

2025 East Mesa Little League Bylaws

Please note: The rules listed in this document are to be used in addition to the rules and regulations as outlined in the 2025 Little League Rule Book.

General

1. Objective: The objective of East Mesa Little League (noted as EMLL in the remainder of this document) shall be to implement in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage, and respect for authority, in hopes that they may be well adjusted, stronger, and happier children and to grow to be good, decent, healthy, and trustworthy citizens.

Additionally, it is the expectation that the Little League program will give every eligible child the opportunity to participate in Little League baseball to the fullest extent possible. Managers, coaches, and parents must always remember that winning a baseball game is secondary to the safety and development of each child.

2. Registration: Each player must register online. Any players seeking a scholarship or payment arrangements will be required to complete the appropriate form and submit with the required documents to the EMLL President for approval. Only players officially registered with the league are eligible to participate in their respective division.

3. Board Membership: Active board members are entitled to a 50% reduction in registration fees for their child(ren) for every year of active board membership and 1 free registration on their second and subsequent years of active participation.

- General board members will pay full price and be issued an end-of-season refund for board participation. To redeem their refund, they must be in active/good standing with the Board of Directors. Refunds eligibility will be determined by the Executive Board

4. Refund Policy: If the season is canceled for any reason (act of God), a refund will be applied based on expenditures (field rental, utilities, uniforms, etc.) The Executive Board will hold a special session to discuss refunds and the percentage that will be paid out. Once teams are formed (after evaluations) and the child is added to a team roster, there will be NO refund applied. There is a \$10.00 Processing Fee for all refunds.

5. Divisions:

Competitive Divisions:

Jrs - League Ages 13-14 - Objective: To establish the values and concepts of teamwork, sportsmanship and fair play. To challenge the players towards the perfections of physical skills and to continue to instruct and learn the tactics and strategies of the game.

Majors - Objective: To establish the values and concepts of teamwork, sportsmanship and fair play. To challenge the players towards the perfections of physical skills and to continue to instruct and learn the tactics and strategies of the game.

Minors (AAA) - Objective: To establish the values and concepts of teamwork, sportsmanship and fair play. To challenge the players towards the perfections of physical skills and to continue to instruct and learn the tactics and strategies of the game.

Minors (AA) - Objective: To establish the values and concepts of teamwork, sportsmanship and fair play. To challenge the players towards the perfections of physical skills and to continue to instruct and learn the tactics and strategies of the game.

Minors (Rookie) - **If your child is league age 7 and has never played baseball, we recommend playing in Farm division.** Objective: To instruct players in the fundamentals of the game in a fun, low-key atmosphere. Provide an outlet of healthy activity and training under good leadership. Establish the values and concepts of teamwork, sportsmanship and fair play. To continue to develop the proper techniques and mechanics, such as throwing, catching, running, hitting, and pitching. To introduce the tactics and strategies of the game.

Non-Competitive Divisions

Farm (Coach Pitch)- Age 5-7 - Objective: To instruct players in the fundamentals of the game in a fun, low-key atmosphere. Winning and losing is not part of this division.

Pee wee (TeeBall) - Age 4-6 - Objective: To instruct players in the fundamentals of the game in a fun, low-key atmosphere. Winning and losing is not part of this division.

Parents Need To Know:

Division Placement:

- Parents may choose their division for players ages 4 - 7.
- For ages 8 - 11, players will be registered in the Minors division and their placement will be determined during evaluations.

- If you think your 10+ child is qualified to play in Majors, you may request to try out multiple days. Please contact the EMLL Player Agent for any requests to play in Majors.
playeragent@desertridgelittleleague.com
- In the case of a safety concern, players may be moved to a lower division at the board's discretion.

League Operating Procedures and Expectations:

1. Code of Conduct

- Use of tobacco/marijuana/vaping products is prohibited at all EMLL facilities.
- Use of alcoholic beverages in any form is prohibited at all EMLL facilities. If an umpire or Board Member on Duty suspects you are under the influence of alcohol or drugs, you will be asked to leave the facility. Failure to leave will result in law enforcement assistance. Such actions may be subject to further disciplinary actions as voted on by the Board of Directors.
- All league members must conduct themselves in an exemplary manner. Misconduct or disregard for player safety during EMLL activities will not be tolerated and are subject to review and possible disciplinary action by the EMLL Executive Board of Directors.
- Managers are responsible for the conduct of their coaches, players, and fans. Under no circumstances will anyone be bothered or harassed during or after the game. Misconduct by managers, coaches, players and/or spectators will not be tolerated and shall be subject to review and possible disciplinary action by the EMLL Executive Board of Directors.
- Music must be played at reasonable volumes and have no explicit or suggestive language. Board members, and or umpires can ask for the music to be turned down or off.
- Music must be stopped when the batter enters the batter's box for their at bat.
- Violations of rules by managers and coaches and spectators could result in disciplinary action by the EMLL Compliance Committee and/or Executive Board of Directors.
- Board Members must not abuse their authority or use their status on the board for any personal influence or advantage.

2. Disciplinary Actions, Suspensions and Ejections

- Disciplinary actions may include a verbal warning up to and including removal from EMLL.
- Any violation of the Code of Conduct by any person is subject to review and possible disciplinary action by the Compliance Committee and/or Executive Board of Directors.
- Any manager, coach or spectator ejected from a game in progress must leave the playing site without delay (this includes the parking lot and sports complex) and the game will not resume until the ejected person has complied. The ejected manager or coach shall remain off the playing site (including the parking lot and sports complex) for the remainder of that day. If needed, the ejected manager or coach may return to the facility to tend to their injured or sick dependent or to pick them up post game but shall not engage with anyone regarding the ejection.

- A player ejected during a game may remain in the dugout for the remainder of the game but must not participate in any part of the game from which he/she was ejected.
- Any spectator ejected from a game in progress must leave the playing site without delay (this includes the parking lot and sports complex) and the game will not resume until the ejected person has complied. If needed, the ejected spectator may return to the facility to tend to their injured or sick dependent or to pick them up post game but shall not engage with anyone regarding the ejection.
- In the event of an ejection of a player or manager/coach/spectator, the Compliance Committee and/or Executive Board of Directors and the ejected person (if they choose) shall meet within 48 hours of the ejection, if possible, but no later than prior to the second game post ejection.
- All ejections carry with it a minimum 1 game suspension unless the Compliance Committee and/or Executive Board of Directors deem otherwise. The ejected person must serve the suspension for the next regularly scheduled game of the team being coached that resulted in the ejection that is played. They are not permitted at the facility before, during, or after the game in which they are serving their suspension.
- All interested parties shall provide a report to the league president within 24 hours of an ejection, detailing the circumstances surrounding the ejection.
- Any form of harassment, intimidation or discourteous treatment of an umpire and or/player by any manager, coach, parent, or spectator will not be tolerated and shall result in an immediate ejection from the playing site by the umpire and/or Board Member on Duty.
- In the event of any disciplinary recommendation by the Compliance Committee, the person(s) may be required to appear before the Compliance Committee/Executive Board of Directors to show good cause why they should not be suspended or removed from the league.

3. Managers and Coaches

- Managers and assistant coaches for all EMLL Divisions shall be approved by the Executive Board of Directors prior to the start of each season (there is no guarantee all volunteer coaches will be approved).
- In the event there are too many coach volunteers for one division, the final coaching roster will be approved by the Board of Directors.
- Each team is allowed one manager and one registered assistant coach. They must be matched before evaluations. More people are allowed to assist during practices as long as a volunteer application has been submitted and approved. ALL volunteers MUST submit a volunteer application to the Safety Officer before working with any youth.

4. Team Selection Process

Competitive Divisions - Juniors, Majors & Minors (AAA, AA, Rookie)

- All competitive division players are required to participate in a player evaluation. During the evaluation the managers will individually evaluate each players' skill level on fielding, batting, base running, hustle, and general attitude. Any player who is unable to participate in the evaluation will be placed in the blind draft.

- Children of ALL coaches must be evaluated in tryouts.
- After the evaluations, the managers, player agent and president will participate in a draft.
- Draft order: picked at random out of a hat.
- The draft will be a “snake draft” meaning the manager receiving the first pick in round 1 will receive the last pick in round 2. The manager receiving the last pick in round 1 will receive the first pick in round 2. This will continue until all players who participated in evaluations have been selected.
- All coaches may retain a player for the purpose of an assistant coach. The player’s parent/assistant coach must complete a Retained Player Waiver and IT MUST BE PRESENT BEFORE EVALUATIONS.
- The manager’s child will be considered their 3rd round pick. The assistant coach’s child will be considered their 4th round pick. If the manager does not fill the assistant coaches position, they will keep their turns in the snake draft for rounds 3 and potentially 4 & 5.
- When there are two or more siblings in the draft, and the first sibling is drafted by a manager, that manager is required to draft the other sibling(s) on the next turn, unless the parent requests otherwise.
- Players that did not attend the evaluation process will be placed in the blind draft, unless otherwise determined by the Board of Directors. After the final draft pick from the players that were evaluated is complete, all remaining names will be placed in a hat. The manager that is next in the prescribed draft order will make the first pick in the blind draft out of the hat. The remainder of the blind draft will continue in draft order until all players have been assigned to a team.
- Once the player draft is completed; the managers will have a maximum of 10 minutes to complete any trades. No trades will take place once the managers leave the draft room.
- Any player that registers after the draft is completed will be either added to the wait-list for that division, or assigned to a team at random. The remaining coaches from the non-completed draft round will have their name placed in a hat. When a player registers after the draft is completed, a coach will be drawn from the hat. Once all coaches have an equal number of players, all coaches’ names are placed in the hat.
- The Executive Board/Coaches reserves the right to place your child into the proper division for competitive balance and child safety
- The Executive Board reserves the right to hold additional evaluations if deemed necessary in the interest of competitive balance and child safety.

5. Game Preliminaries

Fields and Facilities:

- Each team F.
- Home team will sit in the 3rd base dugout.
- Outfielders may not stand at the dirt/grass line. Coaches will instruct their outfielders to play fully in the dirt or grass to avoid digging and field maintenance issues.
- Cones will only be used for Majors Division games.

- All pregame warmups will take place in foul territory off the infield or in the outfield (this includes no use of the mounds prior to the start of the game).
- **Before game:** Home team shall be responsible for placing the pitching mound before the game. The pitching mound is incredibly heavy, and it is suggested that at least 2 adults assist with this task. The home team is responsible for the remainder of the field preparation. This includes installing the bases, cones, pitching machine and/or batting tee. It is the responsibility of the team managers and umpires to walk the fields for hazards and obstructions prior to the game.
- **After game:** If it is the last game needing the mound, the Away team will be required to remove the pitcher's mound and store it appropriately. Mounds need to be carried, not dragged, and need to be placed on the ground next to a fence. The Away team shall remove and store all equipment in the shed, this includes pitching machines and batting tees. All equipment shall be neatly put away, not just tossed into storage.

6. Official Scorekeeper

- The home team shall be responsible for providing the official score for each game. The game will not begin until the scorekeeper is in place and ready.
- After each half-inning, the scorekeepers will meet to agree on pitch count and score.
- At the conclusion of each game, the managers shall agree upon the score of the game and the pitch counts for each pitcher used in that game prior to leaving the playing facility. All scores and pitch counts shall be recorded in Gamechanger. Home team pitch counts and scores will be recorded as official.
- Once the managers and umpires leave the field, the scores and pitch counts are final. Any protests or disputes need to be reported within 24 hours to the Board of Directors

7. Starting and Ending a Game:

- Umpire shall be in full control of the game clock including start and finish times. Umpires will notify coaches of game start and end.
- If a team is unable to field 8 players, 15 minutes after the scheduled start time of a game, the game is forfeited and the umpire shall notify the Umpire in Chief.
- Please note there does not need to be 8 players for a peewee or farm game to play. Those divisions are encouraged to play regardless of the number of players, as no score will be kept.
- If the start of a game is delayed by a player who arrives prior to the 15 minutes time limit, the scheduled start time of the game shall be used to calculate end-of-game time limits when applicable.
- In the event the umpire(s) have not arrived at the start of the scheduled game time, the managers shall notify the Umpire in Chief to determine the plan of action. Upon their arrival, the official umpire(s) will assume their duties only at the end of a full inning. A game is not likely to be rescheduled due to lack of umpires. (NOTE- Pee wee and farm do not use umpires).
- There is no "drop dead time," but in the event the lights go out before the end of the game, per Little League Rules, the final score will revert back to the completion of the previous full inning.

- If a full inning completes (that is not the 6th) with time still on the clock, the next inning will start and complete in full unless one team is unable to gain the lead during a run cap inning, in which case the game will immediately end when time is up.

8. Rescheduling of a Game:

- Games that have been postponed due to weather or field issues will be rescheduled by the Fields Manager. The potential absence of a manager, coach or specific player is not grounds for postponement.
- Major division may play one double header in a calendar week
- Minors division (AAA, AA, Rookie) - no team shall be scheduled to play 2 games in one day.

9. Pool Players - Majors & Minors division (AAA, AA, Rookie)

- Teams unable to field a roster of 9 players from their regular roster must notify the Player Agent for pool players.
- A team shall only use as many pool players needed to roster a nine player team (up to 3 pool players). If a regular rostered player shows up after the game starts, the pool player may continue to bat but cannot play defensively unless needed to field 9.
- If a pool player has been requested and assigned, and the requesting team fields 9 before game start, the pool player has the option to continue playing (batting only).
- Pool players may only play outfield and bat last.
- Managers may NOT play a pool player unless assigned specifically by the Pool Player Agent. Coaches may not request a specific pool player. All pool players must be selected by the Player Agent. Anything not approved will result in a forfeit of that game.
- Pool players must wear their regular team uniform.
- Pool players may play no more than two games in one day.
- Pool players will be pulled from the division they are playing in.

11. All-Stars

- All-Star Committee - The EMLL President or his/her designee will serve as the director of the All-Star Committee. The committee shall consist of at least four Board Members but will include any active Board Member that wants to participate.
- Confidentiality - At no time may any players or other children be aware of or part of any discussions about the All-Star selection process. The release of names of players nominated or selected will not be made before the date set forth in the Little League Rule book. All selected players must meet eligibility requirements as set forth by Little League Baseball All-Star Tournament Rules.
- Mid-Season Nominations - All regular season Head Coaches will participate in a mid-season All-Star nomination vote to identify a potential All-Star watchlist for the remainder of the season. The All Star committee will compile a list of all nominated and eligible players. The All-Star Managers will select the teams from that list.

- Coach Selection - Any coach from the AA, AAA and Majors divisions interested in coaching an All-Star team must submit an All-Star Coach Application to the president by the end of regular season play. The All-Star committee will select the All-Star managers from the applications. The selection will be made based on managers' attitude, general conduct, sportsmanship, baseball knowledge, and coaching experience.
- Player Selection: Players will be selected by the All-Star Committee and All-Star Managers in the following order (all teams will carry a minimum of 12 players and a maximum of 15 players):
 - Little League - consisting of League Age 12/11/10- All voters will vote for the top six 12-year-old players available. After the top six players are chosen, the All-Star Manager selects 6 to 7 additional players from the 12/11/10 year old group.
 - 9-11 consisting of League Age 11/10/9 - All voters will vote for the top six 11-year-old players available. After the top six players are chosen, the All-Star Manager selects 6 to 7 additional players from the 11/10/9 year old group.
 - 8-10 consisting of League Age 10/9/8 - All voters will vote for the top six players available. After the top six players are chosen, the All-Star Manager selects 6 to 7 additional players from the 10/9/8 year old group.
 - After all player selections are made, the All-Star Committee will approve the final rosters.
 - In the event where multiple coaches are selecting the same player, the All-Star Committee will determine where the player plays.
- All-Star Attendance Policy- Any player selected for the All-Star team must be available for practices during the All Star Season. Planned (excused) absences must be communicated before team selection to the All Star Committee and All Star coach. Upon selection for an All-Star team the following attendance requirements are mandatory:
 - Absences from practices must be communicated to the All-Star Coach.
 - Two or more unexcused absences from practices will result in removal from the All-Star team.
 - Any unexcused missed game will result in removal from the All-Star team
- Practice Policy - All-Star managers must have a minimum of 2 and not to exceed 5 mandatory practices per week. Any meeting that involves a baseball activity is considered a practice and the All Star Manager must let the All Star Committee know about it. This is to protect the coach, players and league.
- Travel Cost Policy - In the event one team successfully wins the District 14 tournament, there will potentially be travel involved for State, Regional or even LLWS tournaments. While the league will make every attempt to assist in fundraising opportunities, parents should assume to incur 100% of travel costs. The league cannot guarantee covering any travel costs for the teams.

