



Turlock American Little League By-Laws, Local Rules and Ground Rules



2026 Season

SECTION I PURPOSE

MISSION STATEMENT

The purpose of Turlock American Little League, (TALL), is to instill in our youth the ideals of sportsmanship, honesty, loyalty, courage, respect for leadership, and the love of baseball.

AUTHORITY AND VALIDITY

The Board of Directors (BOD) shall be governed by the Constitution of the League on record in Williamsport, PA. TALL operating rules and By-Laws, Local Rules and Ground Rules shall be approved by a majority vote of the BOD. Following adoption of these rules by the BOD, they may only be changed upon the concurring vote of majority of the Board. These rules pertain to all of TALL.

BOARD OF DIRECTORS POSITIONS AND DUTIES

- **President** – The duties of a President are described within the limits of the rules and regulations, and within the local league Constitution, giving each President the ability to oversee the affairs of all elements of the league. As the chief administrator, the President selects and appoints managers, coaches, umpires and committees. As such, no person becomes a manager, coach, umpire or committee member without the approval of the President. However, all appointments are subject to final approval by the local league's BOD. The President presides at league meetings, and assumes full responsibility for the operation of the local league. The President receives all mail, supplies and other communications from the Little League Headquarters. A President may manage, coach or umpire, provided he/she does not serve on the protest committee, nor serve as tournament team manager or coach.
- **Vice President** – The Vice President presides in the absence of the President, works with other officers and committee members, is ex-officio member of all committees, and carries out such duties and assignments as may be delegated by the President. The Vice President organizes committees to work on special events such as opening day ceremonies, picture day, special tournament games, etc. The Vice President works with the Information Officer to ensure these are well publicized. The Vice President oversees the purchases of any uniforms and special awards.

- **Secretary** – The Secretary maintains a register of members and directors, records the minutes of meetings, is responsible for sending out notice of meetings, issues membership cards and maintains a record of league's activities.
- **Treasurer** – The Treasurer signs checks co-signed by another officer or director (or as directed by the local league's Constitution), dispenses league funds as approved by the BOD, reports on the status of league funds, keeps local league books and financial records, prepares budgets, and assumes the responsibility for all local league finances. The Treasurer works with the Vice President to order and pay for uniforms.
- **Junior/Senior Division Coordinator/Player Agent**
- **Junior/Senior Division Coordinator/Player Agent**
- **Major Division Coordinator/Player Agent**
- **Minor Division Coordinator/Player Agent**
- **Coach Pitch Division Coordinator/Player Agent**
- **Tee Ball Division Coordinator/Player Agent**
 - The division coordinators are responsible for their respective divisions. Their duties include:
 - conducting the annual tryouts and player selection of their divisions
 - assists the President in checking birth records and eligibility of players
 - supervises and coordinates the transfer of players according to provisions of the regulations of Little League Baseball
 - distributing uniforms
 - distributing/collecting equipment
 - must not manage, coach or umpire in the division over which he/she has authority.
- **Tech Services Coordinator** – The Information Officer manages the league's official home page, manages the online registration process and ensures that league rosters are maintained on the site, assigns administrative rights to league volunteers and teams, ensures that league news and scores are updated on a regular basis, collects, posts and distributes important information on league activities including direct dissemination of fundraising and sponsor activities to Little League International, district, public, league members and media. The Information Officer serves as the primary contact person for the league regarding optimizing use of the internet for league administration and for distributing information to league members and to Little League International. The Information Officer releases information on opening day ceremonies, picture day, uniforms, snack bar duties and fundraising duties.
- **Safety Coordinator** – The Safety Officer coordinates all safety activities including supervision of ASAP (A Safety Awareness Program), ensures safety in player training, ensures safe playing conditions, coordinates reporting and prevention of injuries, solicits suggestions for making conditions safer, and reports suggestions to Little League International through the ASAP system.

- **Equipment /Uniform Coordinator** – The Equipment/Uniform Coordinator ensures each division coordinator is given equipment prior to the start of the season. They keep record of all equipment and inspect it at the end of season to see if replacements are needed. They assist the division coordinators with the distribution of uniforms.
- **Concession Coordinator** – The Concession Manager maintains the operation of concession facilities “snack bar”. The Concession Manager organizes the purchase of concession products, is responsible for the management of the concession sales at league events, schedules volunteers to work the snack bar during league events, collects and reviews concession related offers including coupons, discounts and bulk-purchasing opportunities and organizes, tallies and keeps records of concession sales and purchases.
- **Chief Umpire (UIC)** – The Chief Umpire provides umpire training, schedules umpires, and sits as a member of the protest committee. Will schedule a volunteer to act as a Game Manager if no adult can be present to umpire.
- **Sponsorship Coordinator** – The Sponsorship Coordinator solicits and secures local sponsorship to support league operations. The Sponsorship Coordinator collects and reviews sponsorship opportunities and maintains records of monies secured through sponsorship initiatives.
- **Fundraising Coordinator** – The Fundraising Coordinator organizes and implements approved league fundraising activities. The Fundraising Coordinator coordinates participation in fundraising activities, maintains records of monies secured through sponsorship and fundraising initiatives. The Fundraising Coordinator organizes and facilitates all fundraising efforts.
- **Event Coordinator** – The Director of Events is responsible for planning, coordinating, and overseeing the league’s major events, ensuring they run smoothly and successfully. This includes leading the organization of Opening Day, Picture day, and the All-Star Dinner, and other league-wide celebrations or gatherings. Key Responsibilities: Lead the planning and execution of major league events. Coordinate logistics, scheduling, and event-day operations
- **Field Coordinator** – The Field Manager coordinates the repairs of the field as needed and ensures they are well maintained. The Field Manager organizes the preparation of fields for the season and special events, manages the watering and fertilizing of the fields and oversees that prep duties are performed by visiting and home teams.
- **Scorbooth Coordinator** –
- **Communication Coordinator** –

CONSTRUCTION OF THE RULES

TALL operating rules are constructed in a manner intended to conform to the operating regulations and playing rules of Little League Baseball (LLB). TALL is a chartered component of Little League Baseball and intends to continue as such.

- Wherever these rules stand silent, the regulations and playing rules of LLB shall be followed. Wherever these rules are in conflict with LLB Operating Manual, Regulations and Rules (except where these rules are more stringent than LLB rules) LLB regulations and rules shall prevail.
- Whenever TALL engages in regular season interleague play with another chartered title league, the division involved shall play by interleague rules as may be negotiated with the other league and approved by the BOD. Interleague Rules shall take precedence over these Operating Rules.
- The By-Laws, Local Rules and Ground Rules of TALL shall expire at the end of each fiscal year, and are not considered part of the TALL Constitution.

SECTION II FISCAL YEAR

The fiscal year of TALL shall be from October 1, 2025 to September 30, 2026.

SECTION III FISCAL YEAR

A reasonable Little League participation fee may be assessed as a parent's obligation to assure the operational continuity of TALL. The fees for this fiscal year are as follows:

MEMBERSHIP AND VOLUNTEERS

- Membership/Volunteers Fee: \$5.00

PLAYER REGISTRATION FEES

- T-Ball Division: \$100.00
- Coach Pitch Division: \$140.00
- Minor League Division: \$190.00
- Major League Division: \$190.00
- Junior League Division: \$190.00
- Senior League Division: \$190.00

PLAYER DISCOUNTS

- Sibling Discount: \$10.00
- Early Online Registration: \$10.00

ADVERTISING – FIELD

- Field Advertising Fees: 3'x5' Banner: \$400.00
- Renewal of Existing Signs: \$300.00

TEAM SPONSORSHIP (per team, per season)

- T-Ball teams: \$300.00
- Coach Pitch teams: \$300.00
- Minor League teams: \$450.00
- Major League teams: \$450.00
- Junior League teams: \$450.00
- Senior League teams: \$450.00

SECTION IV

MANAGERS, COACHES AND OTHER VOLUNTEERS

All managers, coaches, BOD members and any other persons, volunteers, or hired workers, who provide regular service to the league and/or have repetitive access to, or contact with players or teams, must complete and submit an official “Little League Volunteer Application” to the Volunteer Coordinator and satisfactorily complete a background check. In addition to completing a background check, each volunteer will need to complete a fingerprint-based background check and child abuse and neglect reporting training. The former is a Little League requirement, and the latter is a California State legislative bill, No. 506 passed and required. Locations and information to complete this process will be provided and paid for by the league. Refusal or failing to submit a fully completed “Little League Volunteer Application” will result in the immediate dismissal of the individual from the league. Returning Volunteers will need to do a background check annually. Volunteers can include, but are not limited to board members, umpires, managers, coaches, team moms, and parents who assist at practice.

- All managers and coaches are responsible to help on announced work days and also to clean and rake the field after their respective games.
- Managers and coaches from both teams should work together to line and mark the fields before the games when needed and also to return equipment and bases to the storage container after the game.
- All managers and coaches must attend at least one field seminar before the season begins.

SECTION V DISCIPLINE

MANAGERS, COACHES AND VOLUNTEER CONDUCT

Any volunteer who is arrested for any felony offense or any offense involving moral turpitude shall report the arrest to the President within 72 hours of the arrest. Any volunteer who is convicted, pleads guilty or no contest, or receives deferred adjudication for such an offense shall also report that event to the President within 72 hours. The President will bring such violations before the Board within 48 hours. Moral turpitude includes but is not limited to:

- Dishonesty, fraud, deceit, theft, misrepresentation.
- Deliberate violence.
- Base, vile, or depraved acts that are intended to arouse or gratify the sexual desire of the actor.
- Felony possession, transfer, sale, distribution, or conspiracy to possess, transfer, sell, or distribute any controlled substance as defined by state law.
- Acts constituting public intoxication, operating a motor vehicle while under the influence of alcohol/drugs or disorderly conduct.
- If any two or more acts are committed within any 12 month period.
- Acts constituting abuse under the California Family Code.

Managers will be responsible for the conduct of themselves, their coaches, and their players. Managers and coaches will abide by the Coaches Code of Conduct.

AN EJECTION from a game or league complex of a manager, coach, player, parent of player and/or fan due to unsportsmanlike conduct will be followed up and brought to the attention of the BOD. The meeting will consist of the BOD, manager, coach, player, parent of player and/or fan, and/or player and legal guardian of persons involved on case-by-case basis for status review. Upon review of any league violation and/or of unsportsmanlike conduct, any individual and/or player associated with TALL can have action taken by the BOD.

Any person in violation of any of the official Little League Rules and/or rules established in these By-Laws, Local Rules and Ground Rules may result in disciplinary action by the Board, in accordance with Little League Rules. Additional penalties may be levied by the Board. As stated, violations will be brought to the attention of the Board within 48 hours after the President has been notified; however, at the Board's discretion, serious infractions reported after the 48 hour limitation may be reviewed. Anonymous allegations will be discarded unless they can be documented or corroborated in writing (and signed) through independent means. Disciplinary actions will be brought to the board by the Executive Committee:

- Consultation by the league President and Upper or Lower Division Player Agent.
- Letter of Reprimand from the BOD.
- Suspension as manager/coach for one game.
- Suspension as manager/coach for any part of the remainder of season.
- Assigned with Board discretion:
 - Umpire,
 - Work snack bar,
 - Prep field (supervised),
 - Lose a base coach for two games (**NO SUBS**).
- Not favorably considered for future Little League appointments.
- Dismissal from all TALL activities.

PLAYER CONDUCT

Players are expected to adhere to TALL's Code of Conduct for sportsmanship and conduct. Failure to adhere to these guidelines may result in disciplinary action. Disciplinary action for player misconduct is covered in the TALL Player/Parent Code of Conduct. A manager may ask for **BOARD APPROVAL** for disciplinary actions, such as benching a player or a release of player for current season because of misconduct, or for repeatedly missing practices and games. The manager must make sure the Upper and/or Lower Division Player Agent and the Board is aware of the situation immediately (**Regulation IV (a) Note 2**). The manager must notify the player's parents to resolve the issue before bringing it to the Board for approval. If resolved and the Board approves of said player to be benched, the manager will be required to let the UIC, the scorekeeper and the opposing team know of the issue.

NO PLAYER SHOULD BE BENCHED DURING A GAME WITHOUT NOTIFYING THE PARENTS, UIC, SCOREKEEPER AND OPPOSING TEAM.

- If a player reports late to the game, the manager may insert the player in the lineup if he/she chooses. The manager shall notify the UIC scorekeeper and opposing team at the beginning of the game (**Rule 4.01 (d) Note 2**).
- Any manager electing to invoke the provisions of this rule shall report, in writing, to the Upper and/or Lower Division Player Agent within 24 hours of the game and state the reasons for this action. It will be the responsibility of the Upper and/or Lower Division Player Agent to investigate the situation and report findings to the BOD.
- This does not apply to the Coach Pitch or T-ball Division.
- All levied actions to players, coaches and managers will be made a matter of record by the league Secretary. Chronic offenders of minor infractions will be dealt with more severely as the violations accumulate at the discretion of the Executive Board.

SECTION VI UMPIRES

Umpiring is one of the most important and often overlooked aspects of the Little League program. The volunteer umpire is as much a part of Little League as the volunteer manager, coach or snack bar worker. According to Little League Baseball, there is no sound reason for paying umpires, or any other person whose services should be provided on a volunteer basis. While the BOD agrees with LLB conceptually, our experience has given us cause to pay adult and youth umpires a reasonable stipend for nearly all games requiring umpires. The BOD has given authority to the league President or UIC to determine a reasonable fee to be paid. Umpires will only be paid when they are in full uniform and have/use their personal equipment. The UIC will make umpiring assignments for all games. Only TALL approved managers and coaches, certified umpires or individuals approved by the UIC will be allowed to umpire both the home plate and bases. To the extent managers and coaches are used to officiate games, and for all other qualified umpires, they will adhere to the following guidelines:

- A qualified umpire is one who knows the rules (TALL By-Laws, Local Rules, Ground Rules and Little League Rules) and can conduct themselves in accordance with Little League Rules and Regulations. Managers will be given copies of each before the season and are expected to read over and study them.
- It is recommended that all teams have a representative attend an umpire clinic, to be determined by the UIC. The representative attending the clinic will be responsible for passing information to the manager and/or coaches.
- If managers and coaches are needed, the UIC will try to avoid having teams umpire games in the same division, (a Minor team umpiring another Minor team). As such, the UIC will try to schedule umpiring duties as follows:
 - Coach Pitch & T-Ball Division – These are instructional leagues, no umpires will be needed.
 - Minor League Division – The managers and coaches from the Coach Pitch Division will assist now and then at the Minor level. Although this is an instructional league as well, it is recommended that each game have two umpires. This will make for better play at this level. One umpire will call from behind the plate (a qualified umpire); the other umpire will call in the field, Monday through Friday, one game a week.
 - Major League Division – Managers and coaches from the Minor League Division will assist at the Major level. This level will have one umpire behind the plate (a qualified umpire) and one umpire in the field, Monday through Friday, one game a week.
 - Managers and Coaches from the Major and Junior League Divisions will assist the UIC at any level where he/she may need assistance, except at the division level they are currently managing or coaching.

- Avoid as much as possible, assigning an umpire to officiate games involving teams they or their family members have played. Exceptions may be granted by the UIC or League President in cases of emergency substitution.

- The league President to appoint emergency substitutes when necessary.
- **VERIFICATION OF THE BASEBALL PITCH COUNT RULE MAY BE CONFIRMED BY THE UMPIRES WITH THE TEAM'S SCOREKEEPER IN THE MIDDLE OF EACH INNING AND UPON THE REMOVAL/CHANGE/RETIRE OF EACH PITCHER. THIS APPLIES TO MINOR LEAGUE DIVISIONS AND ABOVE.** (The manager will still be the responsible party to ensure pitch count is accurate).
- The **OFFICIAL SCOREBOOK/GAMECHANGER** will be that of the **HOME TEAM** for rulings on the field by umpires. The official scorekeeper must be an adult. The **OFFICIAL SCOREBOOK DEVICE** will be provided by the league. Managers may make copies of the book pages for their records. It will be mandatory that the scorekeeper be in the booth at Julien Field, if not a coach. If the scorekeeper is a coach, he/she must be in the scorebooth and must be one of the three (3) primary coaches on record with Little League. A member of the coaching staff (manager or coach) is responsible to make sure the lineup cards, score cards and pitching logs are signed at the end of each game and the scores are submitted to the Information Coordinator and Coaching Coordinator. It is recommended that both teams maintain a scorebook from the booth.
- The **OFFICIAL PITCH COUNT** log will be kept by the **HOME TEAM**.
- It shall be the responsibility of the umpire(s) to ensure that all lineup cards, score cards and pitching logs are signed by each team and turned into the snack bar.

SECTION VII DIVISION DIVISION ALIGNMENT

Division alignment may be adjusted depending upon registration numbers.

BASEBALL DIVISION

- T-Ball Division 4, 5, year olds
- Coach Pitch Division 6, 7 year olds
- Minor League Division 8, 9, 10, 11 & waived 12 year olds
- Major League Division 10, 11 & 12 year olds
- Junior League Division 13 & 14 year olds
- Senior League Division 13, 14, 15 & 16 year olds

EVALUATIONS AND PLAYER SELECTION (DRAFT)

Regulation IV (f) states that, “**Major/Junior/Senior/Big League:** Any candidate failing to attend at least 67 percent (67%) of the spring evaluation sessions, shall forfeit league eligibility unless an excuse is presented which is accepted by a majority of the Board of Directors (or district, if the Big League is administered as a district operation).” **Minor League:** Any candidate failing to attend at least 33 percent (33%) of the spring evaluation sessions, shall forfeit division eligibility unless an excuse is presented which is accepted by a majority of the Board of Directors. Any eligible player who qualifies and becomes available after player evaluations should be assigned to a team or placed on a waiting list created by the local league. **All 8 year olds must be evaluated.**

NOTE: A local league should accept registrations until the time of player selections. Thereafter, registration is “closed.” Players who do not attend 67% (33% for Minor League) of spring evaluations and are asking for permission to play, their cases should be considered on a one to one basis after spring tryouts are over but prior to draft. Coach Pitch players do not participate in the evaluation and draft process, so are able to register as long as room is available and until uniform orders are placed”.

Evaluations and Player Selection (Draft) will be conducted according to the current year Operating Policies for baseball approved by the BOD. Times and dates will be set by the Division Coordinators/Player Agents with Board approval. The Division Coordinators/Player Agents will be responsible for conducting evaluations. The TALL BOD and managers reserve the right to place all players in the appropriate division based on age and skill level. Although our system may assign players to a specific division based on age, the league retains the right to make adjustments as necessary after evaluations have been completed.

EVALUATIONS

Regardless of the division the player is anticipating to play in, they will be evaluated with their age group first.

- T-Ball Division 4 & 5 year olds, w/exception 6, no evaluations
- Coach Pitch Division: will consist of 6 and 7 year olds with some 8 years old for safety reasons. There will be no evaluations. Recommended all 6 year olds must have attended a Tee Ball program prior (**See Rule Book**).
- Minor League Division: will consist of 8, 9, 10 and 11 year olds.
- Major League Division: will consist of 10, 11 and 12 year olds.
- Junior League Division: will consist of 13 and 14 year olds.
- Senior League Division: will consist of 13, 14, 15 and 16 year olds.

(Regulation V (a)) of Little League Baseball (**NOTE**) states, “All candidates who are league age twelve (12) must be drafted to a Major Division team and/or an Intermediate

(50/70) Division team. Exceptions can only be made with written approval from the **District Administrator**, and only if approved at the local league level by the Board of Directors and the parent of the player”.

Therefore, letters to hold a twelve (12) year old player down in the Minor League Division is discouraged. However, as allowed in the Local League By-Laws, Local Rules and Ground Rules, a written letter of justification shall be submitted by the parent or guardian to the Major Division Coordinator/Player Agent along with the TALL Age Waiver Request form. Requests will be considered, provided it is received in time for the Major Division Coordinator/Player Agent to review. The letters must only be submitted after all evaluations are completed and then approved by the league, President, and District Administrator prior to the draft. Any age player under review needs to attend the evaluation for his/her age. Requests to move a player will not be considered without a written Age Waiver Request form. The BOD shall make the final decision on all requests for a player to remain in the lower level (manager/coach will not be involved).

All returning Major league players will not need to be evaluated and will be placed on the same team played on in the previous year, unless a request for a change of team has been made. **Upon the request, they must present a letter of such request to the Major**

Division Coordinator/Player Agent. Requests for a change of team may come from either the player (parents) or the manager of the team. **(Regulation III (e))** states, “Managers may request to release players for any justifiable reason {as in (d) above, subject to Board approval}, between the conclusion of one season and seven (7 days) prior to the tryout season, but not later than the player’s selection or draft meeting of the subsequent season. In the event that a player is released, the president of the league shall notify the player agent and the player in writing. Such written notice of release shall be given in sufficient time for the player to qualify for evaluations and selections to another team.” This timeline needs to be followed by the parents and/or player if the request is at their request. If a release is requested, and granted, an evaluation must be made by that player and he/she may be drafted by any team except the one he/she was released from. If a trade is requested, then an evaluation will not be required if a trade can be accomplished. It will be at the discretion of the President or the Major Division Coordinator/Player Agent and approved by the BOD if such trade or release will be made.

ALL TRADES SHALL BE MADE THROUGH AND WITH THE APPROVAL OF THE UPPER DIVISION PLAYER AGENT. (See “Trades” in the Rule Book).

PLAYER SELECTION (DRAFT)

- **THE DRAFT** – The draft is moderated and presided by the Division Coordinators/Player Agents (as needed) (or a Board member in their place, as directed by the President). The decisions of the Division Coordinators/Player Agents are final. Draft rules are in accordance with the Little League Operating Policies. The draft for the Major League Division should occur not less than 2 business days after

the last evaluation. The draft for the Minor League Division should occur not less than 2 business days after the Major draft.

- **DRAFT ATTENDANCE** – The league’s player draft is not open to parents, players, coaches, or other league volunteers. The only volunteers who can attend the draft meeting are the league’s Division Coordinators/Player Agents to facilitate the draft, assistants chosen by the Division Coordinators/Player Agents to help with the draft, and the team managers plus 1 coach from. Managers must have been approved by the BOD prior to the draft. If the manager cannot attend then they will be allowed to send one of their team’s existing coaches in their place.

- **DRAFT OPTIONS** – All draft options for sons, daughters, and siblings can be found in the Operating Policies of the **Little League Rule Book** and are honored by TALL. All options, except brothers/sisters in the draft, need to be specified in writing to the Division Coordinators/Player Agents by a manager 48 hours prior to the draft. All options will be followed as they are expressly written in the rule book.

- **CONFIDENTIALITY** – The draft is kept completely confidential, including skills and evaluation results, player draft order and trades. Each individual attending the draft is responsible for maintaining confidentiality of the draft and draft materials. All draft materials must be returned to the Division Coordinators/Player Agents at the conclusion of the draft. Violation of this rule by a manager or other team representative is cause for suspension of the manager.

- **MINOR LEAGUE DIVISION DRAFT WILL BE AS FOLLOWS:**

- The Draft for the Minor League Division will follow a Serpentine Draft Plan as specified under Local League Draft Methods in the **Rule Book**. The league has agreed to use the Serpentine Draft Plan for the Minor League Division as all Minor league teams are disbanded at the end of each season, and new teams are selected at the beginning of the next season. Thus this is akin to a first year of operation for each team. Managers will draft all 8 and 9 year olds, all remaining 10 and 11 year olds, and any waived 12 year olds.

- Draft order for managers will be drawn at random at the time of the draft by a hat pick.

- Minor teams will fill a minimum of 10 spaces on each team roster for the current season. This number will increase depending on the amount of coaches (teams).

- No age group will have a maximum number of players.

- Subsequent to draft, trades may be done to put coaches/sponsors players on the team if agreed on by both team managers and the Division Coordinators/Player Agents.

- Players who did not attend tryouts: Players not making at least 33% of the tryouts will not be placed onto teams unless approved by the division coordinator/player agent and the local BOD. Their names will be selected from a hat at the end of the minor draft to fill teams. “Hat Picks”, will not occur until all eligible players that attended a tryout have been selected.

○ **MAJOR LEAGUE DIVISION DRAFT WILL BE AS FOLLOWS:**

- The Draft for the Major League Division will follow Plan A – Conventional Draft Plan as specified under Local League Draft Methods in the **Rule Book**.
- Draft Position determined by final finish after the playoffs, first to last place drafts first.
- Major teams will fill 12 spaces on each team roster for the current season. Each team will have a maximum of seven (7) players of any single age group on a team for the current season.
- If two teams were tied, head-to-head records for the entire season, including playoffs shall determine order. If still tied, then a coin toss shall decide the draft order.
- This will be an “open” draft, which means that a team may draft any Major division eligible player regardless of age in any round. However, it shall be understood that all 12 year old players must be drafted and dispersed as evenly as possible.
- Nine (9) year olds shall not be drafted into the Major division.
- According to **(Regulation IV(f))** all Major age players **MUST** attend a minimum of 67% of evaluations to be eligible to play in the league. This means if a 10, 11, or 12 year old does not attend 67% of the evaluations they cannot play in this division, unless an acceptable excuse is given. This is on a case by case basis, should be extremely rare, and must be approved by the BOD. This policy will prevent the “stacking” of Major division teams and making a mockery of the draft system.

- **TRADES** – Trades will be dealt with as it is stated in the Operating Policies of the **current year Rule Book**; with the exception that TALL will have all trades completed at the end of the draft selection night.

ALL TRADES SHALL BE MADE THROUGH AND WITH THE APPROVAL OF THE PLAYER AGENT.

- Minor division players may not be traded for Major division players.
- All trades must be player for player only. (Example; two players from Team A cannot be traded for one player from Team B).
- Trades involving a player for draft choices are not permitted. (Example: A manager cannot trade his/her right to pick the third player overall for an existing player on another team. However, once the draft is complete a trade may be consummated, providing it meets all other criteria for trading).
- TALL does not allow for the trading of players who were already on the team prior to draft, who did not request, or the manager did not request a trade, and that has not been given approval to trade by the BOD prior to the draft selection to be traded for any player. Trades may only be conducted after the draft is complete. If all of the following parties do not agree to the trade, then there cannot be a trade:

- The managers of both teams.
- The Division Coordinators/Player Agents.
- The BOD by majority vote.

The BOD and Division Coordinators/Player Agents will decide if a trade is a justifiable reason. Just exactly what is “justifiable” is up to the discretion of the Board. The Division Coordinators/Player Agents must monitor any attempts by the manager and parents to manipulate the system and thus create an imbalance in the league.

ALL TRADES MUST BE FOR JUSTIFIABLE REASONS AND BE APPROVED BY THE LOCAL BOARD.

- **PLAYER NOTIFICATION** – When the draft is complete, approved by the board, and the Division Coordinators/Player Agents have finalized the rosters, all managers will be notified that they may contact the players on their respective rosters. Managers may not contact any drafted players until they are authorized to do so by the Division Coordinators/Player Agents. Violation of this rule is a definite cause for suspension of the manager.

REPLACEMENT OF PLAYERS

The Minor League Division is an integral part of Little League and its purpose is to provide training and instruction for those candidates who by reason of age and other factors do not qualify for selection in the Major League Division during the initial league draft.

- All Major league teams shall consist of a minimum of 12 players. Managers will maintain 12 players in accordance with the following Little League rules:
 - When a player is lost to a team during the playing season for any of the following reasons:
 - He/she moves to another city or state too distant to commute for practice and play.
 - He/she is injured and will not be able to return to play within 50% or more remaining games.
 - He/she has for personal reasons decided to terminate his/her association with the team.
 - Any other justifiable reason reviewed and approved by the BOD. The effective date for losing the player will be the date of original notification by the parents and/or player. The manager of the team losing a player shall notify the Division Coordinators/Player Agents within 24 hours of such loss.
- The vacancy shall be filled according to **(Regulation III (d))** per Board approval.
- Upon Board notification and approval of a vacancy, the manager shall have 48 hours to select a replacement player.

- When a Major league roster falls below 12 players and the manager has been given approval to find a replacement player, he will choose a 12 year old on the stand-by replacement roster. If there are no 12 year olds on the stand-by roster, then a Minor league player may be called up to a Major league team to fill that vacant position. If that player refuses to join that team, the player will forfeit further eligibility in the Major league for the rest of the current season (**Regulation VIII (b)**).
- Major league teams with less than 12 players during the last 2 weeks of the regular league season play are prohibited from calling up a replacement from the Minor league (**Regulation III (d)-2, Note 1**)
- Managers who fail to notify the Division Coordinators/Player Agents as required and/or fail to call up a player when required (within 7 days) may be disciplined by the Board and will forfeit that position for the remainder of the season.

SECTION VIII LOCAL GROUND RULES

TALL will operate its current season under the official regulations and playing rules for all divisions. The BOD has voted to approve the following exceptions.

RULES APPLYING TO ALL DIVISIONS

The Official Regulations and Playing Rules for Little League Baseball shall apply, and be followed, in all Divisions except as amended or stated in these Local League Rules. The Local League Rules **DO NOT APPLY TO POST SEASON TOURNAMENT PLAY.**

GAME PLAY

- **GAME BALLS** – At Julien Field the game balls will be furnished for the Major and Minor League Division games. For games at other sites each team will furnish 2 game balls (this does not include coach pitch or tee ball divisions).
- The home team shall occupy the third base dugout and will be the **OFFICIAL SCOREKEEPER** and required to have at least 1 volunteer for GameChanger prior to the start of every game. A second volunteer is recommended for the scoreboard but not mandatory. Games will not begin without an **OFFICIAL SCOREKEEPER.**
- In all leagues, an activity/practice is defined when 4 or more players from the same team meet for an organized event in which baseball is practiced, played, or discussed between a manager and/or coach and the players.
- **LEAVING THE DUGOUT** – Manager/coaches or player(s) may not leave the dugout for any reason without the permission of an **UMPIRE.** This means **NO STANDING IN FRONT OF THE DUGOUT (Regulation XIV (d)).**

- In the Minor/Major League Divisions, 3 ½ or 4 full innings constitute a complete game. In the Junior/Senior League Divisions, 4 ½ or 5 full innings constitute a complete game.
- The umpire will designate the official start of the game in the Minor League Division and above.
- In all divisions, Interest of safety – the batter will receive one warning for throwing the bat. This will be a team warning. The managers/coaches/scorekeeper will be notified. If any player throws the bat a second time, at the discretion of the umpire, the player is subject to be ejected from the game and the next physically played game. **DONUT BAT WEIGHT IS NOT ALLOWED (Rule 1.10 – Note 2).**
- Complaints – Complaints of any nature must be in writing and signed in order to be considered. The complaint or protest should be submitted to the Division Coordinator/Player Agent, who shall investigate as the circumstances warrant.
- 10 Run Rule – This rule will be utilized in the Minor League Divisions and above (**Rule 4.10 (e)**). This rule will be used as described in the Little League Rule Book for the appropriate division. There is no 10 run mercy rule for Coach Pitch.
- Playing Time – Any player who did not receive appropriate playing time during a game **MUST** start the following game. The player must play required playing time for the game and whatever the player missed the prior game. If not followed through, the manager is subject to discipline (**Regulation IV (i)**).
- It is mandatory that the manager of said player not meeting the minimum playing time is required to notify the Division Coordinator/Player Agent immediately after the game.
- Lineup Cards – Minor League Divisions and above shall list the following on the lineup card:
 - Batting order.
 - Player's full name (first and last).
 - Uniform number.
 - Defensive position.
 - Circle the number next to all 12 year old players (Minors)
 - Circle the number next to any player(s) ineligible to pitch.
 - A member of the coaching staff shall sign the lineup card at the end of each game to establish game result agreement.
- Pitching Logs – At all divisions, Minor, Major, Junior, and Senior, each team is required to have their pitching records at the game site and signed by both teams and the umpire after the game.
- Coaching Staff – Only the coaching staff (3) will be allowed in the dugout or on the playing field. The coaching staff shall consist of the following:
 - One (1) manager.

- Two (2) coaches.
- In addition, each team will be allowed to add up to two (2) additional coaches (these are only to fill in at game(s) when one of the primary coaches are absent), totaling five (5) staff members. The three (3) primary coaches, listed with Williamsport, are the only coaches eligible for tournament play.
- There must always be a minimum one (1) staff member (an adult) in the dugout at all times (**Regulation XIV (d)**).
- **EJECTION** – If a manager/coach/fan is ejected from a game, he/she shall be ejected from that game and the next physical game. The person of interest ejected cannot be at the game site or on the school grounds at Julien School.
- If a manager/coach is also coaching in other divisions, this will also apply to those team games (**Rule 4.07**).
- Managers and coaches must be at least 18 years of age.
- No one person may manage in more than one division.
- Managers and coaches shall be responsible for the conduct and dress code of their players. Inform your players to:
 - Keep shirts tucked in at all times.
 - No pants tucked under the heel of their shoes
 - All players must wear the same color uniforms. (If not, then said player may be asked to sit out of the game).
- It shall be the responsibility of the manager or acting manager to submit scores to the appropriate coordinators (Information Coordinator and Division Coordinator/Player Agent).

All DIVISION players must be in the uniform provided by the league.

- **SHIRT AND CAP – NO EXCEPTIONS.**

● Parent and Fan Behavior – There shall be no unsportsmanlike attitudes (ZERO TOLERANCE). If an issue arises the following may occur:

- Both teams will be ordered off the field and into their respective dugouts.
- Play shall be suspended until a league official addresses the “unruly” person(s) by asking them to leave the ballpark (if necessary) (**Rule 9.01 (f g)**).
- If “unruly” person(s) refuses to abide by or if there is no league official available, the police shall be called.
- The game shall be suspended and referred to the BOD and decided on a case- by-case basis.
- The person(s) ejected from the field must appear before the Board or the Executive Committee in order to continue to watch any future games within the ballparks.

- It shall be the responsibility of both coaches and parents to control siblings from climbing on the bleachers, in the trees, on school ground facilities, etc. If there are any damages, your team may be subject to disciplinary action or subject to pay for the damages.

- **THERE SHALL BE NO COACHING FROM THE SCORE BOOTH.**

Game times are flexible to the following:

Tball Game Times at Julien (field 3 & Field 4)

Saturday

8:00am- 12:00pm

Coach Pitch Game Times at Julien (field 1 & field 2)

Saturday

8:00am - 12:00pm

Minor Game Times at Julien (field 1)

Monday-Friday

5:15-7:15 pm (field 1)

Saturday (field 1)

8:15-10:15 am

10:30-12:30 pm

12:45-2:45 pm

3:00-5:00 pm

5:15-7:15 pm

7:30- 9:30 pm

Major Game Times at Julien (field 1)

Monday-Friday

7:30-9:30 pm

Saturday

5:15-7:15 pm

7:30-9:30 pm

Note: This schedule is subject to change depending on the amount of teams per division.

Make Up Games –

- Should the need arise where it becomes necessary to make up a game, the following shall apply:

- Game will be scheduled into the first possible available date starting with Sunday afternoons and then;

- The second game will be rescheduled to the next available date.
- If at all possible, when rescheduling, no team will play on back-to back days.
- Inclement Weather Procedures –
 - Both teams need to arrive at the scheduled time and be ready to play, unless notification of cancellation is received.
 - Game will only be “called” (in accordance to the rules, with the consensus of both managers and the UIC **(Rule 3.10 (a-b))**).
 - If it is determined that the game cannot be played due to inclement weather:
 - The UIC will document on the lineup card the reason, and both managers and umpire must sign the lineup card.
 - The UIC will submit signed lineup cards to the snack bar within 24 hours of the incident.
- Suspended Game Procedures –
 - Once a game is suspended, in accordance to the rules, the UIC will note on the lineup card the reason the game was suspended and each manager and the umpire must sign the lineup card.
 - Tie games **(Rule 4.12)** – The next time the two teams play against each other, they will play the tie game first and then play the scheduled game second. **(Major Division only)**
 - The manager will file the lineup card to the scorbooth file cabinet within 24 hours of the incident.
 - The manager of the home team shall notify the league Vice President within 24 hours.
 - Within 48 hours of the notification both teams will be notified of the rescheduled date.
 - Rescheduled game information will be posted to our website at <https://leagues.bluesombrero.com/default.aspx?portalid=9971> and on our Facebook page at <https://www.facebook.com/TurlockAmerican/>.
- Safety –
 - Players will be allowed to bring their sport drinks or water into the dugout. ○ There shall be no food or soft drinks in the dugout or on the playing field.
 - There shall be no seeds in the dugout or on the playing field.
 - There shall be no bike riding, skateboards, roller blades and similar devices in the confines of Julien Field.
 - Umpires shall place an emphasis on safety issues. Games may be delayed or suspended if in the judgment of the umpire there is a safety risk.

- Field of Play –
 - Field of play shall be defined as, “All the area inside the fence boundary or lines, real or imaginary, extending these boundaries”.
- Out of Play –
 - If a batted/thrown ball goes into the dugout, gets stuck in the fence, goes under a gate or strikes any object (trees or wires) in foul territory, it is a “dead ball” and out of play.
- Home Run –
 - A ball in flight that strikes any of the following in fair territory will be ruled a home run:
 - Foul poles
 - Trees
 - Flag pole
 - Scoreboard.

FIELD MAINTENANCE

- Each team is required to clean out their dugouts after each game and have parents help clean under the bleachers and dump trash containers.
- Each team will be assigned one or more “clean up” days, to clean the field as well as Julien School grounds behind the outfield fence. It will be the responsibility of the manager to ensure this occurs. If the team fails to participate in their assigned “clean up” day(s) the following penalty will be issued.
- The team will lose both adult base coaches from the dugout for the next physical game.
- Home/Away Team Duties are posted in all dugouts for reference. This includes emptying all trash cans on your respective side of the field on that particular game & locking all gates. Check with opposing team coach before leaving to ensure all duties are complete before leaving. The last game of the day will follow the procedures for cleaning up the field as specified on a sheet hung in the respective dugout.
- There shall be no digging in the infield grass or outfield grass.
- No hitting against fences or backstop.
- **No sunflower seeds in dugouts or field**

RULES APPLYING TO SPECIFIC DIVISIONS

Tball DIVISION

- Division age consists of the following, with exceptions to be approved by the BOD:
 - 4 – 5 years of age.
- Each team may have 1 manager, 18 years old and 2 coaches provided each are 18 years old or older.
- Each team shall have 7-8 players.
- Each team is allowed a maximum of 3 activities per week.
- All coaches may be on the field of play when their team goes on defense. ○ Each team will play defense with all available players..
 - All players on the roster will bat in a continuous batting order as listed by the manager **(Rule 4.04)**.
 - All players will hit each inning.
 - A player at bat will hit the ball off of the tee.
 - Base runners advance one base every ball put into play.
 - Base stealing is not allowed.
 - Bunting is not allowed.
 - Game Times – Each game will have a time limit of 1 hour or 6 innings, whichever comes first.
 - No official league score will be kept.
 - There will be no All-Stars or playoffs in the Tball Division.
 - The defensive team will make all safe or out calls.

COACH PITCH DIVISION

- Division age consists of the following, with exceptions to be approved by the BOD:
 - 6 – 7 years of age.
- Each team may have 1 manager, 18 years old and 2 coaches provided each are 16 years old or older.
- Each team shall have 8-10 players.
- Each team is allowed a maximum of 4 activities per week.
- Two coaches may be on the field of play when their team goes on defense. There must always be one (1) coach in the dugout/bench at all times. If only two (2) coaches are available, only one (1) may be on defense **(Regulation XIV (d))**.
- Each team will play defense with all available players.
- Each team will play 6 infielders including a catcher on defense. Only 1 pitcher player is allowed.
- No player can play infield more than 4 innings in a game.
- No player can play the same position more than 1 inning in a game.

- All players on the roster will bat in a continuous batting order as listed by the manager **(Rule 4.04)**.
- 3 outs or a team hits through their batting order per inning. ○ Teams may start and finish with 8 players since this is an instructional division.
- A player at bat will receive 3 pitches. If the player at bat fouls off the third pitch, then the player shall receive a fourth pitch. If after 4 pitches they have not put a ball in play a tee will be brought out for the player to put a ball in play to help develop the defensive skills of all players.
- Base runners advance at their own risk. Base runners may not advance past the base they were running to when the ball became dead. A live ball shall be declared dead when it has been returned to the pitcher player. “Returned to the pitcher” shall be defined as when the pitcher player has possession of the baseball on the mound area.
- Runners may move up bases until the pitcher player has possession of the baseball on the mound area. The runner must be more than halfway to the next base to be awarded the base.
- Bunting is not allowed.
- Outfielders must play on the outfield grass, and infielders must play their regular positions.
- The pitcher player must have one foot in the mound area until the batter swings at the ball.
- A batted ball that hits the coach that is pitching in fair territory shall be considered live and played accordingly.
- Game Times – Each game will have a time limit of 1 hour (if there is a game following) or 6 innings, whichever comes first. **(Regulation X (c))**.
- No official league score will be kept.
- There will be no All-Stars or playoffs in the Coach Pitch Division. ○ The defensive team will make all safe or out calls.

MINOR LEAGUE DIVISION – BY RULE BOOK, WITH EXCEPTIONS.

- Division age consists of the following:
 - 8 – 12 years of age
- Each team may have 1 manager, 18 years old and 2 coaches on the field, provided they are 18 years old or older.
- Each team shall have a minimum of 10 players. This depends on the number of coaches (teams).
- Each team is allowed a maximum of 5 activities per week.
- The season shall consist of a minimum of 12 games. Teams will play each other at least one time. No team shall play the same team in back to back games.
- All players on the roster will bat in a continuous batting order as listed by the manager **(Rule 4.04)**. All players on the roster shall play 6 consecutive outs on defense and have 1 at bat in each game.

- Game may be started and finished with eight (8) players. Any team with less than eight (8) will be decided, by the BOD or the Executive Committee, on a case-by-case basis for rescheduling the game, forfeiting the game, or using players from other teams (randomly determined from a pool of eligible players). 12 year olds cannot pitch in the Minors (**Regulation V (j)**).
- A maximum of 5 runs can be scored per inning except in the last inning (6th inning). (**Rule – definition of inning**). The last inning shall be an open inning..
- Batters may not advance on a dropped third strike.
- A pinch runner may be used for a catcher or pitcher limited to one per inning with 2 outs in the inning. The pinch runner shall be the last batted out at the time of the substitution.
- All Little League pitch count rules shall be followed.
- Each player may only pitch a maximum of 6 innings per week. ■ One week is defined as Monday-Saturday.
- Game Times –.All games will have a time limit of 2 hours (if there is a game following) or 6 innings whichever comes first (**Regulation X (c)**). No new inning may start after 1:45. If the game ends at the 2 hour mark the result will revert back to the previous full inning as long as it is long enough for the official game.
- All Minor league games that end in a **TIE GAME** shall count as a tie. ○ Playoff games shall not end in a tie.
- Playoff games will follow regular season time limit rules. If tied and forced to end due to time limit or curfew (and still tied at end of previous inning) the game will be resumed at an agreed upon time.
- Interleague Play – Ground rules and exceptions of the HOME TEAM shall be observed and these should be discussed by both managers before the game.

MAJOR LEAGUE DIVISION – BY RULE BOOK, WITH TIME LIMIT EXCEPTIONS.

- Division age consists of the following:
 - 10 – 12 years of age
- Each team may have 1 manager and 2 coaches on the field, provided they are 18 years old or older.
- Each team shall have 12 players.
- Each team may have a maximum of 5 activities per week. No more than two preseason games prior to opening day on Julien Field.
- The season shall consist of a minimum of 12 games. Teams will play each other twice, if possible. No team shall play the same team in back to back games.
- Game Times – All games will have a 2 hour time limit (if there is a game following) or 6 innings whichever comes first. No inning shall start after 1:45 if there is a game following or 9.45pm (curfew). All games called by time limit will be official if 3 ½ or 4 innings have been completed. If the game ends in a tie at the end of curfew or time limit it will revert to previous inning, if still tied it will resume under Rule 4.12 at the earliest possible date and time (Regulation X (c)).

- Playoff Game Times- No time limit rules in effect. If a game is stopped because of time limit (game following) or curfew it will be resumed at the earliest time possible. Games will only be considered final if 6 or more innings are completed or run rule is enforced.
- Batters may advance on a dropped third strike in accordance with **Rule 6.05(b)**.
- A pinch runner may be used for a catcher or pitcher limited to 1 per inning with 2 outs in the inning. The pinch runner shall not be in the batting order at the time of the substitution.
- All Little League pitch count rules shall be followed.
- For interleague play, ground rules and exceptions of the home team shall be observed and these should be discussed by both managers before the game.
- All players on the roster will bat in a continuous batting order as listed by the manager. All players on the roster shall play 6 consecutive outs.

JUNIOR LEAGUE DIVISION – BY RULE BOOK, WITH NO EXCEPTIONS.

Division age consists of the following:

- 13 – 14 years of age.

- Each team may have 1 manager and 2 coaches on the field, provided they are at least 18 years of age.
- Each team may have a maximum of 5 activities per week.
- Game Times – All games will have a 2 hour 15 minute time limit or 7 innings, whichever comes first. No inning shall begin after 2 hours. Once an inning has started it must be completed. No inning shall start after 10:30pm (curfew). All games called by time limit will be official if 5 innings have been completed. If the game ends in a tie it will resume under **Rule 4.11(e)** at the earliest possible date and time (**Regulation X (c)**).
- Player evaluations will be scheduled by the Division Coordinator/Player Agent. Only coaches who have been approved may be on the field during evaluations.
- Player Draft – Teams will fill at least 12 places on each team roster. This draft will begin with the last placed team, from the previous year, drafting first in each round of the draft. They will be followed in descending order based on the standings from the previous year, if no standings are available, the division will be entirely redrafted the following year.
- For interleague play, ground rules and exceptions of the home team shall be observed and these should be discussed by both managers before the game.

SENIOR LEAGUE DIVISION – BY RULE BOOK, WITH TIME LIMIT EXCEPTIONS.

Division age consists of the following:

- 13 – 16 years of age.

- Each team may have 1 manager and 2 coaches on the field provided they are at least 18 years of age.
- Each team may have a maximum of 5 activities per week.
- Game Time – Time limit for a single game will be 2 hours and 15 minutes (if there is a game following) or 7 innings, whichever comes first. Once an inning has started, it must be completed (**Regulation X (c)**). For double header games, the time limit will be 2 hours and 15 minutes for each game. No inning shall start after 11:00pm. Time limits should be discussed prior to the start of the game.
- Player evaluations will be scheduled by the Division Coordinator/Player Agent. Only coaches who have been approved may be on the field during evaluations.
- Player Draft – Teams will fill at least 12 places on each team roster. This draft will begin with the last placed team, from the previous year, drafting first in each round of the draft or via hat pick for order. They will be followed in descending order based on the standings from the previous year or redrafted
- For interleague play, ground rules and exceptions of the home team shall be observed and these should be discussed by both managers before the game.

LEAGUE CHAMPIONS

MINOR and MAJOR LEAGUE DIVISIONS

- The league champions for the Minor and Major League Divisions shall be determined as follows:
 - The Board will announce a Minor league **SINGLE** elimination tournament at the end of the season. The top 6 teams will be included in this single elimination tournament. The top 2 teams will have a bye in the first round. 3rd place versus 6th place and 4th place versus 5th place in the first round. 1st place versus lowest remaining team and 2nd place versus highest remaining team in the second round. Winning teams from the second round will play each other in the championship game.
 - The Board will announce a Major league **DOUBLE** elimination tournament at the end of the season. The top 4 teams will be included in this double elimination tournament. 1st place versus 4th place and 2nd place versus 3rd place in the first round. The tournament games after the first round will be determined using a common double elimination bracket.
 - The winners of each division will play for the City Championship.
 - For determination of teams being tied, the tie breaker will go as follows:
 - Runs allowed (if more than 2 teams tied).*
 - Head to head (if two teams are tied). *
 - Coin Flip (if two teams are tied). *

*Once runs allowed breaks a 3 way tie, the remaining teams go to head to head.

**The head to head is determined by the total wins, and if tied, by runs differential between the teams. If run differential is tied, then runs allowed for the entire season.

TOURNAMENT OF CHAMPIONS (TOC)

○ This is a tournament held at the conclusion of the season where the winners of each league within District 73, play to determine a district champion.

- The TALL champion shall have the opportunity to play in the TOC.
- Should the TALL champion decline, then the second place team will be given the opportunity.
- If second place team declines the third place team will be given the opportunity.
- If third place team declines, **TALL WILL NOT SEND** a team to the tournament.

SECTION IX TOURNAMENT TEAMS (All-Stars)

MANAGERS AND TEAM SELECTION

As the chief administrator, the president selects and appoints managers and coaches. Once approved, the manager may select his coach or coaches depending on the number of approved coaches on the roster. All coaches must be approved by the BOD.

- League division player agent compiles list of interested coaches
- BOD will review the list and approve or decline requests for consideration by the league president.
- President will then select team managers
- Managers will then select 2 rostered coaches for each team
- Coaches selected must be from within the same division as the manager. Winning first place or win/loss record does not guarantee selection; the Board will consider the following factors when deciding on manager and coaches:
Sportsmanship, Leadership, Attitude, Respect for the program, Respect for league officials, players, umpires and fans.

Coaching staff **MUST** be filled from within their own division. If there are insufficient players or coaches within the division, then selection may be from outside the division.

The Coaching Coordinator will notify managers and coaches a week prior to the board meeting discussing All-Stars manager and coach selection. Prospective managers and coaches will submit their interest to participate in tournament (All Stars) in writing to the Coordinator, at least three (3) days prior to this board meeting. The president will present to the board.

There will be the possibility of 5 All-Stars teams and an All Star game, as follows:

○ Major 10 year old team.

If a player under 10 years old is voted onto the team by coaches, then a subsequent vote by BOD must take place to certify the roster.

- Major 11 year old team.
 - If a player under 11 years old is voted onto the team by coaches, then a subsequent vote by BOD must take place to certify the roster.
- Major 12 year old team.
 - If a player under 12 years old is voted onto the team by coaches, then a subsequent vote by BOD must take place to certify the roster.
- Junior team.
- Senior team.
 - The BOD determined that all 10, 11, 12, and Junior age All-Stars teams will carry a minimum of 12 players on their rosters, with a maximum of 14. This is mandatory to start any tournament. All Star teams can carry a maximum of 16 players and Senior All-Stars teams will have a minimum of 12 players; and can carry as many as 16 players on their rosters

PLAYER SELECTION – MAJOR/MINOR LEAGUE DIVISION

- Players for the tournament teams will be chosen as follows:
 - Each major division team shall submit a list of players from their team they feel warrant All-Stars consideration.
 - Each player submitted for consideration will be placed on the list of players to be voted on in their tournament age divisions. Only players submitted for consideration shall be voted on.
 - Each manager, or coach if manager is not available, shall vote by secret ballot and choose 12 names on the list. Ballots with more or less than 12 names marked will be discarded.
 - Final Roster –
 - The 9 players with the most votes shall be named to the All-Stars team.
 - If not a clear 9 players are identified due to a tie in votes, the manager shall choose from the players tied in votes for the final spot(s) to finish the initial 9 spots of the roster. (i.e. After counting votes it is obvious that 7 are voted in but 5 are tied for the 9th spot the manager will take 2 of the 5 of their choosing to finish the initial 9 man roster).
 - The final 3 spots (creating 12) will be selected by the All-Stars manager and approved by the division coordinators. These players had to have been on the ballot, but do not necessarily need to have the highest votes. This gives the manager the ability to round out the team based on assessed need. The All-Stars manager has the option to conduct a 1 day evaluation to help determine the remaining players if they choose to do so.
 - All-Stars team selections must be approved by the BOD. Participation, attendance, commitment

PLAYER SELECTION – JUNIOR AND SENIOR LEAGUE DIVISIONS

- Players for the tournament teams will be chosen as follows:
 - Each team in the eligible division shall submit a list of players from their team they feel warrant All-Stars consideration.
 - Each player submitted for consideration will be placed on the list of players to be voted on in their tournament age divisions. Only players submitted for consideration shall be voted on.
 - Each manager, or coach if manager is not available, shall vote by secret ballot and choose 12 names on the list. Ballots with more or less than 13 names marked will be discarded.
 - Managers and/or coaches must select players from their respective divisions first, prior to looking outside their respective division.

Final Roster for Juniors –

- The 9 players with the most votes shall be named to the All-Stars team.
- If not a clear 9 players are identified due to a tie in votes, the manager shall choose from the players tied in votes for the final spot(s) to finish the initial 9 spots of the roster. (i.e. After counting votes it is obvious that 7 are voted in but 5 are tied for the 9th spot the manager will take 2 of the 5 of their choosing to finish the initial 9 man roster).
- The final 5 spots (creating 14) will be selected by the All-Stars manager and approved by the division coordinator. These players had to have been on the ballot, but did not necessarily have the highest votes. This gives the manager the ability to round out the team based on assessed need. The All-Stars manager has the option to conduct a 1 day evaluation to help determine the remaining (4) players if they choose to do so.

Final Roster for Seniors-

- The 11 players with the most votes shall be named to the All-Stars team.
- If not a clear 11 players are identified due to a tie in votes, the manager shall choose from the players tied in votes for the final spot(s) to finish the initial 11 spots of the roster. (i.e. After counting votes it is obvious that 9 are voted in but 5 are tied for the 11th spot the manager will take 2 of the 5 of their choosing to finish the initial 11 man roster).
- The final 5 spots (creating 16) will be selected by the All-Stars manager and approved by the division coordinator. These players had to have been on the ballot, but did not necessarily have the highest votes. This gives the manager the ability to round out the team based on assessed need. The All-Stars manager has the option to conduct a 1 day evaluation to help determine the remaining (4) players if they choose to do so.
- All-Stars team selections must be approved by the BOD.

UNIFORMS

The Uniform Committee, as appointed by the league's Vice President, will be responsible for the selection of all All-Stars uniforms. No manager or coach of any All-Stars team may solicit or make uniform arrangements. Any request by a manager/ coach must be taken before the Uniform Committee. Failing to do so could result in disciplinary action by the Board. Uniforms, as designated by the Uniform Committee, will be provided by the league for all teams at the Major League Division and above.

SECTION X

ALTERNATE METHOD OF OPERATION – THE REGULAR SEASON (this will apply only to the Junior and Senior League Divisions)

- To aid divisions that are having a difficult time getting enough players for their regular season teams, the following option is available. A POOL OF PLAYERS from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of roster players for a regular season game. Guidelines are as follows:
 - The league's Upper Division Player Agent will create and run the pool. The Upper Division Player Agent will use the pool of players to assign players to teams that are short of players on a rotating basis.
 - Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
 - Players used from the pool will not be allowed to pitch for that game.
 - Pool players that are called, and show up at the game site must play at least nine consecutive defensive outs and bat once.
 - For details on age alignments for Senior **(Regulation V (c))**.

SECTION XI EQUIPMENT

All equipment issued is for Little League use only. Team managers are responsible for the equipment issued to his/her team. No league equipment will be given to players. All managers will return their equipment and binders and keys as arranged by the equipment coordinator or the coordinator of divisions. This includes managers for All-Stars teams. All-Stars equipment will be issued to the All-Stars team managers.

SECTION XII

Fall Baseball Season

MINOR LEAGUE DIVISION – BY RULE BOOK, WITH EXCEPTIONS.

Division age consists of the following:

■ 7 - 9 years of age

- Each team may have 1 manager, 18 years old and 2 coaches on the field, provided they are 18 years old or older.
- Each team is assembled by the manager. There are no evaluations and no player draft. The manager is responsible for providing the hats and uniforms for the team.
- Each team shall have 11 players.
- A team may not have more than five 9 year old players.
- Each team is allowed a maximum of 5 activities per week.
- All players on the roster will bat in a continuous batting order as listed by the manager. This order shall rotate every game. All players on the roster shall play 60% of the innings played.
- Game may be started and finished with eight (8) players. Any team with less than eight (8) may borrow players from another team.
- A maximum of 5 runs can be scored per inning except in the last inning (6th inning). **(Rule – definition of inning)**. The last inning shall be an open inning.
- Batters may not advance on a dropped third strike.
- A pinch runner may be used for a catcher or pitcher limited to 1 per inning with 2 outs in the inning. The pinch runner shall be the last player making an out.
- A player may only pitch 2 innings or 40 pitches, whichever comes first, per game.
- Game Times –All games will have a time limit of 2 hours (if there is a game following) or 6 innings whichever comes first **(Regulation X (c))**. No new inning may start after 1:45. If the game ends at the 2 hour mark the result will revert back to the previous full inning as long as it is long enough for the official game.
- There are no playoffs.

MAJOR LEAGUE DIVISION – BY RULE BOOK, WITH EXCEPTIONS.

Division age consists of the following:

■ 9 - 11 years of age

- Each team may have 1 manager, 18 years old and 2 coaches on the field, provided they are 18 years old or older.

- Each team is assembled by the manager. There are no evaluations and no player draft. The manager is responsible for providing the hats and uniforms for the team.
- Each team shall have minimum 11 players.
- A team may not have more than five 11 year old players.
- Each team is allowed a maximum of 5 activities per week.
- All players on the roster will bat in a continuous batting order as listed by the manager. This order shall rotate every game. All players on the roster shall play 60% of the innings played.
- Game may be started and finished with eight (8) players. Any team with less than eight (8) may borrow players from another team.
- A maximum of 5 runs can be scored per inning except in the last inning (6th inning). **(Rule – definition of inning)**. The last inning shall be an open inning.
- Batters may advance on a dropped third strike.
- A pinch runner may be used for a catcher with 2 outs in the inning. The pinch runner shall be the last player making an out.
- A player may only pitch 2 innings or 40 pitches, whichever comes first, per game.
- Game Times –All games will have a time limit of 2 hours (if there is a game following) or 6 innings whichever comes first **(Regulation X (c))**. No new inning may start after 1:45. If the game ends at the 2 hour mark the result will revert back to the previous full inning as long as it is long enough for the official game.
- There are no playoffs.

SECTION XII

LEAGUE TECHNOLOGY AND DATA MANAGEMENT POLICY

A. Authorized League Technology Platforms

Turlock American Little League (TALL) provides official technology resources, including Google Workspace (G-Suite) accounts, email addresses, shared drives, website management tools, and communication platforms, for the conduct of league business. All board members, officers, and volunteers performing league duties are required to use these league-provided systems for communications, document storage, scheduling, and administrative functions. Use of personal email accounts, personal cloud storage (e.g., Gmail, iCloud, Dropbox), or unapproved applications for official league business is prohibited unless explicitly authorized by the Technology Director and League President.

B. Ownership and Custody of League Data

All emails, files, communications, photos, and digital materials created, transmitted, or stored Within the league’s official systems are the property of Turlock American Little League. These materials are considered official league records and must remain accessible to the Board of Directors. League data and communications may be

reviewed by the President, Technology Director, or authorized district officials when necessary to ensure compliance, security, or continuity of league operations.

C. Technology Access and Credentials

All credentials, logins, and access codes for league-managed systems — including but not limited to:

- Wi-Fi networks
- iPads, laptops, or league-owned devices
- Point-of-sale systems (e.g., Square)
- Sprinkler and lighting controllers
- Social media and web administration accounts
- League website, registration platforms, and scheduling tools
- Software subscriptions, mobile apps, or digital services used for league operations — are to be documented, inventoried, and securely managed under the direction of the Technology Director.

1. Authorized Account Use

All digital tools, platforms, or services created, configured, or managed for league use — including websites, apps, email groups, automation tools, or cloud resources — must:

- Be registered and operated under official @tallbaseball.com accounts, not personal accounts, and
- Be coordinated with and approved by the Technology Director prior to deployment or publication.

Any system, website, or service created using personal credentials or personal email accounts will not be considered league property and may be subject to removal or transfer to league control.

2. Issuance of Credentials

Access will be provided only to individuals with a legitimate operational need, based on their league role. Recipients of league credentials are responsible for safeguarding them, using them only for authorized league business, and not sharing or storing them in unsecured locations.

3. Custody and Confidentiality

All credentials remain the property of Turlock American Little League and must not be connected to personal payment methods or third-party integrations without prior approval from the Technology Director.

4. Documentation

The Technology Director shall maintain a secure record of all league systems, logins, and assigned users. This credential log will be accessible only to the Technology Director and the League President.

5. Transition of Access

When a board or role transition occurs, all league-related credentials must be returned, transferred, or reset under the supervision of the Technology Director. Outgoing members are prohibited from retaining or reusing any league logins or passwords after their term ends.

6. Accountability for Misuse

Unauthorized sharing, modification, or use of league credentials — or creation of league systems outside the approved technology environment — may result in the immediate suspension of access and disciplinary review by the Board of Directors.

D. Data Continuity and Transition

At the conclusion of each season or upon transition of board positions, all digital materials and correspondence related to league business must remain within league-managed systems. No league data shall be deleted, exported, or transferred to personal accounts without written authorization from the President or Technology Director. Outgoing board members are responsible for ensuring that all league materials — including digital documents, photos, and communications — are properly stored in the official TALL Shared Drive before accounts are reassigned or removed.

E. GameChanger and Technology-Based Scorekeeping Systems

The league's official digital scorekeeping and game management platform is GameChanger (GC), or any successor system designated by the Board of Directors. Management, configuration, and support of GameChanger and other technology-based scoring systems are overseen by the Technology Director.

1. Administration and Setup

- The Technology Director will establish and maintain the league's official GameChanger environment each season, including account structures, team assignments, and administrative permissions.
- All teams, coaches, and scorers must use the league-managed GameChanger accounts provided for their division and team.
- Creation of independent or duplicate GameChanger teams outside the league's configuration is not permitted.

2. Authorized Use

- Only approved coaches, scorekeepers, and team parents designated by the league may access team scoring or administrative features.
- All users must follow the policies, naming standards, and setup procedures provided by the Technology Director at the start of each season.
- Game streams, scoring, and stats must be entered through league-approved accounts to ensure player data accuracy and privacy compliance.

3. Annual Guidance and Compliance

Each season, the Technology Director will publish official guidance for GameChanger configuration, team management, and scorekeeping procedures. All coaches, team staff, and parents with access to GameChanger are required to follow this guidance to maintain consistency across divisions.

4. Oversight and Security

- The Technology Director shall maintain administrative access to all GameChanger teams and league accounts.
- Teams or individuals who fail to comply with this policy may have GameChanger access revoked or corrected to maintain league standards and data integrity.

F. Oversight and Enforcement

The Technology Director, in coordination with the League President, shall:

- Maintain all league technology systems and credential inventories.
- Manage account permissions and ensure secure access.
- Conduct an annual review of active logins and access privileges.
- Report any suspected misuse or unauthorized access to the Board of Directors.

Non-compliance with this policy may result in suspension of access privileges, disciplinary action, or removal from league technology systems.

G. Purpose

This policy ensures accountability, transparency, and continuity in the management of all league technology systems and data. It protects both the league and its volunteers by providing clear expectations for access, security, and the responsible use of league resources.

End of Document