

SVLL Board Meeting Minutes

Date: December 15, 2025

Location: Scotts Valley Water District

Time: 7:00pm

Board Members Present: Mark Paulsen, Chris Kramer, Ed McNamara, Steve Vignato, April Vignato, Jason Robideaux, Brie Robideaux, Heather Rossignol, Matt Rossignol, Stephanie Nygaard, Jaclyn Downing, Greg Lukina, Kirstin McElrea, Carlos Hunt, Jody Smith, Travis Miller, Tim Ulen, Maggie Torres, Mike McKinney, Matt Solis, Dani Paulsen, Shannon Van Every, Dent Earl, Robert Kluba, Liz Kramer (via telephone),

Board Members Absent: Josh Gilbert, Devon Obert, Marnie Call, Omar Moreno

1. Call to Order

Chris K. called the meeting to order.

2. Approval of Prior Meeting Minutes

Mark P. motioned to approve the minutes from the prior meeting. Steve V. seconded and the motion carried.

3. Registration Update

Dani P. reported that registration is at 188 players across all divisions.

4. Upper Division (50/70) Update

Mark P. reported that SVLL won't have a 50/70 team because not enough kids expressed interest. SVLL will look to pair up with SLV for kids wanting to play and form a joint team.

5. Player Release Request

A motion was approved to release Ayush Patel to Santa Cruz Little League.

6. Board Nominations & Election

Mark P. nominated Robert Kluba and Dent Earl to fill two vacant Board seats. By majority vote, both Robert and Dent were added to the Board.

7. Rules Committee Report and Rule Change Votes

Ed M. motioned to vote by ballot on multiple proposed rule changes across Majors, AAA, AA, Single A, and T-Ball. The motion was approved. The ballot and results are attached to the minutes as Appendix A.

8. Adjournment

Mark P. motioned to adjourn the meeting. Seconded and approved.

Attachment A to the SVLL 12-15-25 Board Meeting Minutes

SVLL Board of Directors – Combined Ballot for Local Rule Changes

Instructions: After discussion of all proposed rule changes, please mark ONE box for each item: Yes (approve), No (reject), or Abstain. Do not sign this ballot.

Tee Ball Rule Change Proposals

Note: It was pointed out that we use "Tee Ball" and "T-Ball". I am going to switch all to "Tee Ball" to make consistent with LLI. Also, the Age Cutoff date change to 2/28 was approved at the 11/17/2025 Board Meeting.

- 1) 3.d and e - Swap home and visiting team responsibilities so that it is consistent with the other divisions. Visitor sets up the field and home team takes down the field.
 Yes No Abstain **(Approved by majority vote (24 yes, 0 no))**

- 2) 3.g.i - Remove "and NO PRACTICE SWINGS!!!" to be consistent with the other divisions
 Yes No Abstain **(Approved by majority vote (24 yes, 0 no))**

- 3) 6(b) - Currently it reads every 2 innings that the defensive position must change. Rules Committee approved changing this to every 1 inning.
 Yes No Abstain **(Approved by majority vote (23 yes, 1 no))**

A Rule Change Proposals:

- 1) SVLL adopts rule 7.15 – Use of a Double First Base – as stated in the LLI rule book for Little League Baseball.
 Yes No Abstain **(Approved by majority vote (23 yes, 0 no))**

- 2) 3(c) Games time limit – Add manager discretion to shortening the time limit of the game.
 - a. All games will normally consist of 6 innings unless shortened by agreement of both team managers. A time limit shall apply to all games such that no new inning shall begin after 90 minutes from the time of the first pitch unless shortened by agreement of both team managers.
 Yes No Abstain **(Approved by majority vote (24 yes, 0 no))**

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- 3) 3.e and f - Swap home and visiting team responsibilities so that it is consistent with the other divisions. Visitor sets up the field and home team takes down the field.
 Yes No Abstain (Approved by majority vote (24 yes, 0 no))
- 4) Add to Item #3 – General League Rules - Limitation on Number of Events per week
a. A division teams shall not have more than 3 official events per week before or after Opening Day. An event is defined as a game, a mandatory practice, and a non-mandatory practice coordinated by a manager/coach, or person affiliated with a player on the team. Sunday shall be the first day of the week. Practices shall not exceed 90 minutes.
 Yes No Abstain (Approved by majority vote (24 yes, 0 no))
- 5) 3.h.i - Remove "and NO PRACTICE SWINGS!!!" to be consistent with the other divisions.
 Yes No Abstain (Approved by majority vote (24 yes, 0 no))
- 6) 5(c), Rewrite the batting order language to read:
a. Batting order will consist of the entire team roster. Managers may use a different batting order for the first and second scheduled games of the season. Prior to the second scheduled game of the season, whether or not the first game was rained out or otherwise canceled, the managers must submit their permanent line-up to their Division Representative. Once permanent lineups are established, the first batter of each game shall be the batter who was next scheduled to bat in the previous game at the time of the last out.
 Yes No Abstain (Approved by majority vote (21 yes, 2 no))
- 7) 6.c - Catchers – For safety reasons and to speed up the pace of game play, rewrite this section to read:
a. No catchers will be allowed. Any player can cover home plate when a play is made at the plate.
 Yes No Abstain (Approved by majority vote (20 yes, 3 no))

Attachment A to the SVLL 12-15-25 Board Meeting Minutes

AA Rule Change Proposals:

1) Add to item (2) General League Rules: In lieu of rescheduling a game when a team does not have the minimum number of players available for a game, a manager/coach can elect to use the Player Pool to achieve the required minimum of 8 players needed to play the game. Below are the Player Pool rules.

a. Player pool Rules:

- i. All players are allowed to sign up for player pool via the Player Agent.
- ii. Players are only allowed to play in the division in which they are currently playing. Players are not allowed to play in divisions above or below.
- iii. Manager may request a player from the player pool. Player will randomly be drawn and assigned by the Player Agent for that game only.
- iv. Managers cannot request a certain player.
- v. Player pool players shall be only used in the event a team is aware they would otherwise only have Eight (8) Players. The Player Pool player must bat last in the batting order and shall only be allowed to play one of the three outfield positions.

Yes No Abstain (Approved by majority vote (19 yes, 5 no))

2) Item 2(v) – League Standings — Change “win/loss record” to “winning percentage”.

Yes No Abstain (Approved by majority vote (23 yes, 1 no))

3) Add to Item #3 – Game Specifics regarding Use of a Double First Base:

- a. SVLL adopts rule 7.15 – Use of a Double First Base – as stated in the LLI rule book for Little League Baseball.

Yes No Abstain (Approved by majority vote (23 yes, 1 no))

4) Add to Item #3 – Game Specifics regarding Extra Innings:

- a. When the completion of six innings, and the score is tied, starting in the top of the seventh inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base.

Yes No Abstain (Approved by majority vote (23 yes, 1 no))

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- 5) Add to Item #2 – General League Rules – Team Uniforms:
- a. Teams must wear SVLL league issued uniforms for ALL games including regular season and playoffs.
- Yes No Abstain (Approved by majority vote (21 yes, 3 no))
- 6) Add to Item #2 – General League Rules – Practices and Games
- a. AA division teams shall not have more than 4 official events per week before or after Opening Day. An event is defined as a game, a mandatory practice, and a non-mandatory practice coordinated by a manager/coach, or person affiliated with a player on the team. This rule does not extend to TOC or All-Star schedule. Sunday shall be the first day of the week. Practices are not to exceed 90-minutes.
- Yes No Abstain (Approved by majority vote (23 yes, 1 no))
- 7) 2.a – Add: Managers and coaches are encouraged to complete all required trainings by January 1. Managers who have not completed their required training by draft night will not be allowed to select a practice day/time.
- Yes No Abstain (Approved by majority vote (22 yes, 2 no))
- 8) 2.p.i – Remove “and NO PRACTICE SWINGS!!!”
- Yes No Abstain (Approved by majority vote (24 yes, 0 no))
- 9) The league intends to make the change to GameChanger for all score keeping. All language in the local rules that apply to scorekeeping will be updated. This includes, but is not limited to items 2.l, 2.m.iv, 2.o.ii, and 2.o.v.
- Yes No Abstain (Approved by majority vote (24 yes, 0 no))
- 10) Remove item 6.d - A player whose parent is managing in the next lower-level division, is not normally eligible for this draft.
- Yes No Abstain (Approved by majority vote (23 yes, 1 no))
- 11) 1.a.ii – There is no LLI waiver required and concern does not need to be brought up at registration. Modify this section to read: All 8-year-olds will be drafted to AA unless there is a safety or other developmental concern. The Player Agent, with approval from the Executive Board and the players parent(s)/guardian(s), will identify any 8-year-old that that will play in A prior to the AA draft. All 8-year-olds eligible for the AA draft on the draft night will be drafted onto a team.
- Yes No Abstain (Approved by majority vote (23 yes, 1 no))

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- 12) 1.a.iii – remove “but may not pitch.” All players in AA will be eligible to pitch.
 Yes No Abstain (Approved by majority vote (21 yes, 2 no))
- 13) 2.c – Revise to read: A time limit shall apply to all regular season games. The official scorekeeper shall record the time of the 1st pitch as the start of the game. No new inning will start after 105 minutes (1 hour and 45 minutes) after the time of the first pitch. Time Limits will be suspended in play-off games.
 Yes No Abstain (Approved by majority vote (24 yes, 0 no))
- 14) 3.a – Revise this rule to align with LLI rule and district rules: There is a 5-run limit to each batted ½ inning. After 5 runs are scored or 3 outs are made in a ½ inning (which ever comes first), the team batting and the team in the field will switch. There will be NO unlimited run inning. After reaching the status of a regulation game, if a team is mathematically unable to score enough runs to tie, the game will end. For example, if either team is up by 6 runs after 5 complete innings, the game is over.
 Yes No Abstain (Approved by majority vote (19 yes, 4 no))
- 15) 5.d is modified to read: Players pitch in the last 3/4 of the season. They will pitch until the batter hits the ball, the batter strikes out (swinging or looking), the batter is hit by pitcher, or 3 balls are called on the batter. When the count reaches 3 balls, the coach of the hitting team will then come in and pitch to his/her own batter to finish the count. The umpire will call balls and strikes on the coach pitches. The coach will pitch to the batter until the batter hits the ball, the batter strikes out (swinging or looking), or the coach reaches 5 pitches. The batter is entitled to another pitch if on the 5th pitch or subsequent pitches, the pitch is fouled off. There will be no walks.
 Yes No Abstain (Approved by majority vote (17 yes, 7 no))
- 16) Revise 4.b to read – In the first half of the season, Stealing is NOT allowed, no advancement on wild pitches or passed balls. In the second half of the season, stealing of only second base will be allowed. The base runner can advance to second base on a straight steal or a passed ball/wild pitch. Delayed steals will not be allowed. If it is the umpires judgment that the base runner stole second base on a delayed steal, then the base runner will return to first base. Runners are not allowed to advance past second base on an overthrow.
 Yes No Abstain (Failed (8 yes, 16 no))

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17) Pitcher Development Mandate – Add rule to item 2 – General League Rules: By the one-quarter point of the season (start of player pitch) to the three-quarter point of the season (half of the season), every team must have at least 5 different players pitch in a regular season game. For a team that does not meet this requirement in the first half of the season, a player that has not pitched in the first half of the season must start the first game of the second half of the season. If the minimum of 5 different pitchers is still not met, then subsequent pitchers in that game and any following game must be a player that has not yet pitched on the season until the requirement of 5 different pitchers is met. All managers shall submit to the League Commissioner and Player Agent, a list of the 5 different pitchers and the dates/games that they pitched by the start of the first game in the second half of the season. Managers are encouraged to pitch any player that wants to pitch at least once during the season.

Yes No Abstain

(Approved by majority vote (23 yes, 0 no))

18) The committee approved a change allowing Minor Division Managers (AAA and AA) to name coaches. The Coaches Kids will be drafted in a round agreed upon by all managers and the Player Agent, similar to how the Managers kid(s) are currently drafted to the team. This rule will need to be approved by the Charter Committee in Williamsport. Here is a revision of the current rule that will be included in the AAA and AA rules:

- a. Managers will provide the Player Agent/VP/President with the name of ONE assistant coach prior to the draft and will indicate which round they would slot their child(ren) and the child(ren) of their Assistant in. The Player Agent, and Manager consensus, will determine whether the recommendation is appropriate or should be adjusted. Assistant Coaches will also be required to inform the league in writing of their interest in being an Assistant Coach and working with a specific Manager. Managers must draft those players during normal draft process in the agreed upon rounds.

Yes No Abstain

(Approved by majority vote (24 yes, 0 no))

Attachment A to the SVLL 12-15-25 Board Meeting Minutes

AAA Rule Change Proposals:

- 1) Add to item (2) General League Rules: In lieu of rescheduling a game when a team does not have the minimum number of players available for a game, a manager/coach can elect to use the Player Pool to achieve the required minimum of 8 players needed to play the game. Below are the Player Pool rules.

a. Player pool Rules:

- i. All players are allowed to sign up for player pool via the Player Agent.
- ii. Players are only allowed to play in the division in which they are currently playing. Players are not allowed to play in divisions above or below.
- iii. Manager may request a player from the player pool. Player will randomly be drawn and assigned by the Player Agent for that game only.
- iv. Managers cannot request a certain player.
- v. Player pool players shall be only used in the event a team is aware they would otherwise have less than Eight (8) Players. The Player Pool player must bat last in the batting order and shall only be allowed to play one of the three outfield positions.

Yes No Abstain (Approved by majority vote (15 yes, 9 no))

- 2) Item 2(v) – League Standings — Change “win/loss record” to “winning percentage”.

Yes No Abstain (Approved by majority vote (23 yes, 1 no))

- 3) Change 3.g to make sign stealing unsportsmanlike conduct. Revise the rule to read:

- a. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team’s subsequent offense.

Yes No Abstain (Approved by majority vote (23 yes, 1 no))

- 4) Change 3.h to align with the district tournament and interleague rules of keeping 1-foot in the box. Change 3.h to read:

- a. After entering the batter’s box, the batter must remain in the box with at least one foot throughout the at bat.

Exceptions:

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- (1) - On a swing, slap, or check swing.
- (2) - When forced out of the box by a pitch.
- (3) - When the batter attempts a “drag bunt.”
- (4) - When the catcher does not catch the pitched ball.
- (5) - When a play has been attempted.
- (6) - When time has been called.
- (7) - When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher’s plate after receiving the ball or the catcher leaves the catcher’s box.
- (8) - On a three ball count pitch that is a strike that the batter thinks is a ball.

- b. PENALTY: If the batter leaves the batter’s box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. Minor/Major Division: No pitch has to be thrown, the ball is dead, and no runners may advance.
- c. NOTE: The batter may return their position in the batter’s box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.

Yes No Abstain **(Approved by majority vote (22 yes, 2 no))**

- 5) Modify 6.f.ii to read – Any player refusing to be drafted up to the next level of play will be ineligible for post-season all-star participation unless an exception is granted to the player by a majority vote of the Executive Board.

Yes No Abstain **(Approved by majority vote (21 yes, 2 no))**

- 6) Add to Item #3 – Game Specifics regarding Use of a Double First Base:
 - a. SVLL adopts rule 7.15 – Use of a Double First Base – as stated in the LLI rule book for Little League Baseball.

Yes No Abstain **(Approved by majority vote (24 yes, 0 no))**

- 7) Add to Item #3 – Game Specifics regarding Extra Innings:
 - a. When the completion of six innings, and the score is tied, starting in the top of the seventh inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base.

Yes No Abstain **(Approved by majority vote (24 yes, 0 no))**

Attachment A to the SVLL 12-15-25 Board Meeting Minutes

8) Add to Item #2 – General League Rules – Team Uniforms:

- a. Teams must wear SVLL league issued uniforms for ALL games including regular season, playoffs, interleague, and TOCs.

Yes No Abstain (Approved by majority vote (21 yes, 3 no))

9) Add to Item #2 – General League Rules – Practices and Games

- a. AAA division teams shall not have more than 4 official events per week before or after Opening Day. An event is defined as a game, a mandatory practice, and a non-mandatory practice coordinated by a manager/coach, or person affiliated with a player on the team. This rule does not extend to TOC or All-Star schedule. Sunday shall be the first day of the week. Practices are not to exceed 2-hours.

Yes No Abstain (Approved by majority vote (24 yes, 0 no))

10) Slap/slash bunting - Add the following rule to Item 3 – Game Specifics:

- a. Slap/slash bunting is NOT allowed. Once a player shows a bunt they must either attempt to bunt the ball or pull the bat back. No swings are allowed after a player shows a bunt. If a player shows a bunt, then swings the bat, the ball will be declared dead and the batter will be called out. All baserunners will return to the bases that they occupied before the pitch.

Yes No Abstain (Approved by majority vote (23 yes, 1 no))

11) 2.a – Add: Managers and coaches are encouraged to complete all required trainings by January 1. Managers who have not completed their required training by draft night will not be allowed to select a practice day/time.

Yes No Abstain (Approved by majority vote (21 yes, 2 no))

12) 2.p.i – Remove “and NO PRACTICE SWINGS!!!”

Yes No Abstain (Approved by majority vote (24 yes, 0 no))

13) The league intends to make the change to GameChanger for all score keeping. All language in the local rules that apply to scorekeeping will be updated. This includes, but is not limited to items 2.l, 2.m.iv, 2.o.ii, and 2.o.v.

Yes No Abstain (Approved by majority vote (24 yes, 0 no))

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- 14) Remove item 6.d - A player whose parent is managing in the next lower-level division, is not normally eligible for this draft.
 Yes No Abstain **(Approved by majority vote (24 yes, 0 no))**
- 15) 2.o.vi – Remove this rule from the rule book. Even if a player is lost, each player will be required to have two (2) complete games in each half of the season. This rule currently reads as: *If a team permanently loses a player (and the roster vacancy is not filled) prior to completing ¼ of the season, each remaining player's full game requirement increases from 2 to 3 per each ½ of the season.*
 Yes No Abstain **(Approved by majority vote (23 yes, 0 no))**
- 16) 3.a – Revise this rule to align with LLI rule and district rules: There is a 5-run limit to each batted ½ inning. After 5 runs are scored or 3 outs are made in a ½ inning (which ever comes first), the team batting and the team in the field will switch. There will be NO unlimited run inning. After reaching the status of a regulation game, if a team is mathematically unable to score enough runs to tie, the game will end. For example, if either team is up by 6 runs after 5 complete innings, the game is over.
 Yes No Abstain **(Failed (10 yes, 14 no))**
- 17) 6.b.i – This rule states that all 10 and 11 yo shall be drafted in AAA unless they receive a waiver. The group recommended rewriting this rule to state: All waivers for 10 year old players playing in AA must be obtained prior to the AAA draft. If it is determined at tryouts that there is a safety or other developmental concern with a 10-year-old player participating in AAA, then the Player Agent, with approval of the Executive Board and the players parent(s)/guardian(s), will provide a waiver for the player to participate in AA. This waiver and the required approvals must be obtained prior to the AAA draft. Any 10-year-old that does not have an approved waiver to play AA prior to the AAA draft must be drafted into AAA. In addition, all 8-year-olds must be drafted in the 5th round or sooner. Starting with the first pick in the sixth round, no 8-year-olds are eligible to be drafted in AAA. This includes siblings and sons/daughters of managers.
 Yes No Abstain **(Approved by majority vote (22 yes, 1 no))**
- 18) 9.a – Remove intra-league all-star game as this only applies to AA.
 Yes No Abstain **(Approved by majority vote (22 yes, 2 no))**

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19) Pitcher Development Mandate – Add rule to item 2 – General League Rules: By the halfway point of the season, every team must have at least 5 different players pitch in a regular season game. For a team that does not meet this requirement in the first half of the season, a player that has not pitched in the first half of the season must start the first game of the second half of the season. If the minimum of 5 different pitchers is still not met, then subsequent pitchers in that game and any following game must be a player that has not yet pitched on the season until the requirement of 5 different pitchers is met. All managers shall submit to the League Commissioner and Player Agent, a list of the 5 different pitchers and the dates/games that they pitched by the start of the first game in the second half of the season.

Yes No Abstain (Approved by majority vote (23 yes, 1 no))

20) Item 3 – Game Specifics – add: Infield Fly rule is applicable in AAA.

Yes No Abstain (Approved by majority vote (19 yes, 5 no))

21) The committee approved a change allowing Minor Division Managers (AAA and AA) to name coaches. The Coaches Kids will be drafted in a round agreed upon by all managers and the Player Agent, similar to how the Managers kid(s) are currently drafted to the team. This rule will need to be approved by the Charter Committee in Williamsport. Here is a revision of the current rule that will be included in the AAA and AA rules:

- a. Managers will provide the Player Agent/VP/President with the name of ONE assistant coach prior to the draft and will indicate which round they would slot their child(ren) and the child(ren) of their Assistant in. The Player Agent, and Manager consensus, will determine whether the recommendation is appropriate or should be adjusted. Assistant Coaches will also be required to inform the league in writing of their interest in being an Assistant Coach and working with a specific Manager. Managers must draft those players during normal draft process in the agreed upon rounds.

Yes No Abstain (Approved by majority vote (24 yes, 0 no))

Attachment A to the SVLL 12-15-25 Board Meeting Minutes

Post Season All-Star Age Philosophy Rule Change

- 1) Change to adopt an “Age Pure” philosophy for postseason All-Star teams. The rules will be revised to read that only the oldest age group will be eligible for each all start team. For example, in the Major rules, 9.a.ii (10/11/12 Traveling Tournament Team) will be revised to read: “Only 12-year-old players are eligible for the All-Star team.” Another example from the Major rules, 9.b.ii (9/10/11 Traveling Tournament Team) will be revised to read: “The Player Agent shall prepare a list of all eligible 11-year-old players. Only 11-year-old players are eligible for the All-Star team.”

Yes No Abstain

(Failed (12 yes, 12 no))