minimum playing time. No player shall sit out more than one (1) consecutive inning on defense and No player shall sit out more than two (2) total innings in a game. Every player should be part of a rotation so that the same players are NOT sitting all the time

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## Article 4: MINOR'S BY-LAWS AND RULES

### Minors VP- Andrew Rivera

**The intent of the Minors division is to prepare players to participate in the Major division. Players will pitch and receive extensive work with catchers and pitchers and will also get advanced instruction on base running drills. Alameda Little League By-Laws are a supplement to the Little League Rules and are not a replacement.**

1. Players are selected through tryouts and a player draft. (Refer to Little League Rule Section of Rule Book)
2. Every game will begin with each team standing on their respective foul line and participating in the Pledge of Allegiance.
3. The weekday start time for games will be 5:30 pm. Games will be halted at the posted Sunset time or two hours and thirty minutes whichever comes first (from the scheduled 5:30 p.m. start time).
4. The time limit on Saturday games will be two hours and thirty minutes. Games will be terminated at the scheduled stop time (based upon the scheduled start time) and Little League Rules will be followed for the ending of the game.
5. The Home Team will provide the Plate Umpire. Visiting Team will provide the Field Umpire for the game. The Home team will provide the Official Scorekeeper and keep the official time. An Alameda scorekeeper will track player rotations on/off the field. Umpires must know the Little League Rules.
6. Continuous batting order of all Alameda players should follow Little League Rules when a player bats out of order. In a Pool Play situation, Pool players need to bat at the bottom of the order.
7. Games balls will be provided by the home team. Game cannot start until official balls have been provided.
8. Home team will be responsible for field set up and take down. Fields must be raked and dragged after the game. **Do not run drag over the pitching mound.**
9. No soft toss, pitching or swings in/on deck circle or field
10. Each team manager will carry a Pitching Affidavit to be furnished to the Official Scorekeeper and plate Umpire before the game. If the Manager fails to provide his/her affidavit, the game will be played under protest and reported to the Little League President. In the case of a protested game, the Manager must present the affidavit to the President at the playing site, within 24 hours, or the game will be forfeited. Note the affidavit needs to be legible, written in ink and signed.
11. All Teams will follow the Little League Rule Book concerning the number of players needed to start and end a game. Games will be forfeited if a team does not show up. There is a fifteen (15) minute grace period for late arrivals, but this delay will not

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change the time limit set for the game to be terminated. Late players will go to the bottom of the line-up.

**12. Innings**

1. An offensive inning will consist of either three (3) outs or reaching five (5) runs. Upon a team scoring five (5) runs during an inning, the inning is terminated and the batter will immediately take the field.
2. All runs will be scored on an “Over the fence” homerun or ground-rule double.
3. The sixth and subsequent innings will not have a run limit; all runs will be counted. If the third (3) or fourth (4) inning is the last inning, only five (5) runs can be scored.

**13. The Plate Umpire** will submit a report to the Little League President if any manager, coach or player is ejected (out of sight and sound) from a game. The Manager will advise the League President.

**14. All Alameda players**, to the extent possible, shall rotate on and off the field during the course of a game. No player can be rotated off the field a second time in a game unless all other players listed in the lineup have been rotated off the field previously. If the game is shortened for any reason (i.e., Mercy rule, weather related, large roster, etc.) it is possible that a player(s) may not be rotated off the field. The only exception to this is the pitcher position. Once the pitcher has reached his/her pitch count limit, and then they should be rotated at the next complete inning opportunity if necessary. It should be noted also that the batting order is under the discretion of the Manager.

**15. The Home team** needs to keep the official pitch count.

**16. Pitching Count** rules are as follows:

1. 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 except as a catcher.
2. League Age 9-10      75 pitches per day\*
3. League Age 7-8      50 pitches per day\*

\*Exception: if a pitcher reaches the limit imposed in Regulation VI of the Little League Rule Book for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. The batter reaches base
2. The batter is put out
3. The third out is made to complete the half-inning.
4. A pitcher who delivers 41 or pitches in a game cannot play the position of a catcher for the remainder of the day.
5. Pitchers League age 14 and under must adhere to the following rest requirements:
  - a. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

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- b. If a player pitches 51 to 65 pitches in a day, three (3) calendar days of rest must be observed.
  - c. If a player pitches 36 to 50 pitches in a day, two (2) calendar days of rest must be observed.
  - d. If a player pitches 21 to 35 pitches in a day, one (1) calendar days of rest must be observed.
- c. If a player pitches 1 to 20 pitches in a day, no (0) calendar day of rest must be observed.

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## Article 5: MAJOR BY-LAWS AND RULES

**Majors VP - David Anderson**

Alameda Little League By-Laws are a supplement to the Little League Rules and are not a replacement.

1. There will be a joint Inter League Committee (IC) that will govern the Major program. It will consist of one (1) Board Member from each league. The Inter League Committee will serve as the protest committee for all Inter League games between participating leagues and has the final judgment on all protests or complaints.
2. Each Inter League Committee Member (ICM) shall make every effort to communicate, as soon as possible, to the other members concerning complaints, injuries, etc. The Major division Vice President is the first point of contact for questions. The Division Vice President will then contact the Inter League Committee Member from the League, who will contact the IC Members.
3. Players are selected through tryouts and a player draft. (Refer to the Little League Rule Section of the Rule Book.)
4. The Host league is defined as the Little League that is hosting a game regardless of whose Little League teams are playing at the location. Every game will begin with each team standing on their respective foul line and participating in the Pledge of Allegiance.
5. The weekday start time for games will be 5:30 pm. Games will be halted at the posted Sunset time or two hours and thirty minutes whichever comes first (from the scheduled 5:30 p.m. start time).
6. The time limit on Saturday games will be two hours and thirty minutes. Games will be terminated at the scheduled stop time (based upon the scheduled start time) and Little League Rules will be followed for the ending of the game.
7. Every game will begin with each team standing on their respective foul line and participating in the Pledge of Allegiance
8. The Home Team will provide the Plate Umpire. Visiting Team will provide the Field Umpire for the game. The Home team will provide the Official Scorekeeper and keep the official time. An Alameda scorekeeper will track player rotations on/off the field. Umpires must know the Little League Rules.
9. Continuous batting order of all Alameda players should follow Little League Rules when a player bats out of order. In a Pool Play situation, Pool players need to bat at the bottom of the order.
10. The Home Team will provide two (2) game balls. Game cannot start until official balls have been provided.

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- 11.** Home team will be responsible for field set up and take down. Fields must be raked and dragged after the game. **Do not run drag over the pitching mound.**
- 12.** No soft toss, pitching or swings in/on deck circle or field
- 13.** Each team manager will carry a Pitching Affidavit to be furnished to the Official Scorekeeper and plate Umpire before the game. If the Manager fails to provide his/her affidavit, the game will be played under protest and reported to the Little League President. The Manager must present the affidavit to the ICM at the playing site, within 24 hours, or the game will be forfeited. Note the affidavit needs to be legible, written in ink and signed.
- 14.** All Teams will follow the Little League Rule Book concerning the number of players needed to start and end a game. Games will be forfeited if a team does not show up. There is a fifteen (15) minute grace period for late arrivals, but this delay will not change the time limit set for the game to be terminated based on scheduled start time.
- 15.** An offensive inning will consist of either three outs or reaching five (5) runs. Upon a team scoring five (5) runs during an inning, the inning is terminated and the team batting will immediately take the field.
- 16.** All runs will be scored on an “Over the Fence” homerun or a ground-rule double.
- 17.** The last and succeeding innings will not have a run limit (6<sup>th</sup> inning and on); all runs scored will be counted. 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 runs shall concede the victory to the opponent. (Mercy Rule)
- 18.** The Plate Umpire will submit a report to the Little League President if any manager, coach or player is ejected (out of sight and sound) from a game. The Manager will advise the League President.
- 19.** In games played between two (2) Alameda teams, all players will be part of a continuous batting order. Players will bat in turn regardless of being out of the defensive line up. Follow Little League Rules when a player bats out of order. If a player skips his or her turn in the batting line-up for any reason (i.e., going to the bathroom), it will count as an out and the next batter will come up to bat. Injured players are exempt and out of the game anyway. If a player arrives after the game has begun, the player will be placed at the end of the batting line-up. IF a better/runner is injured (e.g., hit by pitch) and is unable to continue playing, the last eligible player not occupying a base will be used as a courtesy runner until the player is able to resume playing. If a player is more seriously injured and is unable to continue at his/her next scheduled at bat, then the player must be removed from the game. With the continuous batting order, no out is recorded if a player is removed from the lineup in accordance with the Little League rules. In a Pool Play situation, Pool players need to bat at the bottom of the order.

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**20.** All Alameda players, to the extent possible, shall rotate on and off the field during the course of a game. No player can be rotated off the field a second time in a game unless all other players listed in the lineup have been rotated off the field previously. If the game is shortened for any reason (i.e., Mercy rule, weather related, large roster, etc.) it is possible that a player(s) may not be rotated off the field. The only exception to this is the pitcher position. Once the pitcher has reached his/her pitch count limit; they should be rotated at the next complete inning opportunity if necessary. It should be noted also that the batting order is under the discretion of the Manager.

**21.** The Home Team needs to keep the official pitch count. 5. Pitchers League age 14 and under must adhere to the following rest requirements:

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

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## Article 6: JUNIOR BY-LAWS AND RULES

**Juniors VP – Jarrod Padilla**

**Alameda Little League By-Laws are a supplement to the Little League Rules and are not a replacement.**

1. There will be a joint Inter League Committee (IC) that will govern the Major program. It will consist of one (1) Board Member from each league. The Inter League Committee will serve as the protest committee for all Inter League games between participating leagues and has the final judgment on all protests or complaints.
2. Each Inter League Committee Member (ICM) shall make every effort to communicate, as soon as possible, to the other members concerning complaints, injuries, etc. The Major division Vice President is the first point of contact for questions. The Division Vice President will then contact the Inter League Committee Member from the League, who will contact the IC Members.
3. Players are selected through tryouts and a player draft. (Refer to the Little League Rule Section of the Rule Book.)
4. The Host league is defined as the Little League that is hosting a game regardless of whose Little League teams are playing at the location. Every game will begin with each team standing on their respective foul line and participating in the Pledge of Allegiance.
5. The weekday start time for games will be 5:30 pm. Games will be halted at the posted Sunset time or two hours and thirty minutes whichever comes first (from the scheduled 5:30 p.m. start time).
6. The time limit on Saturday games will be two hours and thirty minutes. Games will be terminated at the scheduled stop time (based upon the scheduled start time) and Little League Rules will be followed for the ending of the game.
7. Every game will begin with each team standing on their respective foul line and participating in the Pledge of Allegiance
8. The Home Team will provide the Plate Umpire. Visiting Team will provide the Field Umpire for the game. The Home team will provide the Official Scorekeeper and keep the official time. An Alameda scorekeeper will track player rotations on/off the field. Umpires must know the Little League Rules.
9. Continuous batting order of all Alameda players should follow Little League Rules when a player bats out of order. In a Pool Play situation, Pool players need to bat at the bottom of the order.
10. The Home Team will provide two (2) game balls. Game cannot start until official balls have been provided.
11. Home team will be responsible for field set up and take down. Fields must be raked and dragged after the game. **Do not run drag over the pitching mound.**
12. No soft toss, pitching or swings in/on deck circle or field

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- 13.** Each team manager will carry a Pitching Affidavit to be furnished to the Official Scorekeeper and plate Umpire before the game. If the Manager fails to provide his/her affidavit, the game will be played under protest and reported to the Little League President. The Manager must present the affidavit to the ICM at the playing site, within 24 hours, or the game will be forfeited. Note the affidavit needs to be legible, written in ink and signed.
- 14.** All Teams will follow the Little League Rule Book concerning the number of players needed to start and end a game. Games will be forfeited if a team does not show up. There is a fifteen (15) minute grace period for late arrivals, but this delay will not change the time limit set for the game to be terminated based on scheduled start time.
- 15.** An offensive inning will consist of either three outs or reaching five (5) runs. Upon a team scoring five (5) runs during an inning, the inning is terminated and the team batting will immediately take the field.
- 16.** All runs will be scored on an "Over the Fence" homerun or a ground-rule double.
- 17.** The last and succeeding innings will not have a run limit (6<sup>th</sup> inning and on); all runs scored will be counted. 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 runs shall concede the victory to the opponent. (Mercy Rule)
- 18.** The Plate Umpire will submit a report to the Little League President if any manager, coach or player is ejected (out of sight and sound) from a game. The Manager will advise the League President.
- 19.** In games played between two (2) Alameda teams, all players will be part of a continuous batting order. Players will bat in turn regardless of being in or out of the defensive line up. Follow Little League Rules when a player bats out of order. If a player skips his or her turn in the batting line-up for any reason (i.e., going to the bathroom), it will count as an out and the next batter will come up to bat. Injured players are exempt and out of the game anyway. If a player arrives after the game has begun, the player will be placed at the end of the batting line-up. IF a better/runner is injured (e.g., hit by pitch) and is unable to continue playing, the last eligible player not occupying a base will be used as a courtesy runner until the player is able to resume playing. If a player is more seriously injured and is unable to continue at his/her next scheduled at bat, then the player must be removed from the game. With the continuous batting order, no out is recorded if a player is removed from the lineup in accordance with the Little League rules. In a Pool Play situation, Pool players need to bat at the bottom of the order.
- 20.** All Alameda players, to the extent possible, shall rotate on and off the field during the course of a game. No player can be rotated off the field a second time in a game unless all other players listed in the lineup have been rotated off the field previously. If the game is shortened for any reason (i.e., Mercy rule, weather related, large roster, etc.) it is possible that a player(s) may not be rotated off the field. The only exception to this is the pitcher position. Once the pitcher has reached his/her pitch count limit, and then

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they should be rotated at the next complete inning opportunity if necessary. It should be noted also that the batting order is under the discretion of the Manager.

**21.** The Home Team needs to keep the official pitch count. 5. Pitchers League age 14 and under must adhere to the following rest requirements:

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

## Article 7: SOFTBALL MINORS BY-LAWS AND RULES

### Softball VP - Monica Padilla

**The intent of the Softball Minors division is to prepare players to participate in the Softball Major division. Players will pitch and receive extensive work with catchers and pitchers and will also get advanced instruction on base running drills. Alameda Little League By-Laws are a supplement to the Little League Rules and are not a replacement**

1. The Softball Minors Division is governed by District 8 Inter-League rules. Players are selected through tryouts and a player draft. (Refer to Little League Rule Section of Rule Book)
2. Every game will begin with each team standing on their respective foul line and participating in the Pledge of Allegiance.
3. The weekday start time for games will be 5:30 pm. Games will be halted at the posted Sunset time or two hours and thirty minutes whichever comes first (from the scheduled 5:30 p.m. start time).
4. The time limit on Saturday games will be two hours and thirty minutes. Games will be terminated at the scheduled stop time (based upon the scheduled start time) and Little League Rules will be followed for the ending of the game.
5. The Home Team will provide the Plate Umpire. Visiting Team will provide the Field Umpire for the game. The Home team will provide the Official Scorekeeper and keep

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the official time. An Alameda scorekeeper will track player rotations on/off the field. Umpires must know the Little League Rules.

- 6.** Continuous batting order of all Alameda players should follow Little League Rules when a player bats out of order. In a Pool Play situation, Pool players need to bat at the bottom of the order.
- 7.** Game balls will be provided when the home team supplies person(s) to work in the concession stand. Game cannot start until official balls have been provided.
- 8.** Home team will be responsible for field set up and take down. Fields must be raked and dragged after the game.
- 9.** No soft toss, pitching or swings in on deck circle or field
- 10.** All Teams will follow the Little League Rule Book concerning the number of players needed to start and end a game. Games will be forfeited if a team does not show up. There is a fifteen (15) minute grace period for late arrivals, but this delay will not change the time limit set for the game to be terminated. Late players will go to the bottom of the line-up.
- 11.** Innings
  - 1.** An offensive inning will consist of either three (3) outs or reaching five (5) runs. Upon a team scoring five (5) runs during an inning, the inning is terminated and team batting will immediately take the field.
  - 2.** All runs will be scored on an “Over the fence” homerun or ground-rule double.
  - 3.** The sixth and subsequent innings will not have a run limit; all runs will be counted. If the third (3) or fourth (4) inning is the last inning, only five (5) runs can be scored.
  - 4.** Refer to the Little League Rule book for rulings on tied games after the regulation time or incomplete games due to weather.
- 12.** The Plate Umpire will submit a report to the Little League President if any manager, coach or player is ejected (out of sight and sound) from a game. The Manager will advise the League President.
- 13.** All Alameda players, to the extent possible, shall rotate on and off the field during the course of a game. No player can be rotated off the field a second time in a game unless all other players listed in the lineup have been rotated off the field previously. If the game is shortened for any reason (i.e., Mercy rule, weather related, large roster, etc.) it is possible that a player(s) may not be rotated off the field.
- 14.** A player may pitch in a maximum of twelve (12) innings in a day. If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.

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## Article 8: SOFTBALL MAJOR BY-LAWS AND RULES

### Softball VP - Monica Padilla

The intent of the Softball Majors division is to prepare players to ultimately compete in the Little League World Series. Players will pitch and receive extensive work with catchers and pitchers and will also get advanced instruction on base running drills. Alameda Little League By-Laws are a supplement to the Little League Rules and are not a replacement.

1. There will be a joint Inter League Committee (IC) that will govern the Softball Major program. It will consist of one (1) Board Member from each league. The Inter League Committee will serve as the protest committee for all Inter League games between participating leagues and has the final judgment on all protests or complaints.
2. Each Inter League Committee Member (ICM) shall make every effort to communicate, as soon as possible, to the other members concerning complaints, injuries, etc. The Softball Major Division Vice President is the first point of contact for questions. The Softball Division Vice President will then contact the Inter League Committee Member from the League, who will contact the IC Members.
3. The Host league is defined as the Little League that is hosting a game regardless of whose Little League teams are playing at the location. Every game will begin with each team standing on their respective foul line and participating in the Pledge of Allegiance.
4. The weekday start time for games will be 5:30 pm. Games will be halted at the posted Sunset time or two hours and thirty minutes whichever comes first (from the scheduled 5:30 p.m. start time).
5. The time limit on Saturday games will be two hours and thirty minutes. Games will be terminated at the scheduled stop time (based upon the scheduled start time) and Little League Rules will be followed for the ending of the game.
6. Every game will begin with each team standing on their respective foul line and participating in the Pledge of Allegiance.
7. The Home Team will provide the Plate Umpire. Visiting Team will provide the Field Umpire for the game. The Home team will provide the Official Scorekeeper and keep the official time. An Alameda scorekeeper will track player rotations on/off the field. Umpires must know the Softball Little League Rules.
8. Continuous batting order of all Alameda players should follow Little League Rules when a player bats out of order. In a Pool Play situation, Pool players need to bat at the bottom of the order.
9. The Home Team will provide two (2) game balls. Game balls will be provided when the home team supplies person(s) to work in the concession stand. Game cannot start until official balls have been provided.
10. Home team will be responsible for field set up and take down. Fields must be raked and dragged after the game.

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- 11.** No soft toss, pitching or swings in on deck circle or field.
- 12.** All Teams will follow the Little League Rule Book concerning the number of players needed to start and end a game. Games will be forfeited if a team does not show up. There is a fifteen (15) minute grace period for late arrivals, but this delay will not change the time limit set for the game to be terminated based on scheduled start time.
- 13.** Innings:
  1. An offensive inning will consist of either three outs or reaching five (5) runs. Upon a team scoring five (5) runs during an inning, the inning is terminated and the team batting will immediately take the field.
  2. All runs will be scored on an “Over the Fence” home run or a ground-rule double.
  3. The last and succeeding innings will not have a run limit (6<sup>th</sup> inning and on); all runs scored will be counted. 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 runs shall concede the victory to the opponent. (Mercy Rule)
- 14.** Refer to the Little League Rule Book for games if after regulation time and the game ends in a tie or incomplete games are played.
- 15.** The Plate Umpire will submit a report to the Little League President if any manager, coach or player is ejected (out of sight and sound) from a game. The Manager will advise the League President.
- 16.** All Alameda players, to the extent possible, shall rotate on and off the field during the course of a game. No player can be rotated off the field a second time in a game unless all other players listed in the lineup have been rotated off the field previously. If the game is shortened for any reason (i.e., Mercy rule, weather related, large roster, etc.) it is possible that a player(s) may not be rotated off the field. It should be noted also that the batting order is under the discretion of the Manager.
- 17.** A player may pitch in a maximum of twelve (12) innings in a day. If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.

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### Article 9: DISCIPLINARY POLICY

1. Umpires will advise coaches and players that any behavior that violates the Alameda Little League Code of Conduct will result in a warning and/or removal from the game.
2. If a player, coach, or parent receives one (1) ejection, they will be suspended for at least one (1) additional game, and must go before the Board of Directors to explain his or her actions/behavior; it is then up to the Board to decide if further disciplinary action if necessary.
3. Ejected coaches/parents must leave the Alameda fields, or field of play immediately.
4. We adhere to a 24 hours protocol- general complaints must be in writing and shall be made to the League President at [AlamedaLittleleague@gmail.com](mailto:AlamedaLittleleague@gmail.com). Necessary action will be taken by the appropriate involved parties. All formal complaints are to be received 24 hours after the game or practice.
5. Ejected players can remain in the dugout to be monitored by the team's coach or can sit in the stands with their family.
6. At the discretion of the Alameda Board, further disciplinary action may be taken for anyone not abiding by the Code of Conduct.

Umpire

*If a parent is disruptive to the goals of our league, the umpire will issue the warning to the manager. If behavior is severe, the umpire has the ability to handle it directly.*



Manager

*The manager will then issue 1 warning to the parent of their conduct and consequence of being ejected*



Parent/Guardian

*The parent/guardian is expected to uphold our Code of Conduct and instruct extended family members to also support our league.*

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## Article 10: ALL STARS BY-LAWS AND RULES

### All Stars VP – Samantha Sanchez

**Primary goal of All Star is to select the elite of the League players to represent the League in Tournament Play. Basic Little League rules apply with the following supplements and exceptions. Alameda Little League By-Laws are a supplement to the Little League Rules and are not a replacement.**

1. Baseball and Softball Minors, Majors and junior divisions are eligible for All Stars.
2. In order for players to be considered for All Stars, they must be eligible, in good standing and available for the duration of the tournament and submit a written statement agreeing to it.
3. To be considered for the All-Star Tournament Team a player must first and foremost have played a total of 60 percent of spring season schedule games, in their entirety, with the exception of early leave from the game for injury or family emergency.
4. All Star Managers shall be voted on by the Board of Directors and manager of that division.
5. All Star Managers shall select their own coaches from available coaches in that division. These managers and coaches must have served in those positions during the regular season, be knowledgeable in the International Little League Tournament Rules and be in good standing.
6. The All-Star player selection process will be determined by the Board of Directors.
7. The president of the league must certify and be responsible for eligibility of each candidate prior to selection.
8. All Star Manager shall determine the total number of players to be on the All-Star team.
9. Votes for All Star Players will be counted by the League President, player agent and one Board member. Vote totals will be certified by signature of those who counted them and turned over to the league President.
10. A manager may remove a player if the player repeatedly misses practice, subject to the Board of Directors approval.
11. Practices and uniforms follow the International Little League Rules.
12. Pitchers' limitations follow the International Little League Rules
13. Pitching, batting, substitution, and approved equipment will follow the International Little League Rules.

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## Article 11: Concession Stand

Manager -

*This section of the bylaws will be created by the appropriate committee after 2026 Spring Registration, to reflect any updated information and policies for the current season.*

## ALAMEDA LITTLE LEAGUE 2026 BOARD Board Members

President	Samantha Sanchez	505-456-2171
Vice President	Angelina Vigil	505-908-8677
Treasurer	Jacqueline Ayre	505-463-9163
Secretary	Kelly Rivera	505-408-0588
Player Agent	Andrew Rivera	505-908-8809
Safety Officer	Ted Aragon	505-458-8454
Field Maintenance	Ted Aragon	505-458-8454
Chief Umpire	Tony Rivera	505-908-8809
Equipment Manager	Dante Aragon	505-238-6340
Media/Social Media Information Officer	Monica Padilla	505-238-6340
Coach Coordinator	David Anderson	505-328-5317
Concession Manager	*	*
Members At Large:	Amanda Dean Jarrod Padilla Erica Summy	

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**Honorary Members:**      **Bill Staphanvich**  
                                  **Kathy Romero**  
                                  **Alfredo Romero**  
                                  **Reeve Mora**

## **Division Vice Presidents**

<b>Tee Ball- Angelina Vigil</b>	<b>505-908-8677</b>
<b>Rookie- Cindy Svatek</b>	<b>703-887-9721</b>
<b>Minor- Andrew Rivera</b>	<b>505-908-8809</b>
<b>Major- David Anderson</b>	<b>505-328-5317</b>
<b>Junior- Jarrod Padilla</b>	<b>505-633-5585</b>
<b>Softball- Monica Padilla</b>	<b>505-238-6340</b>