

**EAST HILLS YORBA LINDA LITTLE LEAGUE**  
**LOCAL OPERATING RULES**  
2025 Edition



Approved 1/13/25

# EHYLLL LOCAL OPERATING RULES

## A. LEAGUE OPERATIONS

### A.1 INTRODUCTION

- A.1.1 This document supplements the Little League of America Playing Rules and Regulations, the Little League of America Operating Manual, the East Hills Yorba Linda Little League (EHYLLL) By-Laws, and requirements handed down from time to time by District 56. In case of conflict, those documents will take precedence. These rules apply to the Spring Season only. Spring Season includes playoffs and All-Star Tournament but not Fall baseball.
- A.1.2 This document is revised regularly and subject to approval by the EHYLLL Board of Directors (Board). The currently approved version of this document will be maintained electronically on the league website. The document will contain the revision date to help identify the most current version.
- A.1.3 Any language used in these local operating rules shall be interpreted and further defined by the EHYLLL Board of Directors (Board). Stenographic and clerical errors are subject to correction.

### A.2 EQUIPMENT AND UNIFORMS

- A.2.1 EHYLLL equipment bags are for league games and practices only.
- A.2.2 Each team manager is responsible for returning the team equipment bag to the Equipment Manager on equipment return day. If the team manager is unable to make the date, he or she must make arrangements for someone else to bring the bag back.

### A.3 MAKE-UP GAMES

- A.3.1 Double A Division and higher: Canceled or suspended games shall be played at a mutually acceptable date and time as agreed upon by both managers. Make-up games are to be rescheduled within 3 days and played within 21 days of the canceled game. Scheduling games beyond 21 days requires board approval. No team shall play more than 4 games in 6 days. There are no make-up games in Tball – Single A.
- A.3.2 In the event a game is unable to be scheduled within these parameters, the Vice President will schedule make-up games at his/her discretion. The President will assign an impartial board member to reschedule games in cases where conflict of interest exists.
- A.3.3 The Board of Directors has the discretion to cancel the game completely if deemed in the best interest of EHYLLL.

### A.4 TEAM OBLIGATION TO PLAY

- A.4.1 If a team is expecting to be below nine (9) players for a particular game, a Manager may request a player from the Player Pool through the Player Agent. A Pool player system will be allowed for the Juniors, Majors, AAA and AA Divisions.
  - A.4.1.1 All players in each Pool Division shall automatically be considered as part of the player pool. A player may be removed from the pool upon notification by a player's parent to the Player Agent.
  - A.4.1.2 When a team finds out they will have less than nine players to play a game, the Manager should notify the Player Agent as far in advance of the scheduled game to find a replacement player. Included in this notification should be the name of the player(s) and the reason for not attending the game.
  - A.4.1.3 In cases where a Manager needs two or more players to fulfill nine players on the roster, the game is subject to being rescheduled.
  - A.4.1.4 In cases where a Manager is unclear of a 9th player's availability, a pool player will be put on standby.
  - A.4.1.5 The Player Agent will perform a hat pick of available pool players and will, after confirming availability with the player's parents, notify the Manager of who will be able to play. If it is determined a pool player cannot make the game, the Player Agent will proceed to the next pool player chosen in the hat pick until such time a confirmed player is determined.
  - A.4.1.6 Pool Players who do not have a game that day will have the priority in the hat pick for potential selection. The Manager should establish contact with the player and the player's parents as soon as notified by the Player Agent to confirm game time and location.
  - A.4.1.7 The player will wear his own team jersey and hat.

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- A.4.1.8 Pool players must meet the minimum play requirements. Pool players cannot pitch. Defensively they can play outfield positions only. They must be placed as the last hitter(s) in the lineup.
- A.4.2 If, for any reason other than school activity (including band, play performances, field trips, or other school sponsored event), a team is unable to play a scheduled game due to lack of players and all efforts have been exhausted to find a mutually acceptable date to reschedule the game, then the game will be recorded as forfeit with a final score of 6-0. The league Vice President must be contacted in writing at [vp@ehylll.com](mailto:vp@ehylll.com) at least three days prior to the schedule conflict (school related or otherwise) stating the following:
- Date of scheduled game
  - Opposing Team and Manager
  - Reason for the schedule conflict (if school related please provide the name of the school and nature of the event along with the school contact in charge of the event)
  - Desire to reschedule or accept the forfeit
- It is the desire of the league that teams make every effort to reschedule games. The EHYLLL Board reserves the right to approve/disapprove any game forfeiture prior to the recording of a game as forfeiture.***
- A.5 REGULAR SEASON FORMAT
- A.5.1 The season for the AA, AAA, and LL Major Divisions will be played straight through without a mid-season winner. The number of games played is dependent upon the number of teams in each division.
- A.5.2 REGULAR SEASON PROTESTS – Any protest will be reviewed by a League Protest Committee within 3 days. If the protest is upheld, the EHYLLL Vice President will determine the makeup date and time.
- A.6 EHYLLL DIVISIONAL PLAYOFF FORMAT
- A.6.1 AA, AAA, and LL Major Divisions: The top two teams in the division receive an opening round bye. The third place and sixth place teams and the fourth and fifth place teams will play a one game opening round. The highest seeded team to advance will play the second place team and the lowest seeded team to advance will play the first place team. In the second round teams will compete in the best of three playoff series. The two second-round winners will play a best of three playoff series to determine the EHYLLL Division Champions. The higher seed is always the home team in the first and third games of the series.
- A.6.2 Junior and Senior Divisions: the playoff structure will be determined by the Board once the final number of teams is determined. Unless playing in District Alliance League in which case rule A.7.2. will apply.
- A.6.3 If for any reason something prevents us from completing all scheduled games the standings will be based on winning percentage. In the event that 2 or more teams end the season with the same winning percentage the following rules will determine playoff seeding:
- A.6.3.1 Head-to-head competition (the team's record against the teams involved in the tiebreaker). If still tied, then
- A.6.3.2 Fewest runs allowed (in all head to head regular season games). If still tied, then
- A.6.3.3 Most runs scored (in all head to head regular season games). If still tied, then
- A.6.3.4 Fewest runs allowed against the highest available seed, other than the teams involved in the tie.
- Note: If a team that is involved in a tie was also involved in a forfeit at some point during the season, the average runs per game will be used as opposed to total runs.
- A.6.4 TIME LIMITS – There are no time limits for playoff games in the AA-Majors divisions.

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- A.6.5 POST SEASON PROTESTS – Any protest must be ruled on at the time of the incident. A ruling must be made before play continues. If play continues, the protest would be void.

### A.7 TOURNAMENT OF CHAMPIONS (TOC) AND CITY TOURNAMENT

- A.7.1 Subject to the number of teams invited to the District 56 TOC and the City of Yorba Linda Championships, participating first and second place teams shall be selected based on the results of the end of season EHYLLL Championship Tournament outlined in 5.0 above. If any other teams are invited, those teams will be selected based on the final regular season standings (pre-playoff standings).

- A.7.2 Divisions participating in District Alliance (Juniors, Seniors, 50/70 Intermediate), the EHYLLL league champions and TOC participants will be determined based on the team with the best record (percentage of wins) at the end of EHYLLL's regular season as determined by the EHYLLL Board and published in the league calendar on the EHYLLL website. In the event that 2 or more teams end the regular season with the same record, the following rules will determine the winner:

- A.7.2.1 Head-to-head competition (the team's record against the teams involved in the tiebreaker). If still tied, then
- A.7.2.2 Fewest runs allowed (in all head to head regular season games). If still tied, then
- A.7.2.3 Most runs scored (in all head to head regular season games). If still tied, then
- A.7.2.4 Fewest runs allowed against the highest available seed, other than the teams involved in the tie.

NOTE: If a team that is involved in a tie was also involved in a forfeit at some point during the season, the average runs per game will be used as opposed to total runs.

### A.8 ALL-STARS

- A.8.1 The Board has sole discretion to enter All-Star teams to represent EHYLLL in any sanctioned Little League division. In the event there is only one team in any regular season division, the team must have a .500 winning percentage during the regular season for the league to consider entering an All-Star team in that division.

#### A.8.1.1 Selection Summary

- A.8.1.1.1 The first three (3) members of each of the (first) All-star team(s) in an age or division will be elected by the players.
- A.8.1.1.2 AAA division players will vote for the 10s players. Majors division players will vote for the 11s and Majors players. All other divisions will vote for the players in their divisions.
- A.8.1.1.3 The players will be separated from managers, coaches and parents so as not to create undo pressure or influence their votes. They will be instructed to select the best candidates for All-Stars based on ability, not popularity. They will be instructed to choose who would make up the best team. The ballots received by each team will have that team blacked out so they cannot vote for their own teammates.
- A.8.1.1.4 The player agent or other designated board member will conduct the player vote during the last week of regularly scheduled games. The player agent will hold the ballots until all teams have voted and the ballots are ready to be counted.
- A.8.1.1.5 The ballots will be tallied in the presence of the player agent, the league president and/or vice president. The player agent will read names voted on each ballot. The president and/or vice president will each tally votes by name. Each tally sheet will be verified as "the same count" by the player agent.
- A.8.1.1.6 The elected players will become part of the All-Star team and held in secret until the balance of the team is chosen, by vote, at the All-Star manager's meeting.
- A.8.1.1.7 In the event of a tie for the final player, all tied players will be added to the team.

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- A.8.1.1.8 The All-star selection meeting will be under the direction of the Player Agent, the President, and Vice President. If any of those individuals is unable to attend the President can appoint another board member to attend. The division team managers will represent their team at the selection meeting. If a manager is unable to attend they can send an assistant coach in their lieu.
  - A.8.1.1.9 The team managers from their respective divisions will select the balance of the team, up to 10 players. The selected All-star manager will have the option of adding players up to a total of 14 players.
  - A.8.1.1.10 A player may only play in a higher all star division than their league age with a unanimous vote of approval from the managers present at the all star selection meeting. i.e. for a 10 year old to play on the 11 year old all star team the majors managers would all need to approve.
  - A.8.1.1.11 If the board determines that a second all-star team should be formed in a division or age group, at the All-star selection meeting, the team managers from that division will select the second team up to 10 players. The selected All-star manager will have the option of adding players up to a total of 14 players.
  - A.8.1.1.11.1 If a second team in the Little League divisions is formed it should be age specific. A second Majors team should contain only league age 12 year olds. The second 11s should contain only league age 11 year olds. The second 10s should contain only league age 9 and 10 year olds.
  - A.8.1.1.13 If the district or local leagues provide the opportunity for East Hills to create a “superstar or select team(s)” the creation and selection of the team is at the discretion of the board.
- A.8.2 Selection of All-Stars by managers
- A.8.2.1 Managers in each division will meet to select the remaining players for their respective teams. No managers shall discuss All-Star selection prior to the All-Star selection meeting. The Board will publish the meeting date in sufficient time to allow managers to make plans to attend.
  - A.8.2.2 Each team manager will attend. In the event a manager cannot attend, a coach from that team will attend in their place. In the event no representative from that team is available, the manager of that team will submit to the league president (in writing) his/her or nominations for the All-Star team prior to the meeting. No proxy votes are permitted.
  - A.8.2.3 Only the AAA managers will vote for the 9-10-year-old All Stars. Only the Majors managers will vote for the 11-year-old All-Stars and the Majors All-Stars.
  - A.8.2.4 Only the manager of the All-Stars will notify the All-Star players of their selection to their teams.
  - A.8.2.5 AT NO TIME WILL THE VOTE RANKING OF THE ALL-STAR PLAYERS, OR DISCUSSIONS OF THE MANAGERS USED TO RANK THE ALL-STAR PLAYERS BE MADE PUBLIC IN ANY FORM.
- A.8.3 All Star Manager and Coaches Selection
- A.8.3.1 The East Hills Yorba Linda Little League Board of Directors will ask interested managers to submit a formal request to manage the All Star team to the President and Vice President. The manager's entry will then be considered for recommendation and appointment by the President, and approval by the Board of Directors.
  - A.8.3.2 Requests for participation in the selection process must be submitted no later than the first Saturday in May. Appointed All Star managers will be able to select up to two coaches for appointment by the President, and subsequent approval by the Board of Directors.
    - A.8.3.2.1 All managers and coaches must have coached a East Hills team during the Spring.
  - A.8.3.3 One All Star Manager will be selected for each All Star team. The All Star Managers will be selected by the President after the voting for the players has been completed, the night of the All star selection meeting.

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A.8.3.3.1 If the President requests to manage or coach an All Star team, the Vice President will appoint the manager for the team the night of the All-star selection meeting.

A.8.3.3.2 If the President and Vice President request to manage the same team the Player Agent will appoint the manager for the team the night of the All-star selection meeting.

A.8.3.4 Managers and coaches of the All Star team must meet Little League rule book eligibility requirements and be committed to producing a championship team.

A.8.3.5 **The EHYLLL Board of Directors reserves the right to modify or rescind this document at any time at its sole discretion and without prior notice.**

A.8.4 Availability

A.8.4.1 All selected players will be required to sign a pledge of availability which states the player will not miss more than one game during the District 56 All-Star Tournament except due to illness, injury or religious obligations. Lack of a signed pledge will disqualify the selected player from All-Star participation.

### B. LOCAL RULES

#### B.1 ROSTERS – ALL DIVISIONS

B.1.1 Manager Freezes

Single A – Managers are allowed to freeze 3 players (that includes their son/daughter and two additional players), unless the Manager or Coach's players are siblings in which case the Manager is allowed 4 total freezes. The league will support one additional player trade that occurs during the blind draft meeting. No trades will be allowed to occur after the draft meeting unless approved by the player agent. The remaining players will be chosen by the blind draft.

AA and AAA – Managers are allowed to freeze two players that include their child and one additional player. The additional player will be the child of a league approved coach, who will be one of the two coaches selected by that team's manager. If a manager does not have a coach's freeze selected, he will not freeze a second player and will proceed with drafting a player for that respective round (4<sup>th</sup>). If a manager has two children in the same division, they will be considered the freezes and no further freezes will be allowed.

Majors/Juniors/Seniors – Managers are only allowed to freeze their son/daughter. A desired player trade must occur during the draft meeting and must have player agent approval. (*A coach freeze can be utilized if District 56 is granted waiver approval by Western Regional. In this case the District 56 waiver rules must be followed.*)

#### B.2 Replacement Player Rule

B.2.1 Any player lost to a Majors team for the remainder of the regular season, for any reason, shall be replaced and in uniform prior to the 3<sup>rd</sup> game after the loss, or the Player Agent will replace the player. The procedure for replacing a lost player is as follows:

B.2.1.1 The manager will review the available player list with the Player Agent and select a replacement.

With players selected in this order.

B.2.1.1.a Any player of the appropriate age and division on the waiting list

B.2.1.1.b Any player that tried out for the division but was dropped to the division below

B.2.1.1.c ANY and ALL players on the active roster of the next lower division are eligible, except for the manager freezes and parental request freezes made prior to the player's tryout start time prior to the season.

B.2.1.2 Mandatory Little League Majors age distributions must be maintained.

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- B.2.1.3 All eleven and twelve year olds are eligible to be drafted or pulled up to the Majors before the last 3 weeks of the season. If an 11 or 12-year-old refuses to go, they will be removed from the League.
  - B.2.1.4 Applicable to Senior and Little League Majors only: A player lost shall be replaced by a player of the same age or older. If a player of the same age or older is not available, any eligible player is subject to promotion from the next lower level.
  - B.2.1.5 Applicable to AA and AAA division only: A team that loses a player is not required to replace that player unless roster size is 10 or less.
  - B.2.1.6 No player shall be advanced to a higher level of play within the last three (3) weeks of regular season play.
- B.3 Players registering after League tryouts will be placed on a waiting list and assigned to a team if availability permits. The Player Agent with Board Approval will assign these players.
- B.4 11 and 12-year-old players who do not tryout cannot play in any division without Board approval. The exception being a player who has a verifiable medical condition that prevents them from trying out.
- B.5 Parents cannot request that a certain Manager cannot coach their child unless they put their request and reasons in writing to the President at least two days prior to the draft. The President will then consider the request and render a decision. The reason for a request may be disclosed to the manager, however the name of the person making the request will not be released.
- B.6 After the formal draft, if any team permanently loses a player for any reason, that team cannot lose another player due to player promotion until all other teams, in that division, lose a player to promotion.
- B.7 Managers are required to draft both siblings who are playing in the same division.
- B.7.1 Applicable to AA and above, any team who loses a player between the player draft and prior to the start of the first regular season game will have that player replaced from a player on a waiting list for that division by order of the player's registration date. If no player exists on the waitlist, then the player will be selected from any of the players that were pushed down to a lower level as a result of the player draft.
- B.8 SENIOR LEAGUE
- B.8.1 The Senior League Division (15 & 16 year olds) will play according to the Alliance Bylaws. (14-year-old high school athletes may compete at this/her level as CIF rules allow after the regular high school baseball season)
- B.9 JUNIOR LEAGUE
- B.9.1 The Junior League Division (13 & 14 year olds) will play according to the Alliance Bylaws and subject to Board approval based on registration numbers.
- B.10 LITTLE LEAGUE (A-AA-AAA-MAJORS)
- B.10.1 Teams in Majors, AAA, AA, and A Divisions will bat the entire roster of available players in order.
  - B.10.2 Time Limits: (Applies to AA-Majors only)

**Managers are expected to understand the time limit of each game as part of the pre-game meeting with the umpire. The umpire is expected to announce the game start time which should be recorded by the home team score keeper.**

All AAA, and Majors will play 6 innings or have a time limit of no new inning after 2 hours of play unless darkness prevails (see darkness rule) or unless the game would end in a tie in which case the game will continue, utilizing the tie game rules stated below, until there is a winner or the max limit is reached of no new inning after two hours and forty-five minutes of play. A game tied after the no new inning of 2 hours and 45 minutes will end in a tie. A new inning begins the moment the last out of the previous inning is recorded.

AA will play 6 innings or have a time limit of no new inning can begin after 1 hour and 45 minutes unless darkness prevails (see darkness rule) with a drop dead time limit of 2 hours. If drop dead time limit is reached then the score will revert back to the previous complete inning's score. Note: In the case that the home team ties the score or takes the lead in the last inning of play when drop dead time limit is reached, the score will stand & not revert back to the last inning score. If the game is tied after the drop dead of 2 hours the game will end in a tie.

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**Darkness Rule**- Darkness shall be determined by the home plate umpire, at which point all play shall stop immediately and the game reverts back to the last complete inning. Note: In the case that the home team ties the score or takes the lead in the last inning of play when drop dead time limit is reached, the score will stand & not revert back to the last inning score. Umpires shall warn managers who they determined are delaying a game with the intent of taking advantage of the darkness rule. Umpires will issue one warning. If the delaying tactics continue, umpires may eject the manager without further warning and/or declare a forfeit against that team.

**Tie Game Rules: Majors**- When the completion of six innings and the score is tied, the following tie-breaker will be played to determine a winning team:

- The seventh inning will be played as normal.
- Starting in the eighth inning and each half inning thereafter, the offensive team shall begin its turn at bat with the player scheduled to bat last in that respective half inning being placed on second base.

**Tie Game Rules: AAA**- When the completion of six innings or the two hour time limit is reached and the score is tied, the following tie-breaker will be played to determine a winning team:

- At the beginning of the next new inning and each half inning thereafter, the offensive team shall begin its turn at bat with the player scheduled to bat last in that respective half inning being placed on second base.

**Tie Game Rules: AA**- When the completion of six innings and prior to the time limit is reached and the score is tied, the following tie-breaker will be played to determine a winning team:

- At the beginning of the next new inning and each half inning thereafter, the offensive team shall begin its turn at bat with the player scheduled to bat last in that respective half inning being placed on second base.

B.10.3 The mercy rule (Official Rule 4.10-e) will be utilized in all Little League division games (AA-Majors)(15 runs after 3 or 10 runs after 4, 8 runs after 5). No mercy rule will be utilized in the Single A division. 50/70, Junior and Senior divisions will follow the district alliance mercy rules.

B.10.4 Level of Play

B.10.4.1 The lowest level of play for players age 9-12 is as follows:

12 year-olds Majors  
11 year-olds AAA Division  
10 year-olds AA Division  
9 year-olds A Division

B.10.4.2 Players are expected to move up a division each spring unless the player was previously playing up a division or there is a safety concern. The minimum age to play in the Majors division is a league age of 10 years old.

Recommended Ages by Division:

Majors: 11- 12 year olds  
AAA: 9 - 10 year olds  
AA: 8 - 9 year olds  
A: 6 - 8 year olds  
CP: 5 - 6 year olds  
TBall: 4 - 5 year olds

B.10.5 During the AA, AAA, and Majors games, the offensive team may use two (2) adult base coaches. Two (2) adult coaches are only permitted to occupy the first and third base coaching boxes if there is at least one adult manager or coach in the dugout. (Refer to Rule 4.05).

B.10.6 Only the manager and 2 coaches of record will be allowed to occupy the dugouts or take positions on the field during the game.

B.10.7 At the completion of each game both scorekeepers will meet to review and sign the pitch logs of both teams. Any discrepancies should be immediately resolved or brought to the attention of the league's Umpire in Chief within 24 hours. The manager of the winning team must also input the game score and pitch counts of both teams' pitchers

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into the leagues online game scoring system within 12 hours following the completion of a game. T-Ball and Coach Pitch managers are not required to review pitch logs or submit game scores.

In between innings scorekeepers will confirm pitch counts in order to mitigate end of game discrepancies. Further, in order to ensure pitch count compliance, scorekeepers will communicate major pitch thresholds to their respective Managers in real-time during the game. Managers are ultimately responsible for pitch count compliance. Reported incidents of pitch count non-compliance will be brought to the disciplinary committee for review.

B.10.8 Intentional walks may not be issued.

B.10.9 All Coaches must wear closed-toed shoes at all practices and games.

B.10.10 Suspensions

B.10.10.1 All suspensions of a manager, coach, parent or player, please refer to rule 4.07 in the 2020 Official Regulations and Playing Rules. All suspensions will be referred to the disciplinary committee (See EHYLLL Local operating rule B.17) for possible further action.

B.10.10.2 In an event where two manager/coach(es) are suspended from a game, a replacement coach will be allowed to help coach provided that person has completed and passed the required background check process prior to the start of the season.

### B.11 MAJORS DIVISIONS

B.11.1 Rule 4.04, note 1 of the Official Regulations and Playing Rules shall be adopted.

B.11.2 In the AAA, AA and A Divisions, an offensive inning is over after three (3) outs or five (5) runs in that inning, whichever comes first. The inning ends when the fifth run touches the plate even when more runs could score on the play. The exception is for an over-the-fence home run, in which case all runs will score. In the sixth or final inning or any extra innings there is no run limitation and an inning will end only after three (3) defensive outs. (See unlimited run inning rule below).

B.11.2.1 Unlimited Run Inning: In AA and AAA, the final inning of the game is the unlimited run inning. The final inning must be declared by the umpire prior to the start of a new inning if it's prior to the 6<sup>th</sup> inning (4<sup>th</sup> or 5<sup>th</sup> inning). If the final inning results in a tie, then any subsequent inning is unlimited runs as well until a winner is determined. Managers are responsible for understanding the game time limits and conferring with the plate umpire prior to the start of a new inning if it appears the game time limit will cause the game to be shortened. The final inning cannot be declared after a new inning begins and the game result will not be protestable if the game concludes without an unlimited run inning. This will apply to playoffs as well.

B.11.3 In the Major, AAA, AA and A Divisions, no player may be out of the defensive lineup for two consecutive innings.

B.11.4 In the Majors division and below a player cannot show a fake bunt at a pitch and then swing at that same pitch (aka slash bunting). Doing so will result in a dead ball and be counted as a strike. Repeated behavior will be escalated to the disciplinary committee.

B.11.5 In AAA, no player of league age 11 or older may pitch. In AA, no player of league age 10 or older may pitch.

B.11.6 In a tie, make-up or suspended game for AAA, AA, and A, a player who is at the original game and not at the make-up game shall have his/her spot in the lineup skipped and will not be considered an out. A player not at the original game but at the make-up game is allowed to play; however, he/she must be inserted at the bottom of the original line up order. In the event that each player does not achieve the requirements in this/her by-law, Section IV, Rule (i) in the Official Rules shall apply.

B.11.7 In the AA Division, for a board-determined number of games, baserunners cannot advance to 2nd or 3rd base on passed balls or steals. Home plate is open.

### B.12 "A" DIVISION

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**This is an instructional division to allow players to continue learning the skills necessary to play multiple positions including pitching if the player desires.**

- B.12.1 There are no standings. Scorekeeping may be kept for internal team purposes only.
- B.12.2 For the first 4 games of the season, only coaches will pitch in games. However, coaches are expected to expose players to pitching in practice from the start of the season.
- B.12.3 There are no walks.

In the case of ball three (3) thrown by the player pitcher, a coach from the batting team will pitch using the existing ball/strike count until the batter either hits a fair ball or strikes out. The umpire will call balls/strikes when both the player and the coach are pitching.

There will be a maximum of four (4) pitches made to each batter by the coach pitcher.

If the player pitcher hits a batter the pitch will be counted as a ball and the coach pitcher will immediately step in using the existing ball/strike count until the batter either hits a fair ball or strikes out. If a pitch from the coach pitcher hits a batter, it will be considered a ball only, except if it is a fourth pitch, then it will be considered no pitch.

The batter is out if he/she does not hit the fourth pitch. A batter cannot be out on a foul ball.

- B.12.4 Coach pitchers must pitch overhand in a standing position from the pitching rubber to 4 feet in front of the pitching rubber. When the coach pitcher is pitching, the player pitcher must stand no farther than 3 feet to the side or behind the coach pitcher.

The player pitcher must pitch from the pitching rubber at all times.

- B.12.5 There are no bunts allowed.
- B.12.6 Base runners cannot advance unless the ball is hit. There are no wild pitches or passed balls. No advancing of any base on any overthrows anywhere.
- B.12.7 Nine (9) players are allowed on the field while on defense. Three of those players must be outfielders and the outfielders must play no closer than twenty (20) feet behind the base paths.
- B.12.8 The infield fly rule does not apply.
- B.12.9 Each player must play at least one inning per game at an infield position within the first four innings of the game. The catcher position is not considered an infield position for the purpose of this rule. Furthermore, during the regular season no player can play the same position more than two (2) innings per game. Violations of this rule will result in a two-game suspension. Managers should notify the umpire to prevent violations of this rule and to ensure players get fair playing opportunities.
- B.12.10 Only two (2) adult manager/coaches may coach the bases while on offense. Four (4) coaches are allowed in the dugout to provide for dugout supervision while two coaches are at the bases and another coach is pitching. On defense teams may elect to have a rostered coach in the outfield providing game instruction provided that coach does not interfere with any play and is positioned at least 20 feet from the base paths. Only the outfield coach may be out of the dugout while on defense.
- B.12.11 No protests are permitted in the Single A division.
- B.12.12 Games will consist of six (6) innings with a time limit of one hour and thirty minutes. No new innings can start after an hour and 30 minutes of play.
- B.12.13 A pitcher may not start pitching to a new batter after he has thrown 50 pitches in a single day. A pitcher cannot pitch more than six outs in a game.

### B.13 COACH PITCH (5 & 6 YEAR OLD) DIVISION

- B.13.1 Ten (10) players are allowed on the field while on defense. Four of those players must be outfielders and the outfielders must play no closer than twenty (20) feet behind the base paths.

## EHYLLL LOCAL OPERATING RULES

- B.13.2 No player may be out of the defensive lineup for two consecutive innings.
- B.13.3 Each player must play at least one inning per game in an infield position as game lengths permit.
- B.13.4 If the defensive player makes a play for an out, then the offensive player who was put out will be removed from running the bases.
- B.13.5 The inning is over after the entire roster has batted, regardless of outs.
- B.13.6 There are no walks, bunts, or strikeouts, and no advancing of any base on any overthrows anywhere. No exceptions.
- B.13.7 Coaches will pitch overhand to all batters. After a batter is pitched six (6) pitches, he/she will bat off of the tee.
- B.13.8 No score will be kept. Managers will keep track of the total player innings for each game during the season.
- B.13.9 Games will consist of six (6) innings with a time limit of one hour and thirty minutes.

### B.14 T-BALL DIVISION

- B.14.1 Players will hit off the tee for the entire season. No coach pitching.
- B.14.2 Teams will bat the entire roster each inning, regardless of outs.
- B.14.3 All players of the defensive team play each inning. A defensive team can play a maximum of four infielders (in addition to the pitcher and catcher) and all outfielders must play no closer than twenty (20) feet behind the base paths.
- B.14.4 Each player must play at least one inning per game at an infield position as game lengths permit.
- B.14.5 During the first half of the season, put out players will be kept on base. They will be removed from base as a result of a put out during the second half of the season. Spring Break is the official end to the first half of the season.
- B.14.6 No score will be kept.
- B.14.7 Games will consist of four (4) innings with a time limit of one hour.

### B.15 PRACTICE LIMITS (ALL DIVISIONS)

- B.15.1 Team activities prior to the start of the season shall be limited to no more than three (3) per week. Activities after the start of the season shall be limited to no more than four (4) per week. Team activities include games, batting cages, scrimmages, and practices. For example, if a team plays a make-up game in addition to its two regular games in a week, then that team may only practice once in that week. A practice is defined as 6 or more roster players with a registered member of their team's coaching staff.

### B.16 MANAGER SELECTION

- B.16.1 The league President in conjunction with the league coaching coordinator will compile a list of managerial candidates based on volunteer applications. The league President will appoint individuals as managers and submit appointments by division to the full Board for approval.
- B.16.2 The Board will vote on the appointment list by division. A simple majority will approve the list. If the list is not approved, the Board will vote in individual appointments for each division. This will continue until enough candidates have been approved to fill existing vacancies. If a Board member is a candidate for a managerial or coaching position, they will be excluded from voting for that division. If any other personal conflicts of interest exist (e.g., the candidate's relative or spouse is on the Board), they must exclude themselves from voting.

### B.17 DISCIPLINARY COMMITTEE

- B.17.1 Disciplinary Activity- In the event any league member violates any rule contained herein, or any of the Safety Rules set forth by the EHYLLL Safety Officer, a disciplinary committee consisting of the league Vice President and Player Agent(s) shall convene to determine if a violation has occurred and if so, what further steps are necessary. If it is determined a violation has occurred the committee may recommend the following course of action.
  - No further action required
  - Verbal or written reprimand

## **EHYLLL LOCAL OPERATING RULES**

- Suspension for a certain number of games
- Termination of managerial/coaching position
- Expulsion from the league

B.17.2 All recommendations shall be forwarded to the League President for implementation. The President shall abide by the decision of the committee. The league member will have the right to discuss the matter with the committee before a final decision is made. The league member may make any statement they desire in their defense.