



HOLLISTER LITTLE LEAGUE BY-LAWS

2018 Hollister American League and Hollister National League

Hollister Little League 2018 Board of Directors
January 2018

TABLE OF CONTENTS

LOCAL RULES

1. Sportsmanship	3
2. Safety	3
3. Veteran's Memorial Park Rules	4
4. Game Administration	5
5. Game Rules	5
6. Rules of Emphasis	7

DIVISION RULES

7. Challenger, Tee Ball, Farm I and Farm A Division Rules	7
8. Minor AA Division Rules	9
9. Minor AAA Division Rules	10
10. Major Division Rules	10
11. Player Eligibility	10
12. Team Administration	11
13. All-Star Selection	12
14. Drafts	13

respective Constitutions and the Rules, Regulations and Policies of Little League Baseball, Inc. The following by-laws have been adopted by Hollister Little League (HLL) as supplementary and subordinate to these Constitutions, Rules, Regulations and Policies.

LOCAL RULES

1. Sportsmanship

Baseball is a great team and spectator sport. REMEMBER THAT WE ARE ALL HERE TO PROVIDE A FUN, HEALTHFUL AND ENRICHING PROGRAM FOR OUR CHILDREN. Instruct all participants, including spectators, to demonstrate good sportsmanship in supporting every member of your team as well as applauding great plays by your opponents!

- 1.1. **Shouting or yelling from players, managers, coaches or spectators must only be of a positive nature to encourage teams and players. Foul, abusive, degrading or threatening language or action is not appropriate at any youth sporting activity and will not be tolerated. Anyone making remarks or acting in a manner that is (or could be interpreted to be) a violation of this principle, shall be warned for the first offense and removed from the playing fields and spectator areas for repeated offenses. Umpires have complete jurisdiction on the playing field. Board members have overall jurisdiction at the HLL Complex.**
- 1.2. Team Managers are responsible for the conduct of their coaches and players at all practices, games or other team functions. Any manager, coach or player, especially batters, may be ejected from the game for intentionally throwing equipment or showing flagrant outbursts of unsportsmanlike conduct.
- 1.3. All player, manager, coach, or spectator conduct on and off the playing field is subject to review and possible suspension by the Board of Directors at any time. All ejections or removals shall be recorded in the scorebooks and reported to the President or a Board Member immediately. Such actions will be reviewed by the Board and may result in further Board action, including suspension or loss of participation in the remainder of the season and/or all-star eligibility.
- 1.4. When a manager, or coach, is ejected from a game, he/she shall leave the field immediately and take no further part in that game. He/she may not sit in the stands and shall leave the HLL Complex and Vet's Memorial Parking Lot or further disciplinary action may be taken. Any manager, or coach, ejected from a game is suspended for his or her team's next physically played game.
- 1.5 For player suspensions, see Section 4.4 and 4.5 of these By-laws.

2. Safety

- 2.1. Managers and coaches must ensure that each player leaves team activities with their parents or guardians. No player is to be left unattended at any time. A minimum of two adults (consisting of coaches and/or manager) shall be at each practice. Violations shall be called before the Board for possible disciplinary actions. All coaches/managers must be 18 years of age or older and must be approved by the League.
- 2.2. No child is to be transported to or from a practice, game or other team function if the driver does not comply with all applicable California vehicle laws, including insurance and seatbelt requirements.
- 2.3. Properly completed Medical Release forms must be in the possession of team management at all practices, games, and other team activities. Players cannot play until all medical forms are completed. Managers who do not have forms on persons during any activities face possible suspension.
- 2.4. The on-deck position is not permitted. Only the first batter in each half-inning shall be permitted outside the dugout between half-innings. Managers and coaches shall not allow their players to swing bats in or near the dugouts or other players. Specifically on Field 2, all players must be completely *in* the dugout.
- 2.5. Headfirst slides are not permitted except when returning to a base. Runners violating this rule shall be called out immediately.
- 2.6. Any broken or unsafe playing equipment is to be returned to the Equipment Manager immediately for replacement.
- 2.7. During games or practices, all offensive players must properly wear batting helmets while outside the dugout (i.e., for batting, running or coaching bases). Players must wear a legal catcher's mask (including a throat guard) and protective cup when squatting to warm up a pitcher.
- 2.8. All property damage or injuries to players, coaches, umpires or other participants, during games, practices or other Little League events, must be reported to the President or Safety Officer within 24 hours of occurrence.

3. Veteran's Memorial Park Rules

- 3.1. Posted park rules shall be obeyed at all times.
- 3.2. Alcohol and marijuana/drug use is prohibited within Veteran's Memorial Park.
- 3.3. Smoking, chewing tobacco, vaping (or using e-cigarettes) is prohibited in the park. The parking lot is the only area designated for this activity at Veteran's Memorial Park.
- 3.4. No dogs are allowed within the HLL (except in cases compliant with Federal Law under the Americans with Disabilities Act - ADA).
- 3.5. Any person found to be involved in vandalism to Hollister Little League's buildings or property, or in violation of Veteran's Memorial Park rules will be subject to disciplinary action by the Board of Directors and possible civil action by the appropriate law enforcement agency.
- 3.6. Hitting or throwing baseballs into fences or into any Veteran's Memorial Park buildings or structures is prohibited. Violators will be disciplined per Section 3.5.
- 3.7. HLL Board Members are the final authority on all use and functions of the HLL Complex. They have the authority and responsibility to enforce the rules and may ask anyone to leave the premises who are not obeying such those rules.

4. Game Administration

- 4.1 The game lineup sheet shall be submitted to the official scorekeeper at least fifteen minutes in advance of the scheduled start of a game. The lineup shall include all players (jersey number, complete first and last name, playing position, substitutes, disciplined players, absent or injured players), managers and coaches.
- 4.2 All substitutions must be reported by the manager or coach by going to the umpire who will then report to the official scorekeeper, as appropriate, between innings and before the substitution occurs. Substitutions are not to be shouted from the field to the umpire.
- 4.3 Any player arriving after a game has begun may be inserted in the lineup, if the manager so chooses. The Board strongly encourages managers to make every effort to ensure that these players receive the mandatory playing time. Suspended players do not fall under the mandatory-play rule.
- 4.4 Prior to the start of the game, parents of a disciplined player shall be ~~so~~ notified of that player's status by the Manager/Coach. Any injured, suspended or disciplined player shall remain in the dugout in uniform during the entire game and may not be used as a base coach.
- 4.5 In order to satisfy a suspension, a player must report in uniform and remain in the dugout for the entire game for which the player is serving the suspension.
- 4.6 All players must remain in the dugout at all times during a game unless batting, fielding, or coaching. No player shall be permitted to leave the field to go to the snack bar, visit with spectators, or for any other reason during a game. If requested, the umpire may grant permission for a player to leave to use the restroom only. This rule applies to all players on the roster regardless of playing status (e.g. injury, suspension, etc.) for the current game.
- 4.7 Managers and coaches must remain in their dugouts at all times during a game except when base coaching or otherwise permitted by an umpire. There must be at least one coach in the dugout at all times during the game, even if that means ~~you don't have~~ a base-coach-position is left unfilled.
- 4.8 Only Board-approved managers, coaches, and/or assistant coaches are allowed in the dugout or on the field during games. If a manager or coach is absent from a game, then substitute ~~fill-in~~ coaches may be approved, as needed (for that game only), by any Board member at the HLL Complex.
- 4.9 Only three (3) persons (other than Board members) are permitted in a score-booth at any time. No children under the age of 12 may be in the score-booth.
- 4.10 Home team responsibilities (If not done, bring to Board Member on Duty's attention. A warning will be given to the responsible manager and possible disciplinary action may be taken):
 - Drag and water infield and chalk lines (40 minutes before game time for first game).
 - Fill in holes around home plate, pitcher's mound and any bases.
 - Install bases and remove tarp from pitcher's mound (first game of the day).

- Provide an official scorekeeper. Scorekeeper is to keep track of official start time with a League-provided timer (timer to remain in the booth).
 - Pick up trash in and around the home dugout and in the field after games. Encourage players to show pride in their fields by having them clean up after themselves. Empty the trash/recycling basket from the dugout after each game.
- 4.11 Visiting team responsibilities (If not done, bring to Board Member on Duty's attention. A warning will be given to the responsible manager and possible disciplinary action may be taken):
- Provide an official pitch-count tracker and scoreboard operator (can be the same person)
 - Provide a team scorekeeper.
 - Return all field equipment to shed.
 - Return all bases to the designated storage shed and tarp the pitcher's mound (only for last game of the day) on that field.
 - Sweep or rake dirt away from the grass edge around the infield and base paths.
 - Pick up trash in and around the visitor dugout and in the field after games. Empty the trash/recycling basket from the dugout after each game.
- 4.12. **Farm A and Minors only:** In order to minimize mistakes and avoid problems, scorekeepers or opposing managers will notify the umpire when an improper batter comes to the plate. Such notice must be given before the improper batter completes his/her time at bat. However, if the improper batter(s) complete their time at bat, then there shall be no penalty and that batter(s) shall not have another turn at bat but shall resume the normal position next time up. Batter or batters skipped shall bat immediately prior to resuming the batting order in the incorrect location. (Example: Line-up is Andrew, Jerry, Janet, Mark, Craig, etc., where Andrew is due to bat first in the inning. However, Jerry and Janet both bat and reach base before it is discovered Andrew missed a turn at bat. Andrew will bat immediately with Mark, Craig, etc., to follow with no penalty. The batting order shall return to the proper position next time through the lineup.)
- 4.13. **Majors only:** Official scorekeepers are **not** to notify the home plate umpire or anyone else of an improper batter. (Official Regulations and Playing Rules-2018; Section 6.07, Batting Out of Turn).
- 4.14. **Majors only:** Protests must be reported to the plate umpire before the next pitch. Scorekeepers shall record the game situation at the time of the protest. Within 24 hours of the completion of the game, the manager initiating the protest and the plate umpire shall submit written reports describing the circumstances of the protest to the League president for subsequent review by a protest committee. This applies to the Major Division only.
- 4.15. **Farm and Minors only:** No protests are allowed in the Farm and Minor Divisions. Any on-field Farm and Minors Division rules discussions shall be limited to a maximum of 1 minute. Decisions by the home plate umpire shall be final.
- 4.16. When requesting to reschedule a game, a manager must notify the Division Representative no less than 10 full days prior to the scheduled game. Managers must provide names & phone numbers of the players to be absent. Failure to follow the above procedure may result in forfeiture. Requests will be considered on a case-by-case basis at the discretion of the scheduling committee. The scheduling committee will consist of the president, umpire-in-chief, their Division representative and the vice president. In the event of a conflict of interest, the person with the conflict will not be part of the decision-making process.
- 4.17. "Rescheduled games and rainouts" will be rescheduled on the next available date at the discretion of the scheduling committee. (Possibly including Sundays)

5. Game Rules

- 5.1. All managers, coaches, and umpires are expected to abide by and become thoroughly familiar with the Official Regulations and Playing Rules of Little League Baseball and these HLL Bylaws.
- 5.2. Regulation games consist of six innings. An inning in progress may be completed unless called by the umpire. (A new inning is deemed to have started at the moment the last out is recorded in the prior inning, and not when the teams take their positions in the subsequent inning).
- 5.3. **Farm, Minor AA, Minor AAA only:** See time limits below for each Division. ALL GAMES IN THESE DIVISIONS MAY END IN A TIE.
- 5.4. **Minor AAA and Majors only:** Games shall become official after four innings have been completed (or after 3 ½ innings if the home team is ahead).
- 5.5. **Farm I:** A 90-minute time limit applies.
- 5.6. **Farm A & Minor only:** A 2-hour time limit applies. No new innings will be started after 1 hour 45 minutes into the game, or when, in the judgment of the home plate umpire (or Board member) a new inning cannot be completed. For Minor AAA, the last inning will be allowed to finish even if 2-hour time limit has been reached.

- 5.7. **AA Minor only:** At 1 hour 30 minutes (or end of closest inning), "last inning" will be declared and unlimited runs will be allowed for each team.
- 5.8. **Farm and Minor AA only:** When a game has been called for time limit, it is considered a regulation game regardless of how many innings have been completed. Final game score will be the score after the last full inning.
- 5.9. Games that are deemed regulation games, by Rule, which are stopped by the umpires for darkness, weather, or any other reason, are considered ended at the end of the last completed inning, regardless of whether the visiting team scores the go-ahead runs in their half of an incomplete inning.
- 5.10. **Minor AAA and Majors only:** If a game is stopped before it is deemed a regulation game, that game will be resumed at the exact spot of suspension. All records apply in the resumed game (pitching, substitutions, etc.).
- 5.11. The Ten-Run Rule will apply to all Farm, Minor, and Major games.
- 5.12. There is NO mandatory slide rule.
- 5.13. A home run must go over the fence. If it hits the yellow line (top of the fence), it is a live ball and in play.
- 5.14. A five-run-per-inning house rule will apply in all Farm A, Minor AA, and Minor AAA games. Scorekeepers shall notify the plate umpire when a team has scored five runs in any inning except the last, at which time the umpire shall declare that half inning as completed. The umpire shall allow any play that occurs as a result of the batter hitting the ball to continue to its normal completion. Extra runs will be scored only if the batter hits an over-the-fence home run. (The maximum runs any team can score in one inning is eight.) The last inning, as declared by the umpire prior to its start, shall have no run limit for either team (pay particular attention to the time limit – see By-Law Article 5.6 and 5.7).

Examples with four runs already scored in an inning:

- 5.14.a. Batter hits a single to the outfield scoring a runner on any base. Batter is credited with an RBI single and inning is declared ended.
- 5.14.b. Batter hits a double with bases loaded and all base runners score. Only the runner scoring from third shall be counted, although the batters' statistics may be credited with 3 RBI's.
- 5.14.c. Batter hits a home run over the fence with bases loaded. All runs shall be counted.
- 5.14.d. Batter hits an inside-the-park home run with bases loaded. Only the runner scoring from third will be counted.
- 5.14.e. Batter hits an infield grounder with runners on first and second. Despite a play at first, the batter-runner is safe with the runners from first and second both reaching home safely. Only the runner scoring from second base will be counted.
- 5.15. Warm up pitches: upon taking the field, a new pitcher may take up to eight warm up pitches from the mound. For subsequent innings, a returning pitcher may only take up to 60 seconds (about five pitches) to warm up from the mound.
- 5.16. In an umpire's judgement, if a team employs tactics that are intended to stall a game, the umpire may eject the manager of the offending team for the remainder of the current game. Repeated offenses shall result in a suspension by the Board.
- 5.17. **Any player who digs in the infield or outfield during a game (with feet, etc.) shall first be warned and, for repeated offenses, subject to removal by the umpire for the remainder of the game.**
- 5.18. Any ejection by an umpire shall be recorded in the official scorebook. Within 48 hours, the umpire shall submit a written report for Board review and possible further action.
- 5.19. Regular season standings will be kept for the American and for the National League. Regular season standings will only determine the seeding for the postseason tournament.
- 5.20. ~~In~~ For the overall standings, in the event of a tie, the following criteria will be used:
 - 5.20a. Head to head.
 - 5.20b. Total runs head to head.
 - 5.20c. Run-differential head to head.
 - 5.20d. Overall runs scored.
 - 5.20e. Overall run-differential.
 - 5.20f. The flip of a coin.

6. Rules of Emphasis

- 6.1. Mandatory-Play Rule: [Official Regulations and Playing Rules 2018: IV (i), The Players] is not implemented if a player is ~~breaking or broke~~ violating, or has violated, the player Code of Conduct.
- 6.2. Only Board-approved managers, coaches, players, and umpires are allowed on the fields or in the dugouts during a game.
- 6.3. No adult or other non-player may warm up a pitcher at any time (games).
- 6.4. **Minor AAA and Majors:** Managers and coaches may not cross the foul lines into fair territory at any time during the game unless time has been granted by an umpire for an injury, or to talk to an umpire.
- 6.5. Runners leaving early: [Official Regulations and Playing Rules 2018; 7.13 The Runner]
- 6.6. If a runner does not attempt to get around a fielder who has the ball and is waiting to make a tag, that runner will be called out. If any runner lowers his shoulder as if to “take-out” a defender, such runner shall immediately be called out and ejected from the game. These are judgement calls by an umpire.
- 6.7. If a fielder, while not in possession of the ball or in the act of receiving/fielding a ball, impedes the progress of any runner, obstruction may be called (a fake tag is considered obstruction). [Official Regulations and Playing Rules 2018; 2.00 Definition of Terms; Obstruction; pg. 63]
- 6.8. Pitching: [Official Regulations and Playing Rules 2018; VI Pitchers].
- 6.9. Substitutions: [Official Regulations and Playing Rules 2018; 3.03-3.08 Game preliminaries]. If no announcement of a pitching substitution is made to the home plate umpire, a pitching substitute shall be considered to have entered the game when the substitute pitcher takes a position on the pitcher’s plate and throws one ~~warm-up~~ warm up pitch to the catcher. [Official Regulations and Playing Rules 2018; 3.08(a)]. A substitute pitcher must pitch to a minimum of one batter, where said batter completes their turn at bat, before said pitcher can be replaced. [Official Regulations and Playing Rules 2018; Article 3.05(b)]
- 6.10. Visits to a pitcher: [Official Regulations and Playing Rules 2018; 8.06 The Pitcher]
- 6.11. Only one offensive timeout may be allowed per inning. [Official Regulations and Playing Rules 2018; 5.10 (d) Putting the Ball in Play – Live Ball]
- 6.12. Games may be called or suspended at the discretion of the umpire, umpire-in-chief, president or any Board member. In ALL DIVISIONS, the use of an illegal pitcher/catcher will result in a forfeiture of that game along with a suspension of the manager for the next game. If the illegal pitcher/catcher was used by the losing team, the manager will be suspended for the next game and the win will stand for the other team. See Division rules for information on pitching and catching rules for each Division.
- 6.13. Male players must wear athletic supporters. Male catchers must wear the metal, fabric or plastic type cup, and a long-model chest protector. Female catchers must wear long or short model chest protectors. [Official Regulations and Playing Rules 2018; 1.17 Objectives of the Game]
- 6.14. Little League composite bat moratorium: Only Little-League-approved bats with the Hollister-Little-League-Approved sticker will be allowed to be used at Little League functions. (In accordance with the USA Little League bat standards, all bats must have the official USA Baseball logo. These functions include but are not limited to the following: tryouts, Bat-a-Thon, practices, Memorial Park batting cage sessions, and games. Any use of a non-approved bat will result in the offending team Manager’s immediate removal from game (if during a game) and suspension from that team’s next game.

DIVISION RULES

7. Challenger, Tee Ball, Farm I and Farm A Division Rules

- 7.1. Mandatory Play rule: Every eligible player shall play defense for a minimum of one-half of each game. No player may sit on the bench for more than one consecutive inning. Teams must bat the entire eligible roster. Late arrivals will be placed at the end of the batting order.
- 7.2. Teams may field a tenth defensive player anywhere on the outfield grass.
- 7.3. One manager and up to three coaches are permitted in the dugout or on the field during games.

- 7.4. Offensive and defensive on-field coaching is permitted during games. Two adult base coaches may be used.
- 7.5. Base-stealing is not permitted.
- 7.6. Bunting and fake bunting (squaring up prior to or while pitcher is in motion) are not permitted.
- 7.7. All Challenger buddies must wear a helmet while assisting a batter/runner.
- 7.8. Manager/coach shall pitch the entire season. If after 6 pitches, the eligible player has not successfully hit the ball into fair territory, the coach **MUST** place the ball on a batting tee.

Challenger Division Rules

C-7.1 Team's entire eligible roster bats each half inning. A team's entire roster will play defense the other half inning.

C-7.2 A scorebook will not be kept. Runs will not be announced nor counted to determine a winner or loser, nor will season win/loss standings be maintained or recorded. Managers are expected to discourage the informal counting of runs and instead encourage the participation and fun aspects of the game.

C-7.3 Challenger Division will not have a catcher position. Senior Challenger Division will have a catcher.

Tee Ball Division Rules Only

T-7.1 A complete lineup, including ineligible players shall be prepared by the manager and an additional copy shall be furnished to the opposing manager at least ten minutes in advance of the scheduled start of a game.

T-7.2 A team's entire eligible roster bats each half inning. A team's entire roster will play defense the other half inning.

T-7.3 Each batter/runner will advance one base at a time [exception: last batter of the half inning will be allowed to continue around bases ("home run") to clear the bases of runners. No outs will be enforced.

T-7.4 A scorebook will not be kept. Runs will not be announced nor counted to determine a winner or loser nor will season win/loss standings be maintained or recorded. Managers are expected to discourage the informal counting of runs and instead encourage the participation and fun aspects of the game.

T-7.5 Game time is 1 hour.

Farm I Division Rules only

I-7.1 A complete lineup, including ineligible players shall be prepared by the manager and an additional copy shall be furnished to the opposing manager at least ten minutes in advance of the scheduled start of a game.

I-7.2 Manager/coach shall pitch the entire season. If after 6 pitches, the eligible player has not successfully hit the ball into fair territory, the coach **MUST** place the ball on a batting tee.

I-7.3 First half of the season a team's entire eligible roster bats each half inning. Second half of the season a team will be at bat until 3 defensive outs are made or one complete run through the roster, whichever comes first.

I-7.4 Each batter/runner will advance one base at a time: exception last batter of the half inning will be allowed to continue around bases to clear the bases of runners.

I-7.5 A scorebook will not be kept. Runs will not be announced nor counted to determine a winner or loser nor will season win/loss standings be maintained or recorded. Managers are expected to discourage the informal counting of runs and instead encourage the participation and fun aspects of the game.

I. 7.6 Player in pitcher position must have one foot on the dirt, next to the coach.

Farm A Division Rules only

A-7.1 Manager/coach shall pitch a maximum of the first four scheduled games of the season. No extensions shall be permitted. For example, if one of the first four schedule games is not played (canceled) due to rain, etc., a manager/coach will only be permitted to pitch if the rescheduled game occurs prior to the beginning of the week of the fifth scheduled game. Starting with the beginning of the week of the fifth scheduled game (for all teams) and throughout the remaining games of the season, only eligible players shall pitch.

A-7.2 During the first four scheduled games (coach pitch) the normal three-strike rule for an out will apply, with a maximum of six (6) total pitches allowed.

A-7.3 No player may pitch more than 2 innings or 50 pitches in one game. If a player's pitch count (as outlined in the Official Regulations and Playing Rules 2015; VI Pitchers; pg. 37) is reached, that player shall be removed from the pitching position.

A-7.4 Pitchers will pitch from 46 feet.

A-7.5 Each batter will receive a maximum of eight pitches (with the exception of pitches resulting in a foul ball which, after the eighth pitch or two strikes, are unlimited). No walks are allowed. After a player has pitched to a four (4) ball count, an offensive coach enters and completes the pitching sequence using only up to the remaining (from the original eight) number of pitches. Each pitch delivered by a player, whether or not it results in a foul ball, will count against that player's maximum single-game pitch count of 50.

Scenario 1: player pitches four (4) straight balls; coach enters and gets 4 additional pitches.

Scenario 2: player pitches four (4) balls and one strike; coach enters and gets three (3) additional pitches. Scenario 3: player pitches four (4) balls and two strikes; coach enters and gets two (2) additional pitches.

Scenario 4: player pitches two (2) strikes; then batter fouls two (2) pitches off; then player throws four (4) balls; then coach enters and gets two additional pitches; first pitch is not swung at; second pitch is fouled off; next pitch is not swung at; batter is out.

A-7.6 A scorebook and pitch count will be maintained for each game.

A-7.7 Teams will bat the entire roster. Three outs per half inning or the Five Run per half inning house rule, whichever occurs first, will apply to determine the end of the half inning (see By-law Article 5.9 for additional details). The Ten Run rule will also apply to determine the end of the game (see Article 4.10 (e) of Little League Official Regulations and Playing Rules for details).

A-7.8 Each batter/runner will only advance to first base unless batted ball goes to the outfield. In this case batter/runner may continue around the bases until ball is thrown toward the infield. Whether or not the defense has possession of the ball in the infield, the batter/runner may only advance to the base they are running toward when the ball crosses the line from the outfield grass to the infield dirt.

Note: runners on base ahead of such batter/runner shall only advance as far as they are forced by the batter/runner.

A-7.9 Regular season standings (including the manager/coach pitched games) will be kept for the American League and the National League. Regular season standings will only determine the seeding for the postseason tournament. In the event of a tie, refer to By-Laws Game Rules, article 5.20.

A.7.10 Player in pitcher position must have one foot on the dirt, next to the coach.

8. Minor AA Division Rules

8.1. Mandatory Play Rule: Every eligible player shall play defense for a minimum of one-half of each game. No player may sit on the bench for more than two consecutive innings. Teams must bat the entire eligible roster. Late arrivals will be placed at the end of the batting order.

8.2. No player beyond League-age 11 may pitch at any time.

8.3. One manager and up to two coaches are permitted in the dugout or on the field during games.

8.4. Two adult base coaches may be used. An adult is 18 years of age or older.

8.5. Teams may field a tenth defensive player anywhere on the outfield grass.

8.6. Cold plate: A player may only score as a result of a bases-loaded walk, a hit ball or the continuation of a play after a hit ball.

Examples of Cold plate rule:

8.6a. Batter hits the ball to the shortstop and becomes a runner. Shortstop fields the ball and overthrows first. Runner continues to second. First baseman recovers the ball and overthrows second. Runner continues toward third. Left fielder fields the overthrown ball and makes an errant throw to third. Runner continues home and scores.

8.6b. Baserunner is on first. Pitcher delivers a strike to the batter and the ball is dropped by the catcher. Runner advances toward second. Catcher makes an offline throw into left field. Runner advances toward third. Left fielder retrieves the ball and makes an errant throw to third. Runner may not attempt to score.

8.7. No player may pitch more than 3 innings in one game. If the pitch count (as outlined in the Official Regulations and Playing Rules 2015; VI Pitcher) is reached, the pitcher shall be removed from the game per those regulations.

8.8. Ties games will not continue past the 2-hour time limit.

8.9. Regular season standings will be kept for the American and National Leagues. Regular season standings will only determine the seeding for the post season tournament. In the event of a tie, refer to By-Laws Game Rules, article 5.20.

9. Minor AAA Division Rules

9.1. All rules and regulations applying to the Majors Division apply except for the following:

9.1a. Mandatory Play Rule: Every eligible player shall have at least one at bat and play a minimum of six consecutive defensive outs in each game. Any player not in the starting lineup for a defensive field position must be entered by the 4th inning.

9.1b. One manager and up to two coaches are permitted in the dugout during games.

9.1c. Two base coaches may be used. Adult managers or coaches are permitted to occupy the first and third base coaches coach's box if there is at least one other adult manager or coach in the dugout. An eligible player in uniform may be utilized along with one adult base coach. Players coaching bases must wear a batting helmet.

10. Major Division Rules

10.1. One manager and up to two coaches are permitted in the dugout during games.

10.2. Two base coaches may be used. Adult managers or coaches are permitted to occupy the first and third base coaches box if there is at least one other adult manager or coach in the dugout. An eligible player in uniform may be utilized along with one adult base coach. Players coaching bases must wear a batting helmet.

10.3. One official scorebook will be kept for the Major Division. In the event that no official scorekeeper is available, the home team scorekeeper will be appointed the official scorekeeper and use the official scorebook.

10.4. Championship will be determined by a playoff. Winner of playoff will advance to TOCs.

11. Player Eligibility

11.1. Hollister Little League consists of Tee Ball, Farm I (instructional), Farm A, Minor AA, Minor AAA and Major Divisions. The following age brackets apply with no exceptions:

Tee Ball	Age 4	Age 5	Age 6	
Farm I	Age 6	Age 7	Age 8	(6-Year-olds if one season LL T Ball)
Farm A	Age 7	Age 8	Age 9	
Minor AA	Age 8	Age 9	Age 10	Age 11 (with approved waiver)
Minor AAA	Age 9	Age 10	Age 11	Age 12 (with approved waiver)
Majors	Age 10	Age 11	Age 12	

11.2. Only four ten-year-olds are permitted on a Major team.

11.3. Players must try out to be eligible for the Major and Minor AAA and AA draft, unless excused by the Board prior to the drafts. All eligible players are 9 years of age or older (8-year-olds have the option to tryout but it is not mandatory).

11.4. All late-registration players and *unexcused* players missing tryouts must play a minimum of six regular season games in a lower Division before becoming eligible to fill an upper Division vacancy (this excludes T Ball, Farm I & Farm A). These players will also lose All-Star privilege.

- 11.5. If any manager loses a player for any reason, that manager shall provide written notice to the Player Agent within 24 hours stating the date and reason. Failure to do so could result in disciplinary action & the vacancy will be filled according to section 11.7. The Player Agent shall immediately contact the parents or guardians of the exiting player to further discuss, understand, and verify the loss. The Player Agent will make his or her best effort to resolve conflicts and avoid player losses arising from such conflicts. Playing ability of the child shall not be considered justifiable reason for replacement. Upon Board approval, another player may be obtained through the Player Agent.
- 11.6. Manager will identify three (3) players from the next lower Division in the order he would draft them within 48 hours of the vacancy. Managers are to submit their selections to the Player Agent. If, after 48 hours, the manager has not contacted the Player Agent, the Player Agent and the Board will fill the vacancy. **Managers may confidentially evaluate the players but MAY NOT talk to any player, parent or manager/coach. The first offense will result in a one (1) game suspension for the manager. The second offense will result in the manager being removed from the team.**
- 11.7a. No Minor Division player will be forced to move up to the Major Division. If a player refuses to "move up," he/she will fill the vacancy of the player that did move up from any team and cannot move up to the Major Division for the remainder of the current season. That team will then draft from the AA level.
- 11.7b. For example, the Astros need a player. The Astros manager chooses Johnny from the Reds, George from the Twins, and Bobby from the Mariners. Johnny says, "No," to moving up to the Astros. George says, "No," as well. Bobby says, "Yes," and will move up to the Astros. Johnny will then move to the Twins and George will move to the Mariners. The Reds will then draft from the level below.
- 11.7c. Players refusing to "move up" will forfeit eligibility for All-Stars.
- 11.7d. No player will be called up from the Minor Division to the Major Division in the last two weeks of the regular season.
- 11.7e. A player of a manager in a lower Division is exempt and is not required to be called up.
- 11.7. In the event that none of the 3 players can fill the vacancy, or if the manager does not provide the Player Agent with their selection list, the Player Agent will assign an eligible player based on the following guidelines.
- 11.8a. A committee comprised of the Player Agent, the Division Representative, the League Vice President and the President shall select an eligible player. This goal of the group shall be to select the lower-Division player most likely to benefit from promotion; no factors other than benefit-to-the-player shall be considered.
- 11.8b. If more than one team develops a vacancy on the same day, selections will be made in the same order as the draft. First to notify the Player Agent after 24 hours will be able to choose player (reference 11.6).
- 11.8c. Players will be selected from the waiting list in the order in which their names were added to that list (e.g. first player on the list will be the first player selected to fill a vacancy). If more than one team needs a player from the waiting list, By-Laws section 11.8 shall apply.
- 11.9. Managers must notify the Player Agent within 24 hours if any player has missed two consecutive practices or games for unexcused reasons or if a player has been disciplined for any reason.
- 11.10 When vacancies occur on a roster, the team manager must notify, within 24 hours, the appropriate League Player Agent of the vacancy in accordance with the Little League Operating Manual. Managers are required to report all vacancies within 24 hours or face possible disciplinary action at the discretion of the Board. If this notification of a vacancy occurs with less than 18 calendar days remaining in the regular season schedule for the higher Division, then no lower Division player may be brought up to the higher Division and the higher Division team will complete the remaining portion of their season with a reduced roster. Make-up games that may extend the regular season schedule or playoff games will not be considered.

12. Team Administration

- 12.1. Each manager must provide a list to the Division Representative within three weeks of the draft noting all of the volunteers nominated for team positions including primary roster coaches, secondary roster coaches, team coordinators, umpires and scorekeepers. Managers are responsible for fulfilling the duties of any missing team volunteers.
- 12.2. Primary/Secondary Coaches: Each manager will select 2 primary roster coaches who will be eligible to coach All-Stars, and 2 secondary roster coaches who are also eligible to coach All-Stars.
- 12.3 Each manager and coach is responsible for fulfilling all of the requirements listed in the Managers/Coaches Application Form.

12.4. All elected and appointed Board members, managers, and coaches shall be subject to criminal background checks. Conviction for any violent crime, crimes against children or crimes for the distribution of illegal drugs or substances shall be grounds for immediate dismissal. Such screening shall be conducted in the utmost confidence in a manner determined by the Board and as recommended by local law enforcement agencies.

12.5. Each manager and each coach must familiarize himself with the issued Official Regulation and Playing Rules Handbook.

13. All-Star Selection

13.1. Any player who has participated as an eligible player in at least 80% of regular season and postseason games and practices will be eligible for All-Star selection.

1. 13.1a. All-Star families will be placed in a pool to fill in vacancies for any needed postseason volunteers for any tournament hosted by Hollister Little League.

13.2. Major All-Star Player Selection:

13.2a. The names of all 11 and 12-year-old eligible players shall be placed on a ballot for election by all Major managers and coaches (separate ballots for American and National). Each voter must vote for no more than 12 players. Any ballot indicating a vote for more than 5 players on any one team or for more than 12 players, shall be discarded. Only board members who are managers or coaches may vote.

13.2b. An All-Star Committee consisting of the President, Player Agents, Major and Minor Division Reps and the League Vice President shall oversee the process and approve the list of selected players. All ballots and vote totals shall be kept confidential by the All-Star Committee.

13.2c. The top 20 players selected by the managers' and coaches' ballots shall be reported as the Coach's Pool. The top 6 vote getters will be automatically placed on roster. The balance of 6/7 roster positions shall be elected from the Coach's Pool. The All-Star Committee and the team manager shall meet to make this selection from the roster submitted by the All-Star Committee. The Board has the final decision on the roster.

13.2d. After the All-Star Committee and the team manager have met, the Player Agent shall immediately notify selected All-Stars. Once contacted by the Player Agent, players have 24 hours to accept or decline. Replacement players, if required, shall be filled by the Player Agent from a prioritized list of the remaining players from the Coach's Pool provided by the team manager.

13.3. 9-10 All-Star Player Selection:

13.3a. The names of all eligible 9 and 10-year-old players shall be placed on a ballot for selection by all Major and AAA managers and coaches (separate ballots for American and National). Each voter must vote for 12 players. Only Board members who are managers or coaches may vote.

13.3b. The All-Star Committee (as described above) shall supervise and tally the election. A tally of the top 18 players selected by the managers and coaches shall be reported as the Coach's Pool. All ballots and vote totals shall be kept confidential by the All-Star Committee.

13.3c. The manager of the 9-10 All-Star team may select any 12 or 13 players from the Coach's Pool. The Board has the final decision on the roster.

13.3d. The All-Star Committee shall approve the final roster and the Player Agents shall immediately notify selected All-Stars. Once contacted by the Player Agent, players have 24 hours to accept or decline. Once the teams have been officially announced, replacement players, if required, shall be selected from the Coach's Pool.

13.4. Manager/Coach Selection:

13.4a. Board-approved regular season managers and coaches on the roster, from the Major or Minor Division, shall submit signed applications to the President indicating for which level of tournament competition they wish to apply.

13.4b. The managers/coaches on the roster for 11/12-year-old All-Stars must have been on the roster of a Little League Major Division team during the preceding regular season. The managers/coaches on the roster for 11-year-old All-

Stars must have been on the roster of a Little League Major or Minor Division team during the preceding regular season.

13.4c. The Major and Minor Division representatives, League Vice Presidents and President shall review the list of candidates and approve or deny eligibility of individual candidates. A list of candidates shall be nominated by the President and the Board shall approve all candidates.

13.4d. Each Major and AAA team manager and each elected Board member shall vote for 1 manager in each of the 5 competition levels. Managers who are Board members may vote only once. Should any manager win election at more than one level of competition, that manager has an option to select which team he wants to manage. Elected managers may select any two Board-approved coaches of their choice, from the list of League managers or primary and secondary roster coaches.

13.5. 11-Year-Old All-Star Selection:

13.5a. 12 or 13 eligible players from the Majors or AAA shall be selected by the manager after the Major All-Stars have been selected. The manager shall consult with Major and AAA managers and coaches in order to properly assess potential candidates. Coach's Pool players selected to this team remain available as eligible replacements to the 11/12-year-old team. The Board has the final decision on the roster.

13.6. 8/9-year-old All-Star Selection:

13.6a. 12 or 13 eligible players from either AAA or AA Minor Divisions shall be selected by the manager. The manager shall consult with AAA and AA managers and coaches to properly assess potential candidates. Players selected to this team remain available as eligible replacements to the 9/10-year-old teams. 8/9-year-old final team roster must be approved by HLL board. A maximum of 5 players can be selected from one team. The board has the final decision on the roster.

13.7. Any selected player declining to play on the selected All-Star team will not be eligible for any other All-Star team.

13.8. In the event of situations not anticipated or resolved by these procedures, the All-Star Committee shall exercise their discretion. All selections are subject to Board approval.

13.9. All players, Managers, and Coaches shall commit 100% to the All-Star games and scheduled practices. Following are the only exceptions that will be considered: 1-sickness (doctor's note to the Board/Manager could be required); 2] a family member becomes hospitalized or passes away (an obituary could be required); 3] a marriage of an immediate family member (a copy of the wedding invitation could be required); 4] a player is required to attend summer school classes (a letter from the school documenting the player's enrollment could be required); and 5] any other excused reason brought before the HLL Board, subject to their approval. Any player having an unexcused absence shall be brought before the HLL Board for review and possible removal from the team.

14. Drafts

Items of Note:

14.1. Managers attend all tryouts. Use the evaluation forms and rate the players' abilities on a scale of 1-5.

14.2. Players must try out to be eligible for the Major and Minor draft, unless excused by the Board prior to the drafts. Player will still be eligible to be drafted to appropriate age Division, however they will forfeit eligibility to play All-Stars.

14.3. All late registration players and unexcused players missing tryouts must play a minimum of four regular season games in a lower Division before becoming eligible to fill an upper Division vacancy (this excludes T Ball, Farm I & Farm A).

14.4. Requests: You will be allowed to stand up prior to draft and make a request – HOWEVER, these requests do not have to be honored. There is NO GENTLEMAN'S AGREEMENT, a handshake with another manager prior to the draft does not bind that manager to the agreement during the draft.

14.5. Beginning with the 2018 draft, all players will be drafted, eliminating property-players.

Draft Night:

14.6. Prioritize Picks – for 2018 season no limit of 12-year-olds on any one team. Only four ten-year-olds are permitted on a Major team. Once a player has moved up a Division, they are not eligible to move down.

- 14.7. Majors only: All League age 12-year-olds (unless requested and approved through the waiver process) must be drafted to a Major team. Minors AA Drafting 8-year-olds: At some point during the draft the Player Agent may stop the drafting of 8-year-old players to have the balance of the available team roster openings filled by 9-year-olds and older to ensure that these players are placed onto a Minor team.
- 14.8. 3 Minute Time Limit – take a few seconds to see who the next player on your list is. After the time limit of 3 minutes has expired and you have not picked, the Player Agent will assign you a player.
- 14.9. Draft Order
Majors & Minors: Teams will draw a number and the use the serpentine-order method (i.e. 1,2,3,4,4,3,2,1).
- 14.10. Majors: Each manager requiring eight or more players prior to the draft to complete the roster will be allowed one bonus pick at the completion of round four. If more than one manager is allowed bonus picks, the order of rotation will be followed.
- 14.11. Options: An option is an agreement between a manager and the Player Agent covering a special condition.
 - 14.11.a. All options must be submitted, in writing, to the Player Agent 48 hours prior to the draft.
 - 14.11.b. Majors-Manager-Option: This option takes priority over all other options. These provisions also apply for managers having eligible siblings in the draft.
 - 14.11.c. Majors-Coach-Option: The primary roster coach, through the manager, may exercise an option in writing to the Player Agent.
 - 14.11.d. Minors-Option: One Manager. Major manager/coach option approved by Board.
 - 14.11.e. Minors-Option: One Manager. Major manager/coach option approved by Board.
 - 14.11.f. Options Draft Round Pick: If an option is submitted in writing for the player of a manager or coach, such candidate must be drafted in or before the following round: For Majors only 2018, Major-manager-option will be round two and coach-option will be round three.

Draft Round	Little League
5	9-10
4	11
3	12

- 14.12. Sibling Options:
 - 14.12.a. The sibling of a returning player on a team must be drafted within the first three draft selections.
 - 14.12.b. When there are two or more siblings in the draft and the first sibling is drafted by a manager, that manager automatically has an option to draft the other sibling in the next round. If the manager does not exercise the option, the second sibling is then available to be drafted by any team.
 - 14.12.c. Minors-only: Managers are REQUIRED to select siblings of a previously selected player if said sibling has been rated for the same Division.
- 14.13. Special Considerations:
 - 14.13.a. If the manager chooses, the manager option may be waived.
 - 14.13.b. In the event a parent becomes a manager in another League, that parent may not claim the player.
 - 14.13.c. Players' are eligible only in the League with boundaries which include the parent/manager's home residence as defined by Little League.
 - 14.13.d. When a vacancy occurs during the playing season, the player selected to fill the vacancy becomes a permanent member of that team, governed by the same regulation as all drafted members of the team.
 - 14.13.e. All players, including the players of the managers and coaches at the Minor level, are subject to the draft.
 - 14.13.f. Parents of Major League players who become managers or coaches after their children have been selected to a Major team may not automatically claim their child, but may trade for them at the proper time, subject to the requirements for trading.

After the Draft:

- 14.14. Players shall never be told the position in which they were drafted.
- 14.15. Trades:
- All trades must be conducted on draft night before the agreeing managers leave the draft room.
 - Majors Only: Minor-League players may not be traded for Major-Division players.
 - Majors Only: All trades must be drafted-player-for-drafted-player only in a like-round for 2018 season.
 - Majors Only: Trades involving a player for draft choices are not permitted.
- 14.16. Little League Board members will monitor any attempts by managers or parents to manipulate the system and thus create an imbalance in the League. Trades for ESTABLISHED players will only be considered for a justifiable reason. We do not want this to get out of hand, but if you feel you have VERY good reason, and both managers want a trade, you can make the request in writing to your Player Agent. DO NOT contact players or parents. We will make those contacts, if we feel the trade is justified. This type of trade will only happen if all parties are in agreement, and the Board approves it.

15. Playoff rules

15.1 A, AA, AAA and Majors tiebreakers

- A/AA: After 2 hours, finish the last inning, if still a tie, revert back to the last inning that was not tied.
- AAA/Majors: if a tie at the 2-hour time limit, game continues until a winner is established.