



Eastside Little League Bylaws

In-House Rules

Board Members, Tryouts and Drafts

- Board Members must be on the Board of Directors for two (2) consecutive years to be eligible for an executive office position.
- ESLL will hold one try-out day, all registered players (except T-ball) shall participate in at least ONE of the try-out days before being placed in a blind draft.
- Players who want to PLAY UP must try out for the PLAY UP Division
- ANY PLAYER with a BALANCE will be placed on a waiting list til at least 75% of the balance is paid.
- DRAFT DAY: (Snake Draft) Each coach of each division will draw a number in which they will draft players. EX: Coach Davis got number 2, Coach Harris got number 3 and Coach Lee got number 1. COACH LEE would go first. After the first round then Coach Harris would start off Round 2 and Coach Lee would be the 3rd pick that round.
- Managers Pick will go in round 1. Assistant Coach Pick will go in round 2.
- Siblings will come in a pair and 1st sibling will go in round selected, with 2nd sibling being placed in the 8th round. Following pairs will follow same order (9th round, etc).
- Open trades will be allowed and must be completed within five (5) minute.
- Blind picks (hat picks) are red lined and will not be traded.
- EACH TEAM WILL CARRY NO MORE THAN 12 PLAYERS.
- NO ESTABLISHED TEAMS WILL BE ALLOWED.
- Each Coach will be notified that if equipment is needed they will need to bring a check written out to ESLL for the amount of \$250.00 and Dated June 1st.



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Machine Pitch Division (6-7 Year Olds)

- WILL FOLLOW LITTLE LEAGUE RULES AS GIVEN IN YOUR LL RULE BOOK
- All 12 players will have an at bat, and 10 players will be placed on defense with substitutions being made after 6 consecutive outs
- BATS MUST BE USA APPROVED
- Double (safety) First Base will be used
- PLAYER MAY BE ADDED TO THE BOTTOM of the lineup if he/she shows up BEFORE the start of the 3rd inning
- PITCHING MACHINE will be placed 35 feet from home plate.
- Machine must be set to 3:3:4
- Mercy Rule by inning: 15 after 3 (innings); 10 after 4; 8 after 5
- Base paths will be 60'
- Medium firm baseballs will be used
- Players will be allowed to use the Tee after the 3rd strike for the first two (2) weeks of season play. Division V.P. and Managers will review before change is implemented.
- Coaches will umpire each other's games.

MACHINE PITCH DEFENSIVELY

- 10 players on the field for defense. Infielders, Catcher, Pitcher and Four outfielders (Left Fielder, Left Center, Right Center, and Right Fielder). Outfielders must play in outfield grass. Game can be played if there is no catcher.
- A Pitcher must be to the side of the pitching machine (left or right)
- Catcher must be in the catching position behind home plate with catchers gear
- Catcher must have catcher's gear

- HOME TEAM WILL KEEP SCORE (Home team must keep score on Game Changer should there be malfunctions, a score book is available, pick up at snack bar.)
- If Runner does not pass the line at the time Umpire calls Time, he/she must go back to previous base
- Home team must have last at bats; otherwise, score reverts to last inning
- Time Limit: NO new inning after 1 hour and 30 minutes (at umpires discretion)(6 INNINGS max.
- Tee must be placed directly above the home plate
- When ball is placed on the Tee, batter is allowed one swing only. No “practice” swings. If contact is made and ball falls off the Tee, it is considered a swing.
- Pitcher must have ball in the circle and must call time to stop the play and prevent the runner from advancing (umpire calls time at his discretion)
- A ball thrown and hits the machine is considered a live ball.
- The game ends when the visiting team completes its half of the sixth inning, If the home team is ahead. If home team is behind, home team must have last at bats.
- Five (5) run rule for all innings EXCEPT last inning which will be open for both teams, unless the home team is winning.
- Defensive players must give a base path to runners, or obstruction will be called at umpires discretion.
- Only one manager and not more than two coaches shall occupy the bench of dugout. When batters or base runners are retired, they must return to the bench or dugout at once. (i.e. Only manager, 2coaches and team parent allowed in dugout. Team parent will remain in dugout at al times)
- On defense, manager and coach must return to their dugout.
- One adult/team parent must stay in dugout at al times.
- On-deck batters are not allowed. No player should handle a bat, even while in the dugout, until his/her time at bat.
- It is interference by a batter or runner when the base coach at third base or first base, by touching or holding the runner, physically assists that runner in returning or leaving third or first base, at umpires discretion. Congratulations are allowed, as long as they are not assisting the runners!

*****THESE ARE NOT CHANGES OT THE RULES - ONLY CLARIFICATION TO THE RULES*****

****Managers will be required to umpire each others games****

Have fun and remember: it's about the kids!



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MINI MINOR DIVISION (7-8 YR OLDS)

- WILL FOLLOW LITTLE LEAGUE RULES AS GIVEN IN YOUR LL RULE BOOK
- All 12 players will bat and 9 players will play defense. Substitutions being made after consecutive outs
- BATS MUST BE USA APPROVED
- Double (safety) First Base will be used
- Pitching mound will be set at 40'
- Pitchers will pitch from 40'. Each pitcher is allowed MAX 3 innings per game (Each team should keep track of their own pitchers)
- Once pitcher is removed from mound, they cannot return as pitcher for remainder of game
- No COACH PITCH
- 5 Run rule per innings
- Mercy Rule by inning: 15 after 3 (innings); 10 after 4; 8 after 5
- If runner is not advancing, any infielder in possession of the ball may call time
- Player standing at 3rd may advance on a pass ball (ball must cross plate)
- Batter staying in box while 3rd base runner is coming in will be called out for interference
- HOME TEAM will keep score (Home team must keep score on Game Changer, should there be malfunctions, a score book is available, pick up at snack bar.)
- Home team must have last at bats; otherwise, score reverts to last inning
- Time Limit: No new inning after 1 hour 30 minutes (at umpires discretion)/ 6 INNINGS max
- No minimum innings for any game.



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MINOR DIVISION (9 - 10 YR OLDS)

- WILL FOLLOW LITTLE LEAGUE RULES AS GIVEN IN YOUR LL RULE BOOK
- 12 players will bat. 9 players will play defense
- BATS MUST BE USA APPROVED
- FOLLOWING PITCHING GUIDELINES FOR YOUR DIVISION, EACH TEAM WILL KEEP PITCH COUNT FOR BOTH TEAMS
- If runner is not advancing, any infielder in possession of the ball may call time.
- Once pitcher is removed from mound, they cannot return as pitcher for remainder of game
- Pitching Limits will be followed, per LL rulebook
- 5 runs per inning or 3 outs
- Mercy Rule by inning: 15 after 3 (innings); 01 after 4; 8 after 5
- Home team must have last at bats; otherwise, score reverts to last inning
- Time Limit: No new inning after 1 hour 30 minutes (at umpires discretion) / 6 INNINGS max.
- HOME TEAM WILL KEEP SCORE (Home team must keep score on Game Changer, should there be malfunctions, a score book is available, pick up at snack bar.)
- No minimum innings for any game.



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MAJOR DIVISION (11 - 12 YR OLDS)

- WILL FOLLOW LITTLE LEAGUE RULES AS GIVEN IN YOUR LL RULE BOOK
- 12 players will bat, 9 play will play defense
- BATS MUST BE USA APPROVED
- FOLLOW PITCHING GUIDELINES FOR YOUR DIVISION, EACH TEAM WILL KEEP PITCH COUNT FOR BOTH TEAMS
- Mercy Rule by inning: 15 after 3, 10 after 4, 8 after 5
- Once pitcher is removed from mound, they cannot return as pitcher for remainder of game
- Drop 3rd strike rule only when 1st base is unoccupied, and two (2) outs; all other runners run at their own discretion
- Time Limit: No new inning after 1 hour 30 minutes (at umpires discretion) / 6 INNINGS max
- No minimum innings for any game. HOME TEAM WILL KEEP SCORE (Home team must keep score on Game Changer, should there be malfunctions, a score book is available, pick up at snack bar.)