

2026 East Mesa Little League Bylaws

Rookie Division

All managers and coaches must refer to and follow the rules for your division. The following are pertinent rules for your division per EMLL.

Game Setup: Home team sets up. Away team Breaks down (pitching mound, bases & pitch machine). Bases will be 50 feet apart. Pitching distance is 40 feet.

Scorekeeper: Every team is required to have a scorekeeper. The GameChanger application must be used for scorekeeping. The home team's score and pitch counts is the official record of the game. It is recommended that both teams' scorekeepers check-in every half-inning to avoid discrepancies on pitch counts/score.

Game Start/End - 6 innings or 1:30 minutes. 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. If one team is unable to gain the lead during a run cap inning, the game will immediately end when time is up. 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 to the completion of the previous full inning.

Game Balls: Each team will be provided with 12 game balls for the season. Each team will bring one game ball to each game and provide it to the home plate umpire.

Pitching Rules: The first three innings will be player pitched. After four balls are thrown, an offensive coach will deliver up to two pitches, over hand from directly in front of the mound. The batter will either hit the ball in play or retire to the dugout, there are no walks. If the batter fouls the second pitch from a coach, they are permitted one extra pitch. The remaining innings will be machine pitch.

Run Rules: Kid Pitch Innings will be a max of 3 runs per inning. Machine Pitch Innings will be a max of 5 runs per inning, with exception for the 5th & 6th inning which is unlimited. There is no Mercy Rule.

Extra Innings/Ties: If a game is tied after 6 innings and time still remains within the 1 hour and 30 minute limit, an extra inning may be started and completed. If the game is still tied, it will end in a tie.

Pitch Count Rules (strictly enforced)

- League Age 7-8 is 50 pitches max per day.
 - ❖ If a player pitches 36-50 pitches in a day, two (2) calendar days of rest are required.
 - ❖ If a player pitches 21-35 pitches in a day, one (1) calendar day of rest is required.
 - ❖ If a player pitches 1-20 pitches in a day, no (0) rest is required.

In-Game Rule Reminders:

- All players to be in the batting lineup. If a player arrives late they are added to the end of the batting line up.
- If a player is injured or needs to leave the game for whatever reason, the team will skip over them when their time at bat comes up without penalty. They cannot be skipped twice in the lineup. If they are unable to continue after being skipped once, they will be removed from the lineup and may not return to the game.
- May have up to 4 adult volunteers (recommended three coaches and one team parent) in the dugout during the game. They must be an approved volunteer with EMLL.
- 1 coach is allowed in the field of play to run the machine, one coach can help retrieve balls at backstop.
- A team can field 10 on defense (4 outfielders and 6 infielders). Each player must play the standard positions on the field (no shifting) and cannot sit out 2 consecutive innings.
- Infield fly rule DOES NOT APPLY.
- All players must wear their team jersey. It is encouraged that they also wear baseball pants, socks, and that male players wear a protective cup. Metal spikes are prohibited. Shoes must have rubber soles and closed toes. Plastic or rubber cleats are encouraged. All male catchers must wear a protective cup.
- Mound Visits: (per LL rulebook)
 - No more than one mound visit per INNING (per pitcher). If the current pitcher is visited twice within the inning, the player must be removed as pitcher.
 - No more than two mound visits per GAME (per pitcher). If the current pitcher is visited three times within the game, the player must be removed as pitcher.
 - *Note: once the game clock has begun, any visit to the mound will be counted as a mound visit.
- Outfield Cones will NOT be used
- On-deck batters are not allowed
- There is no leading off and no diving headfirst to advance a base or the player is automatically out.
- Pitchers should be within 5 feet of the pitching machine on either side of the machine.
- Base stealing is not permitted. Runners may advance only one base on an overthrow even if the ball is in the field of play. Runners may not advance on balls overthrown to the pitcher from the catcher or another fielder once play has stopped and runners safely occupy a base. If a runner is off a base for any reason, while the ball is live, and tagged by the defense, that runner will be considered out.
- A runner can only advance one base on an overthrow per play.
- There are no intentional walks.
- No walks are allowed while the pitching machine is being used.
- Batted balls that hit the pitching machine are considered a single. All base runners will advance one base.
- If the batter is hit by a pitch thrown by a player, they will be awarded first base. If a player is hit by a pitch off the pitching machine or coach the ball is considered dead.
- There is no head first diving unless diving back to the base. This is an automatic out.

REMINDERS FROM MAIN EMLL BYLAWS:

Game Preliminaries

Fields and Facilities:

- Each team must do their part before and after every game to ensure that the playing fields are kept in the best possible condition. It is each team's responsibility to clean up their dugout and bleachers after every game.
- 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.
- **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. Away team shall remove bases 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.

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 needs to be reported within 24 hours to the Board of Directors

Starting and Ending a Game:

- Umpire shall be in full control of the game clock including start and finish. 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 to the completion of the previous full inning.
- If a full inning completes (that’s 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.

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.
- Minors division (AAA, AA, Rookie) - no team shall be scheduled to play 2 games in one day.

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

- Teams unable to field a roster of 9 players from their regular roster must notify the Safety Officer 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 must not 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.
- Players may play no more than two games in one day.

End of Season Intra-Division Tournaments

- Tournament will be a random draw for seeding.
- Playoffs are a double elimination tournament for the Rookie division.
- Home team will be determined by coin toss or rock paper scissors by a player from each team.
- In the event of a tie, the teams will play until a winner is reached. In the 7th inning, the last batter out will be utilized as a runner on 2nd base. If the lights go out, the game will be concluded as the schedule permits.
- All rules through regular season per division applies during the Intra-Division Tournament.