



2026 Bylaws

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ARTICLE I – ECLL OBJECTIVE

Section 1. The objective of East County Little League, hereafter referred to as "ECLL", is to implant firmly in the youth 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 who will grow to become good, decent, healthy, and trustworthy citizens.

Section 2. To achieve this objective, these bylaws are established to supplement ECLL's Constitution.

Section 3. All duly adopted By Laws of ECLL shall be binding on all members of said league, but in no way shall these bylaws be in conflict with the rules and regulations of Little League Baseball, Inc.

Section 4. The official playing rules and regulations as published by Little League Baseball, Inc. shall be binding on ECLL.

ARTICLE II – EXECUTIVE BOARD (EBoard)

Section 1. The Executive Board, hereafter referred to as "Eboard", shall be composed of any part or all the Board of Directors.

Section 2. Chairpersons or committee members are not included on the Eboard.

Section 3. President, Vice President of Operations, Vice President of Baseball, Vice President of Softball, Secretary, Treasurer, Chief Umpire, Player Agent(s) of Baseball, Player Agent(s) of Softball is automatically included as a part of the Eboard. All other members of the Eboard can be voted on by the entire Board.

*All Eboard members must have at least 1 year of experience. The President has the ability to waive 1 year of experience requirement.

ARTICLE III - CHANGES TO THE BY LAWS

Section 1. East County Little League Bylaws are a living document and provide a general framework for league operations.

Section 2. The President shall delegate a Bylaw Review Committee who will solicit any proposed changes annually and present to the entire board to vote on immediately following the annual elections.

Section 3. All proposed changes to the By Laws shall be brought before the Board of Directors and general membership during a regularly scheduled meeting prior to January 1st of the upcoming season. The presence and input of the general membership during the review process is welcome. However, in no way is this provision intended to imply that all or any part of the general membership must be present in order for the board to execute this action.

Section 4. Majority vote of the entire board of directors shall be required to make changes to the Bylaws.

Section 5. While changes to the Bylaws may be made at any time, changes after January 1st of the upcoming season are not recommended but may need clarification.

ARTICLE IV - RULES AND REGULATIONS

Section 1. All player matters shall be brought to the attention of the Player Agent who may consult with the EBoard on an as needed basis to bring such matters, as applicable, before the EBoard.

Section 2. Ground Rules: The Fields & Grounds Coordinator, Director of Umpires, and VPs of Baseball and Softball will be responsible for setting any ground rules needed on the fields being used before the season starts. These rules will be incorporated into the Bylaws and provided to the managers concerned before the season starts. Additionally, the ground rules shall be discussed prior to each game at the pre-game meeting by the home plate umpire. Refer to the Ground Rules Binder in the field box for questions during games (*Interleague divisions will play by District 4 rules*).

Section 3. Time Limit: For T-Ball no new inning shall start after 1 hour and 15 minutes of the posted

game time. For Farm no new inning shall start after 1 hour and 30 minutes of the posted game time. For A, AA and AAA Baseball and Softball only, no new inning shall start after 1 hour and 45 minutes of the posted game time. For Majors and above, Baseball and Softball, no new inning shall start after 2 hours of the posted game time. By definition, a new inning officially begins when the last out is completed in the bottom half of the previous inning. (*Interleague divisions will play by District 4 rules*).

Section 4. Tie games: For AA and above Baseball and Softball only, all official games resulting in a tie will remain a tie and be posted as such. NOTE: For AA and AAA divisions, If there is still time remaining per *section 3*, tie games after 6 innings shall continue until the time limit is reached, the game is called for darkness or there is a winner. For Major divisions, if there is still daylight remaining (on a weeknight game only), tie games after 6 innings shall continue until the time limit is reached or there is a winner.

Section 5. Field and Weather Conditions: Once a game begins, the Home Plate Umpire for each game has sole responsibility to determine if field and weather conditions are acceptable with regards to darkness and/or rain. He/She is the only person that can suspend a game for such conditions.

Section 6. Rescheduling of Games: Any games suspended prior to becoming official need to be forwarded to the VP of Baseball and Softball and/or the League Scheduler to be rescheduled. The VP of Baseball and Softball has the final say as to when games are rescheduled. This is not negotiable. Any competitive division games needing to be rescheduled shall be handled in the following manner: The umpire shall call a “no game” and the managers will reach out to the VP of Baseball or Softball for rescheduling Due to the limitations on the calendar and available fields, games will only be rescheduled due to weather or light as outlined in this section.

Section 7. Forfeits (competitive divisions only): A minimum of 8 players must be present for each team to begin any competitive division game. Any competitive division team who does not have at least 8 players present at the scheduled game time shall forfeit the game to the opposing team. If both teams do not have at least 8 players at the scheduled game time, the game will be referred to the VP of Baseball and Softball and/or the League Scheduler to be rescheduled.

-If both managers agree, a player from the full team can loan a fielder to the short team on defense.

Section 8. All teams including players, managers, coaches, and spectators are responsible for cleaning up and properly disposing of all garbage on and around their field after each game.

Section 9. ECLL opts to invoke the run rule as allowed in Rule 4.10(e) of the Little League Official Rules and Regulations.

Section 10. Inter-leaguings Divisions will follow District Inter-league rules or Little League rules outlined in appropriate rulebooks.

Section 11. Pets, alcohol, and tobacco are prohibited at any East County Little League event.

Section 12. Forms: Managers are responsible for having a copy of a completed and signed Medical Release form for each player on their team prior to the start of any team practices. The Medical

Release forms must be present for all team practices and games. Any players who have not turned in a completed form may not participate in their team's practices or games.

Section 13. Shoes: For safety reasons, no open toed sandals or shoes of any kind are allowed on the playing field or in the dugout during any ECLL game or practice.

Section 14. League Volunteers: Per Little League rules, any adult volunteers who are in "regular" contact with players must complete the Little League Volunteer Application. The Board of Directors shall appoint a single board member to run all background checks for any applicants every year. Any applicants who have a criminal background shall not be approved as a league volunteer to include team practices and games. ECLL will destroy all documents with volunteer applicant's personal information once background checks are complete.

Section 15. Minimum Play Time: Per the Little League rule book, "Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one time." The only exception to this rule is when an official game is shortened for any reason (darkness, run rule, weather). For ECLL teams - If a player does not play the minimum play time due to a shortened game as described above, that player must start the next game played and stay in the game until minimum play time for that game is met.

ARTICLE V – TECHNOLOGY AND SOCIAL MEDIA

ECLL Logo

The ECLL logo, in any form, is the property of ECLL. There are currently three approved versions of the ECLL logo, which can be used for various purposes and in variant colors. However, all uses of the logo will be for official ECLL use (League communications, uniforms, related apparel, etc.) only. Any other use of the ECLL logo must receive prior Board approval. The ECLL approved logo may not be otherwise altered without Board consent. As approved, the following three versions of the ECLL logo, in variant colors as necessary and appropriate, are as included below.

ECLL Website

The Board will maintain a website for the purpose of communicating with its general membership information relative to ECLL. The Director(s) of Information will maintain primary responsibility and control over the website. Any control assigned is subject to withdrawal.

Personal Player Information Personal player information, including a combination of name, age, address, phone number and/or parents' names, constitutes personal player information and is not to be available to the public on the website.

Host If used, a host website will be chosen by the Board and all postings will be subject to the requirements of the Host in addition to those of ECLL and LLI.

Team Pages As allowed, the Director of Information may administer a Team Pages section, allowing teams in each division to include team information which may include personal player information,

practice and/or game schedules, notifications, pictures, etc. To the extent that any such pages are created for teams to administer, assigned administrators and/or their designees will abide by the same content requirements for the general website.

Web Site Information and Posting Expectations

Little League International requires all chartered leagues to use eTeamz, a web management community, to facilitate a common directory of local leagues that consumers can easily find and use. However, local leagues can choose to use another web management community, or create their own, provided that it can be found through the eTeamz page.

ECLL has chosen Blue Sombrero, a separate web management community, as its host using the domain EastCountyLittleLeague.com. Through Blue Sombrero, ECLL is able to provide valuable information about our league, provide updates to parents and share information about teams. The Blue Sombrero site is also situated to allow ECLL players to register online. The ECLL Director of Information, or Webmaster, manages and maintains our league website. Each team is also provided an opportunity to create a webpage. Individual teams are responsible to maintain their sites. The expectations for team website page managers are:

- a) Only players' first names can be used on the website in areas available to the general public. Pages requiring log in information that is provided only to the general membership or a specific group thereof (e.g. managers/coaches) may include player first and last names.
- b) Only positive comments and encouraging words are allowed. No derogatory or sarcastic comments about players on your team, opposing teams, or coaches (even in jest) are allowed. If comments are made about any competitions, they must be positive and encouraging.
- c) Unless ECLL receives a written request otherwise, parents and guardians registering their player for the season consent to the use of the player's likeness or image on the ECLL website and/or social media. All pictures and images posted must be in good taste. Violation of these expectations will result in removal of any inappropriate content, a warning issued by the VP of Operations and/or the President, and ultimately may result in removal of the team website page manager and/or the team website page itself.

Press Releases

The Director(s) of Information, the VP of Operations or the President will approve press releases. Photography All members agree that photographs may be taken during the course of league sponsored events, practices and games, are the property of the photographer, and are subject to distribution or reproduction.

ECLL Team Photos

The Board shall select a photography company to produce team and individual photos of all teams and players, and shall coordinate the photographing of all teams. Parents/Guardians and/or their players are not required to purchase team or individual player photographs, however, the identified company will photograph all teams. Candid Photos Players, Player Parents/Guardians, other Volunteers, Coaches/Managers, Umpires, Fans and third party photographers may photograph any

ECLL general member at any time during a ECLL event (practice, game, special event or otherwise). Any such photography is the property of the photographer. Little League International also prohibits the posting of Little League player images on websites that are not managed by chartered Little Leagues without the direct consent of the parent or guardian and in some cases, without the consent of Little League International. For more information about posting images of ECLL players as limited by Little League International, please refer to www.littleleague.org. Social Networking and other Internet sites All social networking sites such as Facebook and Twitter, and all other internet sites representing either the league or individual teams must be approved by the board and management access granted to the Director of Information (Webmaster). The allowed and appropriate usage of these sites is subject to the requirements outlined under the ECLL Website section (above) and the Board may approve other documents as is.

ARTICLE VI – UNIFORMS

Uniforms are the property of ECLL for the duration of the season and are given to the player to keep at the end of the season.

Section 1. Every player is required to wear a complete league supplied uniform at every game. A complete league supplied uniform, unless otherwise noted, consists of the following:

- a) Adjustable fit uniform hat/Visor.
- b) Uniform shirt/jersey with team logo and number or a “tank” style jersey (Softball) with team name and number.
- c) Baseball/Softball pants.
- d) Uniform socks and belts if applicable.
- e) Under-sleeves and sliding pants are strictly optional and are not supplied by ECLL. If under clothes are worn, they must be of uniform color throughout the team. Each player will determine whether they wish to purchase and wear such items. For pitchers items worn must comply with Little League Rule 1.00(3) and Little League Rule 1.11(a)(3)

Section 2. Names on Uniforms:

- a) Names on shirts/jerseys (where applicable) shall be across the back of the shoulders, above the jersey number, and shall be uniform for the whole team. Tee Ball and Farm Division will not have names placed on their uniforms and will not be allowed to be placed onto uniforms for safety reasons.
- b) The size and font style of the lettering shall be determined by the Uniform Coordinator and the vendor, and may not be altered except with respect to size when necessary to fit a long name on the shirt.
- c) Only last names may be used. First names are not allowed. If there are siblings on the same team, or unrelated children with the same last name, then it is acceptable to precede the last name with a first initial. If first initials are also the same, then middle initials may be used.
- d) Names/numbers on hats/visors is permissible with the following restrictions:
 - a. T-ball and Farm and A divisions may do numbers only for safety reasons.

- b. Adhering to uniformity, this is an all or nothing agreement, either all players have names/numbers, or none have them.
- c. Names will be last or first names only.

Section 3. Parents are responsible for the cleaning and repair of the uniform.

Section 4. ECLL Board of Directors reserves the right to not put names on jerseys if they so choose by a board vote. The vote must be approved with a simple majority.

ARTICLE VII – EQUIPMENT

Equipment and balls are the property of ECLL for the duration of the season and are given to the manager to keep until the end of the season.

Section 1. Only the Managers (or delegated assistant coach) of each team can check out equipment for their team for the current season.

Section 2. Managers will be required to place a deposit for equipment that will be refunded upon returning the equipment.

Section 3. Equipment Distribution

- a) ECLL will have at least 2 equipment pick up days within 2 weeks before or after the draft date. Dates will be emailed to managers and posted on social media.
- b) Managers will be required to sign an equipment check out form and bring their deposit before equipment is given.

Section 4. Equipment

- a) Non-Competitive Equipment includes, but is not limited to complete set of catcher’s gear, batting helmets, batting tee’s, balls
- b) Competitive Equipment includes, but is not limited to complete set of catcher’s gear, practice balls, batting helmets, bow net

Section 5. Balls

- a) Managers will receive a limited amount of practice balls for the season.
- b) Game balls
 - a. Competitive Games – Balls will be provided by the league to the umpires before each competitive game.
 - b. Non-Competitive Games – use the balls provided as practice balls for games.
 - c. ECLL requests that all balls be returned for use in the following season.

Section 6. Equipment Return

- a) ECLL will have at least 2 equipment return dates within 2 weeks of closing day. Dates will be emailed to managers and posted on social media.
- b) Managers will be given their deposit checks back upon return of all the checked out equipment.
- c) Equipment Manager will endeavor to make every attempt to contact Manager to return gear before deposit is cashed. Deposit will be cashed if no contact is made.
- d) Equipment Manager will give separate return dates for TOC and All-Star Managers. Only the manager will be allowed to keep equipment for All-Stars. If there are multiple Managers coaching one All-Star team the Equipment Manager has the right to request the equipment be returned from anyone other than the All-Star Manager.

ARTICLE VIII – SAFETY

Safety is the number one priority of ECLL.

Section 1. Safety Manager will implement Safety Plan by the Little League due date.

Section 2. Managers and Coaches will be required to report any injuries to the Safety Manager within 24 hours of the incident.

Section 3. Safety Manager will be responsible for completing the report and submitting to Little League as required by insurance.

Section 4. AED's and League ASAP will be readily available at game fields. This includes Antioch Youth Sports Complex, Oakley Elementary and Laurel Ball Fields. If game locations change, accommodations will need to be made to have these items available.



DIVISIONS

ARTICLE IX - TEE BALL DIVISION – *NON-COMPETITIVE*

Section 1. Limited to players of league age 3(calendar age), 4 & 5. This is a co-ed division. League age of all players (boys and girls) in this division is determined by the baseball league age cutoff date (August 31st of the calendar year).

Section 2. There are no wins, losses or forfeits in Tee Ball.

Section 3. The score will not be kept.

Section 4. A batting tee shall be used during the 1st half of the season. During the 2nd half of the season, the manager or a coach may pitch the ball. If pitched, and the batter has not hit the ball after 5 tries, the tee will be used until the batter puts the ball in play.

Section 5. Outs will be called on the bases by the defensive coaches with players not allowed to remain on base if called out. However, outs will not count toward retirement of the offensive team; which shall be retired only once the entire order has batted in that inning.

Section 6. It is the responsibility of the offensive coach/pitcher to place the ball and tee in position for play, and to remove the tee immediately after the ball is hit so that it will neither present a hazard to the players nor interfere with any subsequent play.

Section 7. The defensive coach shall play his/her entire roster on the field. However, infield positions shall conform to those of regulation baseball.

Section 8. In consideration of the non-competitive nature and beginning skill level of this division, a batted ball shall be considered dead and runners may no longer advance beyond the base to which they are already at or headed once the ball has been fielded and returned to within the confines of the infield.

Section 9. No sliding or bunting is allowed.

Section 10. Tee Ball uses the regulation Tee Ball (Level 1).

Section 11. The Lower Division Coordinator assigns players to teams. There are no tryouts or drafts.

Section 12. Parents may request assignment preferences in Tee-Ball division. Preference may be a request to be assigned to a particular team or manager or with a sibling or a particular child. ECLL cannot guarantee assignment requests.

Section 13. 1 coach must always remain in the dugout when players are present in the dugout, and remaining coaches present may be on the field at any one time per team.

Section 14. Time Limit-Reference Article IV Section 3 for division time limit.

ARTICLE X - FARM BASEBALL DIVISION – *NON-COMPETITIVE*

Section 1. Limited to league ages 5 & 6. This is a coed division. League age of all players (boys and girls) in this division is determined by the baseball league age cutoff date (August 31st of the calendar year).

Section 2. The offensive manager or coach is home plate umpire and pitcher. Defensive manager and both coaches from both sides may be used to umpire the bases. Base umpires will position themselves in the vicinity of first and third bases. The offensive manager umpires the plate from the vicinity of the pitcher's mound. Only players and persons acting as umpires, coaches and managers are allowed in the field of play.

Section 3. The defensive team shall not field more than 10 players, 4 being outfielders. Outfielders shall be positioned in the outfield and start with both feet beyond the cut of the outfield grass.

Section 4. During the first half of the season, each batter will get 5 hittable pitches from the offensive coach using coach pitching and up to 3 swings off the batting tee if needed. The batter will be retired but not considered an out if he/she still fails to hit the ball from the tee. There are no called strikes or balls and there will be no walks.

Section 5. During the second half of the season, there will be no tee. The batter will be retired but not called out if he/she fails to hit the ball after 5 hittable pitches. There are no called strikes or balls and no walks. The batter will not be called out if the 5th pitch is a foul ball.

Section 6. The offensive team is retired when either the defensive team completes three fielding outs or offensive team bats through the order.

Section 7. No stealing or bunting is allowed, and infield fly rule will not be in effect.

Section 8. Every player on the team will participate in each game. The entire roster forms the batting

order. Managers are strongly encouraged to make sure that all players hit in different spots in the order throughout the season. No player will sit out more than one inning in a row which means that benched players must rotate every inning. Every player should have a chance to play every position and be rotated frequently, preferably every inning. In the interest of safety, managers should consider the risk of injury when positioning players.

Section 9. The farm division uses the level 5 ball.

Section 10. The Lower Division Coordinator assigns players to teams. There are no tryouts or draft.

Section 11. Parents may request assignment preferences in Farm division. Preference may be a request to be assigned to a particular team or manager or with a sibling or a particular child. ECLL cannot guarantee assignment requests.

Section 12. To reinforce the instructional spirit of this division, score is not kept and there are no winners or losers.

Section 13. A game is complete when 4 innings of play are completed. However, no new inning may start after 1 hour 30 minutes from the scheduled game time.

Section 14. The first half of the season is completed when 50% of the regular schedule has been completed.

Section 15. Batters and runners may advance no more than 1 base for any ball hit into the infield that remains in the infield. Batters and runners may advance no more than 2 bases (from the base occupied at the time of pitch) for any ball hit past the outfielders.

Section 16. 4 coaches are allowed on the field/dugout at any time. 1 coach must remain in the dugout at all times when players are present in the dugout, and up to 3 coaches on the field at any one time per team.

Section 17. Time Limit-Reference Article IV Section 3 for division time limit.

Article XI- A BASEBALL DIVISION – *NON-COMPETITIVE*

Section 1. Limited to league age 7 & 8. Teams are selected by draft and are normally but not necessarily limited to a roster of 12 players. Player candidates must attend and complete one of the scheduled tryouts to be drafted onto a team. Teams will be built by the LD Coordinator

Section 2. Continuous Batting Order shall be used in this division. Defensively, only 9 players may be on the field and minimum playtime rules are in effect.

Section 3. The offensive team is retired when either the defensive team completes three outs or

the offensive team has scored 5 runs in the inning.

Section 4. Player/Coach pitch will be used during the entire season. After four balls, an offensive coach will come onto the field to complete the batters turn at bat. The coach will assume the strike count that the batter currently has. The defense coach shall continue to call balls and strikes until either the ball is put in play, or the batter strikes out. The offensive team must still have a coach in the dugout while the coach is on the field pitching. The defensive team's pitcher must remain by the pitcher's mound. (The pitcher cannot play another position.) During coach pitch, the coach will pitch to the player from the pitcher's mound.

Section 5. A player may not pitch more than 2 innings in any week. Refer to "Pitch Count" restrictions put forth by Little League.

Section 6. Stealing and bunting is not allowed in this division.

Section 7. The defensive team will provide a coach to umpire behind the pitcher.

Section 8. Single A division will use a level 5 ball.

Section 9. The pitching distance will be forty (40) feet (From the back point of home plate to the front edge of the pitching rubber).

Section 10. Batters and runners may advance no more than 1 base for any ball hit into the infield that remains in the infield. Batters and runners may advance no more than 2 bases (from the base occupied a the pitch) for any ball hit past the outfielders.

Section 11. Time Limit-Reference Article IV Section 3 for division time limit.

ARTICLE XII - AA BASEBALL DIVISION – COMPETITIVE

Section 1. Limited to league ages 7, 8 & 9. Teams are selected by draft and are normally but not necessarily limited to a roster of 12 players. Player candidates must have attended a tryout to be drafted.

Section 2. Continuous Batting Order shall be used in this division. Defensively, only 9 players may be on the field and minimum playtime rules are in effect.

Section 3. The offensive team is retired when either the defensive team completes three outs or the offensive team has scored 5 runs in the inning; except in the 6th inning or beyond there is no run limit.

Section 4. Refer to "Pitch Count" restrictions put forth by Little League.

Section 5. Pitching – For each at bat, the player will pitch until A) the batter puts the ball into play, B) the batter strikes out, or C) 4 balls are called on the batter. After ball 4, a coach from the offensive team (1st or 3rd base coach only) shall come in to pitch with the existing strike count on the batter. The umpire shall continue to call balls and strikes until the batter puts the ball in play or strikes out. After completion of the first half of the season the coach pitch portion of the rule may be removed.

Removal is at the discretion of the VP of Baseball.

Section 6. During the 1st half of the season, base runners may only advance one base per steal attempt. This rule is to help encourage catchers to attempt to throw out base runners without further consequence of a bad throw.

Section 7. Over Throws-During the first half of the season runners may only advance 1 base on 1 overthrow.

Section 8. There will be no stealing of home plate except on passed balls where the pitched ball gets by the catcher. A player may not steal home on a ball being returned to the pitcher.

Section 9. A runner attempting to advance towards home while stealing or on passed balls, that then retreats towards 3rd, gives up the right to score during that play and is at the risk of being tagged out on the retreat towards 3rd.

Section 10. Stealing, bunting and walks are not allowed during coach pitch.

Section 11. Infield Fly Rule-The in-field fly rule will not be in play.

Section 12. Time Limit-Reference Article IV Section 3 for division time limit.

Section 13. AA Baseball Division Champions will be determined by a playoff system which will be played at the conclusion of the regular season. See Article XXVIII for details about the playoffs.

ARTICLE XIII - AAA BASEBALL DIVISION – COMPETITIVE

Section 1. Limited to league ages 9, 10 & 11. Teams are selected by draft and rosters are normally but not necessarily limited to 12 players. Player candidates must attend and complete one of the scheduled evaluations to be drafted.

Section 2. The offensive team is retired when either the defensive team completes 3 outs, or the offensive team has scored 5 runs; except in the 6th inning or beyond there is no run limit.

Section 3. Continuous Batting Order shall be used in this division. Defensively, only 9 players may take the field but minimum play rules are in effect.

Section 4. Refer to “Pitch Count” restrictions put forth by Little League.

Section 5. Time Limit-Reference Article IV Section 3 for division time limit.

Section 6. AAA Baseball Division Champions will be determined by a playoff system which will be played at the conclusion of the regular season. See Article XXVIII for details about the playoffs.

ARTICLE XIV - MAJOR BASEBALL DIVISION – COMPETITIVE

Section 1. Limited to league ages 10, 11 & 12. Teams are selected by draft. Player candidates must attend and complete one of the scheduled tryouts to be drafted. Team rosters will consist of at least 12 players. All teams in this division must draft an equal number of players and keep at least 12 all season.

Section 2. Players in this division are property of the division and not of any specific team. Each player must try out each year as all teams will be redrafted every year.

Section 3. Refer to “Pitch Count” restrictions put forth by Little League.

Section 4. All 12-year-olds must play in Majors or up.

Section 5. Major Baseball Division Champions will be determined by a playoff system which will be played at the conclusion of the regular season. See Article XXVIII for details about the playoffs.

Section 6. Time Limit-Reference Article IV Section 3 for division time limit.

Section 7. District 4 Baseball Interleague playing rules shall supersede these local Bylaws if applicable to this division.

ARTICLE XV- INTERMEDIATE (50-70)Division – COMPETITIVE

Section 1. Limited to league age 11, 12 & 13. All teams will have at least 11 but not more than 15 players. Players in this division are property of the division and not of any specific team. Each player must try out each year as all teams will be redrafted every year.

Section 2. Play will be on Intermediate 50-70 diamond with 70-foot base paths and 50-foot pitcher’s mound.

Section 3. Balks will be called from the start of the season.

Section 4. Refer to “Pitch Count” restrictions put forth by Little League.

Section 5. Time Limit-Reference Article IV Section 3 for division time limit.

Section 6. Intermediate Baseball Division Champions will be determined by a playoff system which will be played at the conclusion of the regular season. See Article XXVIII for details about the playoffs.

Section 7. District 4 Baseball Interleague playing rules shall supersede these local Bylaws if applicable to this division.

ARTICLE XVI - JUNIOR BASEBALL DIVISION – COMPETITIVE

Section 1. Limited to league age 13 & 14. All teams will have at least 10 but not more than 15 players. Players in this division are property of the division and not of any specific team. Each player must try out each year as all teams will be redrafted every year.

Section 2. Play will be on a regulation diamond with 90-foot base paths.

Section 3. Balks will be called from the start of the season.

Section 4. Refer to “Pitch Count” restrictions put forth by Little League.

Section 5. Time Limit-Reference Article IV Section 3 for division time limit.

Section 6. Junior Baseball Division Champions will be determined by a playoff system which will be played at the conclusion of the regular season. See Article XXVIII for details about the playoffs.

Section 7. District 4 Baseball Interleague playing rules shall supersede these local Bylaws if applicable to this division.

ARTICLE XVII - SENIOR LEAGUE BASEBALL DIVISION – COMPETITIVE

Section 1. Limited to league age 15 & 16 and any league age 14-year-olds that play high school ball. Teams are chosen by draft and rosters shall have a minimum of 11 players. Players in this division are Property of the division and not of any specific team. Each player must try out each year as all teams will be redrafted every year.

Section 2. Refer to “Pitch Count” restrictions put forth by Little League.

Section 3. Senior Baseball Division Champions will be determined by a playoff system which will be played at the conclusion of the regular season. See Article XXVIII for details about the playoffs.

Section 4. District 4 Baseball Interleague playing rules shall supersede these local Bylaws if applicable to this division.

ARTICLE XVIII - AA SOFTBALL DIVISION – COMPETITIVE

Section 1. Limited to girl’s league age 6, 7 & 8. League age 6 year old players will only be allowed if they are league age 7 on the baseball age chart.

Section 2. Teams are selected by draft and are normally but not necessarily limited to a roster of 12 players.

Section 3. Continuous Batting Order shall be used in this division. Each team shall field 9 players defensively and the minimum play rule is in effect.

Section 4. Pitching – The pitcher shall pitch from the distance of 35 feet. For each at bat, the player will pitch until A) the batter puts the ball into play, B) the batter strikes out, or C) 4 balls are called on the batter. After ball 4, a coach from the offensive team (1st or 3rd base coach only) shall come in to pitch with the existing strike count on the batter. The umpire shall continue to call balls and strikes until the batter puts the ball in play or strikes out. Anytime a batter is hit by a player pitch the batter will take 1st base.

Section 5. Pitchers can pitch a max of 3 innings in a game. 1 Pitch in an inning constitutes an inning pitched.

Section 6. Stealing, bunting and walks are not allowed during coach pitch.

Section 7. Base runners may only advance one base for every hit ball in play. The only exception is if a ball is hit to the outfield, leaving the infield dirt. If this is the case, base runners are free to advance bases until the ball is returned to the infield dirt. Runners will be sent back to the previous base by the umpires if they advance further than allowed by this rule.

Section 8. The offensive team will be retired when either the defensive team completes 3 outs or the offensive team scores 5 runs; except in the 6th inning and beyond when there is no run limit.

Section 9. Time Limit-Reference Article IV Section 3 for division time limit.

Section 10. AA Softball Division Champions will be determined by a playoff system which will be played at the conclusion of the regular season. See Article XXVIII for details about the playoffs.

Section 11. District 4 Softball Interleague playing rules shall supersede these local Bylaws if applicable to this division. District 4 Interleague rules can be found at www.lcad4.org/softball

ARTICLE XIX - AAA SOFTBALL DIVISION – COMPETITIVE

Section 1. Limited to girl's leagues ages 8, 9, 10 & 11.

Section 2. Teams are selected by draft and are normally but not necessarily limited to a roster of 12 players.

Section 3. Continuous Batting Order shall be used in this division. Each team shall field 9 players defensively and the minimum play rule is in effect.

Section 4. Pitching –Pitchers shall be a player and pitch from the distance of 35 feet.

Section 5. Pitchers can pitch a max of 3 innings in a game. 1 Pitch in an inning constitutes an inning pitched.

Section 6. During the 1st half of the season, base runners may only advance one base per steal attempt. This rule is to help encourage catchers to attempt to throw out base runners without further consequence of a bad throw.

Section 7. The offensive team will be retired when either the defensive team completes 3 outs or the offensive team scores 5 runs; except in the 6th inning or beyond when there is no run limit.

Section 8. Time Limit-Reference Article IV Section 3 for division time limit

Section 9. AAA Softball Division Champions will be determined by a playoff system which will be played at the conclusion of the regular season. See Article XXVIII for details about the playoffs.

Section 10. District 4 Softball Interleague playing rules shall supersede these local Bylaws if applicable to this division.

ARTICLE XX - MAJOR SOFTBALL DIVISION – *COMPETITIVE*

Section 1. Limited to girl's league ages 10, 11 & 12. Teams are selected by draft and are normally but not necessarily limited to a roster of 12 players.

Section 2. All 12-year-olds must play majors.

Section 3. Pitchers will pitch from 40 feet, back tip of home plate to the front of the rubber.

Section 4. Time Limit-Reference Article IV Section 3 for division time limit

Section 5. Major Softball Division Champions will be determined by a playoff system which will be played at the conclusion of the regular season. See Article XXVIII for details about the playoffs.

Section 6. District 4 Softball Interleague playing rules shall supersede these local Bylaws if applicable to this division.

ARTICLE XXI – SENIOR SOFTBALL DIVISION– *COMPETITIVE*

Section 1. Limited to girl's leagues ages 13, 14, 15 & 16. Teams are selected by draft.

Section 2. Teams shall consist of no more than 14 players. All teams shall have the same number of players to the best of our ability of placement.

Section 3. Pitchers will pitch from a distance of 43 feet.

Section 4. Time Limit-Reference Article IV Section 3 for division time limit

Section 5. Senior Softball Division Champions will be determined by a playoff system which will be played at the conclusion of the regular season. See Article XXVIII for details about the playoff. A Champion will not be named if only one team participates in the division.

Section 6. District 4 Softball Interleague playing rules shall supersede these local Bylaws if applicable to this division.

ARTICLE XXII – CHALLENGER DIVISION

Section 1. The Challenger Division is a flexibly structured division provided to meet the athletic needs of those children from ages 4 through 22 or eligibility placement within the school district, who are not able by virtue of mental or physical disability, even with reasonable accommodation, to compete in unrestricted league play. It is noted that whenever possible, with reasonable accommodations, such children should participate in unrestricted league play provided that play at

their age level is both possible and fair within the rules and regulations of Little League Baseball.

Section 2. The Challenger Division of the ECLL shall operate within the guidelines prescribed in the Official Regulations and Playing Rules for Challenger Divisions by Little League Baseball.

Section 3. Challenger player transition process to other divisions:

- a) Players must register and pay fees for the division requesting to play in.
- b) A player's parent/guardian must submit a written request to ECLL (e-mail or written letter) stating any necessary accommodations to play in other divisions of little league.
- c) Registration and e-mail/letter will be reviewed by the Executive Board and Challenger Coordinator(s). The determination to accept or decline request for transition shall be made and communicated to the player's family within 24 hours of determination.
- d) Players are to be placed accordingly (on farm/t-ball team, in competitive draft, or on challenger team in accordance with determination and age).
- e) If a player's parent/guardian later determines that other divisions of little league is more than the player can manage, the player may then move back to challenger division. Players will be placed on the challenger team that has the best available space, with no refund of registration fees, and no challenger uniform will be provided.

ARTICLE XXIII – PLAYER DRAFT

Section 1. The drafting of teams will be conducted within the guidelines set forth in the Little League Baseball, Inc. Operating Manual.

Section 2. Manager's Option – When the manager has a child eligible to be drafted, that player is protected from being drafted by the other managers and will be allocated to the managers team based on their league age. League age 12-16 3rd round, league age 11 4th round, league age 6-10 5th round. A player can be a child, grandchild, cousin or any other relation that the VP of Baseball/Softball and Player Agent Baseball/Softball deem appropriate.

Section 3. Coach's Option – A manager may now have the option of declaring an assistant coach before the draft. This must be done in writing to the Player Agent at least 48 hours prior to the draft by emailing the VP of Baseball at VPBB@EastCountyLL.org or the VP Softball at VPSB@EastCountyLL.org. The assistant coach must be registered online and be approved by the Board of Directors prior to the draft. The coach's child must also be league age eligible for the division in which the coach will be volunteering. If all of the above conditions are met, then the coach's child is protected from being drafted by the other managers until after the 1st round. If the manager fails to pick his/her coach's child in the 1st round as stated, then that child may be drafted by any of the other managers.

Section 4. Brother/Sister Option – Siblings will stay on the same team; second sibling will be assigned in the last available draft position.

Section 5. Evaluation for the draft, will be held by age groups. There will be at least 2 scheduled evaluations for each age group, weather permitting. All players 7 and up registered for baseball or 6

and up registered for softball must attend 1 tryout. If any player fails to attend a minimum of 1 tryout, said player will not be allowed to be chosen by a manager during the draft. That player, instead, will be placed randomly on a team in the lowest division eligible based on his/her league age (unless board discretion deems otherwise).

Section 6. Parents may request assignment preferences for Farm and Tee Ball and Single A divisions only, as these teams are assigned and not drafted. ECLL cannot guarantee assignment requests. Any requests for player or manager assignments for AA divisions and above will not be allowed as these divisions are drafted by managers.

Section 7. The drafts for Baseball and Softball shall be conducted in order of highest to lowest division. At each level, the Player Agent will ensure that no eligible player candidate is allowed to fall below the highest level at which they played the previous season. For example, a AAA player from the preceding season must be drafted at least to AAA. They cannot be allowed to be undrafted by the end of the AAA draft and fall to AA.

Section 8. The specific order in which teams within each division shall draft shall be determined by blind draw prior to the start of the draft. Selection of team names will be in reverse draft order.

Section 9. Trades will ONLY be allowed in the draft room immediately following the draft. The President, Vice President or next Executive Board member available at the draft will review and approve or deny each trade that is proposed. There will be no trades once you leave the draft room.

ARTICLE XXIV –PLAYER VACANCIES

Section 1. The following procedure will be followed when a manager becomes aware of a player vacancy:

- a) The Manager must notify the Player Agent of any player loss within 24 hours. Failure to report the loss of a player could be considered misconduct and subject the manager to disciplinary action.
- b) If a vacancy occurs, the Player Agent must first fill from the waiting list. 12-year-olds can only go to the Major division from the waiting list. Players of eligible league age on the waiting list will be assigned to fill the vacancy according to the order they signed up (first come first served basis).
- c) If the vacancy is in the Major division and there are no players of eligible league age on the waiting list, a draft up will take place from the AAA division. Once the Major Manager has reviewed the list of eligible players with the Player Agent, the Manager has 2 days to make a selection. If he/she does not make a selection within 2 days, the Player Agent will choose the replacement player for that team.

Section 2. There will be no draft up during the last 3 weeks of the regular season.

Section 3. AAA players have the right to refuse a draft up, but doing so will forfeit any further chance to be drafted up for the remainder of the season.

ARTICLE XXV – GAME VIOLATION PENALTIES

Section 1. Penalty phase for violation of mandatory playtime rules will be taken in the following progressive steps:

- a) First Violation –A team's first violation will constitute a written warning to the manager and player(s) previously excluded will play the next six consecutive innings and the manager is still eligible for selection as All Star Manager.
- b) Second Violation –A team's second violation will constitute suspension of the team manager for up to two weeks and player(s) previously excluded will play the next six consecutive innings, unless player involved in second infraction was also player involved in first infraction, if this is the case said player will play next twelve consecutive innings. Second violation suspension constitutes probation. The manager may not attend scheduled games or practices during the probation period. Second violation will result in forfeiture of All Star Manager/Coach privileges.
- c) Third Violation –A team's third violation will constitute expulsion from ECLL for the team manager.
- d) EBoard reserves the right to alter these penalties at any time.

Section 2. Penalty phase for violation of pitching rules will be taken in the following progressive steps:

- a) First Violation –A team's first violation will constitute a written warning and or suspension of the team manager for up to two weeks. (First violation suspension constitutes probation. Therefore, team managers may not attend scheduled games or practices during probationary period, exact length of suspension will be determined by the Executive Board). Team's first violation could result in forfeiture of All Star Managerial/Coaching privileges.
- b) Second Violation –A team's second violation will constitute possible expulsion of the team manager from ECLL. If manager is not expelled from ECLL, the second violation will forfeit said managers privileges of managing or coaching during All Stars
- c) EBoard reserves the right to alter these penalties at any time.

Section 3. When a manager, coach or player is ejected for a flagrant offense, the umpire shall notify the Umpire in Chief immediately following the end of the game. The Umpire in Chief shall immediately notify the President who shall convene the Executive Board to consider whether said person will receive the following progressive action:

- a) First Violation - Suspension from next playable game regardless of whether that is regular season or playoff game. May not attend or participate. A manager, coach, or player's first ejection may result in forfeiture of All Star privileges.
- b) Second Violation - Suspension from next playable game regardless of whether that is regular season, playoffs, or TOC plus forfeiture of eligibility for All Stars. If a parent, suspension for the next two games. The second violation constitutes probation of membership standing. A manager, coach, or player's second ejection will result in forfeiture of All Star privileges.
- c) Third Violation - Expulsion from ECLL with approval of the Board of Directors.
- d) If the ejected participant is an ECLL Board Member, then the ejected Board Member

will immediately appear in front of the Board of Directors for possible removal as a Board of Director.

- e) EBoard reserves the right to review and/or alter violations and or penalties.

Section 4. Every player is subject to reasonable disciplinary action by a Manager or coach for repeated unexcused or unexplained absences from practices or games or for unsportsmanlike conduct. If a player misses 2 or more practices in a row, and they are unexcused, the team manager must immediately notify the Player Agent so the Player Agent can investigate the situation. If the situation is unimproved after reasonable actions by the manager, coach and/or Player Agent, the team manager may submit a request to the Player Agent for suspension of said player for one game. The Player Agent will forward the request to the Executive Board for their decision. If the Executive Board approves the suspension, the Player Agent will notify the player and the manager.

Section 5. Regardless of the reason for, or duration of, a suspension, any manager, coach, player, parent or fan who have been suspended are required to honor both the spirit and the letter of their suspension. For this purpose, suspension is defined as being completely out of contact or communication of any kind while the game is in progress. Violation of either the letter or spirit of the suspension will subject the violator to possible further, progressive disciplinary action by the Board of Directors. The EBoard reserves the right to review and/or alter violations and or penalties.

Section 6. If any misconduct towards a youth umpire occurs by any manager, coach or parent, the said offender will be brought before the Executive Board to explain the reasons for their actions. The Executive Board shall collect written witness statements with a description of events from the umpire(s) involved and any adults present during the event.

- a) Upon receiving written documentation, the offender in question shall be notified by the President or Vice President(s) that a meeting will be conducted for the offender to explain their actions. Until such a meeting takes place, the offender is to be considered suspended and may not attend or participate at the teams next played game. The EBoard will make every attempt to arrange the meeting and make their decision on disciplinary action before the affected team's next scheduled game.
- b) Any disciplinary action towards the offender shall be based upon the severity of the incident and will solely be the judgment of the EBoard. Offenses toward youth umpires will not be taken lightly.
- c) EBoard reserves the right to review and/or alter violations and or penalties.

ARTICLE XXVI - COMPLAINT PROCEDURES

Section 1. Any complaint involving a player issue, for example, play time, issues between players on a particular team etc. that have been discussed with the team manager and have not been resolved to the parents satisfaction need to then be taken to the appropriate Player Agent or the Board of Directors in writing via email or handwritten letter with your name and contact information.

Facebook and any other social media complaints will be directed to ECLL email.

Section 2. Any other complaint shall be given to the President or any member of the EBoard in writing, whether by handwritten or email, with your name and contact information. Within 48 hours the person lodging the complaint will receive a phone call or return email from an Executive Board Member to discuss the complaint and what actions the Board of Directors may or may not take. Facebook and any other social media complaints will be directed to ECLL email.

ARTICLE XXVII - ALL STAR SELECTION

Section 1. All matters pertaining to All Star balloting and player selection shall be kept in strict confidence until the league has made official All Star roster announcements. Violation of this shall result in disciplinary action by the Board of Directors and possible suspension from future league activities.

Section 2. Manager Selection: All Star Managers shall be appointed by the President and then voted on by the EBoard. A simple majority vote by the EBoard is required to approve such managers. All Star managers are representatives of East County Little League and therefore must be in good standing with the league. Managers that have a history of disciplinary action by the league and/or who will not represent the league in a positive fashion will not be considered. Typically, the following is to be used as a guideline by the President and EBoard when appointing All Star Managers, but is not a guarantee. Managers will not be allowed to manage more than one All Star team. If the below manager(s) is unwilling or deemed unsuitable, the President and EBoard reserve the right to appoint any manager he/she deems best suited and most deserving to manage an All Star team.

- a) Senior BB(SB) Team – Senior BB(SB) Regular season leader
- b) Junior BB(SB) Team – Junior BB(SB) Regular season leader
- c) Intermediate (50/70) BB Team - Intermediate (50/70) BB Regular season leader
- d) 10-12 BB(SB) Team – Major BB(SB) Regular season leader
- e) 9-11 BB(SB) Team – Major BB(SB) Regular season runner up
- f) 8-10 BB(SB) Team – AAA BB(SB) Regular season leader

Section 3. Coaches Selection: The manager shall submit the names of their 2 coaches subject to approval of the Board of Directors. They may only choose from among the other current managers and coaches within the divisions from which the players were selected.

Section 4. Player Selection: Each All Star team will consist of at least 12 players to be initially

selected as detailed herein. In the event that any player selected is unable or unwilling to fulfill his/her All Star obligations for any reason, then a replacement player(s) may be chosen to fill the vacant roster spot(s). The decision as to whether or not a replacement player is needed and the selection of said replacement player shall be by mutual agreement between the team manager and the applicable Player Agent.

Section 5. Initial selection of players shall be as follows: Players shall be chosen from among all players of eligible age, who are in good standing, and have been active members of the league for at least 60% of the regular season, with the exception of the High School Baseball and Softball Season.

Ballots will be presented to all players managers and 2 registered coaches from each team in the league. A weighted score (based on manager, coach and player ballots) will be tallied to determine points for all players nominated. The VPs will determine how many players are on the final ballot for each division. The players with the highest scores will be added to the final ballot in their age groups.

The final ballots will be presented to the managers of the division to vote for the final team.

The managers along with the Player Agent and President will determine how many players will make up the team.

Each manager will be allowed to provide stats and information regarding players from their team that have made it to the final ballot. Once this is done each manager will be allowed to vote for up to 13 players from the ballot. The Player Agent or delegate running the draft will tally the votes, and the players with the highest votes will make the all-star team. In the event of ties after the first round of voting we will do another round of voting with only those players tied being eligible to receive votes.

- a) **Senior Baseball team:** Shall be selected by the same procedure as above except that only Senior Baseball players are eligible and only Senior Baseball managers may vote.
- b) **Senior Softball team:** Shall be selected by the same procedure as above except that only Senior Softball players are eligible and only Senior Softball managers may vote.
- c) **Junior Baseball team:** Shall be selected by the same procedure as above except that only Junior players are eligible and only Junior managers may vote.
- d) **Junior Softball Team:** Shall be selected by the same procedure as above except that only Junior players are eligible and only Junior managers may vote.
- e) **Intermediate (50/70) Baseball Team:** Shall be selected by the same procedure as above except that only Intermediate players are eligible and only intermediate managers may vote.
- f) **10-12-year-old Baseball team:** Shall be selected by the same procedure as above except that only 10-12 year old Major players are eligible and only Major managers may vote.
- g) **11u Futures Baseball Team:** Shall be selected by the same procedure as above except that only 9–11-year-olds from Majors and AAA are eligible and only Major managers may vote
- h) **9-11-year-old Baseball team:** Shall be selected by the same procedure as above except that only 9–11-year-olds from Majors and AAA are eligible and only Major managers may vote.
- i) **10-12-year-old Softball team:** Shall be selected by the same procedure as above except that only 10-12 year old Major players are eligible and only Major managers may vote.
- j) **9–11-year-old Softball team:** Shall be selected by the same procedure as above except that

only 9-11 year old players are eligible and only AAA and Major managers may vote.

k) **9u Futures Baseball Team:** Shall be selected by the same procedure as above except that only 8-9 year olds AAA players are eligible and only managers from the AAA may vote.

l) **8-10-year-old Baseball team:** Shall be selected by the same procedure as above except that only 8-10 year olds AAA or Major players are eligible and only managers from the AAA & Major Divisions may vote.

m) **8-10-year-old Softball team:** Shall be selected by the same procedure as Senior and Junior Softball teams except that only 9&10 year old players are eligible and only managers from the AAA & Major Divisions may vote.

Section 6. Only the President, Player Agents, Director of Baseball/Softball, Vice Presidents and appropriate managers shall be present during any balloting of All Star teams. Managers may send an assistant coach in their place if they are unable to be present. Only one manager or coach from each regular season team may be present at the draft.

Section 7. Disciplinary action taken toward any manager, coach, or player at any time during the season may result in forfeiture of All Star privileges.

Section 8. Names of All Star selectee's will be kept confidential until the posted District 4 release date. Managers who release a selectee's name prior to the release date will be suspended from further league activity.

ARTICLE XXVIII – DIVISION WINNERS / TOC SELECTION

Section 1. Baseball & Softball Division Champions will be determined by a seeded single elimination playoff that will occur after the completion of the regular season. Double elimination playoffs may be used when time permits at the discretion of the EBoard. All teams within each competitive division will be guaranteed at least one playoff game. The playoffs will be conducted by the following guidelines:

- a) Playoff brackets will be determined, posted and communicated by the middle of the regular season. Brackets will vary in each division depending on the number of teams.
- b) The highest seed will always be the home team and assume the 3rd base dugout in all playoff games.
- c) For double elimination bracket championship games, the team from the winner's bracket will be the home team regardless of seed. The championship game will be the final game of the season regardless if it is the first loss for the team from the winners bracket.
- d) Any team that fails to show up for a playoff game or cannot field a team will automatically forfeit that game to the opposing team.
- e) In any division where interleague play is used during the regular season, all games will be treated equally for the purpose of standings and tie-breakers.
- f) The league's tie-breaker policy to determine divisional playoff seeding will be in the following order:

- a. Winning Percentage
- b. Head to Head Record (2 way ties only, if 3 or more teams are tied default to runs allowed.)
- c. Average Runs Allowed
- d. Coin Flip