



## Local Rules Majors, AAA, AA Divisions 2026 Season

### 1:00 - Purpose and Boundaries

1:01 - These rules are established to provide uniformity and consistency throughout the league from year to year. They will in no way conflict with or supersede those specifically stated and recorded in the published Little League Official Rulebook or the Little League Baseball Handbook Manual.

1:02 – Only the local league options stated in this document shall be adopted for play. Any rules not specifically mentioned here shall follow the Official Little League Rule Book.

### 2:00 – Managers and Coaches

2:01 – Managers, coaches and parents are required to conduct themselves in an adult manner. Improper touching, gestures, speech, throwing of gloves or hats will not be tolerated by players, parents, coaches or manager. If such conduct is from a player, the manager must counsel the player immediately. Situations contrary to this policy will be referred to the WYLLL Board of Directors (or its designated Disciplinary Committee) for review and appropriate action in accordance with the WYLLL Constitution, District 56 guidance, and Little League policies. A Disciplinary Committee made up of three (3) Board Members shall hear and review all game ejections with consideration to the ways of the League Constitution. The Committee shall meet within 72 hours after the incident and give a decision within 24 hours after the meeting to determine if more than a one (1) game suspension is warranted.

2:02 – Managers are responsible for the safety and supervision of their players during league-sanctioned practices, games, and approved team activities. Transportation to and from these events is the responsibility of the player's parent/guardian.

### 3:00 - Scheduling

3:01 - Normal scheduled game days will be Monday through Thursday, and Saturday. Game start times may range from 4:30 - 7:30 PM, Monday, Tuesday, Wednesday, Thursday and from 8:00 AM to 7:00 PM on Saturday. **Our permits for practice on the Single A and Minor A (skin) fields are from 4:30 PM to 6:30 PM on weekdays; therefore, all practices must conclude and be completely vacated by 6:30 PM.**

3:02 – All games are played at Veterans Park. Managers are responsible to call the Yorba Linda Parks and Recreation Field Condition hotline (714) 986-1015 or check our website at [www.wylll.com](http://www.wylll.com) during times of questionable weather or field conditions. In the event there is a field issue and/or conflict, the Field Ambassador can be reached at 714-457-2201. Parks emergency (after hours staff) (714) 290-4719.



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3:03 - Managers should request from the Player Agent, any needed rescheduling **48 HOURS** before game time. Managers will be given 48 hours' notice for rescheduled games, unless otherwise specified per Section 3:06. A team must have at least eight (8) players present and ready to play within ten (10) minutes of the scheduled start time or the game will be declared a forfeit. A forfeit is scored 6 – 0. A game may be played with eight (8) players as permitted by Little League local option. A game may not continue if either team has fewer than eight (8) eligible players.

3:03a – Vacations & family emergencies are not grounds to reschedule a game.

3:04 – Games may be rescheduled due to school activities, weather, or any other Board approved activity, which conflict with a scheduled game (See Section 3:03). If a team can field the minimum number of players, eight (8), the game will be played as scheduled.

3:05 – All games played must be completed to count for standings, unless otherwise approved by the player agent due to unforeseen reasons.

Rainouts will be rescheduled by the player agent based on field and game time availability. Early game slots will be used when possible.

Note: Intent of rainout schedule is to make-up the game as soon as possible, either the week of or the following week. Sometimes there will be conflicts for makeup games on the following week depending on what your game schedule is for that week. Such conflicts will be taken into consideration by the Player Agent. \* Rescheduled games can or will result in a loss of practice time depending on the number of events for said team on such week.

3:06 – WYLLL recognizes and schedules for three (3) “events” per week. An “event” is defined as a practice or a game. Any practices above and beyond the 3<sup>rd</sup> “event” shall be voluntary. Additionally, any practice above and beyond the 3<sup>rd</sup> “event” or an “event” that takes place somewhere other than a team's assigned/permitted practice facility, must have prior Player Agent & President approval. Any off-site practice or activity must be approved in advance by the Player Agent and President and must comply with Little League safety policies.

3:07 – Batting Cages: WYLLL permits are for Cages 1, 2, 5 and 6. Cages will be based on seniority should there be a conflict. To minimize conflicts, each team is allocated 30 minutes of cage time prior to their game. Please limit the number of balls thrown to each batter. Teams must be vacated from the cage 30 minutes prior to their game time. Cages 5 and 6 are the shorter cages and should be utilized whenever possible by the AAA and AA divisions.

### 4:00 - Ground and Playing Rules

4:01 - Home team shall take the third base dugout.

4:02 - **Teams may have two (2) adult base coaches on the field and a maximum of 3 coaches (manager and two (2) coaches) in the dugout during a game. These individuals must have a prior background check from the League. One adult must remain in the dugout at all times and must have the proper background**



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check. All coaches must remain in the dugout and not on the field or dugout opening when the team is on the field.

4:03 – Any manager or coach ejected from a game, will not be replaced during the game and that team will continue with only two (2) coaches. One coach must remain in the dugout when their team is on offense (batting).

4:04 - The managers will meet five (5) minutes before the game begins with the umpires to supply one (1) game ball each, discuss field conditions, clarify rules, and out of play boundaries with the umpires.

4:05 - The Little League Pledge will be recited before each game.

4:06 – *[rule 1.01 and 4.17 league option]* A game may begin with 8 players on a team. At no point may a game continue with less than 8 players on any given team.

4:07 – *[rule 4.04 league option]* Teams will bat their entire roster/line-up present. Players arriving after the start of the game shall be placed at the end of the line-up and be considered on the bench at the start of the game without a penalty. Any player who leaves a game early or is injured, shall be skipped in the batting order without penalty. If this causes the team to drop below eight (8) eligible players, the game shall end and be ruled a forfeit. If a team only has 8 eligible players, there is no penalty for skipping over the 9<sup>th</sup> batting order position.

4:08 – *[rule 4.10 (e) league option]* All provisions of rule 4.10 (e) shall be in effect in West Yorba Linda Little League play. There is a mercy rule of 15 runs after 3 completed innings, 10 runs after 4 completed innings, and 8 runs after 5 completed innings.

### Major Division

4:09 – There is no time limit for Major Division games.

### Minor League (AAA and AA)

4:10a – AA Divisions *[rule 4.10 (c) 2 league option]* – Games will not start a new inning after 1 hour 45 minutes. Any inning already in progress at 1 hour and 45 minutes shall be completed in its entirety. If the game is tied at the conclusion of the inning, then the game shall END IN A TIE. LL Rule states “9 innings maximum same day/same game”. **Note:** If there is another game scheduled after the game (i.e., Saturdays), the game shall not continue beyond the completion of the inning unless otherwise directed by a Board Member. All weekday games must end at 9:00 pm. If the game has not been completed, then the remainder of the game will be completed at a future date to be determined by the Player Agent and/or President. The goal is to finish the game, unless completion of such interferes with the next scheduled game or the weekday ending time of 9:00 pm is reached.

4:10b – AAA *[rule 4.10 (c) 2 league option]* – Games will not start a new inning after 1 hour 45 minutes. Any inning already in progress at 1 hour and 45 minutes shall be completed in its entirety. If the game is tied at the conclusion



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of the inning, then the game shall END IN A TIE. The game may continue to a maximum of 9 innings OR until the 9:00 pm weekday curfew, whichever comes first. LL Rule states “9 innings maximum same day/same game.”

4:10c – MAJORS – Regular season only: If a game remains tied after nine (9) innings, then the game will be declared a suspended game regardless if there is time remaining before curfew or not. The Player Agent will reschedule the game and the game will resume at the exact point the game was halted, per the Little League Rule Book. Tied games will be finished prior to the next game between the same two teams is started, or as scheduled by the Player Agent.

4:11 – AAA/AA – Umpires shall warn managers who they determine are delaying a game with the intent of taking advantage of the time limit 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. Delay tactics include, but are not limited to, excessive requests for a “time out,” failure in having a team leave/return to a dugout in a timely fashion, excessive pitching changes, etc.

4:12 – AAA & AA ONLY *[rule 5.07 league option]* – A half inning shall constitute either 3 outs OR until 5 runs have scored OR when all players on the roster have batted once in the half inning, whichever comes first. However, the 5-run rule per half-inning will be waived beginning in the 6<sup>th</sup> inning and subsequent innings if applicable. The umpire may not declare “Last Inning” unless it is the 6<sup>th</sup> inning or later.

4:13 – MAJORS/AAA/AA *[rule 4.04 league option]* – A continuous batting order shall be used. Each team will bat all eligible players present. Any player arriving late to the game shall be added to the end of the line-up sheet, without penalty. Any player, who leaves a game early, shall be skipped in the lineup without a penalty.

4:14 – MAJORS/AAA/AA *[rule 3.04 league option]* – Courtesy runners are permitted. A “courtesy runner” is allowed for the catcher and/or pitcher OF RECORD when there are two (2) outs. Using a continuous batter order, the “courtesy runner” must be the player in the batting order who made the last out, 7.14(b).

### 5:00 - Player Transactions (Call-ups) *[regulation III(d) & V(c)]*

5.01 – Pool Players - Any team that loses a player due to an injury or other board approved player related reason during the season may be given a “pool player” from within the division, selected by the player agent.

Each manager will provide a “pool player” list to the player agent prior to the start of the season. Pool players are used in the event a team cannot field eight (8) to nine (9) players, eliminating the need for a team to forfeit.

5.02 – The “pool” is managed by the respective player agent. Managers cannot select a player from the list. Players will be assigned by the player agent.

5.03 – Any player that will miss more than three (3) consecutive games due to injury shall submit a doctor’s note to the player agent explaining the injury and time frame of the injury.

### 6:00 - Division Winners



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6:01 - A division tournament shall be held at the end of the season to determine the division champion. The player agent and WYLLL Board will decide which format and provide tournament details prior to the regular season beginning.

In the event there is a tie(s) between any of the teams, a tiebreaker will be used to determine seeding in the divisional tournament. The tiebreaker will be determined as follows:

Note: The objective of the tiebreaker is to clearly eliminate 1 team from the equation. For example: Team A has a combined record of 5-3 against Teams B & C; Team B has a combined record of 4-4 against Teams A & C; and Team C has a combined record of 4-4 against Teams A & B. If 1 playoff spot is available, Team A would be awarded the playoff spot. If 2 playoff spots are available, Team A would be awarded 1 playoff spot and Teams B & C would revert to "2 teams tied" to determine last playoff spot.

- 2 TEAMS TIED
  - Head-to-head
  - Least runs given up to the other team
  - Coin flip
- 3 OR MORE TEAMS TIED
  - Head-to-head, if 1 team is clearly eliminated from the equation, revert to 2 teams tied, if necessary.
  - Least runs given up to other 2 teams, if 1 team is clearly eliminated from the equation, revert to 2 teams tied, if necessary.
  - Most runs scored against other 2 teams, if 1 team is clearly eliminated from the equation, revert to 2 teams tied, if necessary.
  - Coin Flip – Teams will draw numbers to see who flips first, with the remaining team(s) waiting to flip against the winner.

### 7:00 – Player Try-Outs & Draft Procedures

#### 7:01 – Majors Draft Procedures

##### Draft System

Little League Majors shall use Draft plan B as specified in the Little League Operation Manual, including all applicable Manager/Coach options and sibling options, unless modified by an approved local league option as stated below.

##### Evaluations

All eligible players must attend player evaluations to be eligible for selection in the Majors Draft, unless excused by the Player Agent for a documented reason. Players who do not attend evaluations may be placed in the draft as "special selections" in accordance with the Little League Rule Book.

##### Manager/Coach Options (Freeze Players)

When the **manager** of the team has a son or daughter eligible to be drafted, he/she may use the "Sons/Daughters of Managers" option to draft his/her child to the team. This option must be submitted to the Player Agent at least 48 hours before the draft begins. The manager must exercise this option before a



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specified round, which depends on the division and league age of the player. Failure to exercise the option in or before the specified round results in the son/daughter becoming eligible to be drafted by any other team.

### Placement of Option Players

In accordance with the Little League Rule Book, players frozen by option must be chosen no later than the draft round determined by their league age.

### 12-Year-Old Participation

League age 12 players shall be placed in the Majors Division whenever possible. Any request for a league age 12 player to play in AAA must be approved by a waiver in accordance with Little League regulations. Each team should strive for an equal number of 12 year olds per team.

### Draft Order

Draft order shall be determined by random draw conducted by the Player Agent. The draft shall proceed in a serpentine (snake) format.

### Brother/Sister Option

The Brother/Sister Option is available when there are two or more siblings eligible to be drafted. After the first sibling is drafted, the manager of that team automatically has the option to draft the brother or sister of that player on the team's **next** turn in the draft. If the manager does not exercise the brother/sister option on the next turn, the sibling becomes available to be drafted by any other team.

## 7:02 – AAA & AA Draft Procedures

### Draft System

Little League AAA and AA Divisions shall use Draft plan B as specified in the Little League Operation Manual, including all applicable Manager/Coach options and sibling options, unless modified by an approved local league option as stated below.

### Evaluations

All eligible players must attend player evaluations to be eligible for selection in the AAA and AA Draft, unless excused by the Player Agent for a documented reason. Players who do not attend evaluations may be placed in the draft as “special selections” in accordance with the Little League Rule Book.

### Manager/Coach Options (Freeze Players)

When the **manager** of the team has a son or daughter eligible to be drafted, he/she may use the “Sons/Daughters of Managers” option to draft his/her child to the team. This option must be submitted to the Player Agent at least 48 hours before the draft begins. The manager must exercise this option before a specified round, which depends on the division and league age of the player. Failure to exercise the option in or before the specified round results in the son/daughter becoming eligible to be drafted by any other team.

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that player on the team's **next** turn in the draft. If the manager does not exercise the brother/sister option on the next turn, the sibling becomes available to be drafted by any other team.

### 8:00 – Equipment

8:01 – All catchers must wear a catcher's glove. A fielder's glove including first baseman's glove is not permitted for playing the catcher's position.

8:02 – All bats that meet the specifications defined in the Little League rulebook are acceptable for use. Effective January 1, 2018, Little League Baseball will adhere to the new USA Bat standard and must have the USA Baseball stamp/sticker on it (above the handle and below the barrel) and must be less than 33" long. Non-USA baseball bats previously approved for use will not be permitted to be used in any Little League function. Wood bats are allowed.

8:03 - All catchers' masks, including hockey style, must be equipped with a "dangling" throat protector.

### 9:00 – Field Preparation

9:01 – Home team is responsible for field preparation.

9:02 – Away team is responsible for field tear down.

9:03 – Managers are encouraged to communicate with one another for conflicts in timing.

### 10:00 – Protests

10:01 – Protests shall be handled in accordance with the Little League Official Rulebook. Only protests involving a misinterpretation or misapplication of a playing rule may be considered. Judgement calls by umpires are not protestable. The League President (or designee) and Player Agent will review any protest submitted in writing in accordance with Little League procedures.

10:02 – If any committee member(s) have a stake in the protest or the division in which the protest is being filed, the committee member(s) must be replaced by neutral member(s) of the board of directors.

10:03 – A board member is considered to have a stake in the protest if he/she is a manager, coach, or parent of any team and/or player within the division or any of the teams involved in the protest.



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