



**La Habra City Little League**  
**Bylaws**  
**Effective 11/4/2025**

**GENERAL**

1. The Little League Operating Manual, Little League Official Regulations and Playing Rules are the guideline documents for operations of La Habra City Little League (LHCLL) and thus govern all practices. These rules are established to provide uniformity and consistency throughout the league from year to year. These local rules or Bylaws address LHCLL specific administration policies, modifications to the Little League Operating Manual, Little League Official Regulations and Playing Rules based on Little League approved waivers and/or more stringent requirements adopted by the LHCLL Board of Directors (BOD).
2. These Bylaws are a permanent document of operation for the league.
3. These Bylaws will be reviewed annually or on an as needed basis and will be subject to revision by the BOD.
4. These Bylaws will work in conjunction with the LHCLL Constitution when applicable.
5. La Habra City Little League, Inc. shall be comprised of the following categories:
  - Senior League (ages 14 - 16)
  - Junior League (ages 13 - 15)
  - Intermediate (50/70) (ages 11 - 13)
  - Little League Majors (ages 11 - 12)
  - Little League Minors:
    - AAA (ages 10 - 11)
    - AA (ages 8 - 10)
    - Single A (ages 7 - 8, player pitch)
    - Rookie (ages 6 - 7, machine pitch)
    - Tee Ball (ages 4 - 5)
    - Tiny Tots (3 years old)

6. If any situation arises during the season that is not covered in these By-Laws, the situation will be investigated and discussed by the BOD. The BOD, with approval of the president, will determine which course of action to take.

## **BOARD OF DIRECTORS**

1. The management of the property and affairs of LHCLL shall be vested in the BOD. The BOD shall have the power to appoint such standing committees as it shall determine appropriate and to delegate such powers to them as the board deems advisable and which it may properly delegate. The board may adopt such rules and regulations for the conduct of its meetings and the management of LHCLL as it deems proper, provided such rules and regulations do not conflict with these Bylaws.
2. The board should consist of not less than 10 members, nor more than 20. This will be approved via a vote at the annual membership meeting. Any adult person who is a regular member in good standing may apply to become a member of the BOD.
3. Potential board member candidates will be interviewed by an election committee consisting of up to three board members. After the interview, the election committee will present their findings and opinions of the potential board member to the rest of the BOD. The BOD must approve a potential board member candidate to be put on the ballot.
4. LHCLL Board Member elections shall be completed online in the month of September via an electronic ballot. If the total applications are equal to or less than the open Board seats, no election by the regular membership shall be held.
5. LHCLL will email league regular members that are in good standing for that current year an electronic ballot. League members can vote and submit their vote via the online ballot.
6. Board Member terms will be for two years (24 months).
7. Board Members who wish to resign from the board within their term must do so in writing.
8. Open board member positions throughout the season can be filled during the year by a 2/3 vote of current board members. These board members shall have limited authority

until they are officially elected through the Annual General Election.

9. Board member meetings are to be announced to the board electronically (email, text, board group chat app) at least 10 days prior to the meeting.
10. Board meeting date, time and location is to be posted on the website.
11. Board meetings can be announced with less than a 10-day notice if the president deems it necessary due to situations that arise during a season. These meetings will be referred to as “emergency meetings”. The board is to be informed of the emergency meetings electronically as soon as possible.
12. 51% of the members of the Board of Directors shall constitute a quorum for all meetings. A quorum must be present for the transaction of any business.
13. It is understood that the BOD can’t meet in person to vote on every decision the board has to make during the year; the board can discuss and vote on those decisions in between board meetings electronically. This includes, but is not limited to, email, group chat apps and group texts.
14. If the Board of Directors find reason to remove a member from the board, a special board meeting must be called where the board presents their reasoning to that board member. This meeting must give 10 days’ notice to the board member. Removal of a board member requires a 2/3 vote of board members at the meeting. Absentee voting is not allowed. If the board member in question refuses to attend the meeting, the meeting and vote will proceed without that member in attendance.
15. All board members are required to perform at least one board member on duty shift every week during the spring season. This includes, but is not limited to, unlocking/locking gates, opening/closing the snack shack, overseeing the snack shack during their time slot, turning lights on/off. A board member should always be the first person at Esteli and the last to leave.
16. All board members are required to sign and adhere to a non-disclosure agreement. This agreement means that board members are not allowed to discuss the details of the board’s activities outside of the board. If a person from the general membership asks a board member how the board came to a particular decision, the board member should respond by stating the decision was made by a board vote, but no details are allowed to be shared. If a board member is found to be breaking the non-disclosure agreement, the board will investigate this action and that board member may be subject to disciplinary

action.

17. Any board member found to be undermining the board in any way may be subject to disciplinary action. Disciplinary action can include removal from the board. See #14 for removal details.
18. If person(s) from the general membership wishes to know how the board came to a particular decision, member(s) have two options:
  - a. The member can let the board know they want to address the board at the next board meeting. They must state what they want to discuss prior to the meeting. Only that topic will be discussed.
  - b. The member can send an email to the president of the league addressing the topic. The president will then share the email with the board at the next board meeting and the board will agree to a response to send back via email.
19. If a board member stops being an active member of the board for four weeks, they will be subject to disciplinary action. Not being an active member of the board includes not going to board meetings, not participating with required board responsibilities, and not responding to phone calls, texts, emails, and the board communication app. Disciplinary action can include immediate removal from the board. See #14 for removal details.

## **DISCIPLINE**

1. All matters of discipline shall be handled by the LHCLL BOD. The BOD can choose to have the division director handle the disciplinary issues, the entire board can do so, or they may create a disciplinary committee of up to three board members to do so.
2. Depending on the violation, the LHCLL BOD can choose to interview the accused offender and any adult witnesses of the alleged situation.
3. Any complaint being made by a member of the league concerning another member of the league must be put in writing and emailed to the president of the league prior to the BOD investigating the complaint.
4. A member of LHCLL may be suspended from all league activities during a board investigation into an alleged incident.
5. Any member of LHCLL who violates any provisions of the Little League International Rules and Regulations, this set of Bylaws or the LHCLL Code of Conduct is subject to the

following disciplinary action:

- a. First offense, depending on the severity, which is determined by the board, will result in either a warning, an ejection from the game/park and/or a suspension from the next game. If the board chooses, the suspension can vary from a practice or other league event instead of the next game.
  - b. Second offense, depending on the severity, which is determined by the board, will result in an ejection from the game/park and/or a suspension from the next game. If the board chooses, the suspension can vary from a practice or other league event instead of the next game.
  - c. Third offense may result in the expulsion from the league for the remainder of the season. Any league fees will be forfeited. Re-admittance to the league in a future season will require the approval from the BOD. If the member wanting re-admittance into the league wishes to be a manager or coach, it will require the approval from the BOD with final approval coming from the president of the league.
  - d. Note that actions A, B and C above do not have to occur in that order. If the BOD finds an offense warrants suspension or removal from the league, they can choose that disciplinary action without prior actions taken.
  - e. The authority for the enforcement of these sanctions during the game lies with the primary plate umpire. This individual is authorized to call upon local law enforcement, if necessary, to assure compliance. The board member on duty may assist the primary plate umpire if necessary.
  - f. All occurrences of disciplinary actions will be reported to the appropriate division director who will then report to the BOD as soon as possible.
6. If a manager wants to suspend a player from a game due to behavioral issues that are occurring on his/her team, the manager must notify the division director in writing by email what the situation is and why the suspension is warranted. The division director must then notify the player agent of the situation and the player agent must investigate and approve of the suspension. The president and vice-president can assist the player agent if needed. The player agent will then discuss the behavioral issue with the players parents and will discuss the potential suspension.
  7. If a manager, coach, player, or any team representative is ejected by the umpire for any reason, he/she shall leave the field immediately (out of sight of players and stands and may not be recalled) and the umpire shall note in the official score book as to the reason for the ejection. Any manager, coach, player, or team representative ejected from a game is suspended for his or her team's next physically played game and may not attend any game site, regardless of venue. The umpire, scorekeeper, and opposing manager must be notified of persons not participating. Such person shall be required to appear

before the BOD or Disciplinary Committee to explain his/her conduct. In the case of a player, the manager shall appear with the player in the capacity of an advisor.

8. A special investigation by the BOD may be necessary due to emergency circumstances. The BOD may call an emergency meeting with the members involved in the situation. This meeting is a closed meeting. Only the board members and individuals invited to the meeting are allowed to attend. Those members invited are not allowed to record the meeting as it is a closed meeting.
9. The BOD reserves the right to issue a league-wide or division-wide official warning concerning any Bylaw rule at any point throughout the season.
10. If any member, volunteer, or team is found to be in violation of league rules or acting contrary to the best interests of the league, the BOD may impose disciplinary action.
11. Any manager or coach found to be operating or managing/coaching a travel ball team or program outside the league shall be subject to disciplinary action, which may include multiple game suspensions up to and including removal from the league.

#### **MANAGER SELECTION**

1. Applicant managers (21 years or older) must have completed and submitted a volunteer application along with a copy of the individual's driver's license and have applied to be a manager no later than date selected by the for-board consideration (this would include both new and returning managers).
2. If an 18–20-year-old volunteer wants to apply to manage a team, the board can take that applicant under consideration under special circumstances. A majority vote of the board and president approval would be required for this applicant to manage a team.
3. Managers shall be interviewed by the BOD for selection. Managers will be selected based on their baseball knowledge, support of LHCLL, experience and any additional criteria as deemed appropriate by the BOD. Board members managing in a specific division do not have to be interviewed to be selected as managers.
4. Managers must inform the player agent prior to the draft who they have chosen as their main coach.
5. Managers/coaches that the BOD believes are involved in detrimental activities to LHCLL (operating or managing/coaching travel ball or an outside organization) will be denied manager and other voluntary opportunities in the league.

## **Manager & Coach Training**

The below training certificates are mandated by Little League Baseball.

1. Managers and coaches must submit a basic volunteer form for the current season which must be approved.
2. Managers and coaches must be successfully background checked by an approved company for Little League.
3. Managers and coaches must be live scanned prior to being on the field for practices and/or games.
4. Managers and coaches must complete the online Abuse of Awareness for Adults training and submit the certificate.
5. Any manager who allows volunteers who are not verified by the safety officer to be J.D. Palatine (JDP) background checked and live scanned will be suspended. The board will decide if the suspension is for a practice, game or league event.

## **PLAYER TRANSACTIONS**

1. Registration will be done via the league's website. BOD may assist in the registration of players.
2. Original birth certificates of players must be uploaded to the player's account on the league's website.
3. All players in divisions Single A, AA, AAA, Majors, Intermediate and Junior divisions must try out for the Spring season if there are two or more teams. Seniors do not have to tryout.
4. Any player in the Single A, AA, AAA, Majors, Intermediate and Junior divisions that does not try out will be a "blind pick" at the draft.
5. If a parent would like their player to try out for the next division up, they may do so; however, placement in that division is not guaranteed. The player must be drafted by a manager in the higher division. If the player is not drafted, they will return to their age-appropriate division.

6. If any manager attempts to influence a tryout (i.e., encourage a player to do less than his/her best), said manager will be denied the opportunity to draft that player(s).
7. Selection of players for AA, AAA, Majors, Intermediate and Junior divisions will be done according to the approved District 56 Alternative Draft waiver. This waiver is done yearly by District 56 on behalf of all leagues in the district. The draft rotation will be determined by managers drawing numbers to determine who will select first and so on. The draft will then take place in a serpentine order.
8. The player agent shall establish the number of players and age group on each team prior to the draft.
9. A manager who has sons/daughters eligible for the draft is allowed to freeze him/her. A manager's child must be drafted according to the following chart, based on the division and age of the manager's child:

| <b>Draft Round</b> | <b>Single A</b> | <b>AA</b> | <b>AAA</b> | <b>Majors</b> | <b>Intermediate</b> | <b>Juniors</b> |
|--------------------|-----------------|-----------|------------|---------------|---------------------|----------------|
| 5                  | 7               | 8         | 10         | 10            | 11                  | -              |
| 4                  | 8               | 9         | 11         | 11            | 12                  | 13             |
| 3                  | -               | -         | -          | 12            | 13                  | 14             |

10. According to the approved District 56 Alternative Draft waiver, a manager is allowed to freeze only one coach's son/daughter for their team in the draft. The player agent will decide what round this player would need to be drafted based on their talent level. The manager must notify the player agent who the coach and player are prior to the draft.
11. If there are two or more siblings in a draft and the first sibling is drafted by a manager; that manager has the priority option to draft the second sibling on the next turn. If that manager does not pick the second sibling on that next turn, that second sibling is available to be drafted by any manager.
12. Players wishing to play up in a division, where allowed by Little League, must tryout to do so. A board member must watch the tryout of that player to approve them playing up a division.
13. Parents may request their player not be drafted by a certain manager. This must be done prior to tryouts. The division director will notify the manager of this parent's request before the draft; however, it does not have to be honored.



14. As a general rule, LHCLL does not allow trading of players between teams except in very rare occasions. Any potential trade can only be done with the BOD's approval. All trades must be player for player, and players must be of equal talent. Such trades must occur immediately following the draft and before the affected players are notified of the draft results. All trades are 100% confidential.
15. All discussions that occur in the draft room, including, but not limited to, the draft order, player comments, and manager selections, are to remain confidential and stay in the draft room. Any manager that is caught violating this rule, beyond a reasonable doubt, will be subject to a one game suspension for each occurrence.
16. The goal of a Little League draft is to spread across the talent between teams as much as possible. If the player agent feels this is not occurring during the draft, the player agent can stop the draft and do what is necessary to even out the teams in that division.
17. Any player registering late shall be assigned to the team with the fewest number of players. If multiple teams have the same lowest roster count, the Player Agent shall use an online random selection tool (such as a spinning wheel generator) to determine team placement.
18. Managers are not permitted to independently recruit players to fill roster vacancies. All player additions must be coordinated through and approved by the Player Agent.
19. There will be no transfer of players to any division with four or fewer games remaining in the season.
20. Managers must notify the player agent within 48 hours of a player dropping from the team. Managers must replace a player who has moved, quit, or becomes injured with a condition prohibiting his/her return during the season, from a lower division before the third game starts following the loss of the player, through the player agent. If a manager does not comply with this provision, the player agent will select and assign a replacement player to the team.
21. A manager requiring player replacement will make his/her request to the player agent and will not enter the transaction any further.
22. If a player from a lower division is requested to move to a higher division due to the loss of an upper division player, and the request is denied by the player's parents, said player may be required to move laterally within their present division to replace the player moving to the upper division providing the Player Agent and the Division Representative are in agreement with such a lateral move.
23. Managers in the AA, AAA, Majors, Intermediate and Juniors divisions must give the player agent the name of at least three players from their team who are willing to be

pool players before the first game is played. The player agent will use this pool to assign players to teams that are short of players on a rotating basis. Managers do not have the right to pick their pool player. Pool players are not allowed to pitch, must play nine consecutive outs, and get at least one at bat.

24. All protests must be submitted by the manager to the umpire and scorekeeper on the field of play and then in writing to the president within 24 hours. Failure to present the protest to the president within 24 hours makes the protest null and void. The umpire must submit their protest report in writing to the president and within 24 hours. A ruling must be given within 72 hours. If there are any conflicts of interest regarding those involved in the protest and the protest committee; the league may turn the protest over to District 56 UIC.
25. Spring Season: In the non draft divisions (Tiny Tots through Rookie), managers may freeze their own player and up to three other players for their team.
26. Fall Season: Managers can freeze their own player and up to five players for their team. NOTE: In the event a Fall Ball competitive team is established, player selection shall be conducted by the Manager and the Board of Directors (BOD) through a process determined at the discretion of the BOD to be the most appropriate and effective.
27. Spring & Fall Seasons: The League does not guarantee the fulfillment of teammate or manager/coach requests in any division.

### **TOURNAMENT PLAYER SELECTION**

1. The La Habra City Board will determine whether they believe there is sufficient talent to justify the creation of an All-Star team in any of the potential divisions.
2. Potential All-Star teams are as follows: 9/10-year-old team (AA), 10/11-year-old team (Majors), 11/12-year-old team (Little League), 13/14-year-old team (Juniors) and an Intermediate (11–13-year-old) team. If there is a Senior team, that is for 15/16 year olds.
3. All-Star selection shall be completed before the first day All-Star practices are allowed by District 56.
4. In divisions where the Board of Directors believes there is sufficient talent for an All-Star team, the league will send a commitment form via email to all parents in that division. The form will be sent to the email address provided by the parent on their website account on the website.

5. La Habra City Little League is not responsible for any emails that are sent to spam folders or if the parent unsubscribed to emails from the website.
6. All players who submit a completed commitment form to the league by the required due date are automatically put on the All-Star ballot.
7. The managers from that division will receive a copy of the All-Star ballot. The ballot is 100% confidential and managers cannot discuss it with anyone other than the director of the division, player agent and the President.
8. Managers will select the players from their team (who must be on the ballot) that they believe are All-Star caliber. There is no limit to the number of players they can choose. These names will then be submitted to the player agent.
9. The player agent will then create a final ballot using all the names submitted by the managers of the division.
10. The player agent will then send this final ballot to the managers where they will vote for the six players they believe will best represent the division in the All-Star tournament.
11. The players with the top five votes are automatically on the All-Star team. If there is a tie for the fifth spot, those players will also make the team.
12. The All-Star manager will then choose the rest of the players on the team from the initial ballot. The manager must submit these choices within 48 hours or they may be replaced as manager.
13. All-Star teams should have a minimum of 12 players on the roster.
14. If there is a Future Stars (8/9-year-old team) tournament, the same rules apply.
15. Managers who wish to be an All-Star manager, must notify the division director by the required due date. The due date will be given to the managers during the season at a time chosen by the BOD.
16. The BOD will interview all potential All-Star managers. The All-Star manager will be chosen based on their interview, their sportsmanship, adherence to rules, work ethic, commitment, positive attitude, and postseason experience.
17. Once the board has made a decision, the president will notify the chosen manager and any other applicant.

18. If there is an approved select team in a division, there will be no vote in that division for All-Star players. In this situation, an All-Star committee headed by the player agent and president, will meet with all the managers in that division to determine which players will be on the All-Star team. The board will then choose the All-Star manager based on their sportsmanship, adherence to rules, work ethic, commitment, positive attitude, and postseason experience.
19. Players who have the option to play on two different All-Star teams due to their age, such as Majors and Intermediate, must inform the player agent which team they want to participate in. That player will only be allowed to be on the ballot for that chosen team.
20. After managers have voted, those votes will be put in an envelope and sealed. The envelope will not be opened until it is time to count the votes. Vote counting must be done by the player agent and at least one other board member. The other board members can be the president, vice president, secretary or any board member approved by the BOD.
21. If no managers from that division want to submit their names for All-Stars, the BOD will choose the manager for that team. Options for the manager position in this situation include, but are not limited to, coaches from that division or board members.
22. The approved All-Star manager can choose two official coaches for the All-Star team. These coaches must be approved by the BOD.
23. All results, information and discussions that occur regarding All-Stars and/or Future Stars are to remain confidential by the BOD and the approved managers.

## **LEAGUE RULES**

Note: Spring Alliance rules and District Fall Ball rules may differ slightly.

1. Tiny Tots Division
  - a. The Tiny Tots Division will be played amongst LHCLL teams.
  - b. Both managers are responsible to set-up & take down the field.
    - a. Bases are stored in the shed by Anderson Field.
    - b. Be sure to get to the field early enough to set-up the field and warm-up players.
  - c. The offensive team manager is responsible for putting the ball on the tee and must state to the defensive team, "Are you ready?"
  - d. The coach must remove the batting tee once the ball is hit.
  - e. There are no strikeouts.

- f. The last batter and base runners run all the way home to finish the inning.
- g. Ball must go 5' to be a hit in T-Ball.
- h. No extra bases on overthrows all season.
- i. No outs will be called.
- j. There will be no catcher.
- k. All players must be rotated defensively every inning.
- l. Last batter in the line-up is rotated every inning.
- m. Game end time is 45 minutes.
- n. Home team is on the 3<sup>rd</sup> base side and the visiting team is on the 1<sup>st</sup> place side.
- o. Last game of the day managers/coaches must stack & lock benches by fence.
- p. Home team brings a tee and new ball for the game.
- q. Games that are rained out are not guaranteed to be rescheduled.
- r. If at another league's field, remember to be friendly and respectful. If there is an issue at their field, request for one of their board members to be present. Notify your director of the situation immediately after the game. If there is an issue at our field, request one of our board members to be present.

## 2. T-Ball Division

- s. The T-Ball Division will be played amongst LHCLL teams however, the option to interleague is up to the board. If we interleague with another league, the rules may vary.
- t. When LHCLL teams play each other, both managers are responsible to set-up & take down the field.
- u. When at LHCLL fields playing an interleague team, the LHCLL manager is responsible to set-up & take down the field.
- v. Bases are stored in the shed by Anderson Field.
- w. Be sure to get to the field early enough to set-up the field and warm-up players.
- x. The offensive team manager is responsible for putting the ball on the tee and must state to the defensive team, "Are you ready?"
- y. The coach must remove the batting tee once the ball is hit.
- z. There are no strikeouts.
- aa. Ball must go 10' to be a hit in T-Ball. Waiver Approved 1-13-26
- bb. No extra bases on overthrows all season.
- cc. 1st half of the season, there are no outs. Inning ends after at the end of a team batting all the batters in the lineup
- dd. The last batter and base runners run all the way home to finish the inning.
- ee. There will be no catcher unless there are 10 or more players on a team.
- ff. Second half of the season, outs will be called. The inning will end with 3 outs or at the end of a team batting all batters in the lineup.
- gg. All players must be rotated defensively every inning.

- hh. Home team is on the 3<sup>rd</sup> base side and the visiting team is on the 1<sup>st</sup> place side.
- ii. Game ends at 1 hour 15 minutes or 4 innings (whichever comes first).
- jj. Last game of the day managers/coaches must stack & lock benches by fence.
- kk. Home team brings a tee and new ball for the game.
- ll. Games that are rained out are not guaranteed to be rescheduled.
- mm. If at another league's field, remember to be friendly and respectful. If there is an issue at their field, request for one of their board members to be present. Notify your director of the situation immediately after the game. If there is an issue at our field, request one of our board members to be present.

### 3. Rookie Division

- a. The Rookie Division will be played amongst LHCLL teams however, the option to interleague is up to the board. If we interleague with another league, the rules may vary.
- b. When LHCLL teams play each other, both managers are responsible to set-up & take down the field.
- c. When at LHCLL fields playing an interleague team, the LHCLL manager is responsible to set-up & take down the field.
- d. Bases are stored in the shed by Volunteer Field.
- e. Be sure to get to the field early enough to set-up the field and warm-up players.
- f. This division uses a pitching machine.
- g. All players are required to play both infield and outfield.
- h. It is mandatory that players, at the minimum, must play defense every other inning.
- i. Players should not play in the same position for more than two innings.
- j. No extra bases on overthrows all season.
- k. If a ball is hit past the outfielder, two bases can be taken. All other hits will result in one base taken only.
- l. Manager and coaches will umpire the game on the field.
- m. Home team will provide a new ball for the game.
- n. There will be 5 pitches to each batter, strikes will be counted, and players can strike out.
- o. There are no walks.
- p. If the batter hits a foul ball on the fifth pitch, the batter will continue to hit until the ball is hit into fair territory, until the ball is caught, or the batter strikes out.
- q. If a hit ball hits the machine, the ball is still live.
- r. Inning is over after three outs, or 5 runs have been scored.
- s. All players must be rotated defensively every inning.
- t. Home team is on the 3<sup>rd</sup> base side and the visiting team is on the 1<sup>st</sup> place side.
- u. No new ending after 1 hour 30 minutes.

- v. The ball will be considered a dead ball when any of the following occurs:
  - The ball strikes a manager or a coach.
  - When an infielder has control of the ball, while the player is in the infield.
  - An overthrown ball is considered a dead ball and runners must remain on the base they started at and cannot advance.
- w. Dugouts gates are to remain closed when the ball is in play.
- x. This division will play with 10 defensive players; 4 outfielders evenly spread with no rover.
- y. If at another league's field, remember to be friendly and respectful. If there is an issue at their field, request for one of their board members to be present. Notify your director of the situation immediately after the game. If there is an issue at our field, request one of our board members to be present.
- z. Games that are cancelled due to rain are not guaranteed to be rescheduled.
- aa. The end of season in-house tournament may play by different rules than noted above.

#### 4. Single A Division

- a. The Single A Division will be played amongst LHCLL teams however, the option to interleague is up to the board. If we interleague with another league, the rules may vary.
- b. When LHCLL teams play each other, both managers are responsible to set-up & take down the field.
- c. When at LHCLL fields playing an interleague team, the LHCLL manager is responsible to set-up & take down the field.
- d. Bases are stored in the shed by Volunteer Field.
- e. Be sure to get to the field early enough to set-up the field and warm-up players.
- f. All players are required to play both at least one inning in the infield and outfield in a game.
- g. It is mandatory that players, at a minimum, must play defense every other inning.
- h. Pitch count in effect. Catcher/pitcher rule in effect.
- i. Pitching log must be maintained.
- j. A ball that lands on the black top is a homerun.
- k. A ball that rolls to the black top is a ground rule double.
- l. If a ball is hit over the outfielder's head and lands in the Rookie game, it is a homerun.
- m. If a ball rolls into the Rookie game, it is a ground rule double.
- n. Inning ends at 5 runs scored or three outs.
- o. Only open run inning is the 6<sup>th</sup> inning.
- p. Only one base can be advanced on an overthrow. Only one advance per play.
- q. First half of season, no stealing bases. Second half of the season, players can steal

one base per play only.

- r. Home is closed to stolen bases all year.
- s. Both teams need to keep score, pitch count and supply a game ball.
- t. Little League run rule 4.10(e), the run rule, is in effect (15 runs after 3 innings, 10 runs after 4 innings or 8 runs after 5 innings).
- u. The inning is over either when there are three outs, or five runs have been scored.
- v. This division will play with 10 defensive players; 4 outfielders evenly spread with no rover.
- w. A pitcher and catcher may be run for when there are 2 outs. The player that was the last out is the pinch runner.
- x. There are strikeouts, but there are no walks.
- y. No new inning after 1 hour 45 minutes.
- z. Dugouts must stay closed when the ball is in play.
- aa. If a batter gets a count of 4 balls, instead of receiving a walk, the manager or coach will pitch overhand the number of remaining strikes to allow the batter a chance to hit. Coaches must pitch from the lower part in front of the rubber within the dirt circle & not on the grass. Example: If the count is 4 balls and 2 strikes, then the batter gets one pitch thrown from the coach to hit the ball. A hittable pitch from the manager/coach is one that is not in the dirt, is between the two inner batter box lines and not above the hitter's head. In other words, the hitter can't be picky with the manager/coach pitch, they need to swing.
- bb. The league will try to obtain junior umpires for this division. If junior umpires are used, any manager, coach or observer who verbally attacks the junior umpire will be removed from the game and suspended. The board will decide if suspension will be the next game, practice or league event.
- cc. If at another league's field, remember to be friendly and respectful. If there is an issue at their field, request for one of their board members to be present. Notify your director of the situation immediately after the game. If there is an issue at our field, request one of our board members to be present.
- dd. Games that are cancelled due to rain are not guaranteed to be rescheduled.
- ee. The end of season in-house tournament may play by different rules than noted above.

## 5. AA and AAA Divisions

- a. Both AA and AAA Divisions will interleague with other leagues. This may vary season to season. If we interleague with another league, the rules may vary.
- b. When LHCLL teams play each other, both managers are responsible to set-up & take down the field.



- c. When at LHCLL fields playing an interleague team, the LHCLL manager is responsible to set-up & take down the field.
- d. Bases are stored in the Anderson shed.
- e. Be sure to get to fields prior to game time with enough time to set-up the field and warmup team.
- f. LH vs. LH will have the home team provide the ball. When playing another league, the home field provides the ball.
- g. Home team is on the 3<sup>rd</sup> base side and the visiting team is on the 1<sup>st</sup> place side.
- h. No new inning after 1 hour 45 minutes.
- i. Four innings must be completed for a game to be an officially completed game.
- j. A game that ends in a tie and can't be reverted to the previous inning, counts as .5 points in the standings.
- k. If a game is being played on Richard Gross field, see time and sun delay rules in the Majors Division section of the By-Laws.
- l. Inning ends after 5 runs scored or 3 outs.
- m. Only the 6<sup>th</sup> inning is an open run inning.
- n. Pitch count in effect. Catcher/pitcher rule in effect.
- o. Home team must provide a scorekeeper. Game Changer will be used for scorekeeping. Scorekeeper must be background checked.
- p. The official pitch count/score sheet must be filled out by the scorekeeper and turned into the appropriate folder in Anderson Shed.
- q. The scorekeeper must keep score in the designated scorebooth or scoring area. Scorekeeping from the stands is not allowed.
- r. When playing at another league's field, the LH team is still required to fill out a pitch count/score sheet and put it in the Anderson shed folder.
- s. Little League run rule 4.10(e), the run rule, is in effect (15 runs after 3 innings, 10 runs after 4 innings or 8 runs after 5 innings).
- t. Teams will bat the entire line-up.
- u. Players must play two defensive innings. Innings do not have to be consecutive.
- v. A pitcher and catcher may be run for when there are 2 outs. The player that was the last out is the pinch runner.
- w. The batter must keep at least one foot in the batter's box in between pitches.
- x. A manager may intentionally walk a specific player one time by announcing it to the umpire. The batter will take their base and four pitches will be added to the pitch count. The manager is allowed to intentionally walk a batter mid at bat by informing the umpire. If a manager wants to intentionally walk that specific player again in the same game, it must be done by a pitcher throwing the pitches to that batter.
- y. Dugout gates must stay closed when the ball is in play.
- z. If at another league's field, remember to be friendly and respectful. If there is an issue at their field, request for one of their board members to be present. Notify

your director of the situation immediately after the game. If there is an issue at our field, request one of our board members to be present.

- aa. If the season standings end with a tie, final standings will be determined on the win/loss record when these teams played each other during the season.
- bb. Games canceled due to rain may be rescheduled depending on time availability and standings.
- cc. The end of season in-house tournament may play by different rules than noted above.

## 6. Majors Division

- a. The Majors Division will interleague with other leagues. This may vary season to season. Interleague rules may vary.
- b. When LHCLL teams play each other, both managers are responsible to set-up & take down the field.
- c. When at LHCLL fields playing an interleague team, the LHCLL manager is responsible to set-up & take down the field.
- d. Be sure to get to fields prior to game time with enough time to set-up the field and warmup team.
- e. LH vs. LH will have the home team provide the ball. When playing another league, the home field provides the ball.
- f. There are extra game balls in the scorekeepers booth.
- g. No new inning after 1hr 45 minutes.
- h. Home team is on the 3<sup>rd</sup> base side and the visiting team is on the 1<sup>st</sup> place side.
- i. Little League run rule 4.10(e), the run rule, is in effect (15 runs after 3 innings, 10 runs after 4 innings or 8 runs after 5 innings).
- j. A minimum of four innings must be completed to be an official complete game.
- k. A game that ends in a tie and can't be reverted to the previous inning, counts as .5 points in the standings.
- l. If the umpire ends the game due to the no new inning rule or the 7:15pm/9:45pm end of game times on DG and the game is tied, the game will be recorded as a tie in the scorebook as long as four full innings have been played.
- m. 5pm games on Richard Gross field must end at 7:15pm so that the second game can start at 7:30pm. Waiver from Little League obtained on 3/25/25.
- n. 7:30pm game on Richard Gross field must end at 9:45pm as the lights go off automatically at 10pm. Waiver from Little League obtained on 3/25/25.
- o. Sun delays must be as short as safely possible. 15 minutes of the sun delay will not count against game time. Any time longer than 15 minutes will count against game time.
- p. Teams will bat a continuous line-up.
- q. Players must play two defensive innings. Innings do not have to be consecutive.

- r. Pitch count rules are in effect. Pitcher/catcher rules are in effect.
- s. A pitcher and catcher may be run for when there are two outs. The player that made the last out is the pinch runner.
- t. Drop third strike rule is in effect.
- u. The batter must keep at least one foot in the batter's box between pitches.
- v. A manager may intentionally walk a specific player one time by announcing it to the umpire. The batter will take their base and four pitches will be added to the pitch count. The manager is allowed to intentionally walk a batter mid at bat by informing the umpire. If a manager wants to intentionally walk that specific player again in the same game, it must be done by a pitcher throwing the pitches to that batter.
- w. At LHCLL, the home team must provide a scorekeeper.
- x. Scorekeeping will be done via Game Changer. Scorekeeper must be in the scorebooth or designated scorekeeping area. Scorekeeping in the stands is not allowed.
- y. The official pitch count/score sheet must be filled out by the scorekeeper and turned into the appropriate folder in the Richard Gross shed.
- z. When playing at another league's field, the LH team is still required to fill out a pitch count/score sheet and put it in the Richard Gross shed.
- aa. Dugout gates must stay closed when the ball is in play.
- bb. If the season standings end with a tie, final standings will be determined on the win/loss record when these teams played each other during the season.
- cc. When playing interleague field, remember to be friendly and respectful. If there is an issue at their field, request for one of their board members to be present. Notify your director of the situation immediately after the game. If there is an issue at our field, request one of our board members to be present.
- dd. Games canceled due to rain may be rescheduled depending on time availability and standings.
- ee. The end of season in-house tournament may play by different rules than noted above.

## 7. Juniors Division

- a. The Juniors Division will interleague with other leagues. This may vary season to season. Interleague rules may vary.
- b. LH vs. LH will have the home team provide the ball. When playing another league, the home field provides the ball.
- c. Extra game balls are in the Skeeter scorekeeper shed.
- d. Teams will bat a continuous line-up.
- e. Players must play two innings. Innings do not have to be consecutive.
- f. No new inning after 2 hours.
- g. Home team is on the 3<sup>rd</sup> base side and the visiting team is on the 1<sup>st</sup> place side.

- h. Games will be played at 90' base paths and 60 feet 6-inches pitching distance.
- i. Games are 7 innings.
- j. Little League run rule 4.10(e), the run rule, will be in effect (15 runs after 4 innings, 10 runs after 5 innings or 8 runs after 6 innings).
- k. If the umpire ends the game due to the no new inning rule or the 7:15pm/9:45pm end of game times on Skeeter and the game is tied, the game will be recorded as a tie in the scorebook as long as five full innings have been played.
- l. 5pm games on Skeeter field must end at 7:15pm so that the second game can start at 7:30pm. Waiver from Little League obtained on 3/25/25.
- m. 7:30pm game on Skeeter field must end at 9:45pm as the lights go off automatically at 10pm. Waiver from Little League obtained on 3/25/25.
- n. Five innings must be completed to be an officially completed game unless the 15 run rule has occurred.
- o. A game that ends in a tie and can't be reverted to the previous inning, counts as .5 points in the standings.
- p. 15 year old players being able to pitch will be determined by alliance rules.
- q. Pitcher and catcher may be run for when there are two outs. The player that made the last out is the pinch runner.
- r. The batter must keep at least one foot in the batter's box between pitches.
- s. A manager may intentionally walk a specific player one time by announcing it to the umpire. The batter will take their base and four pitches will be added to the pitch count. The manager is allowed to intentionally walk a batter mid at bat by informing the umpire. If a manager wants to intentionally walk that specific player again in the same game, it must be done by a pitcher throwing the pitches to that batter.
- t. League alliance will determine when balks are called.
- u. Pitch count rules are in effect. Pitcher/catcher rules are in effect.
- v. Scorekeeping will be done via Game Changer. Home team provides a scorekeeper.
- w. Scorekeeper must fill out the pitch count/score form and turn it in the folder in the Skeeter shed.
- x. When playing at another league's field, the LH team still must have the pitch count/score sheet completed and return it to the folder in the Skeeter shed.
- y. If the season standings end with a tie, final standings will be determined on the win/loss record when these teams played each other during the season.
- z. When playing interleague teams, remember to be friendly and respectful. If there is an issue at their field, request for one of their board members to be present. Notify your director of the situation immediately after the game. If there is an issue at our field, request one of our board members to be present.
- aa. Games canceled due to rain may be rescheduled depending on time availability and standings.

- bb. The end of season in-house tournament may play by different rules than noted above.

#### 8. Intermediate & Senior Divisions

- a. These divisions are interleague divisions between various districts.
- b. The districts involved will create the rules of play and we will play with their rules. These rules are subject to change year to year.
- c. When playing interleague team, remember to be friendly and respectful. If there is an issue at their field, request for one of their board members to be present. Notify your director of the situation immediately after the game. If there is an issue at our field, request one of our board members to be present.

#### 9. Select Teams (Competitive Divisions Only)

- a. Select teams are a potential option in any competitive divisions if there are Little League districts that are offering competitive seasons.
- b. Any manager interested in having a select team for the spring season must contact the president of the league. The president will then present the potential select team to the board who will then decide whether to allow a select team that season. There are no guarantees that a select team will be approved. The board will decide based on the overall status of that division. For example, the number of players registered, etc.
- c. If the select team is approved, the president and player agent will work with the manager to determine the roster for that team.

#### 10. End of season tournaments.

- a. The board can choose to do an end of season tournament in the Rookie, Single A, AA, AAA, Major and Junior Divisions.
- b. The board can choose to do a single or double elimination tournament depending on on the amount of time there is before District 56's TOC begins.
- c. In the competitive divisions, seed placement in the tournament will be determined by each team's place in the standings.
- d. In the non-competitive divisions, seed placement will be chosen randomly.
- e. In the competitive divisions, the winner of this tournament will play in District 56's Tournament of Champions.
- f. If there is a situation that arises in our in-house tournament that is not covered by our own rules, the league will differ to District 56 tournament rules.

## 11. Awards

- a. Participation trophies, rings or medals will be given to all players in the T-Ball, Rookie and Single A divisions. The board will decide what type of award to give based on the budget.
- b. Trophies, rings or medals will be given to only the first and second place teams in divisions AA, AAA, Majors, Intermediate and Juniors when there are three or more La Habra teams in those divisions. This is regardless of their actual record. If there are two or less La Habra teams in a division, only the first-place team gets an award. Placement in the standings will be based on the record for all games played. This includes games against interleague teams.
- c. In a division with only two La Habra teams, if the BOD determines that the second-place team had a very good season based on various circumstances, the board can decide to give the second-place team an award as well. This is at the BOD discretion.
- d. Trophies, rings or medals will be given to the winner of the end of season in-house tournament.

### **Pitchers & Catchers**

#### Pitchers

- a. Managers and Coaches shall have a thorough understanding of and comply with all aspects of Regulation VI in the Official Little League Playing Rules in the official Little League Rule Book.

| League Age |                    |
|------------|--------------------|
| 13-16      | 95 pitches per day |
| 11-12      | 85 pitches per day |
| 9-10       | 75 pitches per day |
| 6-8        | 50 pitches per day |

- b. The maximum league age of a pitcher in the AAA division is eleven (11). The maximum league age of a pitcher in the AA division is nine (9). The maximum league age for a pitcher in the Single A division is eight (8). These age restrictions may be changed for a season if agreed to by the presidents of the alliance.
- c. Managers must follow Little League Rules for Daily Pitch Counts.

d. The following is the pitching regulations from Regulation VI in the official Little League Playing Rules in the Little League Rule Book:

- Pitchers league age 14 and under must adhere to the following rest requirements:  
If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar days of rest must be observed.
- Regulation VI (d) has been amended to read, in part:

**EXCEPTION:** If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

#### Catchers

- a. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
- b. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (15- and 16-year-olds: 31 pitches or more) in the same day, may not return to the catcher position on that calendar day. **EXCEPTION:** If the pitcher reaches the 20-pitch limit (15- and 16-year-olds: 30-pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat.

## **BOARD COMMITTEES**

1. Committees are not closed to board members who are not on the committee. Any board member can assist with a committee even if they are not an official member of that committee.
2. The board must be given three-day notice of upcoming committee meetings (date, time & location) electronically.
3. Committees must take official meeting minutes. The minutes must include date, time, location, those in attendance and meeting notes. These meeting minutes must be emailed to all board members and the board secretary will save these minutes for LHCLL records.
4. Committees cannot put any plans into action without board approval.
5. Committees are required to present their plans and a detailed budget to the board for approval.
6. Committees that do not follow these committee policies will be disbanded.