BREA LITTLE LEAGUE

LOCAL RULES, POLICIES & PROCEDURES

2026

Board-adopted operating policies and local playing rules for Brea Little League

1. General Provisions

Name: This organization shall be known as Brea Little League and may be referred to as BLL.

Objective: The objective of Brea Little League shall be to positively impact the children of our community through the games of baseball and softball and to use those games to teach the ideals of good sportsmanship, honesty, loyalty, courage, teamwork, discipline, responsibility, respect, and integrity. BLL shall provide a safe, positive, and development-focused environment in which players can learn the games of baseball and softball, develop their skills, and grow as individuals and teammates. The development, well-being, and experience of the players shall take precedence over the winning of games.

Authority and hierarchy: These Local Rules, Policies & Procedures are adopted by the BLL Board of Directors and shall be interpreted consistently with the BLL Constitution and the then-current Little League rules, regulations, policies, requirements, and approved waivers. If a conflict exists, the controlling BLL Constitution, Little League requirement, or approved waiver shall govern.

Continuing policies and annual playing rules: Policies & Procedures remain in effect until amended or repealed by the Board. Local Playing Rules shall be reviewed and approved for each season.

Application of playing rules: Division-specific Local Rules supplement the General Playing Rules. If a division-specific Local Rule conflicts with a general BLL playing rule, the division-specific rule controls for that division. Little League rules, approved waivers, and applicable interleague or tournament rules control where required.

2. Financial Policies & Procedures

2.1 Budget and Expenditures

Budgeted expenditures: Expenditures within the Board-approved annual budget and within Board-established spending authority may be paid without an additional Board vote.

Unbudgeted expenditures: The President and Treasurer may jointly approve an unbudgeted expenditure of $500 or less. Each such expenditure shall be reported at the next Board meeting. The aggregate amount authorized under this delegated authority shall not exceed $2,500 in a fiscal year.

Board approval: Any unbudgeted expenditure exceeding $500 requires prior Board approval, except as provided for emergencies.

Emergency expenditures: The President and Treasurer may jointly authorize a reasonable amount necessary to protect people, property, fields, equipment, or league operations, even if the amount exceeds $500. The expenditure shall be reported to and presented for ratification at the next Board meeting.

Anti-splitting: Related purchases or obligations shall not be divided into smaller transactions for the purpose of avoiding an approval threshold.

2.2 Reimbursement and Payment

Documentation: Payment and reimbursement requests shall include an invoice, receipt, reimbursement form, or other appropriate documentation and shall identify the BLL business purpose. Electronic receipts are acceptable.

Payment authority: The Treasurer may pay budgeted expenditures that comply with these procedures.

No self-approval: No person may approve their own reimbursement or payment. A reimbursement or payment to the President or Treasurer shall be approved by a disinterested Director authorized to do so.

Records: The Secretary shall document Board actions and approvals in the minutes as appropriate.

2.3 Financial Restrictions

Use of funds: BLL funds shall not be donated or transferred for purposes unrelated to BLL's charitable mission except when approved by the Board and permitted by law. This restriction does not prohibit legitimate payments for goods, services, facilities, league operations, or Little League-related obligations.

Gift cards and credits: Gift cards, rebates, refunds, credits, rewards, or similar benefits arising from BLL purchases are BLL property and shall be used for BLL purposes.

Personal use: BLL funds and property shall not be used for personal purposes, except for authorized incidental benefits or properly documented reimbursements.

Cash advances and petty cash: Cash advances and petty cash funds are strictly prohibited. BLL shall not maintain cash funds for purchases, reimbursements, change, or other operating expenses. Authorized expenses shall be paid directly by BLL through an approved payment method or reimbursed after submission of appropriate documentation.

2.4 Financial Oversight

Budget monitoring: The Treasurer shall monitor the budget and report material variances.

Board reporting: At each regular Board meeting, the Treasurer shall report account balances, income and expenditures, budget-to-actual results, significant outstanding bills or obligations, and material financial issues or variances. The minutes shall document receipt of the report.

Annual independent review: The Board shall appoint an independent reviewer, review committee, or qualified professional to review BLL's financial records annually. The Treasurer shall not select, control, or serve as the independent reviewer.

Taxes and filings: The Treasurer shall coordinate required tax and information filings. The Board may authorize a qualified tax professional to prepare or file required returns.

2.5 Donations and Charitable Purpose

Acceptance: BLL may accept monetary or in-kind donations consistent with its charitable purpose and Little League requirements. The Board may decline any donation.

Acknowledgment: Acknowledgment of a donation does not constitute endorsement of the donor, product, service, or organization.

Ownership and use: Accepted donations become BLL property and shall be used for charitable purposes, players, and league operations. Board-accepted donor restrictions shall be honored when lawful and consistent with Little League requirements.

Private inurement: BLL property is irrevocably dedicated to charitable purposes, and no part of BLL's net income or assets shall inure to the benefit of a Director, officer, or private person except for lawful and authorized payments or reimbursements.

Dissolution: Upon dissolution or winding up, remaining assets after payment or provision for liabilities shall be distributed in accordance with the BLL Constitution and applicable charitable-purpose requirements.

3. Managers, Coaches & On-Field Volunteers

Before participating on the field, each manager, coach, and on-field volunteer shall complete and have verified all requirements applicable to the role:

- The required Little League/BLL volunteer application for the current year.
- The Little League-required background check through the approved process.
- California Live Scan as required by BLL or law.

- All current Little League-required training and certifications for the role.
- Any additional BLL-required safety, manager, coach, or compliance training.
- Good standing and compliance with the BLL Constitution, these Local Rules, Policies & Procedures, the Code of Conduct, and Little League requirements.

Clinics and development: Managers, coaches, and on-field volunteers are expected to attend BLL coaching and player-development clinics. The Board may make specific meetings, clinics, or training mandatory with reasonable notice.

Selection: The Coaching Coordinator shall administer and evaluate manager and coach applicants and make recommendations. The President shall nominate managers and coaches for Board approval. Prior service does not create an entitlement to appointment.

Discipline and temporary restriction: Volunteer opportunities may be restricted or denied for conduct detrimental to BLL, safety concerns, noncompliance, or other legitimate league reasons, subject to the BLL Constitution's applicable due-process requirements. Immediate temporary restrictions may be imposed when necessary for safety or compliance pending review.

4. Player Transactions

4.1 Registration, Eligibility and Evaluations

Registration: Registration shall be completed through a BLL-approved registration system. The Board or its designees may assist families with registration.

Eligibility documentation: Parents or legal guardians shall provide all documentation required to establish player age, residency, school eligibility, or other eligibility requirements in accordance with current Little League and BLL requirements. Required documentation may include, as applicable, a birth certificate, proof-of-residency documents, school-enrollment documentation, or other eligibility records required by Little League or BLL. Such records shall be submitted, maintained, and accessed in a manner designed to protect confidential player information.

Evaluations: Players in AA through Juniors shall participate in a preseason skills and safety evaluation for draft and placement purposes. Evaluations are used for safety, appropriate division placement, and competitive balance.

No current evaluation: A player without a current evaluation shall be treated as an unrated or blind selection under the Board-approved draft procedure. No manager shall receive undisclosed evaluation information unavailable to other managers.

Evaluation manipulation: A manager, coach, parent, or person acting on behalf of a team who attempts to manipulate an evaluation may cause the affected player to be made unavailable to that manager and may be subject to discipline.

4.2 Draft Procedure

Approved Draft Method: Selection of players shall use the District 56 Alternative Draft only when the applicable waiver has been approved for that season (see Appendix A). If the waiver is not in effect, BLL shall use a Little League-permitted draft method approved by the Board.

Draft order: The Player Agent shall conduct a blind or random draw to establish the initial Round 1 order. The draft shall proceed in serpentine order.

Team, jersey and practice selection: Selection of team identity, jersey, and practice time shall occur in reverse order of the initial Round 1 draft order.

Roster parameters: Before the draft, the Player Agent shall establish roster sizes and age distribution, subject to Little League requirements and Board approval. The parameters shall be applied uniformly except when a legitimate late-registration, withdrawal, or roster issue requires adjustment.

Manager and Assistant Coach Player Protection: Pursuant to the approved District 56 Alternative Draft waiver, each manager may pre-select one assistant coach prior to the draft. The assistant coach must be approved by the BLL Board of Directors prior to being selected. The eligible children of both the manager and the approved assistant coach shall be frozen to that team and shall be drafted no later than the applicable draft round based upon the player's League Age in accordance with the Little League draft rulebook methods. A frozen player may be drafted in an earlier round based upon the player's skills evaluation. The Player Agent shall confirm all frozen players and their applicable draft rounds prior to the draft.

Age-Based Draft Rounds: Frozen players shall be drafted no later than the applicable round based upon the player's League Age in accordance with the then-current Little League draft rulebook methods. A frozen player may be drafted in an earlier round based upon the player's skills evaluation.

Little League Age-Based Draft Rounds

Draft Round	Majors	Intermediate	Juniors
5th	League Age 9–10	League Age 11	League Age 12
4th	League Age 11	League Age 12	League Age 13
3rd	League Age 12	League Age 13	League Age 14

BLL Local Minor Division Freeze Rounds

Draft Round	Single A	AA	AAA
5th	League Age 7	League Age 8	League Age 9–10
4th	League Age 8	League Age 9	League Age 11

Siblings: When two or more siblings are in the same draft and the first sibling is selected, that manager has the priority option to select the second sibling on the manager's next turn. If the manager passes, the second sibling becomes available to all teams.

Play-up requests: A player may request placement in a higher division when permitted by Little League age and division rules. The player shall be evaluated for the requested division. The Player Agent and at least one disinterested Board member shall assess skill, maturity, and safety. The Player Agent shall make the final placement decision consistent with Little League requirements and BLL's division structure. A request does not guarantee placement; safety, evaluation results, roster needs, competitive balance, and the league's interests may be considered.

Manager-avoidance requests: A parent or legal guardian may confidentially request before the draft or team formation that a player not be assigned to a particular manager. BLL will make reasonable efforts to accommodate the request but does not guarantee it. The Player Agent shall administer the request confidentially. The reason and identity of the requester shall not be disclosed except when necessary for safety, administration, investigation, or another legitimate league purpose. Retaliation is prohibited.

Post-draft trades: Immediately after the draft, managers may negotiate player-for-player trades for competitive balance or legitimate roster considerations. Every proposed trade shall be submitted to the Player Agent, who shall consider evaluations, overall balance, roster needs, and applicable Little League or waiver requirements. Manager agreement alone does not make a trade effective; final approval rests with the Player Agent. All trades must be completed before affected players or families are notified of draft results. Managers shall not contact families about a proposed trade before approval. If the Player Agent has a conflict, the President or a disinterested Director shall administer the decision.

Draft confidentiality: Evaluation and draft information is confidential, including scores, rankings, comments about players or families, draft strategy, draft order, proposed trades, and selections. This duty applies to managers, coaches, Directors, evaluators, and others with access. Violations may result in discipline, including suspension or loss of future volunteer opportunities, consistent with the Constitution. Nothing in this rule prohibits reporting safety or misconduct concerns to appropriate authorities.

Player Agent authority: The Player Agent may pause the draft, investigate a procedural error or material imbalance, consult evaluations and managers, and correct procedural mistakes. Any significant alteration to the approved draft procedure must comply with the applicable Little League rules and approved waiver.

Late registrations: A late registrant shall normally be assigned to the team with the fewest rostered players, subject to Little League roster requirements. A tie shall be resolved by a neutral random selection. If strict roster count would create an eligibility, safety, or significant competitive-balance issue, the Player Agent may make an alternative placement with the President's approval.

Recruiting and replacements: Managers and coaches shall not independently recruit, solicit, promise a roster position to, add, or select a replacement player. A roster need shall be reported to the Player Agent, and all additions and replacements shall be administered through the Player Agent in accordance with Little League requirements.

Teammate and coach requests: Requests to play with a particular teammate or coach are not guaranteed in Spring or Fall. BLL may consider such requests, particularly in noncompetitive divisions, when consistent with roster needs and league objectives.

Undrafted or unassigned players: An undrafted or otherwise unassigned player shall not automatically be moved to a lower division. The Player Agent shall determine placement based on eligibility, safety, roster space, division structure, and league needs.

5. Roster and Level of Play

Lowest Level of Play: Subject to current Little League eligibility requirements, BLL establishes the following lowest level of play for players age 7 through 12 as follows:

11 year olds AAA Division
9-10 year olds AA Division
8 year olds A Division
6-7 year olds Minor A

These are the lowest level of play placement levels and do not guarantee placement in a particular division. A player may be placed below the normal minimum when necessary for safety or appropriate player development based upon evaluations, with the Player Agent making the placement decision and the President approving the exception.

6. Equipment

BLL property: BLL-issued equipment remains BLL property and shall be returned by the established deadline.

Unreturned equipment: A person who fails to return BLL equipment may be charged the reasonable actual replacement cost and may have BLL participation or volunteer privileges restricted until the equipment is returned or the matter is resolved.

Exceptions: The Board may waive or reduce a charge when equipment was lost, stolen, damaged, or other circumstances justify an exception.

Records: The Equipment Manager shall maintain reasonable issuance and return records.

7. Conduct, Discipline and Suspensions

Applicability: Players, managers, coaches, volunteers, parents, and spectators shall comply with BLL sportsmanship and safety standards, the Code of Conduct, these Local Rules, the Constitution, and applicable Little League requirements.

Discipline: Discipline may include warnings, probation, game suspensions, restrictions from practices or activities, removal from a volunteer role, loss of future volunteer privileges, or other appropriate measures.

Due process: Discipline shall follow the notice and due-process requirements of the BLL Constitution, except that immediate action may be taken when necessary for safety, order, Little League compliance, or other urgent league needs pending further review.

Game suspensions: A game suspension is ordinarily served at the next game that is physically played unless the disciplinary decision provides otherwise. A postponed, canceled, forfeited-without-play, or otherwise unplayed game does not ordinarily satisfy a suspension.

Scope of restrictions: A disciplinary decision shall identify the applicable restrictions, which may include the game site, dugout, field, practices, pregame or postgame activity, and direct or indirect team communication.

Ejections: Any mandatory consequence required by the current Little League rules for an ejection shall apply. BLL may impose additional discipline consistent with the Constitution and these policies.

8. Standings and Division Championship Tournament

Standings points: For divisions in which standings are kept, regular-season points shall be used for Division Championship Tournament seeding only: win = 2 points, tie = 1 point, loss = 0 points.

Tiebreakers: Ties in regular-season points shall be resolved, in order, by: (1) head-to-head record; (2) fewest runs allowed in head-to-head games; (3) fewest runs allowed during the entire regular season; (4) most runs scored in head-to-head games; (5) most runs scored during the entire regular season; and (6) coin flip.

Division Champion: The winner of the Division Championship Tournament is the official BLL Division Champion. Regular-season standings do not determine the Division Champion.

Tournament Format: The BLL Division Championship Tournament shall be conducted as a double-elimination tournament. Tournament seeding shall be based upon the final regular-season standings and applicable tiebreakers. The team with the higher original tournament seed shall be the home team throughout the tournament, including the championship game and any necessary reset game.

Pitching: Current Little League pitcher eligibility, pitch-count, and mandatory-rest requirements apply throughout the tournament.

District 56 Tournament of Champions: When applicable and eligible, the Division Championship Tournament winner shall receive BLL's primary District 56 Tournament of Champions berth. If BLL receives a second berth, the tournament runner-up shall receive that berth, subject to District 56 and Little League requirements.

9. Makeup Games

Rescheduling: BLL shall make reasonable efforts to reschedule games postponed because of weather, field conditions, scheduling conflicts, or other unforeseen circumstances.

Administration: The Player Agent or Board-designated scheduler shall coordinate makeup games with manager input and consideration of field and schedule availability.

No guarantee: BLL does not guarantee that every postponed game can be made up. If a game cannot be rescheduled, its effect on standings or tournament seeding shall be determined under the applicable standings rules or Board-approved season procedures.

10. All-Star and Tournament Teams

Governing requirements: BLL may field All-Star and other tournament teams as authorized by Little League. All player, manager, and coach eligibility requirements shall be governed by the then-current Little League Tournament Rules, Regulations, and applicable approved waivers. Nothing in these Local Rules shall be interpreted to make an otherwise ineligible person eligible for tournament participation.

10.1 Standard Player Selection

Applicable teams: This standard process applies to the 8/9/10, 9/10/11, 10/11/12, and Juniors All-Star teams.

Voting body: Eligible players, managers, and coaches for that specific All-Star age group/team may vote.

Ballot: Each voter shall select 12 players.

Automatic selections: The three highest vote-getters shall be automatically selected to the initial roster, subject to Board approval.

Tie for third automatic position: If players are tied for the final automatic position, all players tied for that position shall be submitted to the eligible division managers, who shall vote to determine the final automatic selection. Exactly three players shall be selected automatically.

Remaining nine positions: The eligible division managers shall select the remaining nine players. Managers may nominate eligible players and discuss the roster. Any player receiving unanimous agreement of all participating division managers shall be immediately selected. When unanimous selections are no longer available, the remaining positions shall be filled one at a time by confidential blind ballot.

Blind-ballot procedure: Before each remaining roster position is filled, managers may discuss the remaining candidates, including performance, abilities, positions, pitching and catching needs, versatility, attitude, sportsmanship, and other legitimate roster factors. Each manager shall privately cast one vote for one remaining eligible player. The Player Agent shall collect and tabulate the ballots and may be assisted by a disinterested Board member. Individual votes shall remain confidential; only totals shall be announced. A majority of votes cast selects the player. The selected player is removed from consideration and discussion begins for the next position.

No majority: If no player receives a majority on the first ballot, totals shall be announced, managers may discuss the candidates, and a second confidential ballot shall be conducted. If no player receives a majority on the second ballot, a runoff shall be held between the two highest vote-getters from the second ballot. A majority in the runoff selects the player. If a tie prevents identification of the two runoff candidates, additional confidential ballots among the tied candidates shall be conducted until the runoff candidates are determined.

Selection meeting: The selection meeting shall occur within one week after votes are counted. The Player Agent shall conduct the meeting, and eligible division managers shall attend. The President or a disinterested Board member may observe or assist. Each regular-season team shall be represented by its approved manager; a substitute may participate only with prior approval of the Player Agent and President. The Player Agent and Board observer administer the process and do not vote unless these Local Rules specifically provide otherwise.

Confidentiality: The selection meeting and all associated deliberations are confidential.

10.2 Roster Size and Additions

Initial roster: The initial All-Star roster shall consist of 12 players.

Expansion: The All-Star manager may recommend expanding the roster to 13 or 14 players with Board approval. Any additional player shall come from the remaining eligible player pool and must satisfy all Little League eligibility and tournament requirements.

Timing: A manager may recommend an eligible addition at any time permitted under the then-current Little League Tournament Rules, including during tournament play, subject to Board approval and all applicable roster and eligibility requirements.

10.3 All-Star Manager and Coaches

Application: All-Star manager candidates shall submit the application or letter requested by BLL.

Review committee: The review committee shall normally consist of the President, Vice President, Coaching Coordinator, and Player Agent. A person with a conflict of interest shall recuse and be replaced when reasonably possible so that the committee includes four disinterested participants.

Recommendation and approval: The committee shall evaluate candidates and recommend a manager to the full Board. The Board makes the final selection. A Director with a conflict of interest shall abstain.

Selection criteria: The committee may consider sportsmanship and conduct; work ethic, reliability, and commitment; positive attitude and player experience; coaching knowledge and player development; knowledge of Little League rules; communication and relationships; coaching experience; evaluations; compliance with certifications and training; disciplinary history; time and organizational ability; and the ability to represent BLL appropriately. No single factor controls, and prior service does not create a right to selection.

Timing and confidentiality: The Board may complete manager selection before the roster is selected, but the manager's identity shall remain confidential until the initial 12-player roster has been selected.

Participation in player selection: A selected All-Star manager participates in the player-selection process only in the manager's capacity as a regular-season division manager and has the same rights as other participating division managers.

Assistant coaches: The All-Star manager may recommend assistant coaches, subject to Board approval, Little League eligibility, and all BLL volunteer requirements. At least one assistant shall have served as an approved manager or coach in the applicable division during the regular season. Additional assistants may be selected from other eligible BLL managers or coaches.

10.4 Seniors All-Stars

Selection: The Seniors All-Star manager, eligible Seniors coaches, and Player Agent shall select the Seniors roster. The group shall first attempt to reach consensus. If agreement cannot be reached, the Seniors All-Star manager shall have final selection authority, subject to Board approval and all applicable eligibility requirements.

10.5 Future Stars

Selection body: AA and AAA managers shall select the Future Stars roster.

Process: Managers shall nominate and discuss eligible players. Unanimously agreed players shall be selected first. Remaining positions shall be filled one at a time by the same confidential majority, second-ballot, runoff, and tie-resolution process used for standard All-Star selections.

Approval: The Future Stars roster is subject to Board approval.

Roster size: The Future Stars roster shall consist of the number of players established by the applicable tournament rules or, when the tournament does not establish a required roster size, the number approved by the BLL Board of Directors.

10.6 All-Star Confidentiality, Approval and Replacements

Confidential information: All voting results, individual ballots, nominations, manager discussions, player evaluations, vote totals, and deliberations are confidential. Managers, coaches, Directors, and administrative participants shall not disclose individual votes, comments, rankings, evaluations, or confidential deliberations. Only the final approved roster may be publicly disclosed when permitted under Little League requirements. Violations may result in discipline under the Constitution, these Local Rules, and the Code of Conduct.

Board approval: All All-Star and Future Stars rosters require final Board approval. The Board may review eligibility, compliance with the approved selection procedure, Little League and tournament requirements, and documented eligibility, safety, disciplinary, or procedural concerns. The Board shall not ordinarily substitute its judgment merely because individual Directors would have selected different players.

Replacement players: If a selected player declines, withdraws, becomes ineligible, is unable to participate, or otherwise must be removed, any replacement shall be made in accordance with the then-current Little League Tournament Rules. When BLL is permitted to select a replacement, the All-Star manager shall recommend an eligible replacement from the remaining eligible player pool, subject to Board approval. A player not selected during the original process has no automatic right to the next available roster position based solely on original voting results.

11. General Playing Rules

Little League rules: Except where a valid BLL division-specific Local Rule, approved waiver, or applicable interleague or tournament rule provides otherwise, current Little League playing rules and regulations shall apply.

Pitch count and pitcher eligibility: Pitch counts shall be maintained in accordance with current Little League requirements. The official scorekeeper shall record pitch counts during the game. Each manager is ultimately responsible for knowing and complying with all applicable pitcher eligibility, pitch-count, and mandatory-rest requirements. A failure by the scorekeeper or umpire to provide notice shall not relieve a manager of that responsibility.

Official scorekeeping: The home team shall provide the official scorekeeper and maintain the official scorebook or BLL-approved electronic scoring record. The designated official scorekeeper shall be responsible for making official scoring entries and corrections. Managers, coaches, players, parents, and other individuals shall not alter the official game record without authorization from the official scorekeeper or appropriate BLL official. Intentional alteration or falsification of an official game record may result in discipline.

Official game time: The plate umpire shall serve as the official timekeeper for the game. The umpire's determination of the official start time, expiration of a time limit, and declaration of a final inning shall control, subject to applicable Little League, interleague, tournament, and BLL Local Rules.

12. Division-Specific Local Playing Rules

12.1 Tee Ball Division

Competitive status: Tee Ball is noncompetitive. Scores and standings shall not be kept.

Batting: Each batter shall receive three pitches from a BLL-approved coach pitcher. If the ball is not put in play after the third pitch, the batter may take up to three swings from the tee. If the ball is not put in play after the permitted tee swings, the at-bat ends and play proceeds under the division's instructional procedures.

Fair-ball distance: A fair batted ball must travel at least 15 feet from home plate. A line may be marked from the first-base side to the third-base side to identify the minimum distance.

Base running: A runner may advance a maximum of one base per batted ball, whether the ball is hit to the infield or outfield. No additional base may be taken on an overthrow or subsequent defensive play.

Offensive inning: Each team shall bat once through its entire available roster each inning. Three outs do not end the inning. A runner who is actually put out shall leave the bases, and play continues until the available roster has completed its turn at bat.

Defense: The defensive team shall use exactly 10 players: six infielders and four outfielders. Outfielders shall begin at least 20 feet behind the base paths.

Participation: No player shall sit out two consecutive defensive innings. Each player shall play at least one defensive inning at an infield position.

Time limit: Games have a one-hour time limit. No new batter shall begin after one hour. An at-bat already underway may be completed.

Safety balls: BLL-approved safety balls shall be used for games and practices.

On-field instruction: BLL-approved coaches and on-field volunteers may be on the field while their team is on defense for instructional purposes. They shall make reasonable efforts to avoid interfering with a live ball, runner, defensive player, or play.

12.2 Minor A Division

Competitive status: Minor A is noncompetitive. Scores and standings shall not be kept.

Pitching: BLL-approved coaches shall pitch overhand for the entire season.

Five-pitch procedure: Each batter shall receive up to five pitches from the coach pitcher. If the fifth pitch is fouled off, the batter shall continue receiving pitches until the batter either puts the ball in play or fails to swing at a pitch. If the batter does not put the ball in play, the tee shall be used. A batter hit by a coach-pitched ball shall not be awarded first base, and the pitch shall not count toward the five-pitch limit. Walks are not permitted.

Base running: On a batted ball, runners may advance until a defensive player has possession of the ball. Once possession occurs, no additional base may be taken. A runner already past the halfway point to the next base may continue to that base; otherwise, the runner shall return to the previous base. Stealing and advancement on a passed ball or wild pitch are prohibited.

Bunting: Bunting is prohibited.

Offensive inning: Each team shall bat once through its entire available lineup each inning. If three outs are recorded before the lineup is complete, the bases shall be cleared and batting shall continue until the available lineup has completed its turn. Additional outs do not end the inning.

Defense: The defensive team shall use 10 players: six infielders and four outfielders. Outfielders shall begin at least 20 feet behind the base paths.

Participation: No player shall sit out two consecutive defensive innings. Each player shall play at least one defensive inning at an infield position.

Time limit: Games have a one-hour, 30-minute time limit. No new batter shall begin after the time limit. An at-bat already underway may be completed.

Safety balls: BLL-approved safety balls shall be used for games and practices.

On-field instruction: A maximum of two BLL-approved coaches or on-field volunteers may be on the field while their team is on defense for instructional purposes. They shall make reasonable efforts to avoid interfering with a live ball, runner, defensive player, or play.

12.3 Single A Division

Competitive status: Single A is noncompetitive. Scores and standings shall not be kept.

Pitching progression: For the first portion of the season, teams may use a BLL-approved coach pitcher or pitching machine. Beginning with the first game after spring break, players shall pitch.

Coach pitching: A coach pitcher shall throw overhand and no closer than the pitching plate. Underhand pitching is prohibited.

Ball four: A batter shall not be awarded first base on ball four from a player pitcher. After ball four, a BLL-approved offensive coach shall pitch to the batter, and the batter's existing strike count shall remain in effect. The coach may throw up to three pitches. The at-bat shall end when the batter puts the ball in play, strikes out, or fails to swing at the final permitted pitch. If the final permitted pitch is fouled off, the at-bat shall continue until the batter puts the ball in play, strikes out, or fails to swing at a pitch. A foul ball shall not result in an out unless legally caught.

Hit by pitch: A batter hit by a player pitch shall not be awarded first base. A BLL-approved offensive coach shall take over using the batter's existing strike count and the same coach-pitch procedure that applies after ball four.

Bunting: Bunting is prohibited.

Base running: On a batted ball, runners may advance until a defensive player has possession of the ball in the infield. Once possession occurs in the infield, no further advancement is permitted. A runner already past the halfway point to the next base may continue to that base; otherwise, the runner shall return to the previous base.

Lineup: Each team shall use a continuous batting lineup with free defensive substitutions.

Offensive inning: An offensive inning ends at the earlier of three outs or the entire available lineup batting once.

Defense: The defensive team shall use 10 players: six infielders and four outfielders. Outfielders shall begin at least 20 feet behind the base paths.

Participation: No player shall sit out two consecutive defensive innings. Each player shall play at least one defensive inning at an infield position.

Time limit: Games have a one-hour, 45-minute time limit. No new batter shall begin after the time limit. An at-bat already underway may be completed.

On-field instruction: A maximum of two BLL-approved coaches or on-field volunteers may be on the field while their team is on defense for instructional purposes. They shall make reasonable efforts to avoid interfering with a live ball, runner, defensive player, or play.

12.4 AA Division

Lineup: Each team shall use a continuous batting lineup with free defensive substitutions.

Eight-player minimum: A team may start and continue a game with eight players without penalty. If additional players arrive after the game begins, they shall be added to the end of the batting order in the sequence of their arrival.

Offensive inning: An offensive inning ends at the first of three outs, the entire available lineup batting once, or five runs scored.

Final inning: The five-run limit does not apply in the sixth inning or in an earlier inning declared by the umpire to be the final inning because of time.

Outfield positioning: Outfielders shall begin at least 20 feet behind the base paths.

Participation: No player shall sit out two consecutive defensive innings. There is no BLL local requirement that a player receive an infield inning in AA.

Time limit: No new inning shall begin after one hour 45 minutes. All games shall have a two-hour drop-dead time pursuant to BLL's approved waiver (see Appendix B). The plate umpire may declare an earlier inning to be the final inning because of time.

Standings points: For Division Championship Tournament seeding, a win is worth 2 points, a tie 1 point, and a loss 0 points.

Run rule: A game shall end when one team leads by 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.

Closed home plate: Home plate shall remain closed through spring break and shall open beginning with the first game after spring break. While home plate is closed, runners may not steal home or advance home on a passed ball or overthrow.

12.5 AAA Division

Lineup: Each team shall use a continuous batting lineup with free defensive substitutions.

Eight-player minimum: A team may start and continue a game with eight players without penalty. If additional players arrive after the game begins, they shall be added to the end of the batting order in the sequence of their arrival.

Participation: No player shall sit out two consecutive defensive innings. There is no BLL local requirement that a player receive an infield inning in AAA.

Offensive inning: An offensive inning ends at the first of three outs, the entire available lineup batting once, or five runs scored.

Final inning: The five-run limit does not apply in the sixth inning or in an earlier inning declared by the umpire to be the final inning because of time.

Time limit: No new inning shall begin after one hour 45 minutes. All games shall have a two-hour drop-dead time pursuant to BLL's approved waiver (see Appendix B). The plate umpire may declare an earlier inning to be the final inning because of time.

Standings points: For Division Championship Tournament seeding, a win is worth 2 points, a tie 1 point, and a loss 0 points.

Run rule: A game shall end when one team leads by 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.

12.6 Majors Division

Lineup: Each team shall use a continuous batting lineup with free defensive substitutions.

Eight-player minimum: A team may start and continue a game with eight players without penalty. If additional players arrive after the game begins, they shall be added to the end of the batting order in the sequence of their arrival.

Minimum play: Each player shall play a minimum of six defensive outs and have at least one at-bat.

Courtesy runner: With two outs, a courtesy runner may be used for the catcher or pitcher of record. The courtesy runner shall be the player who made the most recent out.

Run rule: A game shall end when one team leads by 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.

Time limit: No new inning shall begin after one hour 45 minutes. All games shall have a two-hour drop-dead time pursuant to BLL's approved waiver (see Appendix B).

Standings points: For Division Championship Tournament seeding, a win is worth 2 points, a tie 1 point, and a loss 0 points.

Dropped third strike: The dropped third-strike rule shall be in effect in the Majors Division.

12.7 Juniors/Seniors Division

Interleague or alliance play: When BLL participates in an interleague or alliance schedule for the Juniors or Seniors Division, games shall be played under the current rules and bylaws adopted for that interleague or alliance, together with applicable Little League requirements. BLL shall provide participating managers with the applicable interleague or alliance rules.

13. Registration Refunds

Refund policy: Registration fees are non-refundable once a player has been rostered to a team. Processing fees are non-refundable. Prior to rostering, refund requests may be approved in accordance with BLL's registration procedures. The Board may approve a full or partial exception after rostering when extraordinary circumstances warrant, including a significant medical issue, relocation, or another circumstance the Board determines justifies an exception.

14. Protests

Permitted Protests: Protests shall be permitted only to the extent allowed under the then-current Little League rules, applicable interleague rules, or tournament rules. When a protest is permitted, the manager shall notify the umpire before play resumes when required by the applicable rules.

Written Protest: When a protest is permitted, the protesting manager shall submit the protest in writing to the President within 24 hours of the game. The umpire shall provide a written report within 24 hours when requested by BLL.

Protest Committee: Protests shall be reviewed by a committee consisting of the President, Vice President, and Umpire-in-Chief (UIC). If any member has a conflict of interest, that individual shall be replaced by a disinterested Director appointed by the Board.

Protest Decision: The Protest Committee shall make reasonable efforts to issue a decision within 72 hours. When appropriate, BLL may refer the matter to the District 56 UIC or another appropriate Little League official for guidance or determination.

15. Adoption and Administration

Adoption and Administration: These Brea Little League Local Rules, Policies & Procedures are adopted by the BLL Board of Directors and shall remain in effect until amended, replaced, or repealed in accordance with the BLL Constitution and applicable Little League requirements.

The Board may adopt, amend, or repeal Local Rules, Policies & Procedures as necessary for league operations, provided that no provision may conflict with the BLL Constitution, applicable Little League rules, regulations, policies, approved waivers, or other controlling requirements.

The President, Player Agent, Umpire-in-Chief, and other appropriate league officials may administer and interpret these provisions within the scope of their respective responsibilities. Material questions of interpretation or policy may be referred to the Board of Directors.

Appendix A — District 56 Alternative Draft Method Waiver

Supporting waiver documentation. The operative Local Rule remains Section 4.2 and applies only when the applicable waiver has been approved for that season.

Little League

Carmella Gaytan, District Administrator
California District 56

Delivered via Email

Charter Case: #13
District ID: #4055600

Dear Carmella:

The Charter Committee has **approved** the draft method as outlined below:

California District 56 is proposing to use Draft Plan B with the adjustment that each Manager be allowed to pre-select one Assistant Coach prior to the draft. This coach must be approved by the league's Board of Directors prior to being selected. Both the Manager and Assistant Coach's children will be "frozen" and then eligible to be drafted by the Manager during the draft. These specific players shall be drafted no later than the round by age according to the Little League draft rulebook methods but may be drafted prior because of their skill evaluation.

Thank you for your continued commitment to Little League and your community. Best wishes for a great 2024 Little League season!

For any further clarification or insight, please reach out directly to your appropriate Regional Office by phone or email.

Sincerely,

Little League International Charter Committee

CC: Kit Golden – West Region Director

539 US Highway 15, P.O. Box 3485
Williamsport, PA 17701-0485

Phone 570-326-1921

LittleLeague.org

Appendix B — District 56 Game Time-Limit Waiver

Supporting waiver documentation for the AA, AAA, and Majors two-hour game-ending (drop-dead) time limit.

Request for Rule Wavier by Ca. D56 (4055600), for the Leagues noted below.

Reference LL Rules 4.10 & 4.11

Add to read:

If at the end of a league's no new inning time limit, the games will be halted and all play will be ended. If a game is called before a winner has been determined, it shall revert back to the last completed Inning. It shall not resume but the score shall be recorded in their respective level standings if they meet rule 4:10 and 4:11.
For Minor league games, if a game is called before it has become a regulation game, the game shall be halted by the umpire and will not be resumed. For all other League games, if rule 4:10 has not been met then the game will continue until, meeting the requirements of a Regulation Game. If it is tied at the end of the time ending limit or reverted back to the previous inning, then amend rule 4:11 (E), the game shall be halted and the points awarded by Game Changer will be used only if they have bearing on the standings. If there is no bearing on the standings the game should not be counted unless it is need to fulfill the requirement of games played.

Synopsis;

Due to the number of games D56 Leagues schedule, as well as their cities that control the use of the facilities and fees charged to use them to play during the Regular season we are requesting the following waiver:
If when games end at the "no new inning time limits" established by each league, we are asking that the below listed leagues be granted a waiver for an End of Game (drop dead) time limit and if at that End of time limit (drop dead) there is not a clear winner the games will revert back to the previous completed inning as the final score.

Leagues requesting game time ending limit (drop dead game over) for the waiver are;

Brea LL (4055601): Game time ending limits (drop dead) for AA- AAA – Majors divisions ending time is 2 Hours, the game is over

East Hills Yorba Linda LL (4055607); Game time ending limit (drop dead) for AA 2 Hours the game is over & for AAA - Majors 2Hr's 45 minutes, the game is over

West Fullerton LL (4055604); Game time ending limit (drop dead) for AAA and AA 2 hours, the game is over

La Habra City-(4055606); Game start times 5pm and 7:30 pm in major div. Game ending time for first game is 7:20pm- ending time for second game is 9:50 due to curfew and lights on major field go out at 10pm

Appendix: