2025/2026
Bylaws
&
Local League Rules

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Temescal Valley Little League Amended 2/1/2026
Approved by TVLL Board of Directors 2/1/2026
League ID: 405-28-15

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The current Little League baseball official regulations and playing rules shall govern and control this league and said Little League baseball official regulations and playing rules are hereby adopted andmade a part of these league rules as though they were set forth herein.

1. BOARD OF DIRECTORS

1.1. Local League Rules are governed by the Temescal Valley Little League Board of Directors (BOD) and may be changed or modified by the BOD by a majority vote 30 days before 1st game played.

1.2. After opening day of Spring Season, a 2/3 vote must be used to pass any changes to rules or activities pertaining to TVLL.

1.3. To be considered a Board of Directors member in good standing and be able to vote on league matters you must attend 60% of scheduled meetings. Failure to do so shall be referred to by the Board of Directors for a disposition hearing.

1.4. Any member of the Board of Directors missing three consecutive regular or special meetings without showing just cause shall be referred to the Board of Directors for a disposition hearing.

2. BOARD MEMBER ON DUTY (BMOD)

2.1. The BMOD is a volunteer board member responsible for overseeing park operations, addressing issues like player or equipment concerns, and ensuring games and events run smoothly.

2.2. The BMOD helps with various issues, including player disputes or questions about park operations.

2.3. All games played at TVLL shall have a BMOD.

2.4. Coverage will be provided by BOD members or approved honorary board members.

3. MINIMUM PLAY TIME

3.1. Playing time is a TOP PRIORITY of TVLL and DISTRICT 72.

3.2. If a player does not receive the minimum playing time, the player is expected to start the next game- play the missed time in the previous game plus the minimum playing time for the current game before being removed from the lineup.

3.3. If minimum playing time is not met, it will be reported to the BOD for review.

3.4. In cases where the game is shortened, there will be no need to report to the BOD.

3.5. A shortened game is any game that does not complete 5 ½ innings in a scheduled 6 inning game or 6 ½ innings in a scheduled 7 inning game, or any game that is determined a regulation game by the 15-run rule, 10-run rule, or 8-run rule per Little League rule 4.00.

3.6. **Seniors:**

3.6.1. Governed by Little League Rules and Regulations (6 defensive outs, 1 at bat).

3.6.2. Division will not utilize continuous batting order.

3.7. **Juniors/Intermediate/Majors/AAA/AA:**

3.7.1. Governed by Little League Rules and Regulations (6 defensive outs, 1 at bat).

3.7.2. Division will utilize continuous batting order. All players hit in the lineup.

3.8. **Single A/T-Ball:**

3.8.1. Division will utilize continuous batting order. All players hit in the lineup.

3.8.2. No player shall sit while the team is on defense.

4. LEAGUE VOLUNTEERS

4.1. All managers, coaches, Board of Directors Members, Umpires, Concession Stand Volunteers/Helpers (18yrs +), Team Parents, Scorekeepers, and other volunteers who have regular service to the league or repetitive access to children must complete the background check process.

4.2. Any individual who spends time in the dugout or helps at practices must submit a volunteer application and go through the background check process as a **coach**.

4.3. All volunteers are required to complete the following training.

Volunteer Group	JDP Background Check	Diamond Leader Course	Abuse Awareness	2026 Umpire Course	Live Scan	Cardiac Arrest	Concussion Training	CPR & AED
Board Members	✓	✓	✓	✓	✓	✓	✓	
Managers	✓	✓	✓	✓	✓	✓	✓	
Coaches	✓	✓	✓		✓	✓	✓	
Umpires (18+)	✓		✓	✓	✓	✓	✓	
Umpires (13-18)			✓	✓				
Team Parents	✓		✓		✓			
Scorekeeper & Pitch Counter	✓		✓		✓			
Volunteers (non-game coaching)	✓		✓		✓			
Occurrence	Annual	Once	Annual	Annual	Once	Every 2 yrs	Annual	
Mandated by	Required by Little League International			TVLL	Required by CA State Law			

Not applicable for 2026

4.4. All training for managers and coaches must be completed before the opening day.

4.4.1. Managers and Coaches not compliant will not be allowed participation until all training requirements have been fulfilled.

4.4.2. Managers and Coaches who do not complete the required training by the posted deadline in the Spring season will **not** be considered for Manager or coaching position for All-Stars per D-72 guidance.

4.5. Volunteers under the age of 18 are not required to conduct a background check.

4.6. Managers will carry a binder/list of all authorized (background checked) volunteers.

4.7. Any unauthorized adults (not background check) found assisting during practices or games will cause the Manager of that team to be suspended for the next following game and all team activities (i.e., practice).

4.8. A second offense allows the BOD to remove the Manager from his position for the remainder of the season.

5. LEAGUE UMPIRES

5.1. All umpires are subject to mandatory training and evaluation by the Umpire in Chief.

5.2. Table below provides general guidance on requirements and limitations.

Umpire Age Groups	Attend UIC Training	Independent Contractor Agreement	Compensation			Max hrs.		Position		
			Paid (1099)	100% Volunteer	Snack Bar Treat	M-F	Sat	Plate	Bases	3rd Umpire
18+	✓	✓	✓	✓	✓	10	10	✓	✓	✓
16-17	✓	✓	✓	✓	✓	4	8	✓	✓	✓
14-15	✓	✓	✓	✓	✓	3	8	✓	✓	✓
12-13	✓	✓		✓	✓		8		✓	✓
10-11	✓			✓	✓		2		◆	✓

Not Approved by BOD

With BOD Approval

◆ Approved for AA Division

5.3. League will ensure all local and state law are followed when contracting minors for umpiring services.

5.4. All paid umpires shall be treated as 1099 independent contractors. Zero exceptions.

5.5. All paid umpires shall be paid by check or electronic payment. No cash payments.

5.6. All adult umpires must meet all the volunteer requirements described in the league volunteer section.

5.7. Umpires are required to wear long pants, and blue umpire shirt and dark shoes (preferred).

5.8. No scheduled umpire shall wear shorts while umpiring any TVLL games.

5.9. Umpires must wear all protective gear when umpiring behind the plate.

6. SNACK BAR VOLUNTEERS

6.1. All Snack bar coverage is to be provide by the home team.

6.2. All adults Snack Bar volunteers must be background checked.

6.3. Snack Bar coverage is a hard requirement for each team as it generates funds for the league to keep operating cost down.

6.4. Teams with a “No Show” person for their assigned game will result in the BMOD pulling a coach from the home team to provide coverage.

6.5. Snack bar coverage hours

- 6.5.1. Lower Division – 1-1.5hrs per game
- 6.5.2. Upper Division – 2.5-3hrs per game

6.6. All youth Snack Bar team volunteers must meet the minimum requirements.

- 6.6.1. Attend official Snack bar training.
- 6.6.2. Be at least 14 years old.
- 6.6.3. Register in SportConnect as a volunteer.
- 6.6.4. Meet all appropriate volunteer requirements.

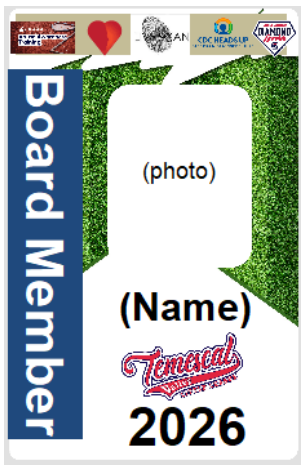
7. LEAGUE ID BADGES

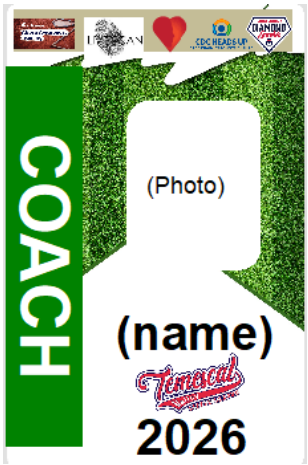
7.1. TVLL requires that all background checked, and approved volunteers wear their Official TVLL Photo ID Badge with current year in a visible location always when interacting with players at games.

7.2. Persons without a photo ID badge are not allowed to interact with players during League games.

7.3. Umpires are **not** required to display an ID badge but are encouraged to do so.

7.4. **Badge Designation**





Board Member	COACH	Volunteer
Training Required	**Training Required**	**Training Required**
JDP Background Check	JDP Background Check	JDP Background Check
LiveScan	LiveScan	LiveScan
Abuse Awareness	Abuse Awareness	Abuse Awareness
Diamond Leader Course	Diamond Leader Course	
Cardiac Arrest	Cardiac Arrest	
Concussion Training	Concussion Training	
Umpire Course		
Eligible Roles	**Eligible Roles**	**Eligible Roles**
Manager	Manager	Team Parent
Coach	Coach	Volunteer
Team Parent	Volunteer	Snack Bar
Volunteer	Team Parent (Dugout)	Scorekeeper/Pitch Counter
Snack Bar	Snack Bar	
Scorekeeper/Pitch Counter	Scorekeeper/Pitch Counter	

7.5. If a volunteer is spending time in the dugout, games, or helping out at practices, that individual must submit a volunteer application and go through the background check process for training requirements as a **coach**.

8. REGISTRATION FEES

8.1. Registration fees are set by the TVLL BOD each year/ season and posted at all registration events as well as the TVLL website at www.temescalvalleybaseball.com.

8.2. TVLL is a non-profit and entrusts the BOD to keep fees at a minimum to run the league appropriately and to the standards set by Little League International.

8.3. The BOD has the authorization to approve, by majority vote, any discounts provided to the league membership. (i.e., early bird registration, sibling discount)

8.4. **Refund Policy**

8.4.1. No refunds of registration fees **after** the player draft date for any given season.

8.4.2. Exceptions may include, but are not limited to, injuries to a player prior to team assignment, if it is determined that a player registered is ineligible to play, or if TVLL is unable to fulfill a division team.

8.4.3. Refunds due to player injuries prior to opening day may be considered by the BOD but will not include the cost the league has accrued for jerseys and hat.

8.4.4. TVLL will not refund any 3rd party processing fees associated with online registration.

9. SPONSORSHIP

9.1. Team sponsor fees help TVLL subsidize player registration fees and are an important part of running the league financially.

9.2. They do not cover any specific cost of running a league.

9.3. Each team shall obtain a minimum of one team sponsor.

9.4. **Team Sponsor**

9.4.1. The fee to become a team sponsor in TVLL shall be determined each season and communicated by the TVLL BOD within its sponsorship packet. Current Fee is **$300.**

9.4.2. The $300 funds go directly to TVLL. It is these generous sponsorships that help us offset the costs of equipment, uniforms, umpires, field lights, tournaments, and much more for our local players.

9.4.3. Donated funds in excess of $301 may be designated to directly sponsor the team of your choice. These funds are available to the teams as reimbursement of league-approved expenses incurred during the season. Examples of approved expenses include team banners, team sweaters, and end of the season party, and even batting cage fees.

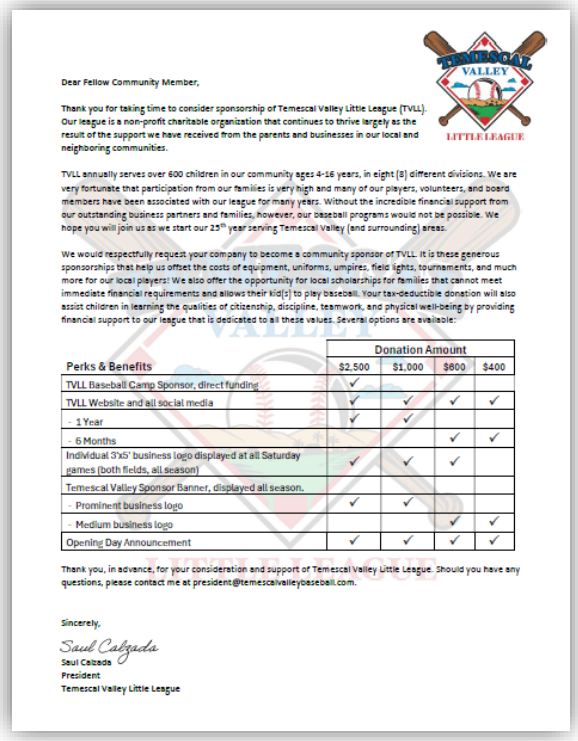
9.4.4. Reimbursement forms must be filed out and turned into the league treasurer by **week 3** of the last regular season game.

9.4.5. All unused funds will go towards general league use.

9.4.6. League shall display all sponsorship banners during all Spring Saturday games.

9.4.7. Since the sponsor fee is used to subsidize registration fees, teams that do not meet this obligation will need to provide the funds needed to fulfill this requirement.

9.4.8. Corporate and Team sponsorship letters will be available to all teams to provide further details regarding sponsorship opportunities.



Dear Fellow Community Member,

Thank you for taking time to consider sponsorship of Temescal Valley Little League (TVLL). Our league is a non-profit charitable organization that continues to thrive largely as the result of the support we have received from the parents and businesses in our local and neighboring communities.

TVLL annually serves over 600 children in our community ages 4-16 years, in eight (8) different divisions. We are very fortunate that participation from our families is very high and many of our players, volunteers, and board members have been associated with our league for many years. Without the incredible financial support from our outstanding business partners and families, however, our baseball programs would not be possible. We hope you will join us as we start our 25th year serving Temescal Valley (and surrounding) areas.

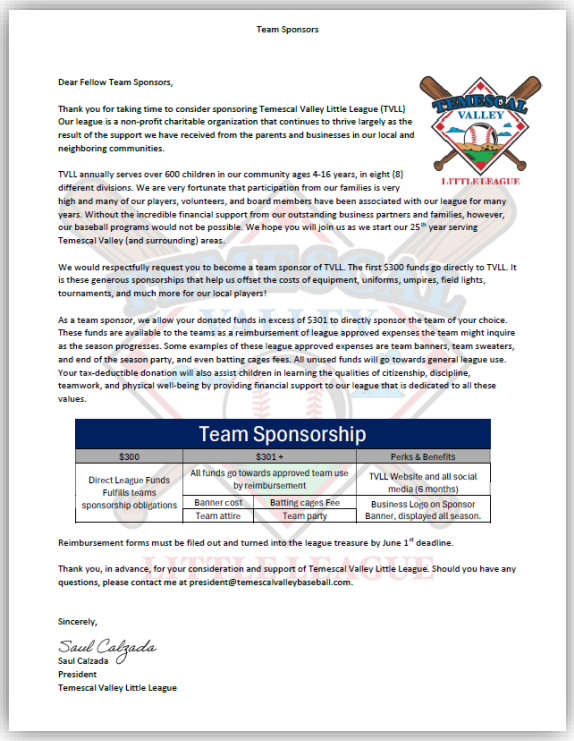
We would respectfully request your company to become a community sponsor of TVLL. It is these generous sponsorships that help us offset the costs of equipment, uniforms, umpires, field lights, tournaments, and much more for our local players! We also offer the opportunity for local scholarships for families that cannot meet immediate financial requirements and allows their kid(s) to play baseball. Your tax-deductible donation will also assist children in learning the qualities of citizenship, discipline, teamwork, and physical well-being by providing financial support to our league that is dedicated to all these values. Several options are available:

	Donation Amount			
Perks & Benefits	$2,500	$1,000	$800	$400
TVLL Baseball Camp Sponsor, direct funding	✓			
TVLL Website and all social media	✓	✓	✓	✓
- 1 Year	✓	✓		
- 6 Months			✓	✓
Individual 3'x5' business logo displayed at all Saturday games (both fields, all season)	✓	✓	✓	
Temescal Valley Sponsor Banner, displayed all season.				
- Prominent business logo	✓	✓		
- Medium business logo			✓	✓
Opening Day Announcement	✓	✓	✓	✓

Thank you, in advance, for your consideration and support of Temescal Valley Little League. Should you have any questions, please contact me at president@temescalvalleybaseball.com.

Sincerely,

Saul Calzada
Saul Calzada
President
Temescal Valley Little League



Team Sponsors

Dear Fellow Team Sponsors,

Thank you for taking time to consider sponsoring Temescal Valley Little League (TVLL) Our league is a non-profit charitable organization that continues to thrive largely as the result of the support we have received from the parents and businesses in our local and neighboring communities.

TVLL annually serves over 600 children in our community ages 4-16 years, in eight (8) different divisions. We are very fortunate that participation from our families is very high and many of our players, volunteers, and board members have been associated with our league for many years. Without the incredible financial support from our outstanding business partners and families, however, our baseball programs would not be possible. We hope you will join us as we start our 25th year serving Temescal Valley (and surrounding) areas.

We would respectfully request you to become a team sponsor of TVLL. The first $300 funds go directly to TVLL. It is these generous sponsorships that help us offset the costs of equipment, uniforms, umpires, field lights, tournaments, and much more for our local players!

As a team sponsor, we allow your donated funds in excess of $301 to directly sponsor the team of your choice. These funds are available to the teams as a reimbursement of league approved expenses the team might inquire as the season progresses. Some examples of these league approved expenses are team banners, team sweaters, and end of the season party, and even batting cages fees. All unused funds will go towards general league use. Your tax-deductible donation will also assist children in learning the qualities of citizenship, discipline, teamwork, and physical well-being by providing financial support to our league that is dedicated to all these values.

Team Sponsorship			
$300	$301 +		Perks & Benefits
Direct League Funds Fulfills teams sponsorship obligations	All funds go towards approved team use by reimbursement		TVLL Website and all social media (6 months)
	Banner cost	Batting cages Fee	Business Logo on Sponsor Banner, displayed all season.
	Team attire	Team party	

Reimbursement forms must be filed out and turned into the league treasure by June 1st deadline.

Thank you, in advance, for your consideration and support of Temescal Valley Little League. Should you have any questions, please contact me at president@temescalvalleybaseball.com.

Sincerely,

Saul Calzada
Saul Calzada
President
Temescal Valley Little League

10. PARENT CODE OF CONDUCT

10.1. I will not force my child to participate in sports.
10.2. I will remember that children participate to have fun and that the game is for youth, not adults.
10.3. I will inform the coach of any physical disability or ailment that may affect the safety of my child or the safety of others.
10.4. I will learn the rules of the game and the policies of the league.
10.5. I (and my guests) will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game, practice, or other sporting event.
10.6. I (and my guests) will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent such as booing and taunting; refusing to shake hands; or using profane language or gestures.
10.7. I will not encourage any behaviors or practices that would endanger the health and well-being of the athletes.
10.8. I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
10.9. I will demand that my child treat other players, coaches, officials, and spectators with respect regardless of race, creed, color, sex or ability.
10.10. I will teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
10.11. I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
10.12. I will never ridicule or yell at my child or other participants for making a mistake or losing a competition.
10.13. I will emphasize skill development and practices and how they benefit my child over winning. I will also de-emphasize games and competition in the lower age groups.
10.14. I will promote the emotional and physical well-being of the athletes ahead of any personal desire I may have for my child to win.
10.15. I will respect the officials and their authority during games and will never question, discuss, or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place.
10.16. I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all sports events.
10.17. I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.

11. DISCIPLINE

11.1. The actions of players, managers, coaches, umpires, league officials, parents, and other spectators must be above reproach.

11.2. Anyone involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at a game site or any other Little League activity, is subject to disciplinary actions by the BOD.

11.3. The BOD will review all violations and apply appropriate penalties that may include expulsion from the league, suspension of the offender for the remainder of the season, or a ban of a minimum of one game.

11.4. Penalty will depend on the seriousness or history of the offender.

11.5. All disciplinary action will follow procedures listed Temescal Valley Little League Disciplinary Policy document.

12. SERVING A SUSPENSION

12.1. All parties disciplined via ejection will be ineligible to participate in any TVLL event in any division until the disciplinary penalty has been fully served within the division where the penalty was given.

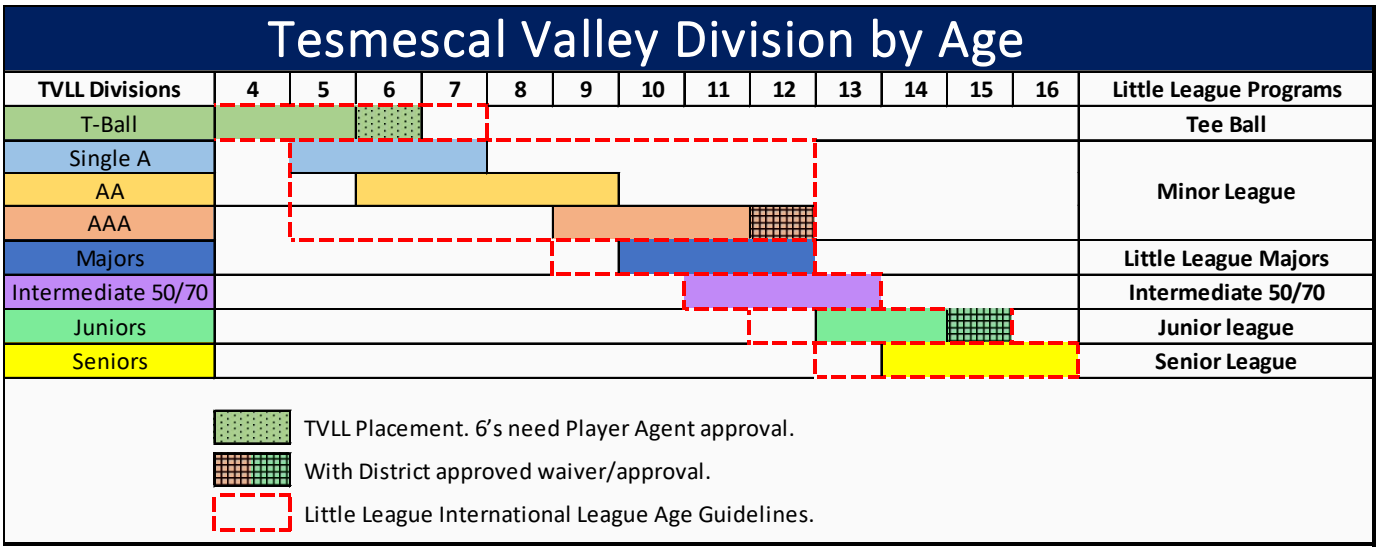
12.2. This includes practices, pregame, and games in any division of play. (i.e. If the violating party is a coach or parent with children in multiple divisions and is ejected from a game in the Majors Division, the violator may not attend any activity in any other division until the suspension has been served in the Majors Division.)

12.3. Violators may not be present at Deleo Regional Sports Park for any other reason than to pick up or drop off a person.

12.4. Violators are to remain in the parking lot during the pick-up/drop-off.

13. DIVISION, LEAGUE AGES, PLACEMENT

13.1. Spring Season & Fall Season



14. GAME LENGTH

14.1. "Drop Dead" means that the game ends at that time regardless of the game situation or who is up to bat.

14.2. "No New Inning" means that no new "top half" of an inning may start once the time limit has been reached.

14.3. A new inning officially starts as soon as the final out in the previous inning is recorded against the home team.

Division	No New Inning	Dead Drop
T-Ball	N/A	1:00
Single A	N/A	1:15
AA	1:30	N/A
AAA	1:45	N/A
Majors	2:00	N/A
Intermediate	2:15	N/A
Juniors	2:15	N/A
Seniors	2:15	N/A

15. EVALUATIONS

15.1. The Player Agent is responsible for scheduling evaluations, for all the applicable divisions. Ages 8-16 are required to attend an evaluation.

15.2. 6 & 7-year-olds who want to be considered for AA will also need to attend an evaluation. 6-year-olds who want to be evaluated and eligible for the AA draft need to notify the Player Agent in writing, before evaluations.

15.3. All 10 and 11-year-olds are eligible to be drafted to a Majors team. In the event they are not drafted to a Majors team they will play AAA.

15.4. If a player does not attend an evaluation, such a player is placed upon a team in the lowest division they are eligible for by way of lottery.

~~15.5. Property Players do not need to attend evaluations unless they petition the Player Agent to be released from their property team or the property team no longer exists.~~

15.6. **Manager Attendance:**

15.6.1. All team managers, duly nominated by the League President and confirmed by the Board of Directors for the current season, shall be required to attend all player tryouts for the purpose of evaluating players and maintaining records relevant to team selection.

15.6.2. **Evaluator Assessments:**

15.6.3. League-designated evaluators shall provide individual player assessment scores to the managers on draft day for use in the player selection process. All assessment materials shall be returned to the League at the conclusion of the draft.

15.6.4. **Eligibility Requirement:**

15.6.5. Participation in scheduled player evaluations shall be required for a player to remain eligible for selection to All-Stars or Future Stars.

16. DRAFT

16.1. **Draft Confidentiality**

16.1.1. Draft secrecy is of paramount importance. Players and parents shall not be informed of the round or position in which any player was selected.

16.2. **Electronic Devices Prohibited**

16.2.1. No cell phones or electronic devices of any kind are permitted in the draft room without PA or President approval. All such devices shall be collected upon entry and returned upon exit.

16.3. **Destruction of Draft Materials**

16.3.1. At the conclusion of the draft, all notes, draft sheets, and related materials shall be collected and destroyed by the President and/or Player Agent.

16.4. **Post-Draft Contact**

16.4.1. Managers are prohibited from contacting any player regarding team placement until they have received their finalized roster from the League.

16.5. AA will follow the Plan A of the “Method for 1st Year of Operation”. (Serpentine pattern.)

16.6. AAA, Juniors, and Seniors will follow Plan A for the “Method for the 1st Year of Operation”. We will randomly draw for draft order, and the draft proceeds in a Serpentine pattern.

16.7. Majors will follow Plan “A & B”. We will randomly draw for draft order.

16.8. The draft will proceed in order as such 1-2-3-4-5, 5-4-3-2-1.

16.9. These plans are subject to change any given year, by a decision from the board of directors.

16.10. Assignment of Manager or Coach Children (Majors Division Excluded):

16.10.1. For the purpose of the player draft, the child or children of a designated team manager shall automatically be assigned to the eighth (8th) round of the draft in all divisions except the Majors Division.

16.11. All 10 and 11-year-olds are eligible to be drafted to a Majors team. In the event they are not drafted to a Majors team they will play AAA. If a parent chooses to have their player play down a division, this may result in loss of eligibility for All-Stars. The discretion of the Player Agent and President will evaluate these circumstances.

16.12. **Property Player Status**

16.12.1. A player designated as a Property Player shall return to their respective Majors Division team each season and shall not be subject to redrafting unless the player petitions to be released from that team.

16.13. **Request for Release**

16.13.1. A request for release from Property Player status must be submitted in writing to the Player Agent no later than ten (10) days prior to the first scheduled day of evaluations. The Player Agent and/or the player’s parent or guardian may present the request to the Board of Directors.

16.13.2. If the release is approved, the player must participate in league evaluations to remain eligible for Majors Division play.

16.14. **Duration Property Status**

16.14.1.1. A Property Player shall remain the property of the team and/or Division for the duration of their Majors Division eligibility unless formally released in accordance with league procedures.

16.15. **Team Dissolution Due to Player Non-Return**

16.15.1.1. If seventy-five percent (75%) or more of a team’s Property Players do not return for the upcoming season, that team shall be deemed dissolved.

16.16. **Player Eligibility and Draft Placement Following Team Dissolution**

16.16.1.1. Upon dissolution of a team, all remaining Property Players from that team shall be released from their property status and shall become eligible to be re-drafted. The re-drafting of such players shall begin at the team’s first available draft vacancy, in accordance with league draft rules.

16.17. **Exceptions Allowing Removal of Property Status**

16.17.1. A Property Player may be removed from their team only under the following circumstances:

16.17.2. A written request from the player’s parent or guardian, approved by the Board of Directors.

16.17.3. A written request from the team manager, for a valid reason, approved by the Board of Directors.

16.17.4. The disbandment of a team by action of the Board of Directors.

16.17.5. The player ages out of the Majors Division.

16.17.6. This must be done 10 days BEFORE evaluations so the Player’s Agent and/or parent can present it to the Board of Directors and ask for the release in time for the player to

attend evaluations because a released player must attend evaluations to be eligible to play in the Majors.

16.18. **Spring Season Requirement**

16.18.1. Only players who were officially drafted and rostered during the Spring season shall be eligible to be designated as Property Players.

16.18.2. **Players Not Participating in Fall:**

16.18.3. Players who were rostered on a manager's Spring team but did not register for the Fall season may remain eligible to be designated as Property Players for the following Spring season, provided they continue to meet all Majors Division eligibility requirements.

16.19. **Manager's Child:**

16.19.1. The child of a Majors Division manager shall automatically be designated as a Property Player for that manager's team, provided the player is age-eligible for the division.

16.20. **Balancing of Team Rosters**

16.20.1. All Majors Division teams shall be maintained at an even number of players. Managers with fewer returning Property Players shall receive additional draft selections as needed to achieve roster balance. Each team shall begin drafting at its first available roster vacancy and shall continue selecting players in accordance with league draft rules until its roster is complete.

16.21. **Draft Method**

16.21.1. The Spring draft shall be conducted using a Rule A Draft. The team with the worst regular season records from the preceding Spring shall make the first selection, with subsequent selections proceeding in snake order for the duration of the draft.

16.22. **Trades**

16.22.1. All trades must occur within the same division and shall be subject to the approval of the Player Agent, who shall have final authority over all trade decisions.

16.22.2. Trades, with limited exception, must be completed before the conclusion of the draft.

16.22.3. At no time shall any player be informed that they were the subject of a trade.

16.22.4. Limited Exception: Player or parent concerns involving extenuating circumstances related to the assigned manager may be reviewed jointly by the Player Agent and the League President.

16.23. For any player wanting to play in a higher division, it is the right of the Player Agent and President to refuse permission for that player to be in Majors based on skill set and possible safety issues.

17. POOL PLAYERS

17.1. If a team cannot field 9 players for a game, a Manager can request that pool players be allowed to play as substitutes.

17.2. Pool Players are regular season players from any team, who want to play in more games, to be organized into a pool by the Player Agent.

17.3. When a team is short players for a game, they ask the Player Agent for extra players for that game.

17.4. The players are selected in chronological order from a preapproved list and play on the short team for one game.

17.5. There are several rules regarding how a pool player can be used.

17.6. The important thing is that the games are not forfeited, and the game results count in the league standings.

17.7. **Pool Player Rules**

17.7.1. The Player Agent will solicit Pool Players from each Division (AA and up). Players will be added to the pool by asking to be included in the pool.

17.7.2. Pool Player are not able to play down a division.

17.7.3. A Manager must request a pool player if they will be unable to field a team of at least eight (8) players.

17.7.3.1. The Manager is responsible for requesting the use of pool players. 12-hour notice is required.

17.7.3.2. If pool players are not available, a game forfeiture or rescheduling will be recommended to the Board.

17.7.3.3. The Board may consider special circumstances in determining game forfeiture.

17.7.4. A Manager may request pool players to fill a team with a roster of nine (9) players for a game.

17.7.4.1. This will allow for substitutions in case of injury, illness, or ejection.

17.7.4.2. A team may not use more than three (3) pool players in a game.

17.7.5. Managers will not have the right to pick players from the pool.

17.7.5.1. The first player on the pool list (not on the opposing team) available to play on a given day is assigned to the first team requesting a player.

17.7.5.2. When that player plays, he is then moved to the end of the pool list.

17.7.5.3. The list of players and their order shall be developed by the Player Agent using a random convention (disclosed to the League President), but the list and order shall be kept in confidence by the Player Agent.

17.7.5.4. If a pool player has been requested and assigned to a Manager for a game, that pool player must play in the game.

17.7.6. Pool players that are called and show up at the game site must play at least nine (9) consecutive outs and bat once (Regulation V (c), Little League Rule)

17.7.6.1. Pool players can only play the position of outfielder.

17.7.6.2. Pool players cannot bat in a lineup spot ahead of a regularly rostered player on the team. i.e., a pool player must bat last in the order and if there is more than one pool player, they must fill the bottom spots in the batting order.

17.7.6.2.1. Exceptions: If a regularly rostered player arrives late to the start of the game.

18. REPLACEMENT PLAYER PROCESS

18.1. **Process**

18.1.1. When it is determined by the Player Agent that a replacement player is needed, the Player Agent will inform the Managers regarding possible transfers to and from the respective divisions.

18.1.2. Player Agent and President will be the only individuals to contact prospective players and parents/guardians during the replacement process.

18.1.3. The Player Agent will inform the Manager when the transfer is approved and final. Prior to this approval, Manager or Coach contact with anyone other than the Player Agent or League President regarding the transfer will result in a 1 game suspension of all parties involved.

18.2. **Player Selection**

18.2.1. Player replacements shall occur only during the regular (Spring) season.

18.2.2. They are replaced by transfers from lower divisions when no player is on the waiting list for the division.

18.2.3. No replacements shall occur during the last 3 weeks of the season.

18.2.4. When a player is lost to a team during the playing season for any of the following reasons.

18.2.4.1. He/she moves to another city or state too distant to commute for practice and play.

18.2.4.2. He/she is injured and will not be able to return to play within a reasonable period.

18.2.4.3. He/she has for personal reasons decided to terminate his/her association with the team.

18.2.4.4. Any other justifiable reason, reviewed and approved by the BOD.

18.2.5. The manager of the team losing a player shall promptly (within 48 hrs.) advise the Player Agent.

18.2.6. The Player Agent shall advise the President immediately and then the BOD at the next scheduled BOD meeting.

18.2.7. If loss of player is approved by the President and the Player Agent, the President or Player Agent will send a letter of release to the player and the parents stating that the player is released from the league.

18.2.8. This action creates a legal opening for a replacement on the team roster.

18.2.9. The manager shall review the available player list with the Player Agent and select a replacement.

18.2.10. The replacement becomes a permanent member of the team.

18.3. **Intermediate through Senior - Player Replacement**

18.3.1. Following the draft, if a team loses a player and requires a replacement, the Player Agent shall place a player from the waiting list.

18.3.2. If a waiting list does not exist, then the first eligible player to register will be assigned to the team.

18.3.3. Once the player and manager(s) of affected teams are notified, the player will be made immediately available to that team.

18.3.4. Players cannot be called up from lower divisions other than allowing 14-year-old pool players to fill in at the Senior level.

18.4. **Major Player Replacement**

18.4.1. If no player is on the waiting list, the manager shall choose from 10- and 11-year-olds participating in AAA division.

18.4.2. Upon being informed that there are no players on the waiting list, a manager will have seven (7) days to notify the Player Agent of the name of the replacement player or three (3) days if previous selection has been refused.

18.4.3. Failure to notify the Player Agent during this time will result in the Player Agent placing any eligible player participating in AAA play based on evaluations done by the Player Agent and/or TVLL.

18.4.4. The Player Agent shall determine an appropriate but exact date/time to transfer the selected player from their current team's roster.

18.4.5. In all cases, the official roster transfer must take place within 4 days of the Manager

notifying the Player Agent of his/her selection.

18.4.6. The Player Agent will contact the replacement player's parents to advise them of the roster move and the date/time of the transfer.

18.4.7. Once this is complete, the Player Agent will contact Managers affected by this change and inform them of the date/time of the official roster change.

18.4.8. The Manager will not contact anyone in regard to their search or selection of a specific player and shall only report that selection to the Player Agent or President.

18.4.9. Manager may use his/her rostered coaches to "scout" AAA players, but those coaches are under the same restrictions.

18.4.10. Penalties for violating this rule may result in a minimum of 1 game suspension upon review by the BOD.

18.5. **AAA Division and below – Player Replacement**

18.5.1. Players in these divisions are not replaced.

18.6. **Player Refusal to Higher Division Team**

18.6.1. Refusal of any player to a higher-level team when requested will result in the player being ineligible to participate in All Stars.

18.6.2. If the selected player refuses to advance, that player takes the roster spot of the player that does advance.

18.6.3. A player cannot decline a call up to stay on the same team.

19. SCOREKEEPING

19.1. TVLL has approved the use of GamerChanger during non-tournament games as an alternative scorekeeping option.

19.2. Paperback scorekeeping is mandatory for D72 tournament games.

19.3. The accuracy of the scorebook and pitch count are the responsibility of the official scorekeepers and both managers.

19.4. Both managers will be required to sign the pitcher eligibility forms.

19.5. The official scorekeepers will be provided by the home team.

19.6. The visiting team scorekeeper will keep the pitch counts with the appropriate number of pitches thrown for both teams.

~~19.7. The home team scorekeeper will keep the score.~~

19.8. During the game, the official scorekeepers and pitch counter will sit immediately behind the backstop behind home plate at the scorer's table.

19.8.1. Area is to be closed off by the BMOD prior to the start of an Upper division game (AA+).

19.9. Only Manager may confirm pitch counts with the official scorekeeper and/or pitch counter with permission of the home plate umpire.

19.10. The official scorekeeper and pitch counter shall remain impartial and quiet during the game.

19.11. If the team does not have an official scorekeeper a coach from the home team will have to scorekeep.

19.12. Spectators are not to approach the scorekeeper table.

19.12.1. Unless it is the following people/situation .

19.12.1.1. BMOD

19.12.1.2. League Board members

19.12.1.3. Approved by Umpire

20. PROTESTED GAMES (AA-Seniors)

20.1. Protesting a regular season game is outlined in **Little League International Rule Book Rule 4.19.**

20.2. A league's Protest Committee reviews protest that involves violations or interpretations of a playing rule, the use of an ineligible pitcher, or the use of an ineligible player.

20.3. Protest on decisions involving an umpire's judgment will not be considered.

20.4. The protest committee will make a final decision on all protests.

20.5. Protest needs to be submitted in writing to the local League President within 24 hours. Both Presidents during an inter-league game.

20.6. The Umpire-in-Chief is also required to submit a report immediately.

20.7. If the committee allows the protest, the game will resume from the exact point where the infraction incurred.

21. DIVISION RANKINGS (AA-Seniors Divisions Only)

21.1. Scores shall be emailed to the Information Officer within 24hrs following completion of games by the Home Team.

22. TOURNAMENTS AFTER REGULAR SEASON

22.1. **Winning the Division- AA, AAA, Majors, Intermediate, Junior, Senior.**

22.1.1. All teams will participate in an end of season tournament where seeding will be determined by overall season standings.

22.1.2. If there is an odd number of teams, the 1st place team will receive a bye for the first round.

22.1.3. The remaining teams will play in a-double elimination tournament.

22.1.4. 2-way Tie Breakers – Head-to-Head – 1 game Playoff.

22.1.5. If a three-way tie breaker exists in overall record Head-to-Head, Run Differential with TVLL Opponents only will be next, third coin flip.

22.1.6. The winning team of the tournament will participate in the Paul Wahl Tournament of Champions (TOC).

23. TOURNAMENT OF CHAMPIONS (T.O.C)

23.1. T.O.C. Tournaments are hosted by District 72 and typically include all divisions from AAA to the Senior Division.

23.2. TVLL representation will be determined based on the winner of the TVLL end of season tournament.

23.3. It must be clearly stated within the League Rules which division will use a playoff format to determine TOC representation.

23.4. If not specified within the rules, an outright season winner will be determined to represent TVLL based on season record.

23.5. The TVLL BOD will review annually which divisions will participate in a post-season tournament prior to the season starts.

23.6. The following divisions are eligible for the post-season tournament to represent TVLL in the Paul Wahl TOC.

23.6.1. ~~AA~~ (D72 does not have an AA division TOC)

23.6.2. AAA

23.6.3. Majors

23.6.4. Intermediate

23.6.5. Juniors

23.6.6. Seniors

24. ALL-STARS TOURNAMENT

24.1. **All-Star Details**

24.1.1. TVLL participates in the Little League International All-Star Tournaments and TVLL Future Stars local tournament each year after the conclusion of T.O.C.

24.1.2. Approximately one month prior to the end of the season, the league will hold All-Star registration.

~~24.1.3. Any player who is eligible and can commit to playing in the All-Star Tournament must sign up to be eligible to play in All-Stars.~~

~~24.1.4. All-Star applications must be turned in by the deadline.~~

24.1.5. All eligible players who are interested in playing in the All-Stars are required to participate in an All-Stars tryout.

24.1.6. A player must have played in at least eight (8) regular season games to be eligible for All-Star selection.

24.1.7. The Board of Directors will determine what tournament teams will be representing the league.

24.1.8. Final determination of teams represented will be at the sole discretion of the current Board of Directors.

24.2. **AA Future Stars**

24.2.1. TVLL hosts a local tournament, similar to Little League International All-Star format for the AA division as a result of Districts 72 not having a 7u/8u All-Star division.

24.2.2. Specific tournament rules will apply to this tournament.

24.3. **All-Star Player Selection**

24.3.1. All eligible players will register for All-Stars no later than the deadline. No exceptions.

24.3.2. All eligible players who are interested in playing in the All-Stars are required to participate in an All-Stars tryout.

24.3.3. All-Stars tryout will be scored by respective division managers.

24.3.4. For all divisions of All-Stars, the managers from the selected divisions will select the players for each team.

24.3.5. Division team managers are unable to nominate their own child for an All-Stars during the All-Star draft, to avoid conflicts of interest.

24.3.6. Teams will be formed prior to determining who the All-Star manager will be for the selected division.

24.3.7. All-Star manager's child is selected to the All-Star team if not selected during the draft.

24.3.8. They will use best judgement and avoid conflicts of interest to form the most competitive and balanced teams to represent TVLL.

24.3.9. BOD will approve all All-Star teams.

24.4. **All-Star Manager Selection**

24.4.1. The All-Star Manager position for each team will be determined by the Board of Directors.

24.4.2. The selected Manager will choose his/her coaches. The manager and coaches must be regular season team managers or coaches as outlined in the tournament section of Little League Baseball rules.

24.4.3. As a condition of eligibility for selection as tournament team manager/coach, the regular season manager/coach must have also completed the Little League Diamond Leader Training Program.

24.4.4. This program must be completed prior to the individual being named a tournament team manager/coach, and before participating in any practices or games.

24.4.5. Tournament team managers/coaches who have completed the program should be prepared to produce the Little League Diamond Leader completion certificate if requested by the District Administrator/ Tournament Director.

25. PARTICIPATION AWARDS AND TROPHIES

25.1. The following is a breakdown of awards per division.

25.2. The BOD will decide each year on the budget for the participation awards and trophies that are purchased.

25.3. This will dictate the type and quality of such awards each season.

25.4. Participation awards may include but are not limited to t-shirts, medals, trophies, or hats.

25.5. Participation awards may vary by division.

25.6. The term “Participation Award” is defined as a reward that is given to all players for playing with TVLL.

25.7. TVLL provided awards for Spring Season

- 25.7.1. All Division: Custom season participation medals
- 25.7.2. AA: 1st TVLL Championship Ring and 2nd place TVLL Finalist Ring
- 25.7.3. AAA: 1st TVLL Championship Ring and 2nd place TVLL Finalist Ring
- 25.7.4. Majors: 1st TVLL Championship Ring and 2nd place TVLL Finalist Ring
- 25.7.5. Intermediate: 1st TVLL Championship Ring and 2nd place TVLL Finalist Ring
- 25.7.6. Junior: 1st TVLL Championship Ring and 2nd place TVLL Finalist Ring
- 25.7.7. Senior: 1st TVLL Championship Ring and 2nd place TVLL Finalist Ring

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26. LOCAL LEAGUE GROUND RULES (ALL DIVISION)

26.1. **Starting of the game:** All games shall start with both teams lined up on the first and third baselines by reciting the Pledge of Allegiance and the Little League Pledge.

26.2. **Field Preparation:** is the responsibility of both teams playing. clean-up, including dragging of the dirt, putting away all field equipment, and locking up all bins are the responsibility of both teams from the final game of the day (Does not apply for Inter-league games).

26.3. Both Managers are to verify pitching rubber distance are correctly measured from tip of home plate to front of pitching rubber.

- 26.3.1. 60ft – Seniors/Juniors
- 26.3.2. 50ft – Intermediate (50/70)
- 26.3.3. 46ft – AAA/Majors
- 26.3.4. 40ft – AA

26.4. Teams shall arrive at the playing field at least 30 minutes prior to game time.

26.5. Copy of lineup and pitcher eligibility forms shall be handed over to the Scorekeeper at least 10 minutes prior to start.

26.6. Scorekeeper to be provided by Home Team. Pitch Counter to be provided by Visitor Team.

26.7. Home Team to occupy 3rd base dugout; Visitor Team to occupy 1st base dugout.

26.8. Official game time is what is scheduled unless the Umpire delays the start.

26.9. All scheduled games should be played. Make up games should be scheduled with the priority given to the games that will affect division standings and player tournament eligibility regardless of the league.

26.10. Defensive team coaching staff must remain in the dugout at all times, unless to attend to an injured player or with permission of the umpire. (Excluding T-ball and Single A Divisions)

26.11. **Pitching Log and Line up Cards:**

- 26.11.1. Managers are required to keep a pitching log and complete schedule.
- 26.11.2. The pitching log must be signed by the home scorekeeper.
- 26.11.3. Line up cards must list pitchers that are NOT eligible to pitch.
- 26.11.4. Copy of lineup and pitcher eligibility log forms shall be handed over to the Scorekeeper at least 10 minutes prior to start.
- 26.11.5. If the pitch log is requested and manager fails to present the pitching eligibility log prior to the start of the game, the league disciplinary committee will review the matter.
- 26.11.6. A second offense will result in at least one game suspension.
- 26.11.7. All games count for pitching eligibility including scrimmages.

26.12. **Coaching Staff Limits**

- 26.12.1. Lower Divisions: Team manager and unlimited coaches are allowed.
- 26.12.2. Upper Division: Team manager and 2 coaches are allowed max.
- 26.12.3. All divisions require 1 coaching staff to remain in the dugout at all times.
- 26.12.4. All coaching staff must have a valid green coaching badge.
- 26.12.5. Violation of this rule
  - 26.12.5.1. 1st Violation – Documented warning.
  - 26.12.5.2. 2nd Violation – Manager game ejection, without replacement.
  - 26.12.5.3. 3rd Violation – Manager game ejection without replacement plus next game suspension and board review.

26.13. Defensive team coaching staff must remain in the dugout at all times, unless to attend to an injured player or with permission of the umpire. (Excluding T-ball and Single A Divisions)

26.14. Coaching staff must display their valid League photo ID badge. This is enforced by the Board Member on Duty (BMOD).

26.14.1. Failure to have league photo ID badge will result in being removed from the field.

26.15. **Run Rule (Competitive Divisions)**

26.15.1. If at the end of three (3) innings (two and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

26.15.2. If at the end of a regulation game one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. The home team, if behind, must bat in its half of the inning.

26.16. Players shall refrain from attempting to distract or harass the opposing pitcher/players.

26.17. All cheering to be in a positive reference and directed towards their own teammates unless in a congratulatory manner towards the opposing team and shall stop when pitcher comes to the set position.

26.18. All music played in the field shall not contain any inappropriate language.

26.19. All walkup music must stop when the batter reaches the batter's box.

26.20. Protests must be submitted to the President of each team's respective leagues, in writing within 24 hours of the end of the protested game.

26.21. **Thrown Bat Rule**

26.21.1. **1st offense:**

26.21.1.1. When a batter carelessly releases his/her bat after hitting the ball, the play will be permitted to continue.

26.21.1.2. At the conclusion of the play, the umpire should issue a warning to that player for the carelessly thrown bat.

26.21.2. **2nd offense:**

26.21.2.1. The next time that same player carelessly throws his/her bat, the play will again be permitted to continue.

26.21.2.2. At the conclusion of the play, using Rule 9.01(c) as a guideline, the umpire should give the offensive manager the opportunity to remove the player from the game for safety reasons.

26.21.2.3. He/she is **not** out.

26.21.2.4. If on base, he/she will be replaced by a substitute runner.

26.21.2.5. The player will not be permitted to re-enter the game.

26.21.2.6. Since the player was substituted for, he/she is not bound to the ejection requirements of serving a one (1) game suspension, as listed in Rule 4.07.

26.21.2.7. If the offensive manager chooses not to remove the player from the game, the umpire can, and should, eject the player for unsportsmanlike conduct under Rule 9.01(d).

26.21.2.8. The player would then be suspended for the team's next physically played game, as required in Rule 4.07.

26.21.2.9. Throwing the bat is an unsafe act.

26.21.2.10. Continuous unsafe acts fall under the classification of unsportsmanlike conduct.

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27. SENIORS DIVISION - LOCAL LEAGUE RULES

27.1. Starting of the game: All games shall start with both teams lined up on the first and third base lines by reciting the Pledge of Allegiance and the Little League Pledge.

27.2. Time Limit: 2:15 No new inning

27.3. Both Managers are to verify pitching rubber measure 60’ from tip of home plate to front of pitching rubber.

27.4. Rules: District 72 Inter-league rules will apply

27.4.1. These inter-league rules are governed by the Board of Directors for the following Little Leagues and may be changed or modified by the BOD with a majority vote of all combined leagues. Some leagues may not have teams in this division.

27.4.1.1. Temescal Valley Little League (TVLL)

27.4.1.2. Corona National Little League (CNLL)

27.4.1.3. Norco Little League (NLL)

27.4.1.4. Eastvale Little League (ELL)

27.4.1.5. Corona American Little League (CALL)

27.4.1.6. Jurupa Valley Little League (JVLL)

28. JUNIORS DIVISION - LOCAL LEAGUE RULES

28.1. Time Limit: 2:15 No new inning

28.2. Both Managers are to verify pitching rubber measure 60’ from tip of home plate to front of pitching rubber.

28.3. Rules: District 72 Inter-league rules will apply

28.3.1. These inter-league rules are governed by the Board of Directors for the following Little Leagues and may be changed or modified by the BOD with a majority vote of all combined leagues. Some leagues may not have teams in this division.

28.3.1.1. Temescal Valley Little League (TVLL)

28.3.1.2. Corona National Little League (CNLL)

28.3.1.3. Norco Little League (NLL)

28.3.1.4. Eastvale Little League (ELL)

28.3.1.5. Corona American Little League (CALL)

28.3.1.6. Jurupa Valley Little League (JVLL)

29. 50/70 DIVISION - LOCAL LEAGUE RULES

29.1. Time Limit: 2:15 No new inning

29.2. Both Managers are to verify pitching rubber measure 50’ from tip of home plate to front of pitching rubber.

29.3. Continuous Batting Order- All players hit in the lineup.

29.4. Rules: District 72 Inter-league rules will apply

29.4.1. These inter-league rules are governed by the Board of Directors for the following Little Leagues and may be changed or modified by the BOD with a majority vote of all combined leagues. Some leagues may not have teams in this division.

29.4.1.1. Temescal Valley Little League (TVLL)

29.4.1.2. Corona National Little League (CNLL)

29.4.1.3. Norco Little League (NLL)

29.4.1.4. Eastvale Little League (ELL)

29.4.1.5. Corona American Little League (CALL)

29.4.1.6. Jurupa Valley Little League (JVLL)

29.5. Continuous Batting Order- All players hit in the lineup.

29.6. All games count towards team standings, even inter-league games.

29.7. All scheduled games should be played. Make up games should be scheduled with the priority given to the games that will affect division standings and player tournament eligibility regardlessof the league.

29.8. Any disciplinary action of a manager will be the responsibility of that specific manager’s Board of Directors.

29.9. Both teams will provide umpire one new baseball.

29.10. **Pitching**: All games count for pitching eligibility.

29.11. **Pitching Log and Line up Cards:** Managers are required to keep a pitching log and complete schedule.

29.12. The pitching log must be signed by the home scorekeeper.

29.13. Line up cards must list pitchers that are NOT eligible to pitch. If a manager fails to present his pitching log prior to thestart of the game, the inter-league disciplinary committee will review the matter.

29.14. A second offense will result in at least a one game suspension.

29.15. The team with the best overall record wins the division.

30. MAJORS DIVISION - LOCAL LEAGUE RULES

30.1. Time Limit: 2:00 No new inning.

30.2. Both Managers are to verify pitching rubber measure 46' from tip of home plate to front of pitching rubber.

30.3. Continuous Batting Order- All players hit in the lineup.

30.4. The Majors roster will consist of no less than 12 players.

30.5. Continuous Batting Order- All players hit in the lineup.

30.6. **Inter-League Games:** These inter-league rules are governed by the Board of Directors for the following LittleLeagues and may be changed or modified by the BOD with a majority vote of all combined leagues. Some leagues may not have teams in this division.

30.6.1. Temescal Valley Little League (TVLL)

30.6.2. Corona National Little League (CNLL)

30.6.3. Corona American Little League (CALL)

30.7. Protests must be submitted to the CNLL, CALL, and TVLL Presidents, in writing within 24 hours of the end of the protested game.

30.8. Only TVLL games count towards team standings, Fall season has no standings.

30.9. Any disciplinary action of a manager will be the responsibility of that specific manager's Board of Directors, if playing inter-league.

30.10. The team with the best overall record wins the division, Spring Season only.

30.11. **Fall Season Only**: the following applies

30.11.1. **3-5 Rule:**

30.11.1.1. A team will terminate their at-bat when 3 defensive outs are recorded, or 5 runs have been scored.

30.11.1.2. When 5th run crosses the plate, the half inning is over.

30.11.1.3. The Five (5) run rule is enforced, except during open inning.

30.11.2. **Open inning**

30.11.2.1. Teams are allowed to score unlimited runs until 3 outs are recorded or team has bat entire lineup.

30.11.2.2. Open inning shall be played and announced by Umpire prior to the start of the inning, based on time and only in the 4th (AA only), 5th or 6th inning.

30.11.2.3. Teams with nonequal roster counts shall bat the highest roster count.

30.11.2.3.1. Example: Team A has 12 roster players and Team B has 10 roster players for the game. Team B gets 12 at bats during the open inning.

30.11.2.4. No new inning shall be started after Open Inning is played.

30.11.3. **Pitcher Eligibility**

30.11.3.1. Pitchers will only be allowed to pitch 2 innings per game or until max 50 threshold pitches per pitcher. **Inter-League games** max **65** threshold pitches per pitcher.

30.11.3.2. As soon as a pitcher pitches one ball to a batter, that inning will count towards innings pitched.

30.11.3.3. Violation of this rule will result in the league disciplinary committee will review the matter.

31. AAA DIVISION - LOCAL LEAGUE RULES

31.1. Time Limit: 1:45 No new inning.

31.2. Both Managers are to verify pitching rubber measure 46' from tip of home plate to front of pitching rubber.

31.3. Continuous Batting Order- All players hit in the lineup.

31.4. If a 12-year-old has been deemed unsafe to play in the Majors division, he/she cannot pitch in any Minors division.

31.5. Inter-league Protests must be submitted to the CNLL, CALL, and TVLL Presidents, in writing within 24 hours of the end of the protested game.

31.6. **Fall Season Only**, the following applies

31.6.1. **3-5 Rule:**

31.6.1.1. A team will terminate their at-bat when 3 defensive outs are recorded, or 5 runs have been scored. When 5th run crosses the plate, the half inning is over.

31.6.1.2. The Five (5) run rule is enforced, except during open inning.

31.6.2. **Open inning**

31.6.2.1. Teams are allowed to score unlimited runs until 3 outs are recorded or team has bat entire lineup.

31.6.2.2. Open inning shall be played and announced by Umpire prior to the start of the new inning, based on time and only in the 4th (AA only), 5th or 6th inning.

31.6.2.3. Teams with nonequal roster counts shall bat the highest roster count.

31.6.2.4. Example: Team A has 12 roster players and Team B has 10 roster players for the game. Team B gets 12 at bats during the open inning.

31.6.2.5. No new inning after Open Inning is played.

31.6.3. **Pitcher Eligibility**

31.6.3.1. Pitchers will only be allowed to pitch 2 innings per game or until max 50 threshold pitches per pitcher.

31.6.3.2. As soon as a pitcher pitches one ball to a batter, that inning will count towards innings pitched.

31.6.3.3. Violation of this rule will result in the league disciplinary committee will review the matter.

32. AA DIVISION - LOCAL LEAGUE RULES

32.1. Time Limit: 1:30 No new inning.

32.2. Continuous Batting Order- All players hit in the lineup.

32.3. **Spring Season only**

~~32.3.1. **Player/Coach Pitch** - First 1/2 scheduled games (**Spring Season only**)~~

~~32.3.1.1. Coach will pitch 3 baseballs upon pitcher pitching a 4 ball count.~~

~~32.3.1.2. Batter must attempt to make contact with the ball by a coach pitched baseball.~~

~~32.3.1.3. All Coached pitched baseballs are considered strikes regardless of the ball placement.~~

~~32.3.1.4. If batter swings and misses 3 times and does not make contact; the batter will be calledout.~~

~~32.3.1.5. If the 3rd pitch is fouled off, the batter can receive additional pitches until he or she is called out (3 strikes) or places the ball in play.~~

~~32.3.1.6. No walks and no steals when the coach is pitching.~~

~~32.3.1.7. Coach pitch will be done from the mound.~~

~~32.3.1.8. The coach needs to touch part of the mound and throw overhand when delivering remaining pitches.~~

~~32.3.1.9. 6th game to end of season- Player pitch only.~~

~~32.3.1.10. Coach pitches will NOT count towards players pitch count.~~

~~32.3.2. **Hit by Pitch** (Player/Coach Pitch)~~

~~32.3.2.1. If a batter is hit by a pitched ball, the ball is dead, and batter is awarded 1st base.~~

~~32.3.2.2. If the batter is hit by a Coach pitch ball, the ball is dead and count towards Coach pitch count limit.~~

~~32.3.2.3. A ball hit to the outfield will be played until a designated infielder has secured possession of the ball. At the point of possession, the batter and all runners may advance to the next base at their own risk. (i.e., If the runner is between first and second when the shortstop possesses the ball, that runner may advance to second base or return to first base.)~~

~~32.3.2.4. Only 1 extra base will be awarded on overthrows, up to third base.~~

~~32.3.2.5. There will be no stealing Home in AA (3rd base is locked).~~

~~32.3.2.6. Runners may only advance to home on a batted ball OR if a walk or hit by player pitched ball forces the runner from third to home.~~

32.4. **3-5 Rule:** A team will terminate their at-bat when 3 defensive outs are recorded, or 5 runs have been scored. When 5th run crosses the plate, the half inning is over.

32.4.1. The Five (5) run rule is enforced, except during open inning.

32.5. **Open inning**

32.5.1.1. Teams are allowed to score unlimited runs until 3 outs are recorded or team has bat entire lineup.

32.5.1.2. Open inning shall be played and announced by Umpire prior to the start of the new inning, based on time and only in the 4th (AA only), 5th or 6th inning.

32.5.1.3. Teams with nonequal roster counts shall bat the highest roster count.

32.5.1.3.1. Example: Team A has 12 roster players and Team B has 10 roster players for the game. Team B gets 12 at bats during the open inning.

32.5.1.4. No new inning after Open Inning is played.

32.6. **Pitcher Eligibility**

32.6.1.1. Pitchers will only be allowed to pitch 2 innings per game or until max 50 threshold pitches per pitcher.

32.6.1.2. As soon as a pitcher pitches one ball to a batter, that inning will count towards innings pitched.

32.6.1.3. Violation of this rule will result in the league disciplinary committee will review the matter.

33. SINGLE A DIVISION - LOCAL LEAGUE RULES

33.1. Time Limit: 1:15 Drop Dead

33.2. Coach pitch ALL season.

33.3. Six pitches MAXIMUM unless the sixth pitch is a foul.

33.4. There will be no walks.

33.5. For the ENTIRE GAME a team completed their bat when:

- 33.5.1. 3 outs are made.
- 33.5.2. The entire roster has batted once through the lineup.

33.6. No stealing bases in the Single A Division. Only one base is allowed on an overthrown ball.

33.7. Any ball unintentionally caught by the coach/pitcher is considered a DEAD BALL and the batterwill redo the hit with the same pitch count.

33.8. If the coach is hit by the ball (not caught) the play will continue.

33.9. On balls hit to the outfield, the play will be stopped when:

- 33.9.1. The baseball touches the dirt of the infield.
- 33.9.2. The player catches the ball inside the infield area.
  - 33.9.2.1. At either point base runners must return to the last base occupied, unless said runner is more than halfway to the next base.
  - 33.9.2.2. Runners trying to advance to the next base when the ball reaches the infield do so at their own risk and may be tagged out. Returning to the previous base afterplay is dead will be done under a “dead ball” condition.
  - 33.9.2.3. PLAY WILL FINISH and then the batter/runner(s) will return under dead ball conditions.

33.10. Score will not be kept in the Single A Division.

33.11. Mechanical machine pitch has been approved by the BOD. Effective 4/10/2024.

- 33.11.1. Ball pitch speed will be set by the Equipment Manager.
- 33.11.2. Ball speed to not to be altered by any coaching staff member.

33.12. Distance to bases shall be 50ft.

34. T-BALL DIVISION - LOCAL LEAGUE RULES

34.1. Time Limit: 1:00 Drop Dead
34.2. First half of the season, all players will hit off the tee.
34.3. 2nd scheduled half, coaches can pitch to players (4 pitches only), if the ball is not in play, the player hits off the tee. NO EXCEPTIONS.
34.4. Defensive teams will play the entire roster in the field.
34.5. Every inning will end once the Offensive team has completed their lineup.
34.6. The ball is “dead” when it has touched the infield, or in possession of defensive player in the infield.
34.7. On an infield hit, the ball is “dead” when a defensive play has been made.
34.8. No advancing on an overthrown ball.
34.9. No stealing is allowed. Runners are not permitted to advance on overthrown balls.
34.10. Score will not be kept in the T-Ball division.
34.11. Distance to bases shall be 50ft.

35. AMENDED RECORDS

Amended Date	Section	Description	Justification/Authority
12/7/2025	All	Full New Board Review	New Board Approved
2/1/2026	Multiple	Spring Season Board Review	Majority Board Approval