



ANAHEIM HILLS LITTLE LEAGUE

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Mission Statement

Anaheim Hills Little League is a nonprofit, volunteer-run, community-based youth sports organization. We strive to teach positive life lessons, good sportsmanship, winning and losing with pride, teamwork, and to develop the qualities of citizenship and leadership through the game of baseball.

Section 1 – Board of Directors

1. All members of the AHLL Board of Directors are expected to attend all AHLL Board Meetings and assist with the following:
 - a. Player Registration Recruitment
 - b. Player Evaluations
 - c. AHLL Functions
 - d. Serve as the “Officer of the Day”
2. All AHLL Board of Directors meetings are open to the public unless specified by the AHLL President as a closed meeting. Should a member of the public wish to be heard before the AHLL Board of Directors, he/she shall notify the AHLL Secretary at least seventy-two (72) hours in advance of a meeting. Meeting dates are available to the public through the AHLL webpage.
3. All AHLL Board of Directors meetings shall be conducted in accordance with parliamentary procedure commonly referred to as “Robert’s Rules of Order.”
4. At all meetings of the Board, the presence of at least two-thirds of Directors shall constitute a quorum for the transaction of business. In case at any meeting of the Board a quorum shall not be present, any Director present may adjourn the meeting until a time when a quorum shall be present.
5. Local League Elections shall be conducted in accordance with the procedures set forth under the Operating Policies and Position Statements detailed within the Little League Rule Book. Elections shall take place on an annual basis, preferably in the month of **May** during the Spring season. Following the election, the Board of Directors will meet and elect its officers from within the membership board on an annual basis.
6. The following Board positions will have voting rights:
 - a. President
 - b. Vice President
 - c. Secretary
 - d. Treasurer
 - e. Coaching Coordinator

- f. Player Agent
 - g. Umpire in Chief
 - h. Fields Coordinator
 - i. Safety Coordinator
 - j. League Information Officer
 - k. Sponsorship and Marketing
 - l. Concessions Manager
 - i. In the event two or more Board members share a household, those members shall only be entitled to cast one vote per household.
7. Vacancies - If any vacancy occurs in the Board of Directors, by death, resignation or otherwise, it may be filled by a majority vote of the remaining Directors at any regular Board meeting or at any Special Board Meeting called for that purpose.
8. All Board actions must be adopted by the majority of those present.
9. Duties and Powers:
- a. The Board of Directors shall have the power to appoint such standing committees as it shall determine appropriate and to delegate such powers to them as the Board shall deem advisable and which it may properly delegate.
 - b. The Board of Directors, by a two-thirds vote of those present at any duly constituted Board meeting (quorum is required), shall have the authority to discipline, suspend, remove from any Board or Committee, or terminate the membership of any Member of any class, including managers, coaches, Committee Members, or Directors when the conduct of such person is considered detrimental to the best interests of the Local League and/or Little League Baseball, Incorporated. The Member involved shall be notified of such a meeting, informed of the general nature of the charges and given an opportunity to appear at the meeting to answer such charges.
 - c. The Board of Directors shall, in case of a Player Member, give notice to the manager of the team for which the player is a Player Member. Said manager shall appear, in the capacity of an adviser, with the player before the Board of Directors or a duly appointed committee of the Board of Directors. The player's parent(s) or legal guardian(s) may also be present. The Board of Directors shall have full power to suspend or revoke such player's right to future participation by two-thirds vote of those present at any duly constituted meeting (quorum is required).

Section 2 – Managers, Coaches, and Umpires

1. AHLL Team Managers and Coaches shall be appointed each year by the AHLL President, subject to review and approval by the AHLL Board of Directors.
2. AHLL Umpires shall be appointed each year by the AHLL Umpire in Chief, subject to approval by the AHLL Board of Directors.
3. The AHLL President, AHLL Board Members, Managers, and Coaches shall not umpire games in his/her division if he/she manages or assistant coaches.

Section 3 – Background Screening

1. The AHLL Board of Directors and all volunteers, including but not limited to, Managers, Coaches, Team Coordinators, Umpires, Field and Snack Shack workers, etc., shall abide by all background screening and fingerprinting requirements (LiveScan) imposed by Little League Baseball Incorporated and state law.
2. The AHLL Board of Directors may also impose additional background screening requirements on all AHLL volunteers.

Section 4 – Code of Conduct

All parents, legal guardians, and volunteers of AHLL must sign and abide by a Code of Conduct issued by the AHLL Board of Directors. The AHLL Code of Conduct authorizes AHLL Board Members to remove any Code of Conduct violator from the playing field, practices and AHLL events at any time. In this context, the term “playing field” is defined as the entire AHLL facility/complex/school or any AHLL sanctioned offsite games or events.

Section 5 – Manager and Coach Responsibilities / Rules of Conduct

Accepting the responsibility as a Manager or Coach of an AHLL team requires an endless amount of time and dedication. Priorities at times can be somewhat confusing. It is for this reason that certain requirements must be established and implemented. Before a team Manager or Coach applicant will be considered, a current AHLL Coaching Application and a current Little League Baseball Incorporated Volunteer Application must be completed, signed and returned by the applicant to the Vice President of AHLL or his/her designee.

Every person that accepts a position of Manager or Coach in AHLL will be required to comply with and uphold the following:

1. Develop player physical and mental abilities as related to Little League Baseball
2. Teach sportsmanship and its importance to Little League Baseball.

3. Instill the will to win and the ability to lose.
4. Motivate performance to full potential.
5. Avoid the use of vulgar and hard language.
6. Behave in a respectful and dignified manner at all times.
7. Abide by all rules of AHLL and Little League Baseball Incorporated, including all safety rules and-health protocols.
8. Hold all discussions with Umpires or opposing Managers in a courteous manner, out of the presence of players and spectators.
9. Cooperate fully with all AHLL functions.
10. Properly care for and maintain all AHLL property.
11. Make sure all players are given an equal opportunity.
12. As applicable, provide an Official Scorekeeper (AA, AAA, Majors, Intermediate) for all home games, and provide qualified Umpires (Single A, AA, AAA, Majors, & Intermediate) at the direction of the AHLL Umpire in Chief.
13. Possess all player Medical Releases, sudden Cardiac Arrest, and Concussion Waivers, and Code of Conduct forms when supervising players.
14. Immediately report all injuries to AHLL Safety Officer or his/her designee.
15. Use AHLL fields only as directed by AHLL.
16. Follow the AHLL game schedule and field a team.
 - a. Reasons for forfeiture are as follows:
 - i. Not fielding at least eight (8) players at game time (Single A, Rookie/Coach Pitch and T-Ball divisions excluded) for regular season games. Players can be borrowed if you contact the Player Agent 24 hours in advance for AA, AAA, Majors, Intermediate.
 - ii. Not showing up for a game with a team in uniform when you feel the game should be called off because of rain or poor field conditions. Unless you have been notified by the AHLL Umpire in Chief or the AHLL President that the game has been canceled, BE AT THE FIELD READY TO PLAY! During poor weather conditions, please communicate game status with your team.
 - iii. If you cannot field a team due to four (4) or more players involved in a school or church function, you must contact the Umpire in Chief at least seven (7) days prior to game time with the players' names and telephone numbers and the function in which the players are involved. The Umpire in Chief will then let you know if it is an acceptable

function. If it is not an acceptable function, a team must be fielded or the game will be forfeited.

- b. Any forfeiture violation as set forth in the Official Rules and Regulations of Little League Baseball Incorporated.
17. If the Manager is ill or otherwise unable to manage the team, the Manager shall appoint a certified Assistant Coach to take his/her place for the duration of their absence.
18. Teams shall have one (1) Manager, two (2) Assistant Coaches, one (1) Team Coordinator, two (2) Umpires (minimum) two (2) Field Maintenance Crew and one (1) Scorekeeper in AA, AAA & Majors divisions.
19. Assist in acquiring a team sponsorship as directed by AHLL.
20. Take full responsibility for the behavior of yourself, your Coaches, your players, and your parents at the field of play.
21. Agree to sign and abide by the AHLL Code of Conduct, sudden Cardiac Arrest, Concussion Protocol, and Medical Release documents.
22. Agree that the AHLL Code of Conduct applies to all sanctioned functions, including those that are not held at our home fields.
23. Consent to background screening and fingerprinting (LiveScan) as required by Little League Baseball Incorporated and state law.
24. With the aid of the Team Coordinator, properly account for and provide receipts for the use of all team funds and assist AHLL with filling team/player volunteer assignments (i.e. Snack Shack, Angel Day, Opening Day, Home Run Derby, etc.)
25. In the event the Manager is unable to attend a mandatory meeting or assignment scheduled by the AHLL Board of Directors and is not able to provide a league-approved Assistant Coach to take their place, the missed meeting or assignment could result in a one game suspension or other discipline as determined by the AHLL Board of Directors.
26. Follow all health protocols from the CDC, State of California, County of Orange, City of Anaheim, Orange Unified School District, AHLL, and/or other governing bodies.

Section 6 – General Information

1. Any suggestions may be dropped off at the AHLL Snack Shack, emailed to the league Secretary, may be given to any AHLL Board Member, or may be brought up at a regularly scheduled AHLL Board of Directors meeting. The schedule of the Board of Directors meetings will be posted to the AHLL website.
2. Unless otherwise directed by the AHLL Umpire in Chief, all regular season T- Ball, Rookie/Coach Pitch, Single A, Double A, Triple A, and Majors division games will be played at Crescent Elementary School located at 5001 Gerda Drive, Anaheim, California. T-Ball, Coach Pitch, Single A,

Double A, Triple A and Majors games may also be played at Anaheim Hills Elementary School located at 6450 E. Serrano, Anaheim, California. All Intermediate and Junior division games will be played as directed by California District 30.

3. AHLL plays its home games on an Orange Unified School District campus and/or City of Anaheim Field. Orange Unified School District campuses and city facilities are tobacco, alcohol, and drug free environments. As such, the use of these substances on campuses/city fields is not permitted.
4. AHLL Little League will consist of an Intermediate Division, Majors Division, Triple A Division , Double A Division , Single A Division , Rookie/Coach Pitch Division and T-Ball Division. The AHLL Board of Directors will set the number of teams and number of players per team for each of these divisions.
5. If any item of team equipment issued by AHLL is damaged during the season, the AHLL Equipment Manager shall be contacted immediately for a replacement.
6. Anaheim Hills Little League is part of Little League California District 30.
7. Registration refunds will be processed as follows: 100% before teams are formed, 50% after teams are formed, and 0% once games begin.
8. There are mandatory meetings, training, and work days for AHLL parents, Umpires, Managers, Coaches, Scorekeepers and Team Coordinators. AHLL reserves the right to assess a penalty to any team for not participating in mandatory events (see Section 11- Discipline).

Section 7 – Assignment of Players

1. League Age is defined as the age of the player on August 31 of that given year. Fall Ball age is the player's age for the following Spring season.
 - a. All players registered in the Majors, AAA & AA divisions will be evaluated on talent and may be drafted into the Upper Divisions (Majors, Triple A and Double A).
 - b. League Age Twelve (12) year olds must be drafted to a Majors team unless a waiver is accepted by Little League International.
 - c. League Age Eleven (11) and Ten (10) year olds may be drafted onto a Majors division team.
 - d. League Age Eleven (11), League Age Ten (10) and League Age Nine (9) year olds may be drafted onto a Triple A division team.
 - e. League Age Ten (10) year olds, League Age Nine (9) year olds and League Age Eight (8) year olds may be drafted to a Double A team. League Age Ten (10) year olds who are considered for Majors will be voted on and approved by the Board of Directors. Official League Evaluator information can be used to present a case for the player.
 - i. Parents who are requesting that their child be allowed to play up or down must email their request to the Upper Division Player Agent prior to Player Evaluations

and advise AHLL of the same upon check in at Player Evaluations. Requesting that a child play up does not guarantee that the request will be honored.

2. League Age 11-13 year olds playing in the Intermediate Division will be drafted based on talent. League Age thirteen (13) year olds must play in the Intermediate division.
3. League Age Eight (8) year olds shall be assigned to a Single A division team or may be evaluated to play in the Double A division. A League Age Eight (8) year old petitioning to play in the Double A division must have one (1) year of Single A experience.
4. League Age Seven (7) Year olds will be placed in the Rookie/Coach Pitch division or Single A division depending on previous experience.
5. League Age Six (6) year olds shall be assigned primarily to a Rookie/Coach Pitch division team and possibly a TeeBall division based on the ability of the player and parents' written request. A League Age Six (6) year old wishing to play in the Single A division must have one (1) year of Rookie/Coach Pitch (depending on the placement) experience before moving up to the next division. League Age Six (6) year olds wishing to play in the Single A Division must be evaluated by the AHLL prior to placement in an effort to ensure their placement in the Single A Division does not constitute a significant safety risk to the player.
6. League Age Four (4) and Five (5) year olds with no previous experience will be placed on a TBall division team.
7. After player evaluations and team drafts are complete, players who are not drafted to their preferred division will be placed in the next lowest age-appropriate division.
8. Players are not guaranteed to play in the division they registered for. They will be drafted into their respective division by head coaches and approved by the AHLL Board of Directors based on evaluation performance as well as taking into account any player safety concerns.

Section 8 – Selection of Managers

1. The AHLL Vice President shall submit all manager applications to the AHLL President for selection by the AHLL Board of Directors.
2. AHLL reserves the right to conduct Manager/Coach interviews prior to selecting/appointing a Manager/Coach.
3. Managing considerations for all divisions shall include, but are not limited to, the following:
 - a. The ability to work with players of Little League age.
 - b. Appreciation of the philosophy of Little League Baseball.
 - c. The ability to instruct the game of baseball.
 - d. Knowledge of the game of baseball.

- e. Past performance and reputation.
 - f. Seniority in AHLL
4. The managing considerations set forth above are not listed in any order of priority. All listed managing considerations are of equal importance in the selection process and all will be considered by the AHLL Board of Directors.

Section 9 – Additional Manager Responsibilities

1. All Managers must attend all scheduled Manager meetings, Coaching Clinics, Field Day, Safety Meetings, Umpire Training or send a Board approved Assistant Coach , Field Crew Member, or Team Umpire.
2. Ensure all team personnel (as directed by AHLL) have completed the proper background screenings and fingerprinting (LiveScan) prior to the beginning of the season.
3. All equipment and uniforms used will be AHLL issue only, or by prior approval of the AHLL Board of Directors. Full button down uniforms will only be allowed in the Juniors and Majors divisions due to safety concerns. All AHLL equipment shall be itemized and signed for by the Manager. All AHLL equipment shall be promptly returned to AHLL at the conclusion of the season, even if the equipment is damaged.
4. The care of AHLL playing fields are the responsibility of both Managers. The AHLL Field Coordinator will advise Managers what is required to properly maintain AHLL playing fields. The home team sets up the field (chalk the field, set up bases, water and drag the infield). The visiting team closes the fields down (drags the infield, puts away bases, cleans up trash).
 - a. LAST GAME OF THE DAY - both teams are responsible for emptying the trash cans, replacing the trash liners, and removing the trash to the appropriate location as directed by AHLL.

Section 10 – Player Selection

1. T-Ball, Rookie/Coach Pitch division players will be assigned to a team by geographic area, age and other considerations.
2. Juniors, Intermediate, Majors, Triple A, Double A and Single A divisions will use Little League-approved “Draft Method B - Redraft” in a serpentine draft system to draft players. In the event AHLL is unable to roster a full team in the Junior or Intermediate levels, players registered for those divisions will be drafted in accordance with District 30 draft protocols.
3. All players, except T-Ball and Rookie/Coach Pitch players must attend Player Evaluations prior to the draft to be draftable. Players who have not been evaluated will be pulled from a hat as a blind draft and will play in the lowest division their League Age will allow. All players League Age Eight (8) and up should attend Upper Division Player Evaluations. The order of the draft for the Juniors, Intermediate, Majors, Triple A and Double A divisions will be pulled out of a hat at the

time of the draft.

4. Only the Manager is permitted to attend the draft.

Single A, AA, AAA, & Majors Division Draft System

ROUND #	TEAM 1	TEAM 2	TEAM 3	TEAM 4	TEAM 5
1	1	2	3	4	5
2	10	9	8	7	6
3	11	12	13	14	15
4	20	19	18	17	16
5	21	22	23	24	25
6	30	29	28	27	26
7	31	32	33	34	35
8	40	39	38	37	36
9	41	42	43	44	45
10	50	49	48	47	46
11	51	52	53	54	55
12	60	59	58	57	56

5. Manager Options (i.e. Manager's player) shall be as follows:
 - a. Six (6), Seven (7), Eight (8), Nine (9) and ten (10) year olds will be drafted in the fifth (5th) round.
 - b. Eleven (11) year olds will be drafted in the fourth (4th) round.

- c. Twelve (12) year olds will be drafted in the third (3rd) round.
 - d. Thirteen (13) year olds will be drafted in the fifth (5th) round.
 - e. Fourteen (14) year olds will be drafted in the fourth (4th) round.
6. Coach Options (i.e. Assistant Coach's player):
- a. Prior to the draft, a Manager may have a Coach Option approved. The coach's son or daughter will be picked in the first (1st) round of the draft. The Coach Option shall be the Coach of Record. In the event that there is not a Coach Option at the time of the draft, the Manager will notify the AHLL President or Upper Division Player Agent. The Coach of Record will be observed throughout the season to ensure that he/she is present in the dugout with the Manager and the team at least seventy-five (75%) of all games. "Ghost" Managers/Coaches will not be tolerated.
 - b. If the coach that was used as the first round Coach Option misses twentyfive (25%) percent or more of the games, all past and future games missed by that coach will be forfeited. For example, if a team has 20 games, forfeitures will start once the 5th game is missed. All previous and future games missed by that coach will be forfeited. If no coach option is used then you do not need to worry about this.
7. Trades shall be finalized at the end of the draft. Trades shall be player for player only, and shall require the approval of the appropriate AHLL Player Agent and the AHLL President. Trades after the draft are not allowed without the prior approval of the AHLL Board of Directors. The applicable AHLL Player Agent must be immediately notified of all trades.
8. Trades with Board drafted teams will not be allowed.
9. Single A, Double A, Triple A, Majors, and Intermediate players new to the area will be able to join a team after an evaluation, with the appropriate AHLL Player Agent and AHLL President approval. This player will then go to the team that would have had the next pick in the draft. This may only happen after all other lower division player replacement options have been exhausted. Managers are required to draft a max of twelve (12) players per team – per upper division (Special requests must be filed to Board of Directors Approval)

Section 11 – Discipline

1. Manager/Coach Discipline
- a. In accordance with the Official Rules and Regulations of Little League Baseball Incorporated, any Manager or Coach ejected from a game is suspended for the next game. If a Manager or Coach is ejected or suspended for a game, the Manager or Coach may not be present at any AHLL facility/complex during the game. A second ejection from a game will result in an expulsion from the season and a hearing before the AHLL Board of Directors.
 - b. Failure to fulfill an umpiring assignment without a valid excuse will result in a suspension

for the following game & a \$25 fine for each occurrence. A second failure to fulfill an umpiring assignment will result in a hearing before the AHLL Board of Directors. The AHLL Board of Directors will determine if an excuse is valid or not. A failure to fulfill an umpiring assignment shall also include providing an umpire that is not qualified. A qualified umpire shall be defined as a person, League-Age twelve (12) years of age or older, who has successfully completed either a District 30 or AHLL umpiring clinic.

- c. Discipline for other violations, including violation of these By-Laws, Little League Rules of Play, the Code of Conduct, the health protocols, etc., will be at the discretion of the AHLL Board of Directors.
 - d. Problems regarding Managers and Coaches are to be submitted to the AHLL Board of Directors in writing via the AHLL Secretary.
 - e. Managers or Coaches who have not completed the appropriate background check and fingerprinting (**LiveScan**) will be banned from practices and the dugout during games until acceptable verification can be provided.
2. Player Discipline
- a. Problems regarding a player are to be submitted to the AHLL Board of Directors in writing.
 - b. A player will not be sat out of a game for disciplinary reasons without the prior approval of the AHLL Board of Directors or the AHLL President. The appropriate AHLL Player Agent shall be notified of all such actions.
 - c. In accordance with the Official Rules and Regulations of Little League Baseball Incorporated, any player ejected from a game is suspended for the next game.
 - d. All decisions regarding discipline are final.
3. In addition to disciplining a Manager, Coach or player, the AHLL Board of Directors have the authority to suspend or terminate participation in AHLL.
4. If a player is ejected from the game, the player may remain in the dugout, and shall have no further participation in the game. The player may not be in the dugout when suspended for a future game. The player can attend the game but not in the field or dugout.
5. Records of league violations will be kept by the Board of Directors and will affect the ability of applying Managers/Coaches to participate in the capacity of Manager/Coach/Volunteer/Umpire/Board Member in subsequent years.
6. Discipline may also affect the ability to coach or play in All Stars.

Section 12 – Replacement of Players - Regulation V (5)

1. Teams shall maintain a complete roster of players, consistent with the number of players drafted to the team (Majors, Triple A and Double A). Manager and Coach options are not available as

replacement players. The Majors division will be replaced from the Triple A division; or a waiting list of League Age Twelve (12) year olds or returning Majors players with Board of Directors approval. The Triple A and Double A divisions must take available League Age Eleven (11), Ten (10) and Nine (9) year old players from the AHLL waiting list. If there is not a waiting list, a team may recruit a player.

2. All player replacements are subject to approval by the AHLL President and appropriate Player Agent.
3. Within twenty-four (24) hours, a Manager must notify the appropriate AHLL Player Agent of a lost player. Failure to do so shall result in disciplinary action by the AHLL Board of Directors.
4. No later than seven (7) days following the loss of a player, a Manager must select a replacement player. If, after seven (7) days, the Manager has not selected a replacement player, the appropriate AHLL Player Agent will select a replacement player.
5. Replacement players will become a member of their new team effective 12:01 a.m. of each Sunday.
6. Under no circumstance will a second replacement player be taken from a team until all teams in the same division have lost a player to replacement.
7. Players shall not be replaced during the last two (2) weeks of the season.
8. Unless injured or ill, a player who does not attend fifty percent (50%) of all scheduled games or practices in a two (2) week period shall be replaced.
9. If a Majors team loses a player and needs to select a new player off of a Triple A team, they must notify the Player Agent of their choice.
10. The Player Agent will contact the Manager of the Triple A team and notify him that a player from his team is being drafted into Majors. In the event the Manager or player's parent refuses to allow the player to make the move to Majors, the Player Agent will select another player from another team. Exception to the above rule would be if the parent of a player has written on their child's original application that under no circumstances will he/she allow his/her child to play in Majors.
11. The Player Agent can create a pool of "borrowed" players from existing regular season teams. The pool can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game. See Alternate Method of Operation – The Regular Season Green Book.

Section 13 – Minimum Playing Time

1. It is the policy of AHLL to ensure that every player participates in each game.

2. All players will bat in order throughout the game regardless of having played in the field in any particular inning.
3. Junior and Intermediate division minimum playing time shall be in accordance with the Official Rules and Regulations of Little League Baseball Incorporated, unless otherwise modified by District 30.
4. Majors and Triple A division minimum defensive playing time shall be six (6) defensive outs in each game. All players will bat in order throughout the game regardless of having played in the field in any particular inning.
5. For Double A divisions, substitutions will be made every inning so that no player sits out two (2) consecutive innings.
6. For Single A and Rookie/Coach Pitch divisions, substitutions will be made every inning so that no player sits out two (2) consecutive innings. No player will sit out two (2) innings until all players have sat out one (1) inning. All players will bat in order throughout the game regardless of having played in the field in any particular inning.
7. T-Ball and Rookie/Coach Pitch divisions have no minimum playing time, as all players bat and are in the field throughout all games.
8. Violations of minimum playing time rules may be grounds for a game protest and discipline as shown below. The manager's discipline will be:
 - a. First Offense: receive a written warning
 - b. Second Offense: a suspension for the next scheduled game
 - c. Third Offense: a suspension for the remainder of the season
9. T-Ball, Rookie/Coach Pitch, and Single A division players shall not play the same position for more than two (2) innings. All players in these divisions shall play one (1) inning in the infield.

Section 14 – Games

1. All games will start in accordance with the game schedules issued each season by the AHLL Umpire in Chief or AHLL Board of Directors. Game start times may be changed if both managers agree to the change and:
 - a. Approval of the change is obtained from the AHLL Umpire in Chief at least forty eight (48) hours in advance of the game. Managers/Coaches cannot reschedule games without the approval of the AHLL Umpire in Chief. Holidays, vacations, or schedule conflicts are not acceptable reasons for the rescheduling of games.
 - b. If, for any reason, a game cannot be played as scheduled, each manager shall notify the AHLL Umpire in Chief at least forty-eight (48) hours in advance. This does not mean the game will be rescheduled. The only valid reasons for the rescheduling of a game will be due to religious or school related activities in accordance with the Official Rules and

Regulations of Little League Baseball Incorporated.

- c. Any games suspended due to weather prior to the game becoming an "official game" should be resumed on the soonest available week as listed in the schedule or the first available Sunday. Specific rules may apply for inter-league games in accordance with inter-league rules agreed upon between AHLL and the opposing league(s).
 - d. While AHLL endeavors to provide for as many regular season games as possible, the rescheduling of postponed games may not always be feasible. Accordingly, subject to field availability, umpire availability, and at the discretion of the Umpire in Chief, all games postponed due to weather or poor field conditions may be rescheduled for the first available makeup week as listed in the schedule or the first available Sunday. Interleague games may be rescheduled or canceled in accordance with the agreed-upon interleague rules between AHLL and the other league(s).
 - e. Once makeup days have been fulfilled, any remaining postponed games will be rescheduled to be played on the first available Sunday.
 - f. AHLL will attempt to play rain out games within 8 days
 - g. If games are to be rescheduled, all makeup games will be rescheduled in the order they were missed (i.e., any game(s) postponed/canceled in February will be made up before game(s) postponed/canceled in March, etc.).
 - h. If necessary, in accordance with Little League Regulation V(c), Managers at all levels may borrow "pool" players from other teams within their Division to aid them in fielding a team for makeup games. Any request to borrow a pool player shall be submitted to the appropriate Player Agent at least 24 hours in advance. If the Manager is unable to field a team, the involved team will forfeit the game.
 - i. Teams may be required to play three games in a week.
2. With all Double A, Triple A and Majors games, a new inning may not start after one hour and 45 mins from the start of the game. If an inning started before the two (2) hour time limit, the inning will be completed. If the game is tied after the two (2) hour time limit and there is no subsequent game, the game may be continued for one (1) additional inning and at the discretion of the Umpire, or if weather is not a factor.
 3. Mercy Rule:
 - a. Intermediate Division: If, after four (4) complete innings or three and one-half (3 and ½) innings if the home team is ahead, a team has a lead of fifteen (15) or more runs or ten (10) runs after five (5) innings or four and one-half (4 and ½), the Manager of the team with the least runs shall concede the game to the other team.
 - b. Majors, Triple A, Double A Divisions: Fifteen (15) runs after three (3) complete innings, the team with the least runs shall concede the game. If, after four (4) complete innings or three and one-half (3 and ½) innings if the home team is ahead, a team has a lead of ten (10) or more runs, the Manager of the team with the least runs shall concede the game to the other team. If, after five (5) complete innings or four and one-half (4 and ½)

innings if the home team is ahead, a team has a lead of eight (8) or more runs, the Manager of the team with the least runs shall concede the game to the other team.

- c. There is no mercy rule in Single A, Rookie/Coach Pitch, and T-Ball divisions as game scores are not kept.

Section 15 – Other Team Rules

1. The home team will always use the third base dugout and will always bat in the bottom of the inning.
2. Both teams are responsible for field maintenance and clean-up. The home team sets up (chalks the field, drags and waters the infield and sets up the bases). The away team closes down (drags and waters the infield, fills/tamps batter's boxes and pitching mound, pulls up bases and cleans up trash, including emptying all trash cans and replacing trash liners).
3. In each applicable division, the winning team shall be responsible for turning in the official score. AHLL Scorekeeper is responsible for turning in the official score for all interleague games regardless of a win or loss.
4. A player with a cast or splint is not permitted to play.
 - a. Reference Little League Rule 1.11 (K)
5. Cell phones are not allowed in the dugout or on the field of play.
 - a. Reference Little League Rule 1.1 (J)
6. All players must be in regulation uniform issued by AHLL (i.e. jersey, and hat), and all players must wear coordinating pants, sleeves, socks and belts.
 - a. Reference Little League Rule 1.11 (A-H)
7. All players must be properly equipped at all games in accordance with the Official Rules and Regulations of Little League Baseball Incorporated. It is a requirement that all male players in all divisions wear a hard cup or similar protection at all games and practices.
8. Reference Little League Rule 1.17
9. The Scorekeeper for the home team is the Official Scorekeeper for the game. The Scorekeeper must sit in a location accessible to the Umpire. The Scorekeeper should not sit in the dugout with the team.
10. In the Majors, Triple A, Double A, and Single A divisions, Teams may be given umpiring assignments. A team may trade an umpiring assignment with another team, but must receive prior approval from the AHLL Umpire in Chief. Failure to obtain prior approval may result in disciplinary action including:
 - a. Suspension of the Manager

- b. Forfeit of the Team's next game (game may be played, but sanctioned team may not earn credit for a "win" regardless of the final score).
11. If, due to an unexpected emergency, a team cannot fulfill an umpiring assignment, the team must immediately notify the AHLL Umpire in Chief.
12. In the Juniors, Intermediate, Majors, Triple A, Double A, and Single A divisions, batting practice at the field of play is not allowed, unless such batting practice is conducted using "whiffle balls." For the purposes of the Paragraph, the term "field of play" is defined as the entire AHLL facility/complex at Crescent Elementary School and Anaheim Hills Elementary. Batting practice at the cages is allowed up to 1 hour before the game is to begin.
13. In the Juniors, Intermediate, Majors, Triple A, Double A, and Single A divisions, coaching of any kind from other than the field of play is not allowed (i.e., there will be no coaching from the "sidelines"). Coaching on the playing field shall be limited to coaching in the dugout/bullpen, base coaching, and offensive timeouts and defensive timeouts.
14. In the Juniors, Intermediate, Majors, Triple A, Double A, and Single A divisions, only Board approved Managers and Coaches are allowed on the field of play during a game, even if a team is short of Board approved Coaches for a game.
15. In the Juniors, Intermediate, Majors, Triple A, and Double A divisions, there shall be no more than (3) Board approved Coaches on the field of play during a game, including the Manager. Single A will have no more than (4) Board approved Coaches including the Manager. During a game, a Manager or Coach shall not "shuffle" Coaches in and out of the field of play between innings. Unless a Manager or Coach leaves a game early, the three (3) Coaches who started the game on the field of play shall remain on the field of play throughout the game. If a team starts a game without three (3) Coaches on the field of play, a team may add Board approved Coaches to the field of play during the game, if such Coaches become available.
16. If time permits, teams may take infield prior to the game provided it does not interfere with the previous game. For example, if there is a 20 minute window before your game starts, each team gets 10 minutes of field time.
17. Any team practicing on a field is not required to relinquish their practice space to a higher division team with any less than 30 minutes' notice unless: the team being asked to move is using a field during a time assigned by AHLL to the team making the request in which case the field space should be cleared immediately.
18. If the field use is unassigned and if comparable practice space is available to the higher division team but is in use by a non-permitted user or not in use at all, the higher division team cannot request the lower division team move. It is the responsibility of the Manager/Coach seeking practice space to inform non-permitted users to vacate the field and make room for AHLL permitted use.

Section 16 – All-Stars

1. Each Manager in Intermediate, Majors, and Triple A will receive a ballot listing all eligible players

from all teams with the exception of their own. The Manager will vote at the end of the season for ten players who he/she feels will best represent AHLL on the All Star team. A maximum for four (4) of those players can be from their own team.

2. The Player Agent will count the votes.
3. Once a team of ten is formed, the Board of Directors will have the option to take one discretionary pick and the All Star Manager will have one pick to form a team of 12. In the event the All Star Manager decides to form a team of 13 players, he/she will be given another Manager's pick.
4. The Board of Directors has the option to pass on their discretionary All Star pick if they so choose.
5. All-Star voting is a confidential process. Voting results will not be released until such release is authorized by Little League Baseball Incorporated.
6. All-Star votes will be tabulated as follows:
 - a. There will be one (1) 12U All-Star team which will be made up of League Age Twelve (12) year olds and younger. The All-Star team Manager will then select the remaining players to complete the roster. This team will be selected first.
 - b. There may be one (1) 11U All-Star team which will be made up of League Age Eleven (11) year olds and younger. The All-Star team Manager will select the remaining players on the All-Star team roster following the selection of the 12U team.
 - c. There will be one (1) 10U All-Star team which will be made up of League Age Ten (10) year olds and younger. The All-Star team Manager will then select the remaining players to complete the all-star team roster. This team will be selected following the 12U and 11U team selections.
 - d. There may be one (1) 9U Super Star team which will be made up of League Age nine (9) year olds and younger. The All-Star team Manager will select the remaining players on the All-Star team roster. This team will be selected last.
7. A parent can turn down an All-Star team with a one (1) year differential age gap.
8. The total number of players on All-Star team rosters shall be in accordance with the Official Rules and Regulations of Little League Baseball Incorporated. The All-Star Manager shall have sole decision making rights when the Official Rules and Regulations of Little League Baseball Incorporated give the All-Star Manager discretion in the number of players on an AllStar team roster.
9. The All-Star team Manager for the Twelve (12U), Eleven (11U) and Ten (10U) year old AHLL All-Star team will be Board approved and may not necessarily be the Manager with the best overall record. The Manager of the 1st Place Majors team will be offered the manager role of the 12U All-Star team if approved by the AHLL Board of Directors. The Manager of the 1st place AAA team will be offered the manager role of the 10U All-Star team if approved by the AHLL Board of Directors. The Manager of the 11U All-Star team will be appointed by the Board of Directors.

10. If, for any reason, a Manager cannot serve as an All-Star Manager, the AHLL Board of Directors will select the All-Star Manager.
11. All-Star coaches of record will be selected by the All-Star Managers. The AHLL Board of Directors encourages and recommends the appointment of the overall second place Manager as one of the All-Star coaches of record. However, this recommendation is discretionary, not mandatory.
12. All-Star Managers represent the AHLL, and proper behavior must be shown at all times. The AHLL Board of Directors reserves the right to suspend or remove All-Star managers and/or coaches at any time.
13. All-Star teams may receive funds from the AHLL Board of Directors for expenses related to All-Star teams. The amount of these funds shall be at the discretion of the AHLL Board of Directors. All-Star managers:
 - a. Shall use these funds solely for All-Star related activities
 - b. Shall provide the AHLL Treasurer with a full accounting of the use of these funds upon request, including all receipts of expenses, and
 - c. Shall return to the AHLL Treasurer all funds not used.

Section 17 – Team Standings

1. Team standings will be kept by AHLL in the Majors, Triple A and Double A divisions. All games played will count for the purpose of team standings. In the Junior Division, District 30 officials shall determine the process for recording and maintenance of team standings.
2. All interleague games will count towards your AHLL record/standings.
3. City Tournaments will not count towards your AHLL record/standings.
4. Both Scorekeepers shall immediately (by end of game day) inform the League Umpire in Chief at the email address designated by the Umpire in Chief with the official score and player pitch counts. Scorekeepers shall copy each other and both Managers on their emails to the Umpire in Chief.
5. Until an official email is sent to the League Umpire in Chief, participating teams will be credited with a loss. Win or lose, the Scorekeeper must email their score to the email address designated by the Umpire in Chief.
6. Team standings will be kept by the Umpire in Chief, Assistant Umpire in Chief, and/or his/her designee. All efforts will be made by AHLL to ensure that current standings are posted periodically on the AHLL website.
7. Top 3 teams will advance to the AHLL Championship Playoffs.
 - a. Seed #1: This is awarded to the team with the best regular season record.

- b. Seed #2: This goes to the team with the second-best regular season record.
 - c. Seed #3: This is given to the team with the third-best regular season record.
8. These three teams will advance to the AHLL Championship Playoffs, with each seed position determined by the regular season standings. This setup ensures that the top-performing teams in the regular season are rewarded with higher seed positions, potentially giving them favorable matchups in the playoffs.
 9. Seed #1: This team will receive a rest period of six (6) days following the end of the regular season games.
 10. Seed #2 and Seed #3: These teams will be given a rest period of three (3) days following the end of the regular season games.
 11. Seed #2 and Seed #3 Game: Seed #2 and Seed #3 will face each other in a one-game elimination match. The winner of this game will advance to the next stage of the playoffs.
 12. Final Match: The winner of the Seed #2 vs. Seed #3 game will then face Seed #1 in the final match. This match will determine the AHLL Champion.

Section 18 – Protests

1. Reference Little League Rule 4.19

Section 19 – AHLL Regular Season Playing Rules for Juniors & Intermediate

1. Unless otherwise modified by California District 30, the Official Rules and Regulations of Little League Baseball Incorporated shall apply to all AHLL Juniors division games.
2. Unless otherwise modified by California District 30, all applicable AHLL game and safety rules shall apply to all AHLL Junior division games.

Section 20 – AHLL Regular Season Playing Rules for Majors

1. Unless otherwise stated herein, the official Rules and Regulations of Little League Baseball Incorporated shall apply to all AHLL Majors division games.
2. All applicable AHLL game and safety rules shall apply to all AHLL Majors division games.
3. No maximum runs per inning.
4. Post-season awards will be given as follows: three (3) or less teams will have 1st place only, four to seven (4-7) teams will have 1st & 2nd place, eight (8) or more teams will have 1st, 2nd and 3rd

place awards.

5. Mercy Rule: Fifteen (15) runs after three (3) complete innings, the team with the least runs shall concede the game. If, after four (4) complete innings or three and one-half (3 and ½) innings if the home team is ahead, a team has a lead of ten (10) or more runs, the Manager of the team with the least runs shall concede the game to the other team. If, after five (5) complete innings or four and one-half (4 and ½) innings if the home team is ahead, a team has a lead of eight (8) or more runs, the Manager of the team with the least runs shall concede the game to the other team.

Section 21 – AHLL Regular Season Playing Rules for Triple A

1. Unless otherwise stated herein, the Official Rules and Regulations of Little League Baseball Incorporated, as they apply to the Triple A division, shall apply to all AHLL Triple A division games
2. All applicable AHLL game and safety rules shall apply to all AHLL Triple A division games.
3. Maximum runs per inning at half inning shall consist of the following, whichever comes first: Three (3) outs or when the offensive team has scored first (5) runs in the half inning. Exceptions to the five runs max rules are:
 - a. An offensive team can score more than five (5) runs in a half inning ONLY when an OVER THE FENCE HOME RUN occurs. The runs scored on an OVER THE FENCE HOME RUN in excess of five (5) will count, but the half inning will immediately end.
 - i. **EXAMPLE:** The offensive team has scored four (4) runs in the half inning, and there are two runners on base. The batter hits a home run, resulting in three (3) more runs scoring for a total of seven (7) for the half inning. All seven (7) runs would count, but the half inning would then immediately end.
 - b. This rule is suspended for the final inning of the game which may be ruled as an inning before the sixth inning if the game could be shortened due to weather or darkness in the Umpire's opinion.
4. Post-season awards will be given as follows: three (3) or less teams will have 1st place only, four to seven (4-7) teams will have 1st and 2nd place, eight (8) or more teams will have 1st, 2nd and 3rd place awards.
5. Mercy Rule: Fifteen (15) runs after three (3) complete innings, the team with the least runs shall concede the game. If, after four (4) complete innings or three and one-half (3 and ½) innings if the home team is ahead, a team has a lead of ten (10) or more runs, the Manager of the team with the least runs shall concede the game to the other team. If, after five (5) complete innings or four and one-half (4 and ½) innings if the home team is ahead, a team has a lead of eight (8) or more runs, the Manager of the team with the least runs shall concede the game to the other team.

Section 22 – AHLL Regular Season Playing Rules for Double A

1. Unless otherwise stated herein, the Official Rules and Regulations of Little League Baseball Incorporated, as they apply to the Double A division, shall apply to all AHLL Double A division games.
2. All applicable AHLL game and safety rules shall apply to all AHLL Double A division games.
3. Throughout the game, all players will bat in the order they are listed on the lineup card, even though ten (10) defensive players will play in the field at any given time.
4. Substitutions will be made every inning so that no player sits out two (2) consecutive innings.
5. Throughout the game, both teams will use ten (10) defensive players, six (6) players in the infield, and four (4) players evenly dispersed in the outfield. A Manager/Coach shall not position an outfielder directly behind second base at any time.
6. Maximum runs per inning at half inning shall consist of the following, whichever comes first:
 - a. Three (3) outs
 - b. When the offensive team has scored first (5) runs in the half inning. 7. Exceptions to the five runs max rules are:
 - i. An offensive team can score more than five (5) runs in a half inning **ONLY** when an OVER THE FENCE HOME RUN occurs.
 1. **EXAMPLE:** The offensive team has scored four (4) runs in the half inning, and there are two runners on base. The batter hits a home run, resulting in three (3) more runs scoring for a total of seven (7) for the half inning. All seven (7) runs would count, but the half inning would then immediately end.
 - ii. The runs scored on an OVER THE FENCE HOME RUN in excess of five (5) will count, but the half inning will immediately end.
 1. For example, the offensive team has scored four (4) runs in the half inning, and there are two runners on base. The batter hits a home run, resulting in three (3) more runs scoring for a total of seven (7) for the half inning. All seven (7) runs would count, but the half inning would then immediately end.
 - iii. This rule is suspended for the final inning of the game which may be ruled as an inning before the sixth inning if the game could be shortened due to weather or darkness in the Umpire's opinion.
7. Illegal pitches will be called by the umpires, and a warning will be given to the pitcher so that pitchers will begin to understand what an illegal pitch is. There will be no other penalty.
8. Managers and/or Coaches will be the base coaches.
9. Post-season awards will be given as follows: three (3) or less teams will have 1st place only, four

to seven (4-7) teams will have 1st and 2nd place, eight (8) or more teams will have 1st, 2nd and 3rd place awards.

10. Baserunners are not allowed to advance home from third base on wild pitches or passed balls. Baserunners must be batted-in or forced-in by a walk, hit batter, or a ruling by an umpire allowing the runner to advance and score. In the event a defensive player attempts to make a putout on any baserunner, all baserunners may advance at their own peril until such time as the play is ruled dead by the umpire.
 - a. *Example 1: A runner attempts to stretch a double into a triple. A defensive player attempts a put-out on this runner at third base, however, the defensive player overthrows the third baseman and the ball rolls down the line in foul territory. At this point, the baserunner may advance at his/her own peril.*
 - b. *Example 2: A runner on second base attempts to steal third base on a pitched ball/strike caught by the catcher, on a wild pitch, or on a passed ball. The catcher throws down to third base in an attempt to put-out the baserunner and the ball sails into the outfield whether by a throwing error on the catcher or simple misplay by the third baseman. At this point, all baserunners may advance at his/her own peril.*
 - c. *Example 3: Runners on 1st and 3rd. The runner on first attempts to advance to second base on a pitched ball/strike caught by the catcher, on a wild pitch, or on a passed ball. The catcher throws down to second base in an attempt to put-out the base runner attempting to steal second base. At this point, all baserunners may advance at their own peril.*
 - d. *Example 4: Runners on 2nd and 3rd. The pitcher delivers a pitched ball/strike caught by the catcher, a wild pitch, or a passed ball. The runner on 2nd wanders off the base and begins running/walking toward 3rd base. The catcher throws down to the SS or 3B in an attempt to put-out the runner from second base. At this point, all baserunners may advance at their own peril.*
 - e. *Example 5: Runners on 1st and 3rd. The pitcher delivers a pitched ball/strike caught by the catcher, a wild pitch, or a passed ball. The runner on 1st wanders off the base and stops between 1st and 2nd base. The catcher throws the ball back to the pitcher so that pitcher may return to the mound to continue pitching to the next batter. After receiving the ball from the catcher, the pitcher decides to run directly at the runner from 1st who is still standing off the base or the pitcher throws the ball to the first baseman or second baseman, in an attempt to put-out the runner from first base. At this point, all baserunners may advance at their own peril.*
 - i. The intervening event in each of these examples is the overt act by the defensive player(s) to attempt a putout on a baserunner (a "baseball play"). Home plate remains "closed" in the event of a routine pitched ball/strike caught by the catcher, passed ball or wild pitch.
11. Mercy Rule: Fifteen (15) runs after three (3) complete innings, the team with the least runs shall concede the game. If, after four (4) complete innings or three and one-half (3 and ½) innings if the home team is ahead, a team has a lead of ten (10) or more runs, the Manager of the team with the least runs shall concede the game to the other team. If, after five (5) complete innings

or four and one-half (4 and ½) innings if the home team is ahead, a team has a lead of eight (8) or more runs, the Manager of the team with the least runs shall concede the game to the other team.

Section 23 – AHLL Regular Season Playing Rules for Single A

1. Unless otherwise stated herein, the official Rules and Regulations of Little League Baseball Incorporated, as they apply to the Single A division, shall apply to all AHLL Single A division games.
2. All applicable AHLL game and safety rules shall apply to all AHLL Single A division games.
3. Throughout the game, all players will bat in the order they are listed on the lineup card, even though ten (10) defensive players will play in the field at any given time.
4. Substitutions will be made every inning so that no player sits out two (2) consecutive innings. No player will sit out two (2) innings until all players have sat out one (1) inning. A player may not play the same defensive position more than 2 innings in a game.
5. Baserunners may not advance on passed balls, wild pitches, or errant throws back to the pitcher from the catcher.
6. There is no stealing bases at any time. Further, baserunners may not advance towards the next base until the ball is put in play.
7. Managers and/or Coaches will be the base coaches.
8. A half inning shall consist of three (3) defensive outs or the entire lineup, whichever occurs first.
9. The “infield fly rule” shall not apply.
10. Bunting is not allowed at any time.
11. Team standings will not be kept. Scorebooks will be kept for informational purposes only. All post-season awards will be participatory only. The type of award will be determined by the AHLL Board of Directors.
12. Throughout the game, both teams will use ten (10) defensive players, six (6) players in the infield, and four (4) players evenly dispersed in the outfield. A Manager/Coach shall not position an outfielder directly behind second base at any time. Further, outfielders must play at least ten feet from the back edge of the infield dirt.
13. Fielders should be encouraged to attempt defensive putouts.
14. **ONE BASE ON AN OVERTHROW RULE:** When a fielded ball is overthrown at ANY base, the runner(s) may attempt to reach the next base at their own risk. If the runner is put out, the out stands.
 - a. The rule applies to runners on ANY base (ie. baserunner running from 2nd base to 3rd base may attempt to score on an overthrow at 1st in an attempt to get batter/runner

out, batter/runner may attempt to reach 2nd).

15. Play is stopped when a player has control of the ball inside of the outside edge of the basepaths with his/her hands raised up. There is no halfway rule. The runner goes back to the last base crossed when play is stopped by the fielder. The fielder still has the option to continue play and attempt a play on any runner before he/she has stopped play.
16. For the first half of the season games will be played with a Blue Flame pitching machine. Following the first half, game play will transition to players pitching assisted by coach pitching as described. There will be an official notice sent out to all managers from the board identifying when the game play transition is to take place each season.

Single A Machine Pitch Specific Rules

1. The pitching machine should be placed 42 feet from home plate and set with a pitching speed range of 38 to 42 MPH.
 - a. The final speed used during the game is to be agreed upon by both managers prior to the game as the machine is being setup.
2. A hitting team coach / manager is to operate the machine while their team is at bat.
3. There will be an eight foot arc in front of the plate that will be considered foul if the ball does not travel past the arc.
4. Each batter will receive up to five pitches per at bat. They can strikeout on three swinging strikes. If they do not get a hit within the five pitch limit, they will be called out except if the fifth pitch is fouled off. If fouled, the at bat will continue until the ball is either put in play or they have a swinging strike.
5. Pitches that bounce on or before the plate or are considered unhittable will be declared by the umpire as no pitch unless the batter swings, which then would be considered a strike.
6. A batted ball that hits the pitching machine or the coach operating the machine is considered a live ball.
7. Defensive pitchers must wear a helmet at all times and have at least one foot on the mound dirt prior to the play.

Single A Kid Pitch Specific Rules

1. Players ("Player-Pitchers") shall pitch from the pitcher's mound. Balls and strikes will be called by the assigned umpire. In the event that the game does not have an official umpire, balls and strikes shall be called from behind the mound by a Coach from the Defensive Team. Illegal pitches (i.e. a balk) should be called by the Coach and a warning should be given to the pitcher so

that pitchers will begin to understand what an illegal pitch is. There will be no other penalty.

2. A batter **can** strike out. A batter cannot walk. If a batter receives four called “balls” from the player-pitcher, an approved Coach-pitcher from the offensive team shall take over the at-bat for the player-pitcher. The Coach-pitcher will pitch overhand from as close as possible to the mound and will assume the count as-is; any strikes incurred by the batter prior to the Coach-pitcher assuming control of the at-bat shall remain in effect.
3. As the coach pitches, strikes will be continued to be called by the assigned umpire and the batter may strike out against the coach pitcher, but they cannot walk.
 - a. The coach will have a maximum of five pitches that will result in either the ball being put in play or a strikeout with the batter. If they reach five pitches and neither occurs, the batter is out except if the fifth pitch is fouled off. If fouled, the at bat will continue until the ball is either put in play or they have a swinging strike.
 - i. At the time of the coach assuming the pitching role, the defensive pitcher that no longer is pitching in the at bat must start the play with at least one foot on the dirt of the mound.
4. Hit by Pitch - Reference Little League Rule Book 6.08(b)
5. A batted or thrown ball that hits the Coach-Pitcher is a live ball. The Coach-Pitcher must make all reasonable efforts to avoid being hit by a batted or thrown ball.
6. Any pitcher who has hit 3 batters total in a single inning or combined innings shall be removed as the pitcher regardless of the number of innings pitched or the number of pitches thrown and may not return to that position for the remainder of that game.

Section 24 – AHLL Regular Season Playing Rules for Rookie/Coach Pitch

1. Unless otherwise stated herein, the Official Rules and Regulations of Little League Baseball Incorporated, as they apply to the Rookie/Coach Pitch division, shall apply to all AHLL Rookie/Coach Pitch division games.
2. All applicable AHLL game and safety rules shall apply to all AHLL Rookie/Coach Pitch division games.
3. Throughout the game, all players will bat in the order they are listed on the lineup card
4. All players will play every inning in the field however a team may only have five players in the infield at first, second, third, shortstop and pitcher. The remaining players must be positioned throughout the outfield and at least ten feet from the back edge of the infield.
 - a. For safety reasons, teams cannot play a catcher
5. A player may not play the same defensive position for more than two (2) innings in a game.
6. All games will be played with an “incredible ball” or “safe ball” provided by the AHLL Hard balls

are not allowed at any time.

7. There will be no stealing of bases at any time. Further, baserunners may not advance towards the next base until the ball is put in play.
8. Managers and/or Coaches will be the base coaches.
9. Managers and Coaches of the defensive team may be on the field (limit two) to provide coaching and instruction to defensive players.
10. A half inning will end when all players on the offensive team have had a turn at bat. 13. The "infield fly rule" will not apply.
11. Bunting is not allowed at any time.
12. Games scores and team standings will not be kept. All post-season awards will be participatory only. The type of award will be determined by the AHLL Board of Directors.
13. A batted or thrown ball that hits a Manager or Coach is a live ball. Managers and Coaches must make all reasonable efforts to avoid being hit by a batted or thrown ball.
14. The pitcher must wear a batting helmet at all times, and both feet must be in the pitching circle until the ball is hit.
15. When a ball is hit to the outfield, play is dead when the defense gets the ball to the infield. When a ball is hit to the infield, play is dead when the defense throws the ball in the intended direction of the pitcher. Players in the outfield and infield may not hold the ball. When the play is dead, runners shall advance to the next base if they are more than halfway to the next base or shall return to the previous base if they are not more than halfway to the next base. If after the play is dead, the pitcher or any other defensive player makes a play or throws the ball, this will have no effect on the game as play is already dead.
16. Runners may not advance on overthrows.
17. All games will be four (4) complete innings or one and one-half (1 and ½) hours in length, whichever occurs first. An inning started just prior to the time limit will be completed.
18. "On-Deck" hitters are not permitted at any time. All offensive players who are not hitting shall be seated on the team bench. This safety rule will be strictly enforced!
19. The Manager or Coach pitching to the batter will be the Umpire for that half inning. If the fielding team makes an out, the runner(s) will be removed from the base(s), however, if three or more outs are completed, the inning is not over and the entire lineup will have an opportunity to bat.
20. After the last game of the day, both Managers will be responsible for returning the bases to the equipment shed.
21. A ball hit in the air over the grass limit line in the outfield will be a home run.
22. A game may be played even if one (1) or both teams have less than nine (9) players present at the game.

23. For the first half of the season games will be played with the hitting coach pitching to each batter. Following the first half, game play will transition to players facing the blue flame pitching machine. There will be an official notice sent out to all managers from the board identifying when the game play transition is to take place each season.

Rookie Coach Pitch Specific Rules

1. Hitters will bat against pitches thrown by their Manager or Coach from the pitcher's circle. Pitches may be overhand or underhand.
2. The Manager or Coach will deliver six (6) pitches to each hitter. Balls and strikes will not count.
3. If, by the sixth (6th) pitch, the batter has not hit the ball, the batting T will be used thereafter until the batter puts the ball in play.

Rookie Machine Pitch Specific Rules

1. The pitching machine should be placed 42 feet from home plate and set with a pitching speed range of 35 to 40 MPH.
 - a. The final speed used during the game is to be agreed upon by both managers prior to the game as the machine is being setup.
8. A hitting team coach / manager is to operate the machine while their team is at bat.
9. There will be an eight foot arc in front of the plate that will be considered foul if the ball does not travel past the arc.
10. Each batter will receive up to five pitches per at bat. If the ball is not put in play after 5 pitches, the batting T will be used thereafter until the batter puts the ball in play.
11. Pitches that bounce on or before the plate or are considered unhittable will be declared by the coach operating the machine.
12. A batted ball that hits the pitching machine or the coach operating the machine is considered a live ball.

Section 25 – AHLL Regular Season Playing Rules for T-Ball

1. Unless otherwise stated herein, the Official Rules and Regulations of Little League Baseball Incorporated, as they apply to the T-Ball division, shall apply to all AHLL T-Ball games.
2. All applicable AHLL game and safety rules shall apply to all AHLL T-Ball division games. 3. Throughout the game, all players will bat in the order they are listed on the line- up card.
3. All players will play defensively in the field in every inning, a maximum of five defensive players in

the infield (first, second, third, shortstop and pitcher).

- a. For safety reasons, teams cannot play a catcher
4. A player may not play the same defensive position for more than one (1) inning.
5. All games will be played with an “incredible ball” or “safe ball” provided by the AHLL. Hard balls are not allowed at any time.
6. All hitters will hit off a batting tee provided by AHLL.
7. Strikes will not count. All batters will bat until they hit the ball into fair territory.
8. There will be no stealing of bases at any time. Further, baserunners may not advance towards the next base until the ball is put in play.
9. Managers and/or Coaches will be the base coaches.
10. Managers and Coaches of the defensive team may be on the field (limit four) to provide coaching and instruction to defensive players.
11. A half inning will end when all players on the offensive team have had a turn at bat.
12. The “infield fly rule” will not apply.
13. Bunting is not allowed at any time.
14. Game scores and team standings will not be kept. All post-season awards will be participatory only. The type of award will be determined by the AHLL Board of Directors.
15. A batted or thrown ball that hits a Manager or Coach is a live ball. Managers and Coaches must make all reasonable efforts to avoid being hit by a batted or thrown ball.
16. The pitcher must wear a batting helmet at all times, and both feet must be in the pitching circle until the ball is unit.
17. When a ball is hit runners are to take one base max.
18. Runners may not advance on overthrows.
19. All games will be three (3) complete innings or one and one-half (1 and ½) hours in length, whichever occurs first. An inning started just prior to the time limit will be completed.
20. There will be no make-up games.
21. Sliding is not permitted at any time
22. “On-Deck” hitters are not permitted at any time. All offensive players who are not hitting shall be seated on the team bench. This safety rule will be strictly enforced!
23. After the last game of the day, both Managers will be responsible for returning the bases to the equipment shed.

24. A ball hit in the air over the grass limit line in the outfield will be a home run.
25. A game may be played even if one (1) or both teams have less than nine (9) players at the game.

Section 26 – AHLL Regular Season Safety Rules

1. Safety issues can arise at any time, in any context and in any situation. Failure to address safety issues can have serious consequences. Therefore, it is the policy of the AHLL Board of Directors that safety is given the highest priority. As such, the AHLL Board of Directors will not tolerate safety violations and safety will be conscientiously monitored. Board members are not always present when safety issues can and do arise. Therefore, all Managers, Coaches, players, Umpires and parents must be keenly aware of potential safety concerns and must immediately deal with such concerns. Safety is everyone's responsibility. As responsible adults, we owe this to our children.
2. The following AHLL safety rules are mandatory:
 - a. All base coaches (adults and players) shall not take their places on the playing field until just before the first pitch of the half inning is to be thrown.
 - b. All players shall wear an approved batting helmet when coaching a base.
 - c. All hitters must wear an approved batting helmet.
 - d. Except when being used, all field gates must be closed during a game.
 - e. Except when being used, all dugout gates must be closed during a game.
 - f. Players shall not have a bat in their hands, except when batting.
 - g. There are no "On-Deck" hitters in Little League Baseball (Juniors & Intermediate Division excepted).
 - h. Before each game and practice, Managers/Coaches shall make sure all players are properly equipped in accordance with the Official Rules and Regulations of Little League Baseball Incorporated.
 - i. Before each game and practice, Managers/Coaches shall make sure all players are not wearing jewelry of any kind, including watches.
 - j. Managers/Coaches must have in their possession all player medical releases and signed concussion and health forms when supervising players.
 - k. Dented bats may not be used at any time. Bats must adhere to regulations set forth by Little League Incorporated and must have USA Baseball certification.
 - l. Cracked batting helmets may not be used at any time.
 - m. Metal cleats are not allowed in Little League (Juniors & Intermediate division excepted).
 - n. Any player used as a "bat boy" shall wear a batting helmet (this can only be a player on

that team).

3. The listing of mandatory safety rules set forth above is not intended by the AHLL Board of Directors to be complete. It is impossible to ever have a comprehensive listing of potential safety concerns. The key to all safety issues is to:
 - a. Give safety the highest priority
 - b. Use common sense

Section 27 – Post-Season & Tournament Play

1. Juniors, Intermediate, Majors, Triple A and Double A divisions, teams and individual players may have the opportunity to participate in post-season games, sponsored either by Little League Baseball Incorporated or by California District 30. These post-season games and tournaments are governed by special games rules and regulations.
 - a. Therefore, Little League Baseball Incorporated and AHLL regular season game rules and regulations may not apply to these special games. AHLL Managers, Coaches, players and Umpires participating in such special games should make themselves familiar with these special game rules and regulations. Rules of Play will be provided by the host of the game or tournament.

Section 28 – Adoption/ Amendment

1. These By-Laws shall be adopted each year at least thirty (30) days prior to the start of the season by two-thirds vote of the members of the AHLL Board of Directors present at a duly noticed meeting.
2. The AHLL Board of Directors shall strive to avoid amending these By-Laws during the season to help ensure continuity during each season. Notwithstanding this, these By-Laws may be amended at any time by a two-thirds vote of the members of the AHLL Board of Directors present at the duly noticed meeting.