



Petaluma Little League Bylaws

Effective January 2026

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Petaluma American Little League, Inc.

A NON-PROFIT ORGANIZATION

Article I. 2025 BYLAWS (Local Rules)

- (a) NAME - This organization shall be known as the Petaluma American Little League, hereinafter referred to as "PALL".

Article II. OBJECTIVE

Section 2.01 The objective of PALL shall be to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage, and respect for authority, so that they may be well adjusted, stronger, and happier children and will grow to be good, decent, healthy, and trustworthy citizens.

Section 2.02 To achieve this objective, PALL will provide a supervised program under the Rules and Regulations of Little League Baseball, Incorporated. All Directors and Officers shall bear in mind that the attainment of exceptional athletic skill or the winning of games is secondary, and the molding of future citizens is of prime importance.

Section 2.03 Board of Directors

- (a) The Board of Directors will be elected from the General Membership at the General Membership meeting held in late September or early October. If a Board member misses three (3) consecutive meetings, the Board may vote to dismiss the member in accordance with the rules for suspension outlined in the league Constitution.
- (b) The President is limited to a maximum term of two years, with the possibility of renewal contingent upon the Board's approval. The Treasurer's term is limited to two years, with no possibility of renewal. Upon the conclusion of their two-year term, the Treasurer may continue to serve on the financial committee. It is imperative that no two board members with financial responsibilities—such as the President, Treasurer, or members of the financial committee—are related by blood or marriage.
- (c) The finance committee will comprise 3-5 board members per the Little League Constitution.

Section 2.04 Volunteer Eligibility

- (a) As a condition of service to the league, all managers, coaches, Members of the Board of Directors and any other persons, volunteers or hired workers, who provide regular service to the league, and/or have repetitive access to, or contact with players or teams, must annually complete and submit an official "Little League Volunteer Application" to the local league President. Annual background screenings **MUST** be completed prior to the applicant

assuming his/her duties for the current season. Refusal to annually submit a fully completed "Little League Volunteer Application" must result in the immediate dismissal of the individual from the local league. (See Regulation 1 (b) and 1 (c) 8 and 9

Article III. PALL DIVISIONS

Section 3.01 PALL operates with 8 divisions, with the Minor Division split into 2 divisions.

The divisions are as follows:

- (a) T-Ball Division: 4 - 5 years of age. 6-year-olds with no experience may play with Board approval. The Player Agent must receive a written request from a parent or guardian prior to the close of registration.
- (b) Single A Division Machine Pitch (A): 6 - 7 years of age.
- (c) Minor Division (AA): 8 - 9 years of age.
 - (i) *Option for 7-year-old parents to petition for their player to try out for AA with Board approval. There is no guarantee that a 7-year-old will be drafted to an AA team. Undrafted players will be placed on an A team by the Player Agent.*
 - (ii) *Individual requests can be made to the president and player agent for making special exemptions to move a child down for safety concerns.*
- (d) Minor Division (AAA): 9 - 11 years of age.
 - (iii) *Option for 8-year-old parents to petition for their player to try out and be eligible for AAA with Board approval. There is no guarantee that an 8-year-old will be drafted to a AAA team. Undrafted players will be added to the AA draft eligibility list by the Player Agent.*
- (e) Major Division: 10 - 12 years of age.
- (f) Intermediate 50/70 Division: 13 years of age.
 - (i) *Option for 12-year-olds to play with Board Approval. 12-year-olds may dual roster on a Major Division team.*
- (g) Junior Division: 13 - 15 years of age.
- (h) Senior Division: 14 - 16 years of age.

Section 3.02 In the event of low registration, PALL will refer to Little League's combined division of play. The ages PALL sets forth for these divisions are as follows:

- (b) T-Ball Division: 4 - 5 years of age. 6-year-olds with no experience may play with Board approval.
- (c) Single A Division Machine Pitch (A): 6 - 7 years of age.
 - (i) *8-year-olds may play with BOARD APPROVAL.*
- (d) Minor Division (AA/AAA): 8 - 11 years of age.
 - (i) *Option for 7-year-old parents to petition for their player to try out for AA/AAA with Board approval. There is no guarantee that a 7-year-old will be drafted to an AA/AAA team. Undrafted players will be placed on an A team by the Player Agent.*

- (e) Major Division: 10 - 12 years of age.
 - (i) *Option for 9-year-old parents to petition for their player to try out for Majors with Board approval. There is no guarantee that a 9-year-old will be drafted to a Major League team. Undrafted players will be added to the AAA draft eligibility list by the Player Agent.*
- (f) Intermediate 50/70 Division: 13 years of age.
 - (i) *Option for 12-year-olds to play with Board Approval. There is no guarantee that a 12-year-old will be drafted to an Intermediate 50/70 team. Undrafted players will be added to the Major draft eligibility list by the Player Agent or placed on a waitlist if the Major draft has already been finalized.*
- (g) Junior Division: 13 - 15 years of age.
- (h) Senior Division: 14 - 16 years of age.

Section 3.03 In general, the league age sets eligibility for each division, but players 8-12 are added to teams via the draft. No player may play in a division lower than the one they played the year prior. All 12s must play Majors.

Section 3.04 The player agent will recommend the number of teams to the board. The board will vote on the number of teams recommended.

Article IV. REGISTRATION, FEES, AND ASSESSMENTS

Section 4.01 Registration

- (a) PALL online registration shall be held annually from November to mid-January. In-person registration will be held in January.
- (b) Proof of birth (birth certificate), 3 proofs of address, OR a school waiver, if necessary, provided in compliance with Little League guidelines, must be shown, or the player will be unable to play in a PALL league game.
- (c) Returning PALL players must register at this time and present the same proof.
- (d) The Volunteer fee of \$50.00 per player is mandatory and applies during the playing season. We depend on volunteers to help our league run smoothly. 2 hours of volunteer time will be required per player. PALL will refund the volunteer fee at the end of the season if all of the hours have been completed. If not, the volunteer fee will be forfeited and applied as a league donation.

Section 4.02 Fees and Refunds

- (a) The Board of Directors will establish the player participation fee. At no time will payment of any fee be a prerequisite for participation in PALL.
- (b) All refunds are subject to Board approval.

Section 4.03 Sponsorship Fees and Packages

- (a) The Board of Directors will establish the sponsorship fees and packages.

Section 4.04 Assessments Ages 4 to 7

- (a) Assessments are not conducted for player candidates who are 4 - 7 years of age.
- (b) The Player Agent will be responsible for assigning players to teams.
- (c) Option for 7-year-old parents to petition for their player to try out for AA with Board approval. There is no guarantee that a 7-year-old will be drafted to an AA team.
- (d) Parents may request teammate and/or manager preferences. Requests must be in writing and made to the Player Agent prior to the close of registration.

Section 4.05 Assessments Ages 8 to 12

- (a) It is required that all player candidates, ages 8 through 12, attend annual PALL assessments. In order to be selected for a Major team, ALL returning Major players **MUST** participate in the annual PALL assessments.
- (b) Any child failing to participate in the assessment session shall lose the status of a candidate unless the child's parent presents a written excuse to the Player Agent, which the Board of Directors accepts.
- (c) 12-year-olds who do not attend assessments will be placed on a waitlist for the Majors division.
- (d) Any 8-11-year-olds who do not attend assessments will be assigned to a team in the lowest division for their age, but not one lower than the division they played the previous season. **NOTE:** All 12-year-olds who attend assessments must be drafted to a Major Division team.

Section 4.06 Assessments Ages 13 to 16

- (a) It is required that all player candidates (including Manager's hold or other option players), ages 13 to 16, attend annual PALL assessments.
- (b) Any child failing to attend the PALL assessment session shall lose the status of a candidate unless the child's parent presents a written excuse, which the Board of Directors accepts.
- (c) Players losing eligibility as a draft candidate will be assigned by the Player Agent to a Junior League team at the Conclusion of the player draft, with approval by the Board of Directors.
- (d) Petaluma Combined Intermediate Leagues – See Combined Rules.
- (e) Petaluma Combined Junior Leagues – See Combined Rules.

Section 4.07 Assessments Ages 15 to 16

- (a) Petaluma Combined Senior Leagues – See Combined Rules.

Article V. DRAFTING PROCEDURES

Section 5.01 Draft Plan

(a) The Major Division will use Draft Plan “B alternate” of the Little League Operating Policies.

(i) **NOTE:** All candidates who are league age twelve (12) must be drafted to a Little League Major Division team.

(ii) For draft plan B, the order of the draft for ALL Division teams in the first round shall be determined by a draw.

(iii) The order of the draft for each round, thereafter, shall be the reverse of that, followed in the immediately preceding round (i.e., the team with the first pick in round one, picks last in round two, and first again in round three, etc.).

(b) The Single A Division Machine Pitch (A) Ages 6-7 and T-Ball Division Ages 4-5 players will be assigned to teams by the Player Agent after the Minor Division (AA) 8-9 draft.

(c) The Junior/Senior Team is selected during a meeting with all the Jr. Division Managers, Player Agent, and the President. The Intermediate 50/70 Team is selected during a meeting with all the Intermediate Division Managers, the Player Agent, and the President. The Majors' teams are selected during a meeting with all the Major Division Managers, Player Agent, and the President. The AAA & AA Teams are selected during a meeting with all the AAA & AA Division Managers, Player Agent, and the President.

Section 5.02 Late Registration

(a) Ages 8 to 12: Any player who registers after drafts have occurred is considered a late registrant and may be placed on a team based on their age, as per section 4.05.

(i) Late registrants must play two (2) PALL games before becoming eligible for a call-up to a Minor (AAA) Ages 9 - 11 Division or Major League team (see section 6.01 – Loss of Player).

(ii) The Player Agent must approve all late registrants.

(iii) 12-year-olds will be placed on a waiting list until an opening in the Majors Division occurs.

- An open roster spot means a team has dropped more than 1 rostered player below other teams in the same division.

(b) Ages 13 to 16: There will be no late registrations allowed after the Draft without Board Approval

Section 5.03 Discussion of the Draft

(a) Under no circumstances shall the draft be discussed with any player or parents prior to or following the draft. Draft positions of each player MUST remain confidential at all times. Such actions may lead to disciplinary measures, including immediate dismissal from the league.

Article VI. PLAYERS SECTION

Section 6.01 Loss of a Player

(a) If a team loses a player due to injury, illness, transfer, etc., for the remainder of the season, the Manager must notify the Player Agent within 24 hours of the event, and the President will send a registered letter to the player releasing him/her. If the lost player results in the team having 2 fewer rostered players than any other team in the same division, the manager must replace the player through the Player Agent by the fourth game after the player loss, or the Player Agent will make the replacement.

Note: Failure by the manager to advise the Player Agent of any player's continued absence, 5 consecutive absences from team events (practices, games, etc.), will result in at least a one-game suspension for the manager.

(b) An injured player may miss up to six regularly scheduled games and remain on the roster. Board Approval is needed to retain players who will miss more than six (6) games due to injury. If the released player is of qualified age, he/she will be returned to the draft pool and will be eligible to be drafted by any team in the following year's draft.

(c) A manager may make a request to the Player Agent to have a player released from their roster if the player misses four (4) or more team activities without notifying the manager. Any action to remove the player is subject to the board's approval.

(d) To replace a player, a manager must submit a written request to the Player Agent, who will contact the player's family and explain that the player is being called up to the subsequent division. The player will be given 24 hours' notice to decide. No assistant coaches or other parents should be involved in this process, and only the Player Agent should contact the family of the requested player unless the family requests to speak with the manager. Once the player is confirmed as accepting the call-up, the Player Agent will notify the managers of that player's current team and the new team in writing.

Section 6.02 Refusal to be called up

(a) Any Minor Division player who refuses to go to the next level of play will lose their eligibility at the next level for the remainder of the current season.

(b) No Call-ups from the Minors will be allowed in the last two weeks of the regular season.

Article VII. LOCAL RULES - GENERAL SECTION

Section 7.01 Game Schedules

(a) Game schedules and starting times shall be subject to the Board of Directors' approval.

(b) Rainouts, cancellations, and tied games will be played in the order of their cancellation as related to the league schedule. The Board of Directors may allow exceptions.

(c) As soon as a manager or coach becomes aware that they cannot field a team for any reason, they shall contact the Division Rep, President, or Scheduling Coordinator in person or by telephone no later than 24 hours before the upcoming game. A courtesy call should

be made to the opposing Manager. A violation of this rule may result in forfeiture (at the discretion of the Board of Directors).

- (d) Game cancellations due to weather will be game-time decisions made by the Field Maintenance Coordinator and the League President.

Section 7.02 Special Game Forms

- (a) At the beginning of the season, the President will fill out a special game request form and forward it to the California District 35 administrator to start the approval process.

Section 7.03 Managers

- (a) The Managers Committee, approved by the Board of Directors, will send out and accept Manager Applications. From the applications, the Managers Committee will interview potential candidates, make recommended selections, and present the selections to the President for submission to the Board of Directors for approval.

Section 7.04 Base Coaches

- (a) At all levels, two adults may act as a base coach if they wish, but one coach must remain in the dugout at all times.
 - (i) *If only two coaches are present at the game, one must remain in the dugout at all times, and a player wearing a helmet for protection must serve as one of the base coaches.*
 - (ii) *If only one coach is present, he/she will remain in the dugout the entire game, and players wearing helmets for protection will serve as each base coach.*
 - (iii) *No more than 1 Manager and 2 coaches will be allowed in the dugout in all levels.*

Section 7.05 Use of Tobacco or Alcohol

- (a) Use of tobacco or alcohol will not be tolerated at any PALL facility at any time. Any member of PALL who observes anyone using tobacco or alcoholic beverages in the grandstands, or on the premises, surrounding area, including E-Cigarettes and vapor pens, etc., will require that person to cease, or to leave the premises or area immediately. Any manager or coach who violates this rule will be removed from service immediately.

Section 7.06 Grievance Process

- (a) Any individual who has been removed from a game by an umpire for disciplinary reasons will be required to appear before the PALL Grievance Committee (appointed by the Board of Directors) before they will be allowed to return to the playing field. The Grievance Committee will meet as soon as possible. The individual shall appear before the Grievance Committee, with the Player Agent, within 7 days of ejection or be subject to additional suspension. All individuals removed from a game by an umpire for disciplinary reasons will serve a mandatory one-game suspension per Little League Baseball rules; however, the

Grievance Committee shall have the discretion, upon Board of Directors' approval, to impose a more severe sanction based on the severity of the conduct.

(b) Any grievance, outside of a game ejection, must go through the Player Agent. The Player Agent will meet with the Grievance Committee within 5 days of the formal (written) complaint to discuss what action should be taken. The Grievance Committee will recommend any action to the Board of Directors for final approval. A response to the complaint and/or action taken will be conducted within 10 days.

Section 7.07 Pool of Players

(a) Regulation V(c)

- (i) *The Player Agent will create and run the pool of players. The Player Agent will use the pool to assign players from the subsequent lowest division to teams that are short of players.*
- (ii) *Managers and/or coaches will not have the right to randomly select players from the pool within their respective division. Managers and/or coaches must contact the Player Agent prior to each game to indicate that they are short players, so a new Pool Player may be assigned for that game. The Player Agent should be given as much notice as possible to fulfill the request.*
- (iii) *The manager of the opposing team will be notified in advance of the use of a pool player.*
- (iv) *The manager of the pool player's regular team will be notified that one of their players is being used as a pool player.*
- (v) *A pool player will not be permitted to pitch in the game in which they are a pool player.*
- (vi) *Pool players who are called and show up at the game site must play at least nine (9) consecutive defensive outs and bat once.*
- (vii) *No player will be asked to pool play for another team if it conflicts with their own team's game. If pool playing conflicts with a regularly scheduled practice, it is up to the player and their parent to inform their manager.*

Article VIII. SENIOR DIVISION

Section 8.01 See Inter-League Rules. See Combined Rules.

Article IX. JUNIOR DIVISION

Section 9.01 See Inter-League Rules. See Combined Rules.

Article X. INTERMEDIATE 50/70 DIVISION

Section 10.01 See Inter-League Rules. See Combined Rules.

Section 10.02 Number of Players per Team

(a) There will be no fewer than 10 players and no more than 15 players rostered on a team.

Article XI. LOCAL RULES - MAJOR DIVISION**Section 11.01** All Little League Baseball rules will be followed, except for the marriage rule, since a continuous batting order will be followed.**Section 11.02 Batting Order**

(a) A continuous batting order shall be used across all games.

(b) Managers can use a new batting lineup for each game.

Section 11.03 Playing Time

(a) Each player must play a minimum of six (6) defensive outs per game. Each player must start and finish their mandatory six defensive outs from the previous game before starting their new minimum of six defensive outs for the new game.

Section 11.04 Dropped 3rd Strike

(a) A batter is out when:

(i) *The catcher legally catches a 3rd strike, or*

(ii) *A 3rd strike is not caught by the catcher when first base is occupied before two are out.*

Section 11.05 Scorekeeping and Pitch Counts

(a) In the absence of an official scorekeeper, the official scorebook for a game will be the home team's scorebook. The official scorekeeper shall be the official pitch counter for each game.

(b) Pitch Count Data shall be kept with each team's scorebook and must be completed at the end of each game. A Google spreadsheet containing player pitch counts must be updated within 24 hours of the game's completion. Scores are to be sent to the League President within 24 hours of game time. Failure to report game scores and pitch counts will result in a forfeit.

Section 11.06 Clinics

(a) At least one representative from each team must attend all Rules, Safety, and Umpire Clinics each year. If a team fails to attend one or more of the clinics, that team's manager shall be required to serve a (1) one-game suspension during the regular season.

Section 11.07 Field Setup/Cleanup

- (a) The Home Team is responsible for getting the field ready for the game. Those duties include, but are not limited to, unlocking the gates to the field and dugouts, chalking of base lines and batter's box for each game, putting up protective pads for the backstop, and setting up the bases.
- (b) The Visiting Team is responsible for field clean-up after the game. Those duties include, but are not limited to, raking and dragging the field, taking out and putting the bases away, covering the pitcher's mound and batter's boxes, locking the dugouts, gates, and equipment box when done.

Section 11.08 "Courtesy" Runner

- (a) During the Regular Season, when there are two (2) outs, a "Courtesy" runner may come in for the catcher or pitcher only. The "courtesy" runner must be the last out.

Section 11.09 Number of Players per Team

- (a) Teams will draft 11 players to their roster to start the season. Each team will have no fewer than 10 players and no more than 12 on their roster. The number of players on a roster shall not vary by more than one (1) between teams.

Section 11.10 Length of Game

- (a) Major Division games will not have a time limit. They will play a minimum of 6 innings.

Section 11.11 Less Than 9 Players

- (a) Games can start and finish with 8 (eight) players. If the absent player is up to bat, that player will be skipped without further penalty.

Article XII. LOCAL RULES – MINOR 9-11 DIVISION (AAA)**Section 12.01 Instructional League**

- (a) Minor 9-11 Division (AAA) is intended to introduce competitive play while balancing instruction and fundamentals. Managers and Coaches should keep this in mind as they develop all players' skills on their team.
- (b) Each team's roster will be determined by a draft held at the beginning of the season. Once an official team roster is set at the start of the season, it cannot be modified except to fill an absence through the Player Agent from a lower division or waitlist.

Section 12.02 Playing Time

- (a) No player will remain out of the defensive lineup for more than two (2) consecutive

innings. Managers and coaches shall rotate defensive players.

Section 12.03 Batting Order

- (a) A continuous batting order shall be used across all games (the batting order starts off where it ended the previous game). Managers can make a single full lineup adjustment between the 5th and 6th games and another between the 10th and 11th games of the season. This will be their continuous lineup for the following 5-game stint.
- (b) Managers can use a new batting lineup for each playoff game. In any tournament, a team can use a new batting lineup for each game.
- (c) Failure to keep a continuous batting order based on the above guidelines will result in a forfeit.

Section 12.04 Scoring

- (a) During the first 4 innings of a game, a team is limited to scoring five (5) runs per inning. If an out-of-the-park home run is hit, all runners on base, plus the batter, will be allowed to score, and the batting team is allowed to finish the play, but a maximum of 5 runs will be recorded.
- (b) Beginning in the 5th inning, there shall be no run limit for either team.
- (c) Little League Rule, 4.10(e): If at the end of three (3) innings (two and one-half innings if the home team is ahead), one team has a lead of fifteen (15) Runs or more, the manager of the team with the fewest runs shall concede the victory to the opponent. If at the end of a regulation game (4 completed innings), one team has a lead of ten (10) runs or more, the manager of the team with the fewest runs shall concede the victory to the opponent. The home team, if behind, must bat in its half of the inning. If, after five (5) innings (four and one-half if the home team is ahead), one team has a lead of eight (8) runs or more, the manager of the team with the fewest runs shall concede the victory to the opponent.

Section 12.05 Base Stealing

- (a) Players may steal second and third on any pitch. Players may advance to home on a passed ball or wild pitch, but may not steal/delay steal home. However, a player may steal home if the ball is put back in play by the catcher (pitcher misses the throw back from the catcher, or the catcher throws to another base). Once the pitcher has controlled possession of the ball and is on the dirt portion of the mound, no stealing can continue until the next pitch is thrown.

Section 12.06 Walks

- (a) There shall be no intentional walks allowed.

Section 12.07 “Courtesy” Runner

- (a) During the Regular Season, when there are two (2) outs, a “Courtesy” runner may come in for the catcher only. The “courtesy” runner must be the last out.

Section 12.08 Length of Game

- (a) No new inning --defined as starting after the last out in the prior inning— shall begin after the game has been in progress for 2 hours. The game start time will commence on the first pitch and be monitored by the game's umpire. No exceptions.
- (b) Games can end in a tie. There is no time limit for playoff and tournament games, as they cannot end in a tie. Games should start on time and as scheduled.
- (c) Any team that cannot field a team needs to notify the opposing team and the league President 24 hours in advance. Failure to do so will result in a forfeit.
- (d) The eight-player rule is in effect for the 2025 season. The 9th player (missing from the game) will be placed in the 9th position of the batting order and be recorded as a “skip” in each batting rotation.
- (e) Games in progress may be suspended or called by the adult umpire on the field or a board member due to weather or the Darkness Rule. Makeup games will be rescheduled as soon as possible.

Section 12.09 Playoffs

- (a) The President and Player Agent will determine a playoff format. The format will be based on the number of teams in the Minor (AAA) Division and final season standings. Home-field advantage will be given to the higher-seeded team based on overall regular-season record.

Section 12.10 Playoff Seeding

- (a) Playoff seeding will be determined by overall regular-season record. In the case of a tie, the 1st tiebreaker will be head-to-head record, 2nd will be overall runs allowed.
- (b) If an interleague schedule is adopted, all interleague games on the schedule count toward the standings.

Section 12.11 Umpires

- (a) Adults or youth umpires may be used; the youth umpire(s) shall follow the following age limits:
 - MAJORS- Home plate ADULT, Field/bases 13+
 - AAA- Home plate 12+, Field/bases any majors player 10+
 - AA-Home plate 10+=, field/bases 10+

When a youth umpire is umpiring a game, an adult umpire or an adult will be appointed as a game coordinator. All disputes against a call made by the youth umpire will go directly to the adult umpire on the field or the appointed game coordinator.

- (b) Managers are only allowed to talk with the adult umpire or game coordinator regarding the youth umpire's call, and to ask them to clarify or dispute calls made by the youth umpire. An adult umpire or the adult game coordinator should listen to the dispute and then privately meet with the youth umpire to discuss it. The adult umpire or game

coordinator will then make the final ruling and inform the manager.

- (c) Any manager, coach, parent, player, or youth umpire who displays inappropriate behavior, bad language, or aggression that is directed at the youth umpire may be ejected from the game by the adult umpire on the field or the game coordinator. It would be subject to disciplinary action by the Board of Directors.
- (d) It is strongly recommended that playoff and championship games be umpired by adults and not youth umpires.

Section 12.12 Scorekeeping and Pitch Counts

- (a) In the absence of an official scorekeeper, the official scorebook for a game will be the home team's scorebook. The official scorekeeper shall be the official pitch counter for each game.
- (b) Pitch Count Data sheets shall be kept with each team's scorebook and must be completed at the end of each game and sent to the league President.
- (c) The intentional walk is NOT allowed in any Minor Baseball Division.
- (d) Scores must be reported by the Manager to the President of PALL within 24 hours of game time. Failure to report game scores and pitch counts will result in a forfeit.

Section 12.13 Clinics

- (a) It is Mandatory that at least one representative from each team attends all Rules, Safety, and Umpire Clinics each year. If a team fails to attend one or more of the clinics, that Team's manager shall be required to serve a (1) one-game suspension during the regular season.

Section 12.14 Field Setup/Cleanup

- (a) The Home Team is responsible for getting the field ready for the game. Those duties include, but are not limited to, unlocking the gates to the field and dugouts, chalking of base lines and batter's box, putting up a protective pad for the backstop, and setting up the bases.
- (b) The Visiting Team is responsible for field clean-up after the game. Those duties include, but are not limited to, raking and dragging the field, taking out and putting the bases away, covering the pitcher's mound and batter's boxes, locking the dugouts, gates, and equipment box when done.

Article XIII. LOCAL RULES - MINOR 8-9 DIVISION (AA)

Section 13.01 Instructional League

- (a) Minor 8-9 Division (AA) is intended to introduce competitive play while balancing Instruction and fundamentals. Managers and Coaches should keep this in mind as they develop all players' skills on their team.

(b) Each team's roster will be determined by a draft held at the beginning of the season. Once an official team roster is set at the beginning of the season, it cannot be modified except to fill an absence through the Player Agent from a lower division or waitlist.

Section 13.02 Playing Time

(a) No player will remain out of the defensive lineup for more than two (2) consecutive innings. Managers and coaches shall rotate defensive players.

Section 13.03 Batting

(a) A continuous batting order shall be used across games (the batting order starts off where it ended the previous game). Managers can make a single full lineup adjustment between the 5th and 6th games and another between the 10th and 11th games of the season. This will be their continuous lineup for the following 5-game stint.

(b) Managers can use a new batting lineup for each playoff game. In any tournament, a team can use a new batting lineup for each game.

(c) Failure to keep a continuous batting order based on the above guidelines will result in a review of the Manager by the Grievance Committee.

Section 13.04 Scoring

(a) In each inning of a game, a team is limited to scoring five runs. If an out-of-the-park home run is hit, all runners on base, plus the batter, will be allowed to score, and the batting team is allowed to finish the play, but a maximum of 5 runs will be recorded.

(b) The Little League Run Rule, 4.10(e), does not apply to the AA division's regular season. For playoffs, the Little League Run Rule 4.10(e) will apply for the AA division.

Section 13.05 Base Stealing

(a) A player may only steal one (1) base on any pitch. A player may only steal one (1) base per attempt and may not advance to an additional base on a defensive error. No player under any circumstances may steal home. A player can only score on a walk, a hit by pitch, or a batted-in-play ball.

Section 13.06 Walks

(a) There shall be no intentional walks allowed.

Section 13.07 "Courtesy" Runner

(a) During the Regular Season, when there are two (2) outs, a "Courtesy" runner may come in for the catcher only. The "courtesy" runner must be the last out.

Section 13.08 Length of Game

- (a) No new inning --defined as starting at the completion of the last out in the prior inning-- shall begin after the game has been in progress for 1:40 hours. A game officially ends after 2:00 hours.
- (b) The game start time will commence on the first pitch and be monitored by the game's umpire(s). Games can end in a tie.
- (c) There is no time limit for playoff and tournament games, as they cannot end in a tie.

Section 13.09 Playoffs

- (a) The President and Player Agent will determine a playoff format. The format will be based on the number of teams in the Minor (AA) Division. Home field advantage will be determined by a coin flip conducted prior to the beginning of the first pitch at the plate meeting with the umpire, who will flip the coin.
- (b) No new inning shall start after 1 hour and 40 minutes, with a hard stop at 2 hours. If at 2 hours and an inning is not completed, then the score reverts to the last completed inning. If the last completed inning ends in a tie, continue playing until a declared winner is determined.

Section 13.10 Playoff Seeding

- (a) The League Champion shall be determined by a tournament at the end of the season, with seeding determined by a random draw. The tournament format shall be determined by the league's President and Player Agent.

Section 13.11 Umpires

- (a) Adults or youth umpires may be used; the youth umpire(s) shall follow the following age limits:
 - MAJORS- Home plate ADULT, Field/bases 13+
 - AAA- Home plate 12+, Field/bases any majors player 10+
 - AA-Home plate 10+=, field/bases 10+

When a youth umpire is umpiring a game, an adult umpire or an adult will be appointed as a game coordinator. All disputes against a call made by the youth umpire will go directly to the adult umpire on the field or the appointed game coordinator.

- (b) Managers are only allowed to talk with the adult umpire or game coordinator regarding the youth umpire's call, and to ask them to clarify or dispute calls made by the youth umpire. An adult umpire or the adult game coordinator should listen to the dispute, then privately meet with the youth umpire to discuss it. The adult umpire or game coordinator will then make the final ruling and inform the manager.
- (c) Any manager, coach, parent, player, or youth umpire who displays inappropriate behavior, bad language, or aggression directed at the youth umpire may be ejected from the game by the adult umpire on the field or the game coordinator. It will be subject to disciplinary

action by the Board.

(d) It is strongly recommended that playoff and championship games be umpired by adults and not youth umpires.

Section 13.12 Scorekeeping and Pitch Counts

(a) In the absence of an official scorekeeper, the official scorebook for a game will be the home team's scorebook. The official scorekeeper shall be the official pitch counter for each game.

(b) Pitch Count Data sheets shall be kept with each team's scorebook and must be completed at the end of each game and sent to the league President. The intentional Walk is NOT allowed in any Minor Baseball Division.

(c) Scores must be reported by the Manager to the President of PALL within 24 hours of game time. Failure to report game scores and pitch counts will result in a review of the Manager by the Grievance Committee.

Section 13.13 Clinics

(a) It is Mandatory that at least one representative from each team attends all Rules, Safety, and Umpire Clinics each year. If a team fails to attend one or more of the clinics, that Team's manager shall be required to serve a (1) one-game suspension during the regular season.

Section 13.14 Field Setup/Cleanup

(a) The Home Team is responsible for getting the field ready for the game. Those duties include, but are not limited to, unlocking the gates to the field and dugouts, chalking of base lines and batter's box, putting up a protective pad for the backstop, and setting up the bases.

(b) The Visiting Team is responsible for field clean-up after the game. Those duties include, but are not limited to, raking and dragging the field, taking out and putting the bases away, covering the pitcher's mound and batter's boxes, locking the dugouts, gates, and equipment box when done.

Article XIV. LOCAL RULES – SINGLE A MACHINE PITCH 6-7 DIVISION (A)

Section 14.01 Objective

- (a) Single A Machine Pitch 6-7 Division (A) games are an extension of practice - low key and non-competitive. The focus is on fundamental skills and sportsmanship. Accordingly, game scores and league standings are not maintained.

Section 14.02 Field Setup/Cleanup

- (a) The Home Team is responsible for getting the field ready for the game. Those duties include, but are not limited to, unlocking the gates to the field and dugouts, chalking of base lines and batter's box, putting up a protective pad for the backstop, and setting up the bases.
- (b) The Visiting Team is responsible for field clean-up after the game. Those duties include, but are not limited to, raking and dragging the field, taking out and putting the bases away, locking the dugouts, gates, and equipment box when done.
- (c) Coaches will umpire their own games.

Section 14.03 Length of Game

- (a) Games will last six innings or 90 minutes, whichever occurs first.

Section 14.04 Batting

- (a) A Pitching machine will be used during the entire length of a game.
- (b) The batter may only take four (4) pitches without swinging and will be limited to three (3) swinging strikes. This would then be a seven (7) pitch count max per batter. Foul balls will count as swings. If after 3 swinging strikes and the ball is not put in play, the tee will be set up for the batter to hit from.
- (c) Each team will bat their entire lineup or 3 defensive outs each inning, whichever comes first, and then switch.

Section 14.05 Bunting

- (a) Bunting is not allowed in Single A Machine Pitch 6-7 Division (A).

Section 14.06 Bat Safety

- (a) Remind all players that after swinging the bat, it is NOT to be thrown. A player (at the discretion of the coach) will sit out the next inning or miss the next at-bat if a bat is thrown.

Section 14.07 Pitching

- (a) A pitching machine shall be used for this division. Coaches (must be at least 18 years of age and a registered coach or manager with a completed background check) will only be allowed to feed balls to the pitching machine.

Section 14.08 Batting Order

- (a) A continuous batting order shall be used across games (the batting order starts off where it ended the previous game). Managers can make a single full lineup adjustment between the 5th and 6th games and another between the 10th and 11th games of the season. This will be their continuous lineup for the following 5-game stint.
- (b) Failure to keep a continuous batting order based on the above guidelines will result in a review of the Manager by the Grievance Committee.

Section 14.09 Ball in Play

- (a) Play stops when the ball is in possession of an infielder or catcher. Runners must return to their base if they have not reached the halfway point of their next base when the infielder or catcher takes possession of the ball. However, play must continue if runners are forced to advance to the next base. For example, with a runner on first and a ground ball to second, the defense must attempt to get the runner out rather than hold on to the ball to retain the runner at first.
- (b) (Coach) Umpires will raise their hands and declare when play is over (i.e., "Dead Ball").
- (c) If a defensive player makes an out (i.e., 1st baseman fields the ball and tags 1st base before the runner reaches the base), the runner shall be called out and return to the dugout.

Section 14.10 Positions

- (a) 10 defensive players will be allowed on the field, including a "pitcher" player position, Left Field, Left-Centerfield, Right Field, and Right-Centerfield. (There cannot be 5 infielders, i.e., a fielder on 2nd base). Outfielders should be standing on the outfield grass.

Section 14.11 Substitutions

- (a) Defensive substitutions will be made in every inning to keep players' attention. No player shall be out of the game for 2 consecutive defensive innings. Managers are encouraged to develop players at all positions by rotating them each game or each inning.

Section 14.12 Defensive Coaches

- (a) Defensive coaches may be on the field of play to assist their players. One coach must be in the dugout or with the batting lineup at all times when their team is batting or when a player is in the dugout.

Section 14.13 Clinics

- (a) It is Mandatory that at least one representative from each team attends all Rules, Safety, and Umpire Clinics each year. If a team fails to attend one or more of the clinics, that Team's manager shall be required to serve a (1) one-game suspension during the regular season.

Section 14.14 Offensive Ball Hits Machine or Bucket of Balls

- (a) If the batter hits the ball and the ball hits the pitching machine or the bucket of balls, it is a dead ball and considered a single. The coach feeding the machine must raise their hands in the air and declare the ball is dead (i.e., "dead ball") to prevent the defense from running towards the ball and advance all the runners one base.

Section 14.15 Less Than 9 Players

- (a) Games can start and finish with fewer than 9 players. If the absent player is up to bat, that player will be skipped without further penalty.

Article XV. LOCAL RULES - T-BALL 4-5 DIVISION

Section 15.01 Objective

- (a) T-Ball 4-5 Division games are an extension of practice--low-key and non-competitive. Focus is on fundamental skills and sportsmanship. Accordingly, game scores and league standings are not maintained.

Section 15.02 Offense/Lineups

- (a) Each team will bat 4 players per inning. The last batter (4th batter) will run all the bases like a home run. After the 4th batter, the teams will switch sides, offense and defense. In the next inning, the 5th player in the lineup will lead off the inning batting.
- (b) Teams will change their lineup each game, so a different player will be the 4th batter. Failure to change the lineup in each game in accordance with the above guidelines will result in a review of the Manager by the Grievance Committee.

Section 15.03 Field Setup/Cleanup

- (a) The Home Team is responsible for getting the field ready for the game. Those duties include, but are not limited to, unlocking the gates to the field and setting up bases and a tee.
- (b) The Visiting Team is responsible for field clean-up after the game. Those duties include, but are not limited to, removing the bases and tee from the field, locking the gates, and returning the tee and bases.

Section 15.04 Length of Game

- (a) Games will have a 1-hour time limit.

Section 15.05 Bat Safety

- (a) Remind all players that after swinging the bat, it is NOT to be thrown. A player (at the discretion of the coach) will sit out the next inning if a bat is thrown.

Section 15.06 Positions

- (a) 10 (or fewer) defensive players will be allowed on the field with no more than 6 players on the infield.

Section 15.07 Field Size

- (a) Base paths will be 50 feet.

Section 15.08 Defensive Coaches

- (a) Defensive coaches may be on the field of play to assist their players. One coach must be in the dugout or with the batting lineup at all times when their team is batting or when a player is in the dugout.

Section 15.09 Clinics

- (a) It is Mandatory that at least one representative from each team attends all Rules and Safety Clinics each year. If a team fails to attend one or more of the clinics, that team's manager shall be required a one (1) game suspension during the regular season.

Article XVI. ALL-STARS: SENIOR DIVISION (Ages 14-16)**Section 16.01** See Petaluma Combined Senior League Rules.

Article XVII. ALL-STARS: JUNIORS, INTERMEDIATE, MAJORS, AAA, & AA Teams (AGES 8-15)

Section 17.01 Managers

- (a) Managers and Coaches shall apply for the Junior, Intermediate 50/70, 12U, 11U, 10U, AAA, & AA Teams. The Manager Selection committee, designated by the Board of Directors, will make recommendations from the pool of applicants to the President. The President will ask the Board of Directors to conduct a sealed-ballot vote to approve the All-Star Manager assignments. The Managers will not be named until after the team is selected. The Board of Directors has the right to refuse the position to any Manager based on his performance and/or behavior during the regular season.
- (b) In the event that a combined league is held for any division, manager and coach selection shall be in accordance with the Petaluma Combined League Rules.

Section 17.02 Coaches

- (a) The designated All-Star Manager recommends their choice of Coaches to the President. The President and the Board of Directors approve the All-Star Team coaches.

Section 17.03 Selection Process

- (a) Each Manager will nominate 6-10 Players from their own team. In the Majors Division, each Manager can nominate 6 players per age group (10U, 11U, 12U). If a Manager doesn't nominate a player that other Managers feel needs to be nominated, that player will be nominated. If more than 10 players have been nominated, the Managers will vote on a scale of 1-10 (10 being the highest) to select the team from the nominated players. The vote will proceed in rounds, with the top vote-getter in each round until 10 players have been selected. The designated All-Star Manager and Coaches may select up to 5 additional team members to complete the roster.
- (b) The Junior/Senior Team is selected during a meeting with all the Jr. Division Managers, Player Agent, and the President. The Intermediate 50/70 Team is selected during a meeting with all the Intermediate Division Managers, Player Agent, and the President. The 12U, 11U, and 10U teams are selected during a meeting with all the Major Division Managers, Player Agent, and the President. The AAA & AA Teams are selected during a meeting with all the AAA & AA Division Managers, Player Agent, and the President.
- (c) Players may only be rostered to one (1) All-Star team.
- (d) In the event that a combined league is held for any division, manager and coach selection shall be in accordance with the Petaluma Combined League Rules.

Section 17.04 Eligibility

- (a) All players who have played in a minimum of 8 of the regularly scheduled season games are eligible for the All-Star team. Special eligibility conditions apply to players who missed scheduled games due to participation in High School baseball. See the operating manual for details.

Article XVIII. FIELD LIGHTING

Section 18.01 Field Lighting Use

- (a) Field lights shall be used exclusively by PALL teams for game play and practices. All other requests for field lighting shall be submitted and approved by the Board of Directors prior to their use.

Section 18.02 Curfew

- (a) Field Lighting shall be activated at dusk and remain on until either the game or practice has concluded or 10:30 pm whichever comes first. No new inning shall begin after 10:00 pm. A mandatory "Lights Out" shall be no later than 10:30 pm, as required by the City of Petaluma.

Section 18.03 Lighting Malfunction

- (a) If during any game the Field Lighting System malfunctions or shuts down, gameplay shall be temporarily delayed for 15 minutes, and the system shall be reset. If, after 15 minutes, the system cannot be fully restored, then gameplay shall be suspended, and the remaining innings rescheduled.

Article XIX. DISBURSEMENTS

Section 19.01 Disbursements of PALL Funds

- (a) No league officer, agent, or volunteer shall disburse any PALL funds or enter into any contract in excess of \$250.00 without approval of the Board of Directors.
- (b) The President shall not disburse any PALL funds in excess of \$500.00 without Board of Directors approval.
- (c) A receipt is required for ALL reimbursements, along with a reimbursement form.
- (d) Anything exceeding \$500.00 will require board approval.

Article XX. MANDATORY REPORTING PROCEDURE

As a Manager/Coach and/or a league official, you are a mandatory reporter. If you see a child actively being abused or sexually abused, call 911 immediately.

- (a) If you suspect a child of being abused or sexually abused, you need to do the following:
 - (i) *Call the authorities (Petaluma police non-emergency number (707) 778-4373)*
 - (ii) *Call the league President (Hamid Khalili 415-384-1048).*
- (b) For more information on the Child Protection Program, please see the Safe Sport Act in the Petaluma American Safety Plan.

These bylaws were reviewed and adopted by the Petaluma American Little League Board of Directors on December 4, 2025.

President's Name

President's Signature

Date

Hamid Khalili

12/14/2025