



Yosemite Little League Local Rules for 2020

General

- All players will be separated into each division according to the little league rules by age as well as evaluation of skills by managers, coaches and the YLL board.
- Any player, Manager or coach suspended from a game will have to attend a special meeting before returning to their team
- Zero Tolerance for Code of Conduct violations. The umpire, board member if present, may suspend play and clear the field of all players. The offending person(s) must leave the field area before play can continue
- All managers will be issued the Official Little League Rules and Regulations by YLL. It will be the manager's responsibility to read, understand, and follows the rules and regulations applying to their set division(s). It will also be the manager's responsibility to have their official rules and regulations book present at all league and inner league games.
- An Umpire can only be questioned on the interpretation of a rule, not an individual call. Do not argue with the umpire at any time, he has the final say in all situations on the field. Rulebooks may be reviewed during the game, resolve all issues before the next play. The dispute is over as soon as the next pitch is delivered
- Manager Practice Time Requirements and Limits
 - Coach Pitch and Tee Ball Manager's to maintain a minimum of 2 hours per week practice time, and no more than 4 hours.
 - Minor and Major Manager's to maintain a minimum of 4 hours per week practice time, and no more than 6 hours.
- If a player misses half of the season, they may be released from their current team. Released minor and major divisions players will be required to tryout next season and are not guaranteed to be drafted for that division the following year.
- Only Managers and coaches are allowed in the dugout, no substitutes or team parents without board approval. Only volunteers with pre-approved background checks are permitted. Three maximum adults
- Players are not allowed in the warm up / on deck area, equipment only (RULE)
- If an umpire does not show, the managers will pick a substitute (must be pre-approved volunteer).
- A coach may occupy both base coach positions (Minors/Majors)
- Parents may not contact Managers, Coaches or Players inside the dugout during the game.
- Prior to the game the umpire will declare a start time and inform the official scorekeeper who then record the time in the official score book

- Home Team:
 - Will prepare the field before and after the game and is responsible for providing an official scorekeeper for the game. The official scorekeeper is also responsible for keeping the pitcher's pitch count
- Visiting Team:
 - Is responsible for providing an announcer/scoreboard operator for the game
- Player Replacement Policy
 - The manager has 48 hours to notify the player agent of a continued absence. A continued absence is seven continuous days of missed practice or games. Excused absence is medical, family, school, church etc. related absence.
 - After notification the manager has 7 days to notify the player agent of his top three choices. If the manager does not notify player agent, the player agent will assign a replacement.
 - Player Agent is responsible for the replacement of players on teams who have lost a player – due to injury/relocation, voluntary withdrawal, etc..
 - Original roster size shall be maintained throughout the season. Players may be moved up at any time when the player is of the correct age for such division as determined by local league and Little League Baseball. *NOTE: The original roster size shall be maintained until the list of all eligible players are exhausted.*
 - Players who refuse to move up will be frozen that season in their same division. Players who refuse to move up may also be moved to another team as decided by the YLL board to replace vacancies caused by the refusal.

A (Tee- Ball) Division

- Player age will consist of (4-5-6)
- If a fair ball hits a coach, the ball is live
- The entire roster must bat in order
- A game will consist of five innings or a maximum time of 1 1/4 hours
- A maximum of ten players may play on defense, only one pitcher position
- There will be no strikeouts
- **One base on each overthrow**
- Runner is warned once for sliding, second time the runner is out
- A hit must go beyond the 10' diameter circle from home plate to be live
- Only Managers and coaches are allowed in the dugout, no substitutes or team parents without board approval. Three maximum adults
- Players are not allowed in the warm up / on deck area, equipment only (RULE)
- Players, Managers or coaches that are suspended from a game must attend the next regular scheduled board meeting, or special meeting, before they return to their team for practice or games
- Side retired when all players on the roster have bated one time in the half inning or three outs are made

AA (Machine Pitch) Division

- Player age will consist of (5-6-7-8-9-10); (participants age 5 must have played tee-ball for one year).
- AA Division will consist of Machine Pitch using Mechanical Pitching Machine provided by League. Settings for AA Division will be determined by Board of Directors and shall be followed for all games. No modifications to speed or distance shall be permitted. Only an approved Coach or Manager may operate Mechanical Pitching Machine.
- If a fair ball hits a coach, the ball is live
- The entire roster must bat in order
- Side retired when five runs are scored or when all players on the roster have batted one time in the half inning or three outs are made
- Players may slide into 2nd base, 3rd base, and home plate **after mid-season**. It is the manager's responsibility to properly train players in the technique of sliding and avoiding collision's.
- A game will consist of five innings or a maximum time of 1 1/2 hours, whichever occurs first.
- No more than nine defensive players on the field and the opposing Coach operating pitching machine to his own team
- There will be no strikeouts or walks. **Five** maximum pitches, then use the tee
 - Note: The tee will only be used for half of the season. The second half the player will receive 5 pitches, and if the ball is not hit during those 5 pitches the player will then be out.
- **One base on each overthrow**
- Only Managers and Coaches are allowed in the dugout, no substitutes or team parents without board approval. Three maximum adults
- Players are not allowed in the warm up / on deck area, equipment only (RULE)
- Players, Managers or coaches that are suspended from a game must attend the next regular scheduled board meeting, or special meeting, before they return to their team for practice or games
- Protests must be resolved before the next pitch or play

AAA (Minor) Division

- Player age will consist of (7-8-9-10-11); players will be drafted onto the AAA League teams. (See Draft Guidelines)
- A game may be played with no less than 7 players
- Ten run mercy rule takes effect only when the game is considered a legal game; all players must still meet minimum play requirements
- No new inning may start after 1 3/4 hours. On Saturdays, when there are multiple games back to back, there will be a drop dead time limit of 2 hours. Umpire will notify managers that drop dead time limit of 2 hrs will be in effect during the plate meeting
- Side retired when five runs are scored or when all players on the roster have batted one time in the half inning or three outs are made
- If an umpire does not show, the managers will pick a substitute (must be pre-approved volunteer)
- The fourth inning of the game shall be the open inning. Only 5 run rule is suspended during opening inning. Inning is retired after 3 outs or batting once through the lineup. If there is time remaining at the end of the fourth inning, open inning will end and additional innings may be played (five run, three out, or batting order).

- In the event of a tie, at the conclusion of the fourth inning, the next inning(s) will remain open until a winner is declared or time limit is reached
- The ball is live unless called foul by umpire or when “time out” is granted by umpire
- Only Managers and Coaches are allowed in the dugout, no substitutes or team parents, without board approval, three maximum adults
- Players are not allowed in the warm up / on deck area, equipment only (RULE)
- A coach may occupy both base coach positions
- Players, Managers or Coaches that are suspended from a game must attend the next regular scheduled board meeting, or special meeting, before they return to their team for practice or games
- Protests must be resolved before the next pitch or play.
- All games that are cancelled or postponed shall be re-scheduled, including inter-league games
- All games shall count in the standing, including inter-league games, for standings Wins count as 2 points, Ties Count as 1 point and Losses Count as 0 points. Total points at end of season will determine Minors Division Winner for TOC’s . In the event of a tie, a 1 game playoff will be played to determine Division Winner for TOC’s.
- Pool players are not allowed in the minor division (RULE)

Major Division

- Player age will consist of (9-10-11-12) All players that are player age 12 will be drafted (See Draft Guidelines)
- A coach may occupy both base coach positions
- Ten run after 4 innings or 15 run after 3 innings, mercy rule applies; Managers must attempt for players to meet minimum play rules. Players who do not meet minimum play requirements are required to meet minimum play plus time missed during next game
- Players or coaches that are suspended from a game must attend the next regular scheduled board meeting, or special meeting, before they return to their team for practice or games
- A one game play off, between the first and second half winners, will determine the division champions. In the event of a tie, these three factors will determine the champions: 1 (Head to Head), 2 (Division Standing), and 3 (Run differential of YLL games)
- The YLL Board of Directors will clearly define the 1st half and 2nd half of the season prior to the first game. The games designated for the 1st half of the season will be marked on the schedule with an *. The games designated for the 2nd half of the season will be marked on the schedule with an **.
- All games that are cancelled or postponed shall be re-scheduled, including inter-league games
- All games shall count in the standing, including inter-league games
- Pool play will be allowed and followed by Little League rules and guidelines (operating manual pg. 64)
 - The league’s Player Agent/designee will create and run the pool. The Player Agent/designee will use the pool to assign players to teams that are short of players on a rotating basis.
 - Managers and/or coaches do not have the right to randomly pick and choose players from the pool.
 - Players used from the pool will not be allowed to pitch, except during the player’s own regular season scheduled game.
 - Pool players that are called and show up at the game site must play at least nine consecutive defensive outs and bat once.
 - Manager/Coaches should contact the Player Agent/designee as soon as possible to allow a reasonable amount of time to obtain a player from the pool to play.
 - No more than two pool play players will be allowed to play in a single game

Yosemite Little League Draft Guidelines

- The Yosemite Little League Player Agent (PA) shall run the draft. The PA is allowed an assistant to help with minor duties in the draft. This person should not have a player in the draft and preferably be a board member. The league President should also be allowed in the draft. If the President has a player in the draft, he/she should excuse themselves unless it is necessary and needed. At that time, the board of directors should be made aware.
- Parents, other coaches, and friends are not allowed in the draft. Only the Managers of the teams in the draft, are allowed in the draft. If the manager cannot attend, he/she may choose a designee to take his/her place. This designee must be board approved.
- The draft is confidential. Steps will be taken to ensure privacy and confidentiality. If the draft is held in a public place, such as a restaurant, the facility should be able to be secluded (covering of windows, separated rooms with doors, etc.) preventing people from eavesdropping, taking photos, etc. If it is held at a home, make sure that the children, if any, are not there during the time of the draft.
 - During the draft, there will be no communication with people outside of the room including but not limited to: phone calls, texting, Facebook, and Instagram. All matrixes will be turned in to the PA at the conclusion of the draft. Photos of the matrix will not be allowed. Any boards, posters, papers, etc. that was used for the draft must be well cleaned, taken down or turned in and later properly destroyed.
- The player is the league's highest concern. No player should know when and where they were drafted. As such, the parents of the player should also not know as knowing could have unintended negative consequences on the child. This is also the main reason Yosemite Little League utilizes the draft method for selecting players to teams.
- The draft will occur not less than 48 hours after the last player evaluation and the date will be board approved.
- Options on sons, daughters, and siblings for both Major and AAA (Minor) League divisions regarding the draft must be submitted in writing to the Player Agent at least 48 hours prior to the draft. All options are found in the Little League 2020 Rulebook Regulation V. More information may be obtained through your Player Agent.

Little League Divisions of Senior League, Junior League, Intermediate (50-70) League, and Challenger League

- Currently Yosemite Little League does not charter the aforementioned divisions and therefore does not have a procedure set in place for a draft. If the league does charter a division in the future, the Board of Directors will decide on a procedure and document it in the local rules.

Major League Draft Selection Guidelines

- The draft method used will be the Plan A: Conventional Draft. This method can be located in the Little League Baseball 2020 Rulebook –Regulation V. The draft order will be in reverse order of the standings from the previous year. That order will repeat throughout each round of the draft.

Example:

Rounds	1	2	3	4	*	5	6	7	8	9	10	11
Last year's 3 rd place team	1	4	7	10	*	13	16	19	22	25	28	31
Last year's 2 nd place team	2	5	8	11	*	14	17	20	23	26	29	32
Last year's 1 st place team	3	6	9	12	*	15	18	21	24	27	30	33

**There is a bonus pick between the 4th and 5th round if a team has to draft 8 or more players.*

- Draft is complete when each team has 12 players or, a roster size approved by the Yosemite Little League Board of Directors and the District 73 Administration.
- Trading is allowed only directly following the draft. All trades will be approved by the Player Agent before any manager leaves the draft. Trades may only be player for player. Only newly drafted players can be traded. If there is a returning player who is being traded, this must have been approved prior to draft night. Returning players can only be traded for a newly drafted player and must be drafted one for one.
- Any player who fails to attend 50% of the try-out evaluation sessions will forfeit league eligibility unless a written excuse is presented, and a waiver is granted by a majority vote by the Board of Directors.
- The draft will be monitored to ensure that all 12 year olds will be drafted prior to close of draft. In the event of Major league teams being reduced, the returning players from those teams must be drafted on to the remaining teams. This will also be monitored to ensure that they are all drafted prior to the end of draft.
- When the numbers of the draft picks left are equal to the number of eligible 12 year olds and/or returning Major League players who are in the draft due to reduction of team(s), those players will then become the only eligible players to be drafted.
- Any returning players who have been released from their team the previous year, will become eligible to be drafted. The player to be released must submit, in writing, to the Player Agent the desire to be released from his/her current team. If approved by the BOD, the PA will then contact the appropriate Manager and advise them of the request. The manager then must decide on whether or not to release the player and notify the PA of his/her decision. If the player is released, the player will now become eligible to be drafted again.
- Yosemite Little League has decided that a Major League Division team shall have no more than 8 - 12 year olds on one team. If the need arises for more than 8 - 12 year olds on one team during the draft, the Player Agent shall address that issue at that time.

- **Team Additions and Reductions:**

- If the PA has determined that it is necessary to expand an additional team, the Board of Directors will be notified and confirmed with a vote. Once approved, ALL players will be re-drafted and required to attend an Evaluation for returning players only. The Serpentine method will be used for re-drafting only (Regulation V in the Little League Baseball 2020 Rulebook); managers will draw a number from a hat to determine the draft order.
- If the PA has determined that it is necessary to reduce a team, the Board of Directors will be notified and confirmed with a vote. Consideration for the team to be eliminated should be based on the least amount of disruption to the players (i.e. A team can only fill 3-5 players, or lack of coaching staff, etc.). Once the board approves the decision to reduce the number of teams, those players from that team(s) will be added to the draft pool of all eligible players, and they shall be drafted.

Major League Draft Steps

- Go over the confidentiality rules
- Verify Player attendance. Any player who has not met the minimum attendance or does not have a verified excuse approved from the BOD, must be dropped from the draft pool. Discuss any excused absences and give reason why.
- Verify the Order of draft. The last season's last place team drafts first, with the first-place team drafting last.

Rounds	1	2	3	4	*	5	6	7	8	9	10	11
Last year's 3 rd place team	1	4	7	10	*	13	16	19	22	25	28	31
Last year's 2 nd place team	2	5	8	11	*	14	17	20	23	26	29	32
Last year's 1 st place team	3	6	9	12	*	15	18	21	24	27	30	33

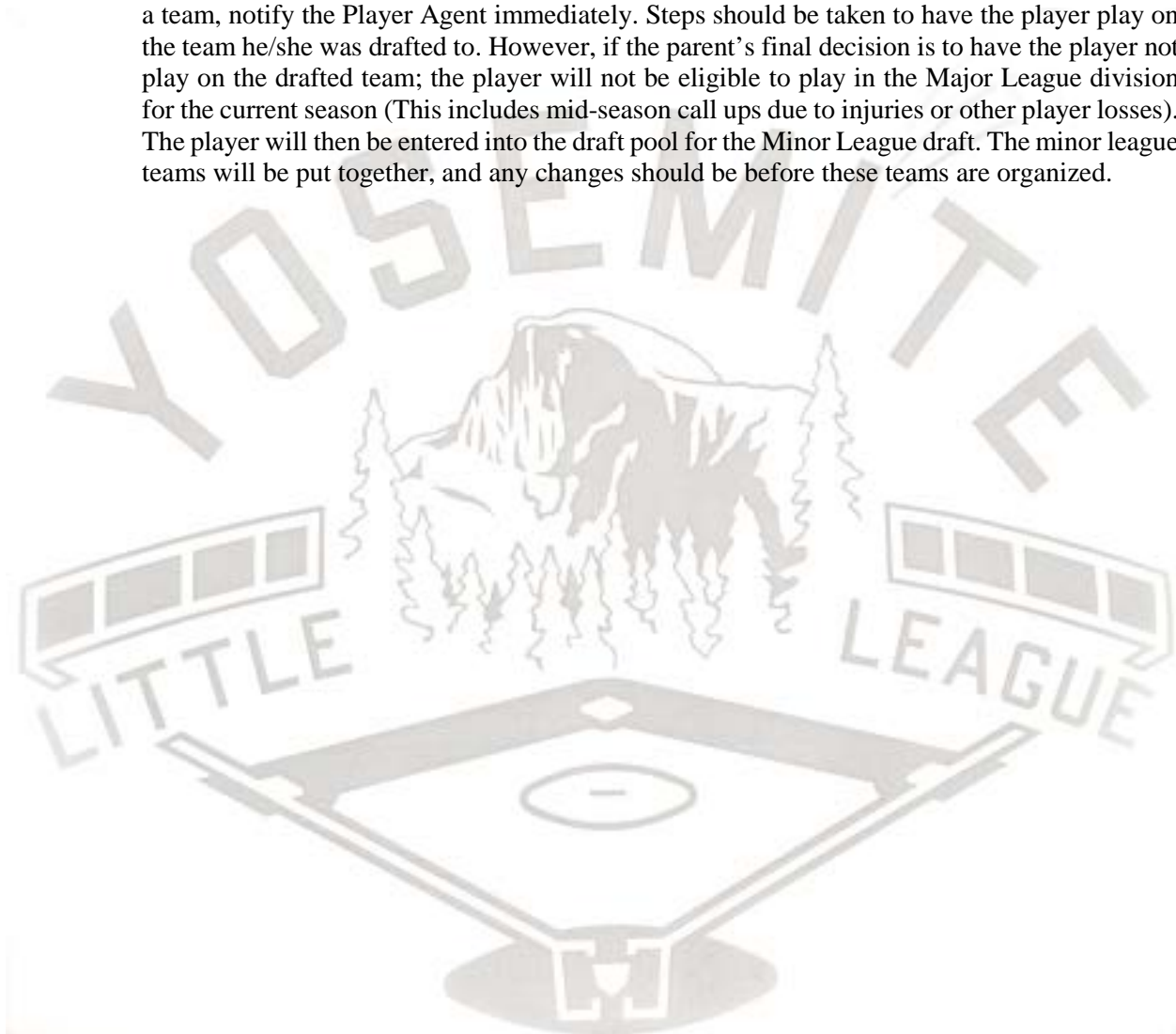
**There is a bonus pick between the 4th and 5th round if a team has to draft 8 or more players.*

- Verify the Options for sons, daughters, and siblings listed on the matrix forms. Ask at this time if anyone wishes to drop their options. If a team drops their options, remind the other teams that those players are no longer protected and can be taken at all times. If a manager is utilizing an option, the chart below must be used.

Draft Rounds	Age
5	9-10
4	11
3	12

- There is no time limit for each manager to make their picks however, communication with anyone outside of the draft room is not allowed; including but not limited to phone calls, texting, Snapchat, Facebook, Instagram etc.
- All matrixes will be turned in and at no time will any copies be made. Additionally, photographs will not be allowed to be taken of the matrix.
- The draft will be monitored to ensure that all 12 year olds will be drafted. (If reducing teams, all returning players to the teams that will be dropped must also be drafted, and these players will also be monitored to ensure that they are placed on a team) Once the number of picks left in the draft equal the number of players who must be on a major league team, only those players will be allowed to be drafted.

- Trades will be done at the end of draft. No gentleman's agreements will be allowed, and if the Player Agent believes that unethical behavior has occurred, it is the Player Agents duty to not approve the trade.
- End of Draft:
 - Draft is final, no trades can now happen.
 - All matrixes will be turned in and at no time will any copies be made. Additionally, photographs will not be allowed to be taken of the matrix.
 - Calls to players should occur ASAP. If for some reason a player who does not want to play on a team, notify the Player Agent immediately. Steps should be taken to have the player play on the team he/she was drafted to. However, if the parent's final decision is to have the player not play on the drafted team; the player will not be eligible to play in the Major League division for the current season (This includes mid-season call ups due to injuries or other player losses). The player will then be entered into the draft pool for the Minor League draft. The minor league teams will be put together, and any changes should be before these teams are organized.



AAA (Minor) League Draft Selection Guidelines

- AAA (Minor) League must be dissolved at the end of each season with all players being returned to the player pool. The draft method used will be the serpentine method. This method can be located in the Little League Baseball 2020 Rulebook Regulation V. The managers draw numbers to determine who will select the first player. The manager who draws number 1 makes the first player selections, number 2 second, number 3 the third.

Rounds	1	2	3	4	*	5	6	7	8	9	10	11
#1	1	6	7	12	*	13	18	19	24	25	30	31
#2	2	5	8	11	*	14	17	20	23	26	29	32
#3	3	4	9	10	*	15	16	21	22	27	28	33

- AAA draft will take place at least 48 hours after the Majors draft.
- The Player Agent will provide an updated list of eligible players. These are players that were not drafted by the Majors, and those who did attend 50 % of try outs. Managers are welcome to review and ask questions of player status at this time.
- Verify the Options for sons, daughters, and siblings listed on the matrix forms. Ask at this time if anyone wishes to drop their options. If a team drops their options, remind the other teams that those players are no longer protected and can be taken at all times. If a manager is utilizing an option, the chart below must be used.

<u>Draft Round</u>	<u>Age</u>
5	10 and under
4	11

- Draft is complete when each team has 12 players or, a roster size approved by the Yosemite Little League Board of Directors and the District 73 Administration.
- Trading is allowed only directly following the draft. All trades will be approved by the Player Agent before any manager leaves the draft. Trades may only be player for player.

AAA (Minor) League Draft Selection Guidelines

- Team Additions and Reductions:
 - If the PA has determined that it is necessary to expand an additional team, the Board of Directors will be notified and confirmed with a vote. The Serpentine method will be used (Regulation V Little League Baseball 2020 Rulebook); managers will draw a number from a hat to determine the draft order.
 - If the PA has determined that it is necessary to reduce a team, the Board of Directors will be notified and confirmed with a vote. Consideration for the team to be eliminated should be based on the least amount of disruption to the players (i.e. A team can only fill 3-5 players, or lack of coaching staff, etc.). Once the board approves the decision to reduce the number of teams, those players from that team(s) will be added to the draft pool of all eligible players, and they shall be drafted.
- Managers will notify their newly selected players before the first practice.

AAA (Minor) League Draft Steps

- Go over the confidentiality rules.
- Verify player attendance. Any player who has not met the minimum attendance or does not have a verified excuse approved from the BOD, must be dropped from the draft pool. Discuss any excused absences and give the reasons why.
- Verify the order of the draft. Managers shall draw a number and will be that number in the picking order of the draft.

Rounds	1	2	3	4	*	5	6	7	8	9	10	11
#1	1	6	7	12	*	13	18	19	24	25	30	31
#2	2	5	8	11	*	14	17	20	23	26	29	32
#3	3	4	9	10	*	15	16	21	22	27	28	33

- Verify the Options for sons, daughters, and siblings listed on the matrix forms. Ask at this time if anyone wishes to drop their options. If a team drops their options, remind the other teams that those players are no longer protected and can be taken at all times. If a manager is utilizing an option, the chart below must be used.

Draft Rounds	Age
5	10 and under
4	11

- There is no time limit for each manager to make their picks however, communication with anyone outside of the draft room is not allowed; including but not limited to phone calls, texting, Snapchat, Facebook, Instagram etc.
- All matrixes will be turned in and at no time will any copies be made. Additionally, photographs will not be allowed to be taken of the matrix.
- Trades will be done at the end of draft. No gentleman's agreements will be allowed, and if the Player Agent believes that unethical behavior has occurred, it is the Player Agents duty to not approve the trade.
- End of Draft:
 - Draft is final, no trades can now happen.
 - All matrixes will be turned in and at no time will any copies be made. Additionally, photographs will not be allowed to be taken of the matrix.
 - Calls to players should occur ASAP. If for some reason a player who does not want to play on a team, notify the Player Agent immediately. Steps should be taken to have the player play on the team he/she was drafted to. However, if the parent's final decision is to have the player not play on the drafted team; the player will not be eligible to play in the AAA (Minor) League division for the current season (This includes mid-season call ups due to injuries or other player losses). The player will then be assigned to a AA (Coach Pitch) team.

All-Stars Selection Guidelines

- Any player aged 9, 10, 11, or 12 must notify Board on their wish to be on the All Star ballot by May 1st, current year. Players will be contacted with time and location of All Star Try Outs, players must attend All Star Try Outs to be considered for All Stars.
- Board members, League Umpires, Minor/Major Manager, and Minor/Major Coaches will be invited to attend All Star Try Outs. Only those present may vote on All Star Players.
- (Age 9 & 10) All-Star Players. All managers and coaches from the minor and major league, umpires, and board members will vote. The twelve players with the most votes will represent our league.
- (Age 9 & 10) All-Star Managers and Coaches will be determined by the following charts and with YLL Board of Directors approval:

Chart #1 – if Major Manager/Coach has child on the team.

1 st Manager	Manager of the winner of YLL AAA (Minor's)
2 nd Coach	Manager, if declined, then Coaches of the winner of YLL Major's
	Manager, if declined, then Coaches of 2 nd place team of Major's
	Manager, if declined, then Coaches of 3 rd place team of Major's
	Coaches of winner of YLL AAA (Minor's)
	Manager, if declined, then Coaches of 2 nd place team of AAA
	Manager, if declined, then Coaches of 3 rd place team of AAA
	If needed will be voted on by the YLL Board of Directors
3 rd Coach	Voted on by YLL Board of Directors

Chart #2 – if no Major Manager/Coach has child on the team.

1 st Manager	Manager of the winner of YLL AAA (Minor's)
2 nd Coach	First Coach from the winner of AAA
3 rd Coach	Manager from the 2 nd place AAA team

- (Age 11 & 12) All-Star Players. All managers and coaches from the major league, umpires, and board members will vote. The twelve players with the most votes will represent our league
- (Age 11 & 12) All-Star Coaches.

1 st Manager	Manager of the winner of YLL Major's
2 nd Coach	First Coach from the winner of Major's
3 rd Coach	Manager from the 2 nd place Major's team
<i>*If needed, due to no interest or extenuating circumstances, the YLL Board of Directors will vote on the Manager or Coach.</i>	

- The Managers and Coaches that were chosen will be notified prior to the June meeting.
- Voted Managers for All Star teams must attend District All Star meeting, if the voted Manager cannot attend then the next voted on Coach will become Manager (given they can attend Meeting). Previous voted Manager will become Coach.
- All-Star Uniforms – All-Star players will be given a hat for making the team. The League will furnish League owned uniforms. The league will also furnish undershirts with the player's name that the player is able to keep. Approved by the YLL Board of Directors and by District 73 Administrator