

2019
ANAHEIM HILLS LITTLE LEAGUE (AHLL) BY-LAWS
CURRENT REVISION DATE: 12/31/19

Section 1 – Board of Directors

All members of the AHLL Board of Directors are expected to attend AHLL Board meetings and assist with the following:

1. Player sign-ups
2. Player try-outs
3. AHLL Functions

Section 2 – Managers, Coaches, and Umpires

1. AHLL team managers and coaches shall be appointed each year by the AHLL President, subject to approval by the AHLL Board of Directors.
2. AHLL umpires shall be appointed each year by the AHLL Umpire in Chief, subject to approval by the AHLL Board of Directors.
3. The AHLL President, Managers and Coaches shall not umpire games in his/her division if he/she manages/coaches.

Section 3 – Background Screening

The AHLL Board of Directors shall abide by all background screening requirements imposed by Little League Baseball Incorporated. The AHLL Board of Directors may also impose additional background screening requirements on AHLL volunteers.

Section 4 – Code of Conduct

All parents and legal guardians of AHLL players must sign and abide by a Code of Conduct issued by the AHLL Board of Directors. **The AHLL Code of Conduct authorizes AHLL Board members to remove any Code of Conduct violator from the playing field, practices and AHLL events at any time. In this context, the term “playing field” is defined as the entire AHLL facility/complex/school.**

Section 5 – Manager Responsibilities/Rules of Conduct:

Accepting the responsibility as a manager of an AHLL team requires an endless amount of time and dedication. Priorities at times can be somewhat confusing. It is for this reason that certain requirements must be established and implemented. Before a team managing or coaching applicant will be considered, a current AHLL Coaching Application and a current Little League Baseball Incorporated Volunteer Application must be completed, signed and returned by the applicant to the Vice President of the AHLL. In the event the applicant disagrees with any of the following responsibilities a review by the AHLL Board of Directors will be necessary. Every person accepting a position of manager in the AHLL will be required to comply with and uphold the following:

1. Develop player physical and mental abilities as related to Little League Baseball.
2. Teach sportsmanship and its importance to Little League Baseball.
3. Instill the will to win and the ability to lose.
4. Motivate performance to full potential.
5. Avoid the use of vulgar and hard language.
6. Behave in a respectful and dignified manner at all times.
7. Abide by all rules of the AHLL and Little League Baseball Incorporated, including all safety rules.
8. Hold all discussion with umpires or opposing coach in a courteous manner, out of the presence of players and spectators.
9. Cooperate fully with all AHLL functions.

10. Properly care for and maintain all AHLL property.
11. Make sure all players are given an equal opportunity.
12. As applicable, provide an official scorekeeper (AA, AAA, Majors, Intermediate) for all home games, and to provide **qualified** umpires at the direction of the AHLL.
13. Possess all player medical releases when supervising players.
14. **Immediately** report all injuries to the AHLL.
15. Use AHLL fields only as directed by the AHLL.
16. Follow the AHLL season schedule and field a team. Reasons for forfeiture are as follows:
 - (a) Not fielding at least eight (8) players at game time (Single A, Rookie and T-Ball divisions excluded) for regular season games.
 - (b) Not showing up for a game with team in uniform when you feel the game should be called off because of rain or poor field conditions. Unless you have been notified by the AHLL Umpire in Chief or the AHLL President that the game has been cancelled, **BE AT THE FIELD READY TO PLAY!** During poor weather conditions please communicate with your team coach to determine if games are being played.
 - (c) If you cannot field a team due to four (4) or more players involved in a school or church function you must contact the Umpire in Chief at least seven (7) days prior to game time with the players' names and telephone numbers and the function in which the players are involved. The Umpire in Chief will then let you know if it is an acceptable function. If it is not an acceptable function, a team must be fielded or the game will be forfeited.
 - (d) Any forfeiture violation as set forth in the Official Rules and Regulations of Little League Baseball incorporated.
17. Appoint one (1) coach, one (1) assistant coach and one (1) team coordinator & (2) minimum umpires and one (1) Scorekeeper in AA, AAA & Majors teams.
18. Acquire team sponsorship as directed by the AHLL.
19. Full responsibility for the behavior of yourself, your coaches, your players, and your parents at the field of play.
20. Agree to sign and abide by the AHLL Code of Conduct.
21. The AHLL Code of Conduct applies to **all** sanctioned functions.
22. Consent to background screening as required by the AHLL.
23. Consent to background screening as required by Little League Baseball Incorporated.
24. With the aid of the team coordinator, properly account for and provide receipts for the use of all team funds.
25. In the event the manager is unable to attend a mandatory meeting or assignment scheduled by the AHLL Board of Directors and is not able to provide a team representative to take his place, the missed meeting or assignment could result in a one game suspension.

Section 6 – General Information:

1. Any suggestions may be dropped off at the AHLL Snack Bar or emailed to the league, may be given to any AHLL Board member, or may be brought up at a regularly scheduled AHLL Board of Directors meeting.
2. Unless otherwise directed by the AHLL Umpire in Chief, all regular season T-Ball, Rookie, Single A, Double A, Triple A, and Majors division games will be played at Crescent School located at 5001 Gerda Drive, Anaheim, California. T-Ball, Coach Pitch, Single A, Double A, Triple A and Major games may also be played at Anaheim Hills Elementary School located at 6450 E. Serrano, Anaheim, California 92807. All Intermediate and Junior division games will also be played as directed by California District 30.

3. The AHLL plays its games on an Orange Unified School District campus and/or City of Anaheim Fields. Orange Unified School District campuses and these facilities are tobacco, alcohol, and drug free environments. As such, the use of these substances on campuses/city fields is not permitted.
4. AHLL Divisions: The AHLL Little League will consist of a Juniors division, Intermediate, Majors division, Triple A division , Double A division , Single A division , Rookie division and T-Ball division. The AHLL Board of Directors will set the number of teams and number of players per team for each of these divisions.
5. All AHLL Board of Directors meetings are open to the public unless specified by the AHLL President as a closed meeting. Should a member of the public wish to be heard before the AHLL Board of Directors, he/she shall notify the AHLL Secretary at least seventy-two (72) hours in advance of a meeting.
6. If any item of team equipment issued by the AHLL is damaged during the season, contact the AHLL Equipment Director for a replacement.
7. The Anaheim Hills Little Leagues is part of Little League California District 30.

Section 7 – Assignment of Players

1. All players in Majors, AAA & AA divisions will be evaluated on talent and may be drafted into any division. Twelve (12) must be drafted to a majors team unless a waiver is accepted by Little League International. Eleven (11) year olds may be drafted onto a Majors division team or a Triple A division team. Eleven (11), ten (10) and nine (9) year olds may be drafted onto a Triple A division. Ten (10) year old and under can be drafted to a Double A division team. Parents who are requesting that their child be allowed to play up must initial their okay on the AHLL registration form during tryouts. Requesting that a child play up does not guarantee that the request will be honored. Requests from parents that their son or daughter play down in any division will be considered by the AHLL Board of Directors on a case-by-case basis. A letter to this effect must be submitted to the appropriate AHLL Player Agent prior to formation of teams.
 - 1A. Intermediate Division – 11-13 Year Olds playing in the Intermediate Division will be drafted based on talent.
 2. Eight (8) year olds shall be assigned to a Single A division team or may be evaluated to play in the Double A division. An eight (8) year old petitioning to play in the Double A division must have one (1) year pitching machine or hard ball experience.
 3. Seven (7) Year olds will be placed in Rookie division or Single A division depending on previous experience.
 4. Six (6) year olds shall be assigned to a Rookie division team or Single A division. A six (6) year old playing in the Single A division must have one (1) year of T-Ball division or Rookie division (depending on the placement) experience before moving up to the next division.
 5. Four (4) and Five (5) year olds with no previous experience will be placed on a T-Ball division team.

Section 8 – Selection of Managers:

1. The AHLL Vice President shall submit all manager applications to the AHLL President for selection by the AHLL Board of Directors.
2. Majors division managing applicants might be requested to be interviewed by the AHLL Board of Directors.
3. Managing considerations for all divisions shall include, but are not limited to, the following:

- (a) The ability to work with players of Little League age.
- (b) Appreciation of the philosophy of Little League Baseball
- (c) The ability to instruct the game of baseball.
- (d) Knowledge of the game of baseball.
- (e) Past performance and reputation.
- (f) Seniority in the AHLL.

The managing considerations set forth above are not listed in any order of priority. All listed managing considerations are of equal importance in the selection process and all will be considered by the AHLL Board of Directors.

Section 9 – Additional Manager Responsibilities:

1. All managers must attend all scheduled manager meetings, or send a Board approved team coach.
2. Attend all Coaching Clinics and First Aid Training as directed by AHLL
3. Ensure all Coaches, Assistant Coaches and Team Coordinators have completed the proper background screen prior to the beginning of the season.
4. All equipment and uniforms used will be AHLL issue only, or by prior approval of the AHLL Board of Directors. Full button down uniforms will only be allowed in the Juniors and Majors divisions due to safety concerns. All AHLL Equipment shall be itemized and signed for by the manager. All AHLL equipment shall be promptly returned to the AHLL at the conclusion of the season, even if the equipment is damaged.
5. **The care of AHLL playing fields are the responsibility of both managers.** The AHLL Director(s) of Fields will advise managers what is required to properly maintain AHLL playing fields. Home team sets up the field. (Chalks, bases, waters and drags). Visiting team closes the fields down. (Drags, puts away bases, trash clean up).

Section 10 – Player Selection:

1. T-Ball, Rookie and Single A division players will be assigned to a team by geographic area, age and other considerations.
2. Junior, Intermediate, Majors, Triple A and Double A divisions will use the serpentine draft system to draft players.
3. All players, except T-Ball, Rookie and Single A players, must try out prior to the draft to be draftable. Players who have not tried out will be pulled from a hat as a blind draft and will play in the lowest division age will allow. (All players league age 8 and up should tryout)
4. The order of the draft for the Juniors, Intermediate, Majors, Triple A and Double A divisions will be pulled out of a hat at the time of the draft.

Majors Division Draft System

<u>Round</u>	<u>Team 1</u>	<u>Team 2</u>	<u>Team 3</u>	<u>Team 4</u>	<u>Team 5</u>
1	1	2	3	4	5
2	10	9	8	7	6
3	11	12	13	14	15
4	20	19	18	17	16
5	21	22	23	24	25
6	30	29	28	27	26
7	31	32	33	34	35
8	40	39	38	37	36
9	41	42	43	44	45
10	50	49	48	47	46
11	51	52	53	54	55
12	60	59	58	57	56

5. Manager Options shall be as follows:
 - (a) Nine (9) and ten (10) year olds will be drafted in the fifth (5th) round.
 - (b) Eleven (11) year olds will be drafted in the fourth (4th) round.
 - (c) Twelve (12) year olds will be drafted in the third (3rd) round.
 - (d) Thirteen (13) year olds will be drafted in the fifth (5th) round.
 - (e) Fourteen (14) year olds will be drafted in the fourth (4th) round.
6. Coach options: Prior to the draft, a manager may have a coach option approved. This coach's son or daughter will be picked in the first (1st) round of the draft. The coach option shall be the coach of record. In the event that there is no coach option at the time of the draft, the manager will notify the AHLL President or Vice President. The coach of record will be observed throughout the season to ensure that he/she is present in the dugout with the manager and the team at least seventy-five (75%) of all games. "Ghost" managers/coaches will not be tolerated. If the coach that was used in the first round of the draft coaches option misses twenty-five (25%) percent or more of the games, all past and future games missed by that coach will be forfeited. For example, if a team has 20 games, forfeitures will start once the 5th game is missed. All previous and future games missed by that coach will be forfeited. This only pertains to the first round coaches option. If no coaches option is used then you do not need to worry about this.
7. Trades shall be finalized at the end of the draft. Trades shall be player for player only, and shall require the approval of the appropriate AHLL Player Agent and the AHLL President. **Trades after the draft are not allowed without the prior approval of the AHLL Board of Directors.** The applicable AHLL Player Agent must be immediately notified of all trades.
8. Trades with Board drafted teams will not be allowed.
9. Players new to the area will be able to join a team after a tryout. With the appropriate AHLL Player Agent and AHLL President approval. This player will then go to the team that would have had the next pick in the draft. This can only happen after all other lower division play replacement options have been exhausted.

Section 11 – Discipline:

1. Manager/Coach Discipline:
 - (a) In accordance with the Official Rules and Regulations of Little League Baseball Incorporated, any manager or coach ejected from a game is suspended for the next game. A second ejection from a game will result in an expulsion from the season and a hearing before the AHLL Board of Directors.
 - (b) Failure to fulfill an umpiring assignment without a valid excuse will result in a suspension for the following game & a \$25 fine each time. A second failure to fulfill an umpiring assignment will result in a hearing before the AHLL Board of Directors. The AHLL Board of Directors will determine if an excuse is valid or not. **A failure to fulfill an umpiring assignment shall also include providing an umpire that is not qualified. A qualified umpire shall be defined as a person, thirteen (13) years of age or older, who has successfully completed either a District 30 or AHLL umpiring clinic.**
 - (c) Discipline for other violations, including violation of these By-Laws, will be at the discretion of the AHLL Board of Directors.
 - (d) Problems regarding managers and coaches are to be submitted to the AHLL Board of Directors in writing.
 - (e) Managers or Coaches who have not completed the appropriate background check will be banned from practices and the dugout until acceptable verification can be provided.
2. Player Discipline:
 - (a) Problems regarding a player are to be submitted to the AHLL Board of Directors in writing.
 - (b) A player will not be sat out of a game for disciplinary reasons without the prior approval of the AHLL Board of Directors or the AHLL President. The appropriate AHLL Player Agent shall be notified of all such actions.
 - (c) In accordance with the Official Rules and Regulations of Little League Baseball Incorporated, any player ejected from a game is suspended for the next game.
3. All decisions regarding discipline are **final**.
4. In addition to disciplining a manager, coach or player, the AHLL Board of Directors has the authority to suspend or terminate participation in the AHLL.
5. If a manager or coach is suspended for a game, the manager or coach may not be present at the AHLL facility/complex during the game.
6. If a player is ejected from the game, the player may remain in the dugout, and shall have no further participation in the game. The player may not be in the dugout when suspended for a future game. The player can attend the game but not in the field or dugout.

Section 12 – Replacement of Players:

1. Teams shall maintain a complete roster of players. Manager and coach option are not available as replacement players. The Majors division will be replaced from the Triple A division; or a waiting list of 12 year olds or returning Major players with Board Approval. The Triple A and Double AA divisions must take available, eleven (11), ten (10) and nine (9) year old players from the AHLL waiting list. If there is not a waiting list, a team may recruit a player.

2. All player replacements are subject to approval by the AHLL President and player agent.
3. Within twenty-four (24) hours, a manager must notify the appropriate AHLL Player Agent of a lost player. Failure to do so shall result in disciplinary action by the AHLL Board of Directors.
4. No later than seven (7) days following the loss of a player, a manager must select a replacement player. If, after seven (7) days, the manager has not selected a replacement player, the appropriate AHLL Player Agent will select a replacement player.
5. Replacement players will become member of their new team effective 12:01 a.m. of each Sunday.
6. Under no circumstance will a second replacement player be taken from a team until all teams in the same division have lost a player to replacement.
7. Players shall not be replaced during the last two (2) weeks of the season.
8. Unless injured or ill, a player who does not attend fifty percent (50%) of all scheduled game in a two (2) week period shall be replaced.
9. If a Major team loses a player and needs to select a new player off a Triple A Team, he must notify the Player Agent of his choice.
10. The Player Agent will contact the manager of the Triple A team and notify him that a player from his team is being drafted into Majors. In the event the manager or athlete's parent refuses to allow the player to make the move to Majors, the Player Agent will select another player from another team. The player who refused to move up to Majors would then replace the player on the other Triple A team.
11. Exception to the above rule would be if the parent of an athlete has written on their child's original application that under no circumstances will he/she allow his/her child to play in Majors.
12. Borrowing Players – The Player Agent can create a pool of players from existing regular season teams. It can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game. (See Alternate Method of Operation – The Regular Season Green Book).

Section 13 – Minimum Playing Time:

1. It is the policy of the AHLL to ensure that every player participates in each game.
2. All divisions will hit entire line up.
3. Junior and Intermediate division minimum playing time shall be in accordance with the Official Rules and Regulations of Little League Baseball Incorporated, unless otherwise modified by District 30.
4. Majors and Triple A division minimum defensive playing time shall be nine (9) defensive outs in each game. Six (6) of those outs must be consecutive. If a player does not play nine (9) defensive outs, that player must be in the starting lineup for the next game. If a team has 13 or more players, the nine (9) defensive outs don't have to be consecutive. All players will bat in order throughout the game regardless of having played in the field in any particular inning.
5. For Double A, Single A and Rookie divisions, substitutions will be made every inning so that no player sits out two (2) consecutive innings. No player will sit out two (2) innings until all players have sat out one (1) inning. All payers will bat in order throughout the game regardless of having played in the field in any particular inning.
6. For Double A players shall play a minimum of 1 inning in the infield (catcher and pitcher count as infield positions).

7. T-Ball division has no minimum playing time, as all players bat and are in the field throughout all games.
8. Violations of minimum playing time rules may be grounds for a game protest.
9. T-Ball, Rookie, Single A; **No player plays the same position more than 2 innings. All players in these divisions shall play 1 inning in the infield.**

Section 14 – Games:

1. All games will start in accordance with the game schedules issued each season by the AHLL Umpire in Chief or AHLL Board. Games start times may be changed if (a) both managers agree to the change and (b) approval of the change is obtained from the AHLL Umpire in Chief at least forty-eight (48) hours in advance of the game. Managers/coaches cannot reschedule games without the approval of the AHLL Umpire in Chief. Holidays, vacations or conflicts are not acceptable reasons for the rescheduling of games.
2. If, for any reason, a game cannot be played as scheduled, each manager shall notify the AHLL Umpire in Chief at least forty-eight (48) hours in advance. This does not mean the game will be rescheduled. The only valid reasons for the rescheduling of a game will be due to religious or school related activities in accordance with the Official Rules and Regulations of Little League Baseball Incorporated. Rain days will be played the first available Sunday for AHLL games. All interleague rainout games will be rescheduled ASAP with the other league. **Games that are rained out shall be rescheduled in the exact order they are rained out. There are no exceptions to this rule! If a manager cannot field a team on the rescheduled date, the manager will forfeit the game. League rain out games shall be scheduled for that Sunday or the first available open date for both teams the immediate week. Teams may be required to play 3 games in 1 week.**
3. With all Double A, Triple A and Majors games, a new inning may not start after two (2) hours from the start of the game. If an inning started before the two (2) hour time limit, the inning will be completed. If the game is tied after the two (2) hour time limit and there is no subsequent game, the game may be continued for one (1) additional inning and at the discretion of the umpire, or if weather is not a factor.
4. Mercy Rule:
 - (a) Intermediate division: If, after four (4) complete innings or three and one-half (3 and ½) innings if the home team is ahead, a team has a lead of fifteen (15) or more runs or ten (10) runs after five (5) innings or four and one-half (4 and ½), the manager of the team with the least runs shall concede the game to the other team.
 - (b) Majors and Triple A division: **NEW – Fifteen (15) runs after three (3) complete innings, the team with the least runs shall concede the game.** If, after four (4) complete inning or three and one-half (3 and ½) innings if the home team is ahead, a team has a lead of ten (10) or more runs, the manager of the team with the least runs shall concede the game to the other team.
 - (c) Double A divisions: If, after three (3) complete innings if a team is ahead by fifteen (15) or more runs for Double A, the manager of the team with the least runs shall concede the game to the other team.
 - (d) There is no mercy rule in the Single A, Rookie, and T-Ball divisions as game scores are not kept.

Section 15 – Other Team Rules:

1. The home team will always use the third base dugout and will always bat in the bottom of the inning.
2. Both teams are responsible for field maintenance and clean-up. Home team sets up (Chalks, drags, waters, bases). Away team closes down (Drags, bases and cleans up).
3. In each applicable division, the winning team shall be responsible for turning in the official scorecard. (AHLL Manager is responsible for turning in the official scorecard for all interleague games regardless of a win or loss).
4. A player with a cast or splint is not permitted to play.
5. Players shall not wear jewelry of any kind, including watches. Cell phones are not allowed in the dugout or on the field of play.
6. Batting helmets should not have any decals, numbers, initials or other markings put on the helmet by yourself or the manufacturer, or otherwise approved by the AHLL Board of Directors.
7. All players must be in regulation uniform issued by the AHLL (i.e. jersey, and hat), and all players must wear coordinating pants, sleeves, and belts.
8. All players must be properly equipped at all games in accordance with the Official Rules and Regulations of Little League Baseball Incorporated. It is a requirement that all players in all divisions wear a hard cup or similar protection at all games and practices.
9. The scorekeeper for the home team is the official scorekeeper for the game. The scorekeeper must sit in location accessible to the umpire. The scorekeeper should not sit in the dugout with the team.
10. In the Majors, Triple A, Double A, and Single A divisions, managers will be given umpiring assignments. A manager may trade an umpiring assignment with another manager, but must receive **prior** approval from the AHLL Umpire in Chief. Failure to obtain prior approval may result in disciplinary action.
11. If, due to an **unexpected emergency**, a manager cannot fulfill an umpiring assignment, the manager must **immediately** notify the AHLL Umpire in Chief.
12. In the Juniors, Intermediate, Majors, Triple A, Double A, Single A divisions, batting practice at the field of play is not allowed, unless such batting practice is conducted using “whiffle balls.” For the purposes of the Paragraph, the term “field of play” is defined as the entire AHLL facility/complex at Crescent Elementary School and Anaheim Hills Elementary. Batting practice at the cages is allowed up to 1 hour before game is to begin.
13. In the Juniors, Intermediate, Majors, Triple A, Double A, Single A divisions, coaching of any kind from other than the field of play is not allowed (i.e., there will be no coaching from the “sidelines”). Coaching on the playing field shall be limited to coaching in the dugout/bullpen, base coaching, and operation of Single A pitching machine, offensive timeouts and defensive timeouts.
14. In the Juniors, Intermediate, Majors, Triple A, Double A, Single A divisions, only Board approved managers and coaches are allowed on the field of play during a game, even if a team is short of Board approved coaches for a game.
15. In the Juniors, Intermediate, Majors, Triple A, Double A divisions, there shall be no more than (3) Board approved coaches on the field of play during a game, including the manager. Single A will have no more than (4) Board

- approved coaches including the manager. During a game, a manager or coach shall not “shuffle” coaches in and out of the field of play between innings. Unless a manager or coach leaves a game early, the three (3) coaches who started the game on the field of play shall remain on the field of play throughout the game. If a team starts a game without three (3) coaches on the field of play, a team may add Board approved coaches to the field of play during the game, if such coaches become available.
16. For the purposes Paragraph 14 and 16 of this Section, the term “field of play” for the Majors, Triple A, Double A and Single A divisions defined as, (a) that portion of the field in fair territory, (b) the dugouts/bullpens, and (c) that portion of foul territory within the fencing within the fencing that surrounds the field. For purposes of Paragraphs 14 through 16 of this Section, the term “field of play” for the Juniors division is defined as, (a) that portion of the field in fair territory, (b) the dugouts/bullpens, and (c) that portion if the foul territory extending ten (10) feet from foul territory.
 17. In the Juniors, Intermediate, Majors, Triple A, Double A and Single A divisions, managers and coaches shall not play catch with the players and shall not warm up players.

Section 16 – All-Stars:

1. Each Manager in Triple A, Intermediate & Majors will receive a ballot listing all eligible players from all teams with the exception of their own. The Manager will vote at the end of the season for ten players who he/she feels will best represent AHLL on the All Star team.
2. The Player Agent will count the votes.
3. Once a team of ten is formed, the board will have the option to take one discretionary pick and the All Star Manager will have one pick to form a team of 12. In the event the All Star Manager decides to form a team of 13 players, he/she will be given another coach’s pick.
4. The board has the option to pass on their discretionary All Star pick if they so choose.
5. All-Star voting is a confidential process. Voting results will not be released until such release is authorized by Little League Baseball Incorporated.
6. All-Star votes will be tabulated as follows:
 - (a) There will be one (1) Intermediate all- star team comprised of all selected players. Eleven (11), Twelve (12) and Thirteen (13) year old all-stars. The all-star team manager will then select the remaining players to complete the all-star team roster.
 - (b) There will be one (1) all- star team. 12U – 12, 11, 10 year old all stars.
 - (c) There will be one (1) all-star teams. 10U-10 and 9 year olds. The all-star team manager will then select the remaining players to complete the all-star team roster.
 - (d) There will be one (1) all-star team. Eleven (11) year old all-stars: If agreed by the Board of Directors, there will be an all-star team comprised of eleven (11) & ten (10) year olds not selected to the twelve (12) and ten (10) year old all-star teams. The all-star team manager will select the remaining players on the all-star team roster.
7. The total number of players on all-star team rosters shall be in accordance with the Official Rules and Regulations of Little League Baseball Incorporated. The all-star manager shall have sole decision making rights when the Official Rules and Regulations of Little League Baseball

- Incorporated give the all-star manager discretion in the number of players on an all-star team roster.
8. The Intermediate all-star team manager for Eleven (11), Twelve (12) and Thirteen (13) year old all-star team is typically the manager with the best overall season record, subject to approval by the AHLL Board of Directors.
 9. The all-star team manager for the twelve (12U), eleven (11U) and ten (10U) year old AHLL all- star team will be board approved and may not necessarily be the Manager with the best overall record. The Majors 1st place team typically has the 1st choice of which All-Star team he/she would like to manage if approved by the AHLL Board. The 1st place AAA manager would typically have the 2nd choice of All-Star team if approved by the AHLL Board. The 3rd team will be AHLL Board approved.
 10. If, for any reason, a manager cannot serve as an all-star manager, the AHLL Board of Directors will select the all-star manager.
 11. All-Star coaches of record will be selected by the all-star managers. The AHLL Board of Directors encourages and recommends the appointment of the overall second place manager as one of the all-star coaches of record. However, this recommendation is discretionary, not mandatory.
 12. All-Star managers represent the AHLL, and proper behavior must be shown at all times. The AHLL Board of Directors reserves the right to suspend or remove all- star managers and/or coaches at any time.
 13. All-Star teams will receive funds from the AHLL Board of Directors for expenses related to all-star teams. The amount of these funds shall be at the discretion of the AHLL Board of Directors. Families may be asked to contribute \$50 towards these expenses. All-Star managers, (a) shall use these funds solely for all-star related activities, (b) shall provide the AHLL Treasurer with a full accounting of the use of these funds upon request, including all receipts of expenses, and (c) shall return to the AHLL Treasurer all funds not used.

Section 17 – Team Standings:

1. Team standings will be kept by the AHLL in the Majors, Triple A and Double A divisions. All games played will count for the purpose of team standings. In the Junior Division, District 30 officials shall determine the process for recording and maintenance of team standings.
 - a. All interleague games will count towards your AHLL record/standings.
 - b. City tournaments will **not** count towards your AHLL record/standings.
2. Official scorecards for the Majors, Triple A and Double divisions will be provided by the AHLL to managers of these divisions prior to the start of the season. Extra scorecards for each division will also be kept at the AHLL Snack Bar throughout the season. **The winning manager in these divisions is responsible for turning in the official scorecard at the AHLL Snack Bar.** The official scorecard, (a) will contain all information required, (b) bear the signatures of both managers, and (c) bear the signatures of the home plate umpire for the game. The AHLL Board of Directors will provide a place for delivery of official scorecards at the AHLL Snack Bar. If, for some reason, the Snack Bar is closed, the winning manager shall immediately call either the AHLL Umpire in Chief or the AHLL Vice President with the information on the official scorecard. This telephone call does not eliminate the winning manager's obligation to turn in the official scorecard as soon as it is practical.
3. Until an official scorecard is turned in to the AHLL Snack Bar, participating teams will be credited with a loss. Win or Lose Interleague Manager must turn in scorecard by their next game at Crescent to the Snack Shack.

4. Team standings will be kept by the Master Scorekeeper. All efforts will be made by the manager and Master Scorekeeper to ensure that current standings are posted periodically on the AHLL Website located at www.anaheimhillsl.com.
5. Each AHLL season will be divided into two (2) halves. All applicable divisions will have first place team and a second place team in each half, determined as follows:
 - (a) In the event two (2) or more teams have the same number of wins/losses at the end of a half, the team with the most wins in direct competition with the other team will be declared the first place team for that half, and the other team will be declared the second place team.
 - (b) In the event that a first place team cannot be established by total wins in direct competition, and there are only two (2) teams still tied, there will be a one (1) game playoff to determine the first place team for the half.
 - (c) In the event that a first place team cannot be established by total wins in direct competition or cumulative margin of victory combined for all games, i.e., there are still three (3) tied teams, the AHLL Umpire in Chief will conduct a coin toss to establish the first and second place teams for the half.
6. If the first place team for each half is a different team, there will be a one (1) game playoff to determine the first place team for the overall season. That playoff game will be the first Wednesday after the regular season. The loser of the playoff game would be the second place team for the overall season. If the same team is the first place team for both halves, it will be declared the first place team for the overall season. The second place team for the overall season will then be determined as follows:
 - (a) Best overall record using win / loss percentage.
 - (b) If the best overall record does not establish a second place team, direct competition, as outlined above, will be the next tie-breaking criteria.
 - (c) If win / loss percentage for all games does not establish a second place team, a coin toss will be used to establish the second place team for the overall season.

Section 18 – Protests:

1. The protesting manager must document a game or other protest within twenty- four (24) hours of the end of the protested game or the incident being protested. The protest must be in writing. In the manager's absence, a protest may be made and submitted by any coach of record. Protests shall be submitted to the AHLL Umpire in Chief, the AHLL President or the AHLL Vice President.
2. In order for the protest to be valid, the following must occur:
 - (a) The protesting manager must notify the home plate umpire and the official scorekeeper that the game is under protest. This notification to the umpire and the scorekeeper must be made **immediately following the incident, before any subsequent play commences** (e.g. the next pitch being thrown.). The manager and the home plate umpire must sign both the scorebook and game card at the time of the protest.
 - (b) The protest must not be over a judgment call (e.g., a called ball or strike).

3. The AHLL President, the AHLL Umpire in Chief, the appropriate AHLL Player Agent and one (1) other AHLL Board member who is not an umpire or manager/coach in that division shall rule on the protest. The AHLL President will select the Board member. Managers may be asked to attend a protest hearing, although a protest hearing is discretionary.
4. The AHLL Umpire in Chief will notify the protesting manager, in writing, of the ruling on the protest.

Section 19 – Alteration of Regular Season Playing Rules:

Managers in **all** AHLL divisions may not mutually agree to alter or otherwise change AHLL regular season playing rules.

Section 20 – AHLL Regular Season Playing Rules for Juniors & Intermediate:

1. Unless otherwise modified by California District 30, the Official Rules and Regulations of Little League Baseball Incorporated shall apply to all AHLL Juniors division games.
2. Unless otherwise modified by California District 30, all applicable AHLL game and safety rules shall apply to all AHLL Junior division games.

Section 21 – AHLL Regular Season Playing Rules for Majors:

1. Unless otherwise stated herein, the official Rules and Regulations of Little League Baseball Incorporated shall apply to all AHLL Majors division games.
2. All applicable AHLL game and safety rules shall apply to all AHLL Majors division games.
3. Throughout the game, all players will bat in the order they are listed on the lineup card, even though nine (9) defensive players will play in the field at any given time.
4. No maximum runs per inning.
5. Post-season trophies will be awarded as follows: 3 or less teams will have 1st place only, 4-7 teams will have 1st & 2nd place, 8 or more teams will have 1st, 2nd and 3rd place trophies.

Section 22 – AHLL Regular Season Playing Rules for Triple A:

1. Unless otherwise stated herein, the Official Rules and Regulations of Little League Baseball Incorporated, as they apply to the Triple A division, shall apply to all AHLL Triple A division games,
2. All applicable AHLL game and safety rules shall apply to all AHLL Triple A division games.
3. Throughout the game, all players will bat in the order they are listed on the lineup card, even though nine (9) defensive players will play in the field at any given time.
4. Maximum runs per inning at half inning shall consist of the following, whichever comes first: Three (3) outs or when the offensive team has scored first (5) runs in the half inning; Objections to the five runs max rules are: An offensive team can score more than five (5) runs in a half inning **ONLY** when an OVER THE FENCE HOME RUN occurs. The runs scored on an OVER THE FENCE HOME RUN in excess of five (5) will count, but the half inning will immediately end. For example, the offensive team has scored four (4) runs in the half inning, and there are two runners on base. The batter hits a home run, resulting in three (3) more runs scoring for a total of seven (7) for the half inning. All seven (7) runs would count, but the half inning would then immediately end.

5. Post-season trophies will be awarded as follows: 3 or less teams will have 1st place only, 4-7 teams will have 1st & 2nd place, 8 or more teams will have 1st, 2nd and 3rd place trophies.

Section 23 – AHLL Regular Season Playing Rules for Double A:

1. Unless otherwise stated herein, the Official Rules and Regulations of Little League Baseball Incorporated, as they apply to the Double A division, shall apply to all AHLL Double A division games.
2. All applicable AHLL game and safety rules shall apply to all AHLL Double A division games.
3. Throughout the game, all players will bat in the order they are listed on the lineup card, even though ten (10) defensive players will play in the field at any given time.
4. Substitutions will be made every inning so that no player sits out two (2) consecutive innings. No player shall sit out two (2) innings until all players have sat out one (1) inning.
5. Throughout the game, both teams will use ten (10) defensive players, six (6) players in the infield, and four (4) players evenly disbursed in the outfield. **A manager/coach shall not position an outfielder directly behind second base at any time.**
6. Maximum runs per inning at half inning shall consist of the following, whichever comes first:
Three (3) outs;
When the offensive team has scored first (5) runs in the half inning.
Objections to the five runs max rules are:
An offensive team can score more than five (5) runs in a half inning ONLY when an OVER THE FENCE HOME RUN occurs.
The runs scored on an OVER THE FENCE HOME RUN in excess of five (5) will count, but the half inning will immediately end.
For example, the offensive team has scored four (4) runs in the half inning, and there are two runners on base. The batter hits a home run, resulting in three (3) more runs scoring for a total of seven (7) for the half inning. All seven (7) runs would count, but the half inning would then immediately end.
7. Illegal pitches will be called by the umpires, and a warning will be given to the pitcher so that pitchers will begin to understand what an illegal pitch is. There will be no other penalty.
8. Managers and/or coaches will be the base coaches.
9. Post-season trophies will be awarded as follows: 3 or less teams will have 1st place only, 4-7 teams will have 1st & 2nd place, 8 or more teams will have 1st, 2nd and 3rd place trophies.

Section 24 – AHLL Regular Season Playing Rules for Single A:

1. Unless otherwise stated herein, the official Rules and Regulations of Little League Baseball Incorporated, as they apply to the Single A division, shall apply to all AHLL Single A division games.
2. All applicable AHLL game and safety rules shall apply to all AHLL Single A division games.
3. Throughout the game, all players will bat in the order they are listed on the lineup card, even though ten (10) defensive players will play in the field at any given time.
4. Substitutions will be made every innings so that no player sits out two (2) consecutive innings. No player will sit out two (2) innings until all players

- have sat out one (1) inning. A player may not play the same defensive position more than 2 innings in a game.
5. Throughout the game, both teams will use ten (10) defensive players, six (6) players in the infield, and four (4) players evenly disbursed in the outfield. **A manager/coach shall not position an outfielder directly behind second base at any time.**
 6. Batters will hit against a pitching machine provided by the AHLL.
 7. There will be no stealing of bases at any time.
 8. Managers and/or coaches will be the base coaches.
 9. A half inning shall consist of three (3) outs or the entire lineup, whichever occurs first.
 10. A batter can strike out. A batter cannot walk. There will be no called balls. A first and second strike will only be charged to a batter if the batter, (a) hits the ball into foul territory, or (b) swings the bat and misses the ball. A swinging third strike shall be charged to a batter in accordance with the Official Rules and Regulations of Little League Baseball Incorporated.
 11. The "infield fly rule" shall not apply.
 12. Bunting is not allowed at any time.
 13. Game scores and team standings will not be kept. Scorebooks will be kept for informational purposes only. All post-season awards will be participatory only. The type of award will be determined by the AHLL Board of directors.
 14. A batted or thrown ball that hits the pitching machine or the person operating the pitching machine is a live ball. The person operating the pitching machine must make all reasonable efforts to avoid being hit by a batted or thrown ball.
 15. The pitcher must wear a batting helmet at all times, and one foot must be in the pitcher's circle until the ball is hit.
 16. The manager or a coach of the offensive team will operate the pitching machine each half inning.
 17. Play is dead when the pitcher has control of the ball and both feet either touching or are in the pitcher's circle. When this occurs, runners shall advance to the next base if they are more than half way to the next base or shall return to the previous base if they are not more that half way to the next base. If after play is dead, the pitcher makes a play or throws the ball, this will have no effect on the game as play is already dead.
 18. The defensive manager or coach behind second base will be the umpire for that half inning.

Section 25 – AHLL Regular Season Playing Rules for Rookie:

1. Unless otherwise stated herein, the Official Rules and Regulations of Little League Baseball Incorporated, as they apply to the Rookie division, shall apply to all AHLL Rookie division games.
2. All applicable AHLL game and safety rules shall apply to all AHLL Rookie division games.
3. Throughout the game, all players will bat in the order they are listed on the lineup card, even though ten (10) defensive players will play in the field at any given time.
4. Substitutions will be made every inning so that no player sits out two (2) consecutive innings. No player will sit out two (2) innings until all players have sat out one (1) inning.
5. Throughout the game, both teams will use ten (10) defensive players, six (6) players in the infield, and four (4) players evenly disbursed in the

outfield. **A manager/coach shall not position an outfielder directly behind second base at any time.**

6. A player may not play the same defensive position for more than two (2) innings in a game.
7. All games will be played with an “incredible ball” or “safe ball” provided by the AHLL. Hard ball are not allowed at any time.
8. Hitters will bat against pitches thrown by their manager or coach from the pitcher’s circle. Pitches may be overhand or underhand. The manager or coach will deliver six (6) pitches to each hitter. Balls and strikes will not count. If, by the sixth (6th) pitch, the batter has not hit the ball, the batting T will be used thereafter until the batter hits the ball.
9. There will be no stealing of bases at any time.
10. Managers and/or coaches will be the base coaches.
11. Managers and coaches of the defensive team may be on the field (limit two) to provide coaching and instruction to defensive players.
12. A half inning will end when all players on the offensive team have had a turn at bat.
13. The “infield fly rule” will not apply.
14. Bunting is not allowed at any time.
15. Games scores and team standings will not be kept. All post-season awards will be participatory only. The type of award will be determined by the AHLL Board of Directors.
16. A batted or thrown ball that hits a manager or coach is a live ball. Managers and coaches must make all reasonable efforts to avoid being hit by a batted or thrown ball.
17. The pitcher must wear a batting helmet at all times, and both feet must be in the pitching circle until the ball is hit.
18. When a ball is hit to the outfield, play is dead when the defense gets the ball to the infield. When a ball is hit to the infield, play is dead when the defense throws the ball in the intended direction of the pitcher. Players in the outfield and infield may not hold the ball. When the play is dead, runners shall advance to the next base if they are more than half way to the next base or shall return to the previous base if they are not more than half way to the next base. If after the play is dead, the pitcher or any other defensive player makes a play or throws the ball, this will have no effect on the game as play is already dead.
19. Balls that are thrown to first or third base will be live balls if they hit the fencing, otherwise an overthrown ball at either first or third base will result in the runner(s) advancing one (1) base.
20. All games will be four (4) complete inning or one and one-half (1 and ½) hours in length, whichever occurs first. An inning started just prior to the time limit will be completed.
21. Sliding is not permitted at any time.
22. On-Deck” hitters are not permitted at any time. All offensive players who are not hitting shall be seated on the team bench. **This safety rule will be strictly enforced!**
23. The manager or coach pitching to the batter will be the umpire for that half inning.
24. After the last game of the day, both managers will be responsible for returning the bases to the equipment shed.
25. A ball hit in the air over the grass limit line in the outfield will be a home run.
26. A game may be played even if one (1) or both teams have less than nine (9) players present at the game.

Section 26 – AHLL Regular Season Playing Rules for T-Ball:

1. Unless otherwise stated herein, the Official Rules and Regulations of Little League Baseball Incorporated, as they apply to the T-Ball division, shall apply to all AHLL T-Ball games.
2. All applicable AHLL game and safety rules shall apply to all AHLL T-Ball division games.
3. Throughout the game, all players will bat in the order they are listed on the line-up card.
4. All players will play defensively in the field in every inning, a maximum of six (6) defensive players in the infield.
5. A player may not play the same defensive position for more than one (1) inning.
6. All games will be played with an “incredible ball” or “safe ball” provided by the AHLL. Hard ball are not allowed at any time.
7. All hitters will hit off a batting T provided by the AHLL. **NO EXCEPTIONS!** Strikes will not count. All batter will bat until they hit the ball into fair territory.
8. There will be no stealing of bases at any time.
9. Managers and/or coaches will be the base coaches.
10. Managers and coaches of the defensive team may be on the field (limit four) to provide coaching and instruction to defensive players.
11. A half inning will end when all players on the offensive team have had a turn at bat.
12. The “infield fly rule” will not apply.
13. Bunting is not allowed at any time.
14. Game scores and team standings will not be kept. All post-season awards will be participatory only. The type of award will be determined by the AHLL Board of Directors.
15. A batted or thrown ball that hits a manager or coach is a live ball. Managers and coaches must make all reasonable efforts to avoid being hit by a batted or thrown ball.
16. The pitcher must wear a batting helmet at all times, and both feet must be in the pitching circle until the ball is unit.
17. When a ball is hit to the outfield, play is dead when the defense gets the ball to the infield. When a ball is hit to the infield, play is dead when the defense throws the ball in the intended direction of the pitcher. Players in the outfield and infield may not hold the ball. When the play is dead, runners shall advance to the next base if they are more than half way to the next base or shall return to the previous base if they are not more than half way to the next base. If after the play is dead, the pitcher or any other defensive play makes a play or throws the ball, this will have no effect on the game as play is already dead.
18. Balls that are thrown to first or third base will be live balls if they hit fencing, otherwise an overthrown ball at either first or third base will result in the runner(s) advancing one (1) base.
19. All games will be three (3) complete innings or one and one-half (1 and ½) hours in length, whichever occurs first. An inning started just prior to the time limit will be completed.
20. There will be no make-up games.
21. Sliding is not permitted at any time.
22. “On-Deck” hitters are not permitted at any time. All offensive players who are not hitting shall be seated on the team bench. **This safety rule will be strictly enforced!**

23. After the last game of the day, both managers will be responsible for returning the bases to the equipment shed.
24. A ball hit in the air over the grass limit line in the outfield will be a home run.
25. A game may be played even if one (1) or both teams have less than nine (9) players at the game.

Section 27 – AHLL Regular Season Safety Rules:

1. Safety issues can arise at any time, in any context and in any situation. Failure to address safety issues can have serious consequences. Therefore, it is the policy of the AHLL Board of Directors that safety is given the **highest** priority. As such, the AHLL Board of Directors will not tolerate safety violations and safety will be conscientiously monitored. Board members are not always present when safety issues can and do arise. Therefore, all managers, coaches, players, umpires and parents must be keenly aware of potential safety concerns and must immediately deal with such concerns. Safety is everyone's responsibility. As responsible adults, we owe this to our children.
2. The following AHLL safety rules are mandatory:
 - (a) All base coaches (adults and players) shall not take their places on the playing field until just before the first pitch of the half inning is to be thrown.
 - (b) All players shall wear a batting helmet when coaching a base.
 - (c) All hitters must wear a batting helmet.
 - (d) Except when being used, all field gates must be closed during a game.
 - (e) Except when being used, all dugout gates must be closed during a game.
 - (f) Players shall not have a bat in their hands, except when batting.
 - (g) There are no "On-Deck" hitters in Little League Baseball (Juniors & Intermediate Division excepted).
 - (h) Before each game and practice, managers/coaches shall make sure all players are properly equipped in accordance with the Official Rules and Regulations of Little League Baseball Incorporated.
 - (i) Before each game and practice, managers/coaches shall make sure all players are not wearing jewelry of any kind, including watches.
 - (j) Managers/coaches must have in their possession all player medical releases and signed concussion forms when supervising players.
 - (k) Dented bats may not be used at any time.
 - (l) Cracked batting helmets may not be used at any time.
 - (m) Metal cleats are not allowed in Little League (Junior's & Intermediate Division excepted).
 - (n) Any player used as a "bat boy" shall wear a batting helmet. (this can only be a player on that team).
3. The listing of mandatory safety rules set forth above is not intended by the AHLL Board of Directors to be complete. It is impossible to ever have a comprehensive listing of potential safety concerns. **The key to all safety issues is to, (a) give safety the highest priority, and (b) use common sense!**

Section 28 – Post-Season & Tournament Play:

In AHLL Juniors & Intermediate, Majors, Triple A and Double A divisions, teams and individual players may have the opportunity to participate in post-season games, sponsored either by Little League Baseball Incorporated or by California District 30. These post-season games and tournament are governed by special games rules and regulations. Therefore, Little League Baseball Incorporated **and** AHLL regular season game rules and regulations may not apply to these special games. AHLL managers, coaches, players and umpires participating in such special games should make themselves familiar with these special game rules and regulations.

Section 29 – Adoption/ Amendment

These By-Laws shall be adopted each year at least thirty (30) days prior to the start of the season by a majority vote of the members of the AHLL Board of Directors present at a duly noticed meeting. The AHLL Board of Directors shall strive to avoid amending these By-Laws during the season to help ensure continuity during each season. Notwithstanding this, these By-Laws may be amended at any time by a majority vote of the members of the AHLL Board of Directors present at the duly noticed meeting.

**Amendments in effect 2019 Season Go
Forward
AHLL By-Law Addition and Changes are as
followed:**

- 1) Single A: strikeouts not counted as out for defense. In order to achieve three outs and end a half inning, the defense must record three outs by any method allowed by Little League rules other than strikeout. If a batter strikes out, the next batter takes their turn until the entire lineup hit, or three defensive outs are recorded. **AMENDED JAN 2017: 3 swinging strike does count as an out and the pitches are not to exceed 6 in an at bat, with the exception of 2 strike foul balls.**
- 2) AA: Players are not allowed to advance on overthrows by the catcher from third to home (score). They must be batted or forced in by walk, hit batsman, or ruling by an umpire allowing the runner to advance and score.
- 3) Fields: Any team practicing on a field is not required to relinquish their practice space to a higher division team with any less than 30 minutes' notice **unless:** the team being asked to move is using a field during a time assigned by AHLL to the team making the request in which case the field space should be cleared immediately.
If the field use is unassigned and if comparable practice space is available to the higher division team but is in use by a non-permitted user or not in use at all, the higher division team cannot request the lower division team move. It is the responsibility of the Manager/Coach seeking practice space to inform non-permitted users to vacate the field and make room for AHLL permitted use.
- 4) Records of league violations will be kept by the Board and will affect the ability of applying Managers to participate in the capacity of Manager/Coach/Volunteer/Umpire/Board Member in subsequent years. May also affect the ability to coach All Stars.
- 5) In the AA and AAA division, considered a minor league level of AHLL, the portion of rule 5.07 stating the side is retired "when the offensive team scores five (5) runs" is in effect. This rule is suspended for the final inning of the

game which may be ruled as an inning before the sixth inning if the game could be shortened due to weather or darkness in the umpire's opinion.

- 6) At the umpires discretion, unlimited scoring may be ruled at 45 minutes after sunset
- 7) Mercy rule for double AA division is 15 runs after four (4) innings or 3.5 innings if the home team is ahead.
- 8) Rookie Division: There is a six (6) pitch limit per batter before hitting from the tee in order to maintain pace of play and allow the opportunity to play 4 innings.