

East Orange County Little League (EOCLL)

Local League Rules & Bylaws

Adopted by the Board of Directors – March 19, 2026

This document expires at the end of each fiscal year and must be renewed annually. It includes the local Board's specific ground rules for the separate divisions, as well as procedures for selection of All-Star Tournament Teams.

The Local League Rules/Bylaws are distinct from the Little League Constitution, which outlines duties and responsibilities of Board officers, definitions of membership, election procedures, meeting requirements, and related governance matters. Because each local Little League Board of Directors has authority to change these procedures, such changes require only a majority vote of the Board. No part of these Local League Rules/Bylaws may conflict with or supersede any Little League rule, regulation, or policy.

These rules contain information pertinent to Managers, Coaches, and Players. It is the Team Manager's responsibility to ensure that all Coaches and Players are familiar with these Bylaws. During the regular season, the Head Coach and Manager may be the same person.

MISSION

To provide a completely volunteer run program that can firmly implant in the children of the community the ideas of good sportsmanship, honesty, loyalty, courage, and teamwork. The League's goal is to teach players to become better young men and women, to respect authority, to respect others, and to respect themselves. To learn to work together and help each other regardless of their differences. To instill a sense of community and pride, that they will grow up to be happy, healthy, decent well adjusted, and trustworthy citizens who can be a productive part of their community and nation. Who may want to give back to their League or Community In the future.

10- AND 15-RUN RULE

The League adopts Little League Rule 4.10(e):

- After three (3) innings (Junior/Senior: four (4) innings), or two-and-one-half (2½) innings if the home team is ahead (Junior/Senior: three-and-one-half (3½)), a fifteen (15) run lead ends the game.
- After four (4) innings (Junior/Senior: five (5) innings), or three-and-one-half (3½) innings if the home team is ahead (Junior/Senior: four-and-one-half (4½)), a ten (10) run lead ends the game.

If the visiting team leads by the required margin, the home team must complete its at-bat.

Games ended under this rule are considered regulation games.

RAINOUPS AND RESCHEDULING

The President, Vice President, Umpire, or designee will determine field playability prior to scheduled games. Every effort will be made to notify affected Team Managers as soon as possible if fields are deemed unplayable or unsafe. **Managers and Parents are responsible for monitoring the League Facebook page for updates.**

Once a game has started, the umpire will determine whether conditions are unsafe or unplayable.

Rescheduling will occur at the next available date/time on the master schedule. **Exception: If rescheduling results in any team playing more than three games in one week (Monday–Sunday),** Program Directors will attempt accommodations.

Minor, Coach Pitch, and T-Ball Managers will determine conditions when no umpire is present.

DRAFT PROCEDURES

If Managers cannot agree on rosters, official Little League Rules shall apply.

REQUEST TO RE-ENTER DRAFT

Requests to be released from a previous team and re-enter the draft must be submitted in writing to the Player Agent, President, or Vice President at least two (2) days prior to the draft. Requests made after the draft require Board approval.

REQUESTS TO MOVE UP OR PLAY DOWN

Parents requesting movement between divisions must:

- Ensure the player is eligible for the requested division.
- Submit the request in writing.
- Submit the request by the last advertised registration date.
- Have the player participate in a required tryout.

A three-person committee appointed by the Board shall evaluate the player's skill level. A Coach affected by the movement may not serve on the committee.

- A player who moves up may only participate in the All-Star team of the division moved into (if selected and eligible).
- **The committee's determination is final and does not require explanation.**

LATE REGISTRATION

The full registration fee must be paid before a player is registered.

Late registrations may be accepted to balance team numbers or increase rosters to 12 players.

Late registrations:

- **Are accepted first-come, first-served based on receipt by the Player Agent.**
- Must include full payment.
- Are not guaranteed placement on a prior-year team.

No financial assistance is offered for late registrations.

FINANCIAL AID / REFUNDS

Families may request financial assistance in writing to the Board, explaining their circumstances and proposed payment amount.

- Volunteer service may be considered in lieu of payment.
- Approval requires a majority Board vote.
- Refunds must be requested before the announced tryout date.
- A four-member Board committee may be appointed to decide such matters.
- All requests are reviewed case-by-case.

LEAGUE BOUNDARIES

League boundaries are determined by the Virginia District 14 Administrator and approved by Little League International.

Eligibility is based on:

- Legal residence of the player's legal guardian, OR
- School attendance within league boundaries using a verified Little League School Enrollment Form.

UMPIRE POLICY

All EOCLL umpires must:

- Complete a Little League Volunteer Application
- Pass a background check
- Complete Concussion Training
- Complete Diamond Leader Training
- Complete Child Abuse Certification

Youth umpires:

- Must be age 16+ to work behind the plate.
- Must be age 14+ for field assignments.
- May not umpire their own age division.
- Must have an adult umpire or Game Coordinator present (Rule 9.03(d)).

Additional Requirements:

- Male umpires must wear a protective cup (Rule 9.01(a) Note 1).
- Basic plate gear is available in press box sheds.
- Plate shoes or steel-toe footwear are strongly encouraged.
- Umpires must notify the Umpire in Chief if unable to work a scheduled game.

Player / Coach / Parent / Fan Ejection

The following behaviors warrant immediate ejection:

- Throwing helmets, bats, gloves, or equipment

- Unsportsmanlike conduct
- Profanity
- Tobacco or vapor device use
- Other unacceptable behavior as determined by the umpire

Penalty:

- Immediate removal from field and dugout.
- One-game mandatory suspension.
- No team contact during suspension.
- Subject to additional Board discipline.

BOARD MEETINGS

Board meetings are limited to ninety (90) minutes. Unfinished business shall be tabled and recorded in the minutes.

GAME SCHEDULING

Only the EOCLL Scheduler may contact other leagues to schedule games.

Unauthorized scheduling by Coaches or Parents may result in disciplinary action, including suspension.

Cancelled games involving outside leagues must be communicated by the Board only.

TRAVEL BALL POLICY

Coaches or Parents may not advertise or recruit for travel ball organizations on EOCLL property.

Coaches affiliated with travel ball must prioritize EOCLL practices and games.

DIVISION RULES

T-BALL (AGES 4–7)

The primary goal of this division is to instruct young players in the fundamentals of baseball in a supportive team environment.

- All batters shall hit from a tee.
- **No scorekeeping** shall be maintained.
- Play is instructional and recreational, not competitive.

Game Format

- Each **inning**, both teams shall bat through their entire lineup before switching positions, regardless of the number of outs.
- Games shall consist of three (3) innings.
- A game shall be considered complete if:
 - Two (2) full innings have been played; or
 - Sixty (60) minutes have elapsed.
- All games have a maximum time limit of sixty (60) minutes.
- Games shall be played regardless of the number of players attending.

Player Requirements

- Stealing, bunting, and sliding are not permitted.
- Each infield position, including pitcher and catcher, must be filled.
- Late-arriving players shall be added to the bottom of the batting order.
- Each player must hit from an adjustable batting tee set to allow a level swing.
- On-deck batters are not permitted.
- All offensive players not batting or occupying a base must remain in the dugout.
- All male players are required to wear a protective cup while on the field.

COACH PITCH BASEBALL/SOFTBALL (AGES 5–8)

This division prepares players for Minor League play while emphasizing safety, fun, and skill development.

- The ball shall be pitched by a coach only (no player pitching).
- **No scorekeeping** shall be maintained.
- All games have a ninety (90) minute maximum time limit.

Game Format

- Games shall consist of six (6) innings or ninety (90) minutes, whichever occurs first.
- An inning ends after three (3) outs or when the lineup has batted completely.

- The ninety (90) minute time limit begins at the scheduled start time.

Batting

- Each batter receives five (5) pitches.
- Balls and strikes are not called.
- A batter may strike out after three (3) swings without contact.
- If the fifth pitch is fouled, additional pitches are awarded until the batter does not foul.
- **No tee shall be used.**
- All bats must be USA Baseball certified.
- T-Ball bats are prohibited.

Fielding

- Ten (10) defensive players are permitted:
 - Four (4) outfielders
 - One (1) pitcher
 - One (1) catcher
 - Four (4) infielders
- The defensive pitcher must stand beside, not in front of or directly behind, the pitching coach.
- The catcher must wear full protective gear.
- Boys must wear a protective cup.
- Girls must wear a facemasks.
- One defensive coach may be in the outfield grass.
- The offensive team may have two (2) base coaches (first and third), confined to the coach's box.
- The pitcher must be at least thirty-five (35) feet from home plate.

Additional Rules

- Stealing, bunting, and sliding are not permitted.
- A team may not play with fewer than eight (8) players.
- Each player must play at least two (2) defensive innings.
- All players present shall bat.
- Late arrivals are added to the bottom of the lineup; opposing coach must be notified.
- If a player leaves early, the batting order shall adjust accordingly.
- Five (5) run maximum per inning.
- Play stops when the lead runner is stopped or abandons advancement.
- All play stops when a player has possession of the ball within the pitching circle.
- No on-deck batters permitted.

Thrown Bat Rule

- First occurrence: Warning.

- Second occurrence: Batter is out; dead ball; runners return to prior base.

RULES FOR ALL DIVISIONS – BASEBALL & SOFTBALL

Batter's Box Rule (Rule 6.02(c))

Batters must keep one foot in the batter's box during the at-bat, except:

- On swings or check swings
- When forced out by a pitch
- On drag bunt/slap attempts
- When the catcher does not catch the pitch
- When a play has been attempted
- When time has been called
- Baseball: When pitcher leaves mound dirt area
- Softball: When pitcher leaves 16-foot circle
- On a three-ball count pitch called a strike that the batter assumes is a ball

Penalty:

- One warning.
- Thereafter, a strike shall be called for violations.

A Field Pitching Rule

- **Pitchers are required to wear tennis shoes or turf shoes when pitching on A Field pitching mound. No exceptions will be granted.**

Thrown Bat Rule

First occurrence: Warning.

Second occurrence: Batter is out; dead ball; runners return.

Certification Requirement

All Managers and Coaches must complete:

- NFHS Concussion Training
 - Diamond Leader Certification
 - Child Abuse Certification
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MINOR & MAJOR BASEBALL/SOFTBALL (AGES 7–12)

- Inter-League games count toward standings.
- Visiting team maintains official pitch count (Baseball only).
- Home team maintains official scorebook.
- Scorebooks must be signed by both Managers and the umpire.
- Pool players may be used when fewer than nine (9) players are available.
- Only the official Scheduler may reschedule games.
- Failure to provide required notice for player shortages may result in forfeiture.
- Sundays may be used for makeup games.

MINOR LEAGUE BASEBALL (AGES 7–10)

Game Format

- Six (6) innings maximum.
- Two (2) hour time limit.
- Entire lineup bats.
- Nine (9) defensive players.

Player Requirements

- Minimum eight (8) players to play.
- Each player must play two (2) defensive innings.
- Five (5) run limit per inning, except final announced inning.
- No new inning after time limit.
- Cups required for all male players.

Stealing

- Allowed once ball crosses home plate.
- One base maximum on overthrow.
- Runner must return if leaving early unless ball is hit.

MINOR LEAGUE SOFTBALL (AGES 7–10)

Game Format

- Six (6) innings maximum.
- Two (2) hour time limit.
- Entire lineup bats.

Player Requirements

- Nine (9) defensive players.
- Minimum eight (8) players required.
- Two (2) defensive innings per player.
- Five (5) run cap per inning (except final inning).
- Fielding face masks required for all positions.

Stealing

- Stealing rules identical to Minor Baseball.

MAJOR LEAGUE SOFTBALL (AGES 10–12)

Game Format

- Six (6) innings maximum.
- Two (2) hour time limit applies when necessary.
- Four (4) innings constitutes a complete game.
- Game may continue by mutual agreement if no scheduling conflict.

Player Requirements

- Fielding face masks required for all players.

JR / SR LEAGUE SOFTBALL (AGES 13–16)

Game Format

- Seven (7) innings maximum.
- Two and a half (2.5) hour time limit applies when necessary.
- Four (5) innings constitutes a complete game.
- Game may continue by mutual agreement if no scheduling conflict.

Player Requirements

- Fielding face masks required for all players.
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ALL-STAR SELECTION

- Managers and Coaches selected by Board majority vote.
- Required certifications must be completed.
- Players must meet eligibility and participation requirements.
- Tryouts may be conducted.
- Twelve (12) players per team.
- Minimum attendance: All games and two-thirds (2/3) of practices.
- Uniform fee determined by Board.
- Minor League All-Star selection may follow alternative process as stated.

