HOLLISTER LITTLE LEAGUE BY-LAWS

2016 Hollister American League and Hollister National League

Hollister Little League 2016 Board of Directors
December 9, 2015
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HOLLISTER LITTLE LEAGUE BY-LAWS

Hollister American Little League and Hollister National Little League operate as Hollister Little League in accordance with their respective Constitutions and the Rules, Regulations and Policies of Little League Baseball, Inc. The following by-laws have been adopted by Hollister Little League (HLL) as supplementary and subordinate to these Constitutions, Rules, Regulations and Policies.

LOCAL RULES

1. Sportsmanship

Baseball is a great team and spectator sport. REMEMBER THAT WE ARE ALL HERE TO PROVIDE A FUN, HEALTHFUL AND ENRICHING PROGRAM FOR OUR CHILDREN. Instruct all participants, including spectators, to demonstrate good sportsmanship in supporting every member of your team as well as applauding great plays by your opponents!

1.1. Shouting or yelling from players, managers, coaches or spectators must only be of a positive nature to encourage teams and players. Foul, abusive, degrading or threatening language or action is not appropriate at any youth sporting activity and will not be tolerated. Anyone making remarks or actions which are or could be interpreted as such, shall be warned for the first offense and removed from the playing fields and spectator areas for repeated offenses. Umpires have complete jurisdiction on the playing field. Board members have overall jurisdiction at the HLL Complex.

1.2. Team Managers are responsible for the conduct of their coaches and players at all practices, games or other team functions. Any manager, coach or player, especially batters, may be ejected from the game for intentionally throwing equipment or showing flagrant outbursts of unsportsmanlike conduct.

1.3. All player, manager, coach, or spectator conduct on and off the playing field is subject to review and possible suspension by the Board of Directors at any time. All ejects or removals shall be recorded in the scorebooks and reported to the President or a Board Member immediately. Such actions will be reviewed by the Board and may result in further Board action, including suspension or loss of participation in the remainder of the season and/or all-star eligibility.

1.4. When a manager, or coach, is ejected from a game, he/she shall leave the field immediately and take no further part in that game. He/she may not sit in the stands and shall leave the HLL Complex and Vet's Memorial Parking Lot or further disciplinary action may be taken. Any manager, or coach, ejected from a game is suspended for his or her team's next physically played game.

1.5 For player suspensions, see Section 4.4 and 4.5 of these By-laws.

2. Safety

2.1. Managers and coaches must ensure that each player leaves team activities with their parents or guardians. No player is to be left unattended at any time. A minimum of two adults (consisting of coaches and/or manager) shall be at each practice. Violations shall be called before the Board for possible disciplinary actions. All coaches/managers must be 18 years of age or older.

2.2. No child is to be transported to or from a practice, game or other team functions if the driver does not comply with all applicable California vehicle laws including insurance and seatbelt requirements.

2.3. Properly completed Medical Releases must be in the possession of Team management at all practices, games, and other team activities.

2.4. The On deck position is not permitted. Only the first batter in each half-inning shall be permitted outside the dugout between half-innings. Managers and coaches shall not allow their players to swing bats in or near the dugouts or other players. Specifically on Field 2, all players must be completely in the dugout.

2.5. Headfirst slides are not permitted except when returning to a base. Runners doing so shall be called out immediately.

2.6. Any broken or unsafe playing equipment is to be returned to the Equipment Manager immediately for replacement.

2.7. During games or practices, all offensive players must properly wear batting helmets while outside the dugout (i.e., for batting, running or coaching bases). Players must wear a legal catcher’s mask (including a throat guard) and protective cup when squatting to warm up a pitcher.

2.8. All property damage or injuries to players, coaches, umpires or other participants, during games, practices or other little league events, must be reported to the President or Safety Officer within 24 hours of occurrence.

3. Veteran’s Memorial Park Rules

3.1. Posted park rules shall be obeyed at all times.

3.2. Alcohol use is prohibited within Veteran’s Memorial Park.

3.3. Smoking, chewing tobacco, vaping and/or e-cigarettes is prohibited in the park. At Veteran’s Memorial Park, the parking lot is the only area designated for this activity.

3.4. No dogs are allowed within the HLL Complex.
3.5 Any person found to be involved in vandalism to Hollister Little Leagues buildings, property or violation of Veteran’s Memorial Park rules will be subject to disciplinary action by the Board of Directors and possible civil action by the appropriate law enforcement agency.

3.6 Hitting or throwing baseballs into fences and into any and all Veteran’s Memorial Park buildings or structures is prohibited. Violators will be disciplined per Section 3.5.

3.7 HLL Board Members are the final authority on all use and functions of the HLL Complex. They have the authority and responsibility to enforce the rules and may ask anyone to leave the premises who are not obeying such rules.

4. Game Administration

4.1. The game line up sheet shall be submitted to the official scorekeeper at least ten minutes in advance of the scheduled start of a game. The line up shall include all players (jersey number, complete first and last name, playing position, substitutes, disciplined players, absent or injured players), managers and coaches.

4.2. All substitutions must be reported by the manager or coach by going to the umpire who will then report to the official scorekeeper, as appropriate, between innings before the substitution occurs. Substitutions are not to be shouted from the field to the umpire.

4.3. Any player arriving after a game has begun may be inserted in the lineup, if the manager so chooses. The Board strongly encourages managers to make every effort to insure that these players receive the mandatory playing time despite showing up late.

4.4. Prior to the start of the game, parents of a disciplined player shall be so notified by the Manager/Coach. Any injured, suspended or disciplined player shall remain in the dugout in uniform during the entire game and may not be used as a base coach.

4.5. In order to satisfy a suspension, a player must report in uniform and remain in the dugout for the entire game for which the player is serving the suspension.

4.6. All players must remain in the dugout at all times during a game unless batting, fielding, or coaching. No player shall be permitted to leave the field to go to the snack bar, visit with spectators, or for any other reason during a game. If requested, the umpire may grant permission for a player to leave to use the restroom only. This rule applies to all players regardless of whether that player is on the active roster, a substitute, suspended, disciplined, or injured.

4.7. Managers and coaches must remain in their dugouts at all times during a game except when base coaching or otherwise permitted by an umpire.

4.8. Only Board approved managers, coaches, and/or assistant coaches are allowed in the dugout or on the field during games. If a manager or coach is absent from a game, then substitute fill-in coaches may be approved, as needed for that game only, by any Board member at the HLL Complex.

4.9. Only three (3) persons (other than Board members) are permitted in a score booth at any time. No children under the age of 12 may be in the score booth.

4.10. Home team responsibilities (If not done, bring to Board Member on Duty’s attention. A warning will be given to manager and possible disciplinary action may be taken):
  - Drag and water infield and chalk lines (40 minutes before game time for first game).
  - Fill in holes around home plate, pitcher’s mound and any bases.
  - Install bases and remove tarp from pitcher’s mound (first game of the day).
  - Provide line-up listing all players, manager and coaches to both opposing team and official scorekeeper, 10 minutes before game time.
  - Provide an official scorekeeper and a team scorekeeper.
  - Pick-up trash in and around own dugout as well as the field after games.

4.11. Visiting team responsibilities (If not done, bring to Board Member on Duty’s attention. A warning will be given to manager and possible disciplinary action may be taken):
  - Provide line-up listing all players, manager and coaches to both opposing team and official scorekeeper, 10 minutes before game time.
  - Provide an official pitch count tracker and scoreboard operator (can be the same person)
  - Provide a team scorekeeper.
  - Return all field equipment to shed.
  - Return all bases to dugout and cover pitcher’s mound with tarp (only for last game of day) on that field.
  - Broom/rake dirt away from grass edge around infield and base paths.
  - Pick-up trash in and around own dugout as well as the field after games.

4.12. [T-Ball, Farm and Minors only] In order to minimize mistakes and avoid problems, scorekeepers or opposing managers will notify the umpire when an improper batter comes to the plate. Such notice must be given before the improper batter completes his/her time at bat. However, if the improper batter(s) complete their time at bat, then there shall be no penalty and that batter(s) shall not have another turn at bat, but shall resume the normal position next time up. Batter or batters skipped shall bat immediately prior to resuming the batting order in the incorrect
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location. (Example: Line-up is Andrew, Jerry, Janet, Mark, Craig, etc., where Andrew is due to bat first in the inning. However, Jerry and Janet both bat and reach base before it is discovered Andrew missed a turn at bat. Andrew will bat immediately with Mark, Craig, etc, to follow with no penalty. The batting order shall return to the proper position next time through the lineup.)

4.13. **[Majors only]** Official scorekeepers are not to notify the home plate umpire or anyone else of an improper batter. (Official Regulations and Playing Rules 2010; Section 6.07, Batting Out of Turn; pg. 68)

4.14. **[Majors only]** Protests must be reported to the plate umpire before the next pitch. Scorekeepers shall record the game situation at the time of the protest. Within 24 hours of the completion of the game, the manager initiating the protest and the plate umpire shall submit written reports describing the circumstances of the protest to the League president for subsequent review by a protest committee. This applies to the Major Division only.

4.15. **[Farm and Minors only]** No protests are allowed in the Farm and Minor Divisions. Any on-field Farm and Minor Division rules discussions shall be limited to a maximum of 1 minute. Decisions by the home plate umpire shall be final.

4.16. When requesting to reschedule a game, the manager must notify their division representative no less than 10 full days prior to the scheduled game. Managers must provide names & phone numbers of the players to be absent. Failure to follow the above procedure may result in forfeiture. Requests will be considered on a case by case basis at the discretion of the scheduling committee. The scheduling committee will consist of the president, umpire-in-chief, their division representative and the vice president. In the event of a conflict of interest, the person with the conflict will not be part of the decision making process.

4.17. "Rescheduled games and Rainouts” will be rescheduled on the next available date at the discretion of the scheduling committee.

5. **Game Rules**

5.1. All managers, coaches, and umpires are expected to abide by and become thoroughly familiar with the Official Regulations and Playing Rules of Little League Baseball and these HLL Bylaws.

5.2. Regulation games consist of six innings. An inning in progress may be completed unless called by the umpire. (A new inning is deemed to have started at the moment the last out is recorded in the prior inning, and not when the teams take their positions in the subsequent inning).

5.3. **[Farm, Minor AA, Minor AAA only]** See time limits below for each division. ALL GAMES IN THESE DIVISIONS MAY END IN A TIE.

5.4. **[Minor AAA and Majors only]** Games shall become official after four innings have been completed (or after 3 ½ innings if the home team is ahead).

5.5. **[Farm I & T-ball only]** A 1 hour 30 minute time limit applies.

5.6. **[Farm A & Minor only]** A 2-hour time limit applies. No new innings will be started after 1-hr. 45 minutes into the game, or when, in the judgement of the home plate umpire, or Board member a new inning cannot be completed. For Minor AAA, last inning will be allowed to finish even if 2-hour time limit has been reached.

5.7. **[Farm A & Minor only]** At 1-hour 30 minutes (or end of closest inning), last inning will be declared and unlimited runs will be allowed for each team.

5.8. **[Farm and Minor AA only]** When a game has been called for time limit, it is considered a regulation game regardless of how many innings have been completed. Final game score will be the score after the last full inning.

5.9. Games that are deemed regulation games by Rule which are stopped by the umpires for darkness, weather or any other reason, are considered ended at the end of the last completed inning, regardless of whether the visiting team scores the go-ahead runs in their half of an incomplete inning.

5.10. **[Minor AAA and Majors only]** If a game is stopped before it is deemed a regulation game, that game will be resumed at the exact spot of suspension. All records apply in the resumed game (pitching, substitutions, etc).

5.11. The Ten Run Rule will apply to all Farm, Minor, and Major games.

5.12. There is NO mandatory slide rule.

5.13. A homerun must go over the fence. If it hits the yellow line (top of the fence), it is a live ball and in play.

5.14. A Five Run per Innning house rule will apply in all Farm A, Minor AA, and Minor AAA games. Scorekeepers shall notify the plate umpire when a team has scored five runs in any inning except the last, at which time the umpire shall declare that half inning as completed. The umpire shall allow any play that occurs as a result of the batter hitting the ball to continue to its normal completion. Extra runs will be scored only if the batter hits an over-the-fence home run. (The maximum runs any team can score in one inning are eight.) The last inning, as declared by the umpire prior to its start, shall have no run limit for either team (pay particular attention to the time limit – see By-Law Article 5.6 & 5.7).

Examples with four runs already scored in an inning:

5.14.a. Batter hits a single to the outfield scoring a runner on any base. Batter is credited with an RBI single and inning is declared ended.

5.14.b. Batter hits a double with bases loaded and all baserunners score. Only the runner scoring from third shall be counted although the batters’ statistics may be credited with 3 RBI’s.

5.14.c. Batter hits a home run over the fence with bases loaded. All runs shall be counted.
5.14.d. Batter hits an inside-the-park home run with bases loaded. Only the runner scoring from third will be counted.
5.14.e. Batter hits an infield grounder with runners on first and second. Despite a play at first, the batter-runner is safe with the runners from first and second both reaching home safely. Only the runner scoring from second base will be counted.

5.15. Warm-Up Pitches: upon taking the field, a new pitcher may take up to eight warm-up pitches from the mound. For subsequent innings, a returning pitcher may only take up to 60 seconds (about five pitches) to warm-up from the mound.

5.16. In an umpire's judgement, if a team employs tactics that are intended to stall a game, the umpire may eject the manager of the offending team for the remainder of the current game. Repeated offenses shall result in a suspension by the Board.

5.17. Any player who digs in the infield or outfield during a game (with feet, etc) shall first be warned and for repeated offenses, subject to removal by the umpire for the remainder of the game.

5.18. Any ejection by an umpire shall be recorded in the official scorebook. Within 48 hours, the umpire shall submit a written report for Board review and possible further action.

5.19. Regular season standings will be kept for the American League and the National Leagues. Regular season standings will only determine the seeding for the post season tournament.

5.20. In the overall standings, in the event of a tie, the following criteria will be used:
5.18a. Head to head.
5.18b. Total runs head to head.
5.18c. Run differential head to head.
5.18d. Total overall runs scored.
5.18e. Overall differential.
5.18f. The flip of a coin.

6. Rules of Emphasis

6.1. Mandatory Play Rule: [Official Regulations and Playing Rules 2015; IV (i), The Players; pg 34]
6.2. Only Board approved managers, coaches, players, and umpires are allowed on the fields or in the dugouts during a game.
6.3. No adult or other non-player may warm-up a pitcher at any time (games).
6.4. [Minor AAA and Majors] Managers and coaches may not cross the foul lines into fair territory at any time during the game unless time has been granted by an umpire for an injury or to talk to an umpire.
6.6. If a runner does not attempt to get around a fielder who has the ball and is waiting to make a tag, that runner will be called out. If any runner lowers his shoulder as if to "take-out" a defender, such runner shall immediately be called out and ejected from the game. These are judgement calls by an umpire.
6.7. If a fielder, while not in possession of the ball or in the act of receiving/fielding a ball, impedes the progress of any runner, obstruction may be called (i.e., a fake tag is considered obstruction). [Official Regulations and Playing Rules 2015; 2.00 Definition of Terms; Obstruction; pg 63]
6.9 Substitutions: [Official Regulations and Playing Rules 2015; 3.03-3.08 Game Preliminaries; pg 67-68]. If no announcement of a pitching substitution is made to the home plate umpire, a pitching substitute shall be considered to have entered the game when the substitute pitcher takes a position on the pitcher's plate and throws one warm-up pitch to the catcher. [Official Regulations and Playing Rules 2015; 3.08(a); pg 68]. A substitute pitcher must pitch to a minimum of one batter, where said batter completes their turn at bat, before said pitcher can be replaced. [Official Regulations and Playing Rules 2015; Article 3.05(b); pg 67]
6.10 Visits to a pitcher: [Official Regulations and Playing Rules 2015; 8.06 The Pitcher; pg 102]
6.11 Only one offensive time-out may be allowed per inning. [Official Regulations and Playing Rules 2015; 5.10 (d) Putting the Ball in Play – Live Ball; pg 78-79]
6.12 Games may be called or suspended at the discretion of the umpire, umpire-in-chief, president or any Board member. In ALL DIVISIONS, the use of an illegal pitcher/catcher will result in a forfeiture of that game along with a suspension of the manager for the next game. If the illegal pitcher/catcher was used by the losing team, the manager will be suspended for the next game and the win will stand for the other team. See Division rules for information on pitching and catching rules for each Division.
6.13 Male players must wear athletic supporters. Male catchers must wear the metal, fabric or plastic type cup, and a long-model chest protector. Female catchers must wear long or short model chest protectors. [Official Regulations and Playing Rules 2015; 1.17 Objectives of the Game; pg 56]
6.14 Little League Composite Bat Moratorium: Only Little League approved bats with the Hollister Little League Approved Bat sticker will be allowed to be used at Little League functions. This includes: Try-Outs, Bat-a-Thon, Practices, Memorial Park Batting Cages, and Games. Any team found to be using a non-approved bat will result in the Manager’s immediate removal from game (if during a game) and suspension from that team’s next game.

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HLL 2016 By-Laws
DIVISION RULES

7. Challenger, Tee Ball, Farm I & Farm A Division Rules

7.1. Mandatory Play Rule: Every eligible player shall play defense for a minimum of one-half of each game. No player may sit on the bench for more than one consecutive inning. Teams must bat the entire eligible roster. Late arrivals will be placed at the end of the batting order.

7.2. Teams may field a tenth defensive player anywhere on the outfield grass.

7.3. One manager and up to three coaches are permitted in the dugout or on the field during games.

7.4. Offensive and defensive onfield coaching is permitted during games. Two adult base coaches may be used.

7.5. Base stealing is not permitted.

7.6. Bunting, and fake bunting (squaring up prior to or while pitcher is in motion) are not permitted.

7.7. All Challenger buddies must wear a helmet while assisting a batter/runner.

7.8. Manager/coach shall pitch the entire season. If after 6 pitches, the eligible player has not successfully hit the ball into fair territory, the coach will be allowed to place the ball on a batting tee.

Challenger Division Rules

C-7.1 A team’s entire eligible roster bats each half inning. A team’s entire roster will play defense the other half inning.

C-7.2 A scorebook will not be kept. Runs will not be announced nor counted to determine a winner or loser nor will season win/loss standings be maintained or recorded. Managers are expected to discourage the informal counting of runs and instead encourage the participation and fun aspects of the game.

C-7.3 Challenger Division will not have a catcher position. Senior Challenger Division will have a catcher.

Tee Ball Division Rules Only

T-7.1 A complete lineup, including ineligible players shall be prepared by the manager and an additional copy shall be furnished to the opposing manager at least ten minutes in advance of the scheduled start of a game.

T-7.2 A team’s entire eligible roster bats each half inning. A team’s entire roster will play defense the other half inning.

T-7.3 Each batter/runner will advance one base at a time: exception last batter of the half inning will be allowed to continue around bases (“home --run”) to clear the bases of runners. No outs will be enforced.

T-7.4 A scorebook will not be kept. Runs will not be announced nor counted to determine a winner or loser nor will season win/loss standings be maintained or recorded. Managers are expected to discourage the informal counting of runs and instead encourage the participation and fun aspects of the game.

T-7.5 Game time is 1 hour.

Farm I Division Rules only

I-7.1 A complete lineup, including ineligible players shall be prepared by the manager and an additional copy shall be furnished to the opposing manager at least ten minutes in advance of the scheduled start of a game.

I-7.2 Manager/coach shall pitch the entire season. If after 6 pitches, the eligible player has not successfully hit the ball into fair territory, the coach will be allowed to place the ball on a batting tee.

I-7.3 First half of the season a team’s entire eligible roster bats each half inning. Second half of the season a team will be at bat until 3 defensive outs are made or one complete run through the roster, whichever comes first.

I-7.4 Each batter/runner will advance one base at a time: exception last batter of the half inning will be allowed to continue around bases to clear the bases of runners. If third out is recorded during this play or continuation of this play, inning is over and runners will stop and return to dugout.

I-7.5 A scorebook will not be kept. Runs will not be announced nor counted to determine a winner or loser nor will season win/loss standings be maintained or recorded. Managers are expected to discourage the informal counting of runs and instead encourage the participation and fun aspects of the game.

Farm A Division Rules only

A-7.1 Manager/coach shall pitch a maximum of the first four schedule games of the season. No extensions shall be permitted. For example, if one of the first four schedule games is not played (canceled) due to rain, etc., a manager/coach will only be permitted to pitch if the rescheduled game occurs prior to the beginning of the week of the fifth schedule game. Starting with the beginning of the week of the fifth scheduled game (for all teams) and throughout the remaining games of the season, only eligible players shall pitch.

A-7.2 During the first four scheduled games (coach pitch) the normal three strike rule for an out will apply, with a maximum of six (6) total pitches allowed.

A-7.3 No player may pitch more than 2 innings or 50 pitches in one game. If a player pitch count as outlined in the Official Regulations and Playing Rules 2015; VI Pitchers; pg. 37; is reached the pitcher shall be removed from the game per those regulations.

A-7.4 Pitchers will pitch from 46 feet.
A-7.5 When player pitch begins, a maximum of eight (8) pitches will be allowed to each batter. No walks are allowed. After the player pitches to a four (4) ball count the offensive coach will come in and continue with the remaining pitches and/or available strikes left. Foul balls on the eighth pitch or with two strikes are unlimited, and do count against players maximum per game of 50.

Scenario 1: player pitches four (4) straight balls; coach enters and gets 4 additional pitches.
Scenario 2: player pitches four (4) balls and one strike; coach enters and gets three (3) additional pitches.
Scenario 3: player pitches four (4) balls and two strikes; coach enters and gets two (2) additional pitches.
Scenario 4: player pitches two (2) strikes; then batter fouls two (2) pitches off; then player throws four (4) balls; then coach enters and gets two additional pitches; first pitch is not swung at; second pitch is fouled off; next pitch is not swung at; batter is out.

A-7.6 A scorebook and pitch count will be maintained for each game.

A-7.7 Teams will bat the entire roster. Three outs per half inning or the Five Run per half inning house rule, whichever occurs first, will apply to determine the end of the half inning (see By-law Article 5.9 for additional details). The Ten Run rule will also apply to determine the end of the game (see Article 4.10 (e); pg 73 of Little League Official Regulations and Playing Rules for details).

A-7.8 Each batter/runner will only advance to first base unless batted ball goes to outfield. In this case batter/runner may continue around bases until ball is thrown toward the infield. Whether or not the defense has possession of the ball in the infield, the batter/runner may only advance to the base they are running toward when the ball crosses the line from the outfield grass to the infield dirt. Note: runners on base ahead of such batter/runner shall only advance as far as they are forced to by batter/runner.

A-7.9 Regular season standings (including the manager/coach pitched games) will be kept for the American League and the National League. Regular season standings will only determine the seeding for the post season tournament. In the event of a tie, refer to By-Laws Game Rules, article 5.18.

8. **Minor AA Division Rules**

8.1. Mandatory Play Rule: Every eligible player shall play defense for a minimum of one-half of each game. No player may sit on the bench for more than two consecutive innings. Teams must bat the entire eligible roster. Late arrivals will be placed at the end of the batting order.

8.2. No player, beyond league age 10, may pitch at any time.

8.3. One manager and up to two coaches are permitted in the dugout or on the field during games.

8.4. Two adult base coaches may be used. An adult is 18 years of age or older.

8.5. Teams may field a tenth defensive player anywhere on the outfield grass.

8.6. **Cold plate.** The player may only score as a result of a bases-loaded walk, a hit ball or the continuation of a play after a hit ball. For example, if a batter hits the ball and there is an overthrow of first base they may continue to second, if on the same play there is an overthrow of second the runner can continue to third base, and if on the same play an overthrow occurs at third the runner may attempt to score. However, if a runner is on first base and they attempt to steal second and there is an overthrow of second the runner may continue on to third base, but if there is an overthrow of third on this same play the runner may not attempt to score.

8.7. No player may pitch more than 3 innings in one game. If the pitch count as outlined in the Official Regulations and Playing Rules 2015; VI Pitchers; pg. 37, is reached the pitcher shall be removed from the game per those regulations.

8.8. Ties will not be played out beyond the 2-hour time limit.

8.9. Regular season standings will be kept for the American and National Leagues. Regular season standings will only determine the seeding for the post season tournament. In the event of a tie, refer to By-Laws Game Rules, article 5.18.

9. **Minor AAA Division Rules**

9.1. All rules and regulations applying to the Majors division apply except for the following.

9.1.a. Mandatory Play Rule: Every eligible player shall have at least one at bat and play a minimum of six consecutive defensive outs in each game. Any player not in the starting line-up for a defensive field position must be entered by the 4th inning.

9.1.b. One manager and up to two coaches are permitted in the dugout during games.

9.1.c. Two base coaches may be used. Adult managers or coaches are permitted to occupy the first and third base coaches box if there is at least one other adult manager or coach in the dugout. An eligible player in uniform may be utilized along with one adult base coach.
10. Major Division Rules

10.1. One manager and up to two coaches are permitted in the dugout during games.
10.2. Two base coaches may be used. Adult managers or coaches are permitted to occupy the first and third base coaches box if there is at least one other adult manager or coach in the dugout. An eligible player in uniform may be utilized along with one adult base coach.
10.3. One official scorebook will be kept for the major division. In the event that no official scorekeeper is available, the Home Team scorekeeper will be appointed the official scorekeeper and use the official scorebook.
10.4. Championship will be determined by a playoff. Winner of playoff will advance to TOCs.

11. Player Eligibility

11.1. Hollister Little League consists of Tee Ball, Farm I (instructional), Farm A, Minor AA, Minor AAA and Major Divisions. The following age brackets apply with no exceptions:

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11.2. Only four ten year olds are permitted on a Major team.
11.3. Players must try-out to be eligible for the Major and Minor AAA and AA draft, unless excused by the Board prior to the drafts. All eligible players are 9 years of age or older (8 year-olds have the option to try-out but it is not mandatory).
11.4 If a major property player quits, but returns the following year, they will return to the same major team. If they received a release letter from the player agent or the manager decides not to take the player back (manager has first right of refusal), the 12-year-old must try out and re-enter the draft.
11.5. All late registration players and unexcused players missing try outs must play a minimum of six regular season games in a lower division before becoming eligible to fill an upper division vacancy (this excludes T Ball, Farm I & Farm A).
11.6. If any manager loses a player for any reason, that manager shall provide written notice to the player agent within 24 hours stating the date and reason. Failure to do so could result in disciplinary action & the vacancy will be filled according to section 11.7. The player agent shall immediately contact the parents or guardians of the exiting player to further discuss, understand, and verify the loss. The player agent will make his or her best effort to resolve conflicts and avoid player losses arising from such conflicts. Playing ability of the child shall not be considered justifiable reason for replacement. Upon Board approval, another player may be obtained through the player agent.
11.7. Managers will identify three (3) players from the next lower division in the order he would draft them within 48 hours of the vacancy. Managers are to submit their selections to the Player Agent. If after 48 hours the manager has not contacted the Player Agent, the Player Agent and the Board will fill the vacancy. Managers may confidentially evaluate the players but will NOT talk to any player, parent or manager/coach. Upon violation of this rule first offense the manager will face a one (1) game suspension. Second offense will result in the manager being removed from the team.

11.7.a. No Minor Division player will be forced to move up to the Major Division. If a layer refuses to "move up," he/she will fill the vacancy of the player that did move up from any team, and cannot move up to the major division for the remainder of the current season. That team will then draft from the AA level.
11.7.b. For example, the Astros need a player. The Astros manager chooses Johnny from the Reds, George from the Twins and Bobby from the Mariners. Johnny says no to moving up to the Astros. George says no as well. Bobby says yes and will move up to the Twins and George will move to the Mariners. The Reds will then draft from the level below.
11.7.c. Player refusing to "move up" will forfeit eligibility for All-Stars.
11.7.d. No player will be called up from the Minor Division to the Major Division in the last two weeks of the regular season.
11.7.e. A player of a manager in a lower division is exempt and is not required to be called up.
11.8. In the event that none of the 3 players can fill the vacancy or if the manager does not provide the player agent with their selection list, the player agent will assign an eligible player based on the following guidelines.

11.8.a. A consensus of the player agent, the division representative, the league vice-president and the president shall select an eligible player. The criteria for selection shall be solely based on that player who might benefit the most from such promotion.
11.8.b. If more than one team has a vacancy or vacancies to fill at the same time, the selection will be made in the same order as the draft.
11.8.c. If a player is being selected from the waiting list, the player will be selected according to who has been on the waiting list for the longest period of time. If more than one team needs a player from the waiting list, the rules from By-Laws section 11.7.b shall apply.

11.9. Managers must notify the player agent within twenty-four hours if any player has missed two consecutive practices or games for unexcused reasons or if a player has been disciplined for any reason.

11.10 When vacancies occur on a roster, the team manager must notify, within 24 hours, the appropriate League Player Agent of the vacancy in accordance with the Little League Operating Manual. Managers are required to report all vacancies within 24 hours or face possible disciplinary action at the discretion of the Board. If this notification of a vacancy occurs with less than 14 calendar days remaining in the regular season schedule for the higher division, then no lower division player may be brought up to the higher division and the higher division team will complete the remaining portion of their season with a reduced roster. Make-up games that may extend the regular season schedule or playoff games will not be considered.

12. Team Administration

12.1. Each manager must provide a list to the division representative within three weeks of the draft noting all of the volunteers nominated for team positions including primary roster coaches, secondary roster coaches, team coordinators, umpires and scorekeepers. Managers are responsible for fulfilling the duties of any missing team volunteers.

12.2. Primary/Secondary Coaches: Each manager will select 2 primary roster coaches (11.3 Major Coach option) who will be eligible to coach All-Stars, and 2 secondary roster coaches (not eligible under 11.3 for the draft) who are also eligible to coach All-Stars.

12.3 Each manager and coach is responsible for fulfilling all of the requirements listed in the Managers/Coaches Application Form.

12.4. All elected and appointed Board members, managers, coaches shall be subject to criminal background checks. Conviction for any violent crime, crimes against children or crimes for the distribution of illegal drugs or substances shall be grounds for immediate dismissal. Such screening shall be conducted in the utmost confidence in a manner determined by the Board and as recommended by local law enforcement agencies.


13. All-Star Selection

13.1. Any player who has participated as an eligible player in at least 80% of regular season and post season games and practices will be eligible for All Star selection.

13.1.a. All-Star families will be placed in a pool to fill in vacancies for any needed post-season volunteers for any tournament hosted by Hollister Little League.

13.2. Major All-Star Player Selection:

13.2.a. The names of all 11 and 12 year old eligible players shall be placed on a ballot for election by all major, managers and coaches (separate ballots for American and National). Each voter must vote for 12 players. Any ballot indicating a vote for more than 5 players on any one team or for more than 12 players, shall be discarded. Only board members who are managers or coaches may vote.

13.2.b. An All-Star Committee consisting of the president, player agents, major and minor division reps and the league vice-presidents shall oversee the process and approve the list. All ballots and vote totals shall be kept confidential by the All-Star Committee.

13.2.c. A tally of the top 20 players selected by the managers, coaches ballot shall be reported as the Coaches Pool. The top 6 vote getters will be automatically placed on roster. The balance of 6/7 roster positions shall be elected from the Coaches Pool. The All-Star Committee and the team manager shall meet to make this selection from the roster submitted by the All-Star Committee. The Board has the final decision on the roster.

13.2.d. After the All-Star Committee and the team manager have met, the player agent shall immediately contact the elected all-stars to inform the player that he or she has been elected to the all-star team. Once contacted by the player agent, the player will have 24 hours to accept or decline his or her position on the team. Replacement players, if required shall be filled by the player agent from a prioritized list of the remaining players from the Coaches Pool provided by the team manager.

13.3. 9-10 All-Star Player Selection:

13.3.a. The names of all eligible 9 and 10 year old players shall be placed on a ballot for election by all Major and AAA managers and coaches (separate ballots for American and National). Each voter must vote for 12 players. Only board members who are managers or coaches may vote.
13.3.b. The All-Star Committee (as described above) shall supervise and tally the election. A tally of the top 18 players selected by the managers, coaches and Board member ballots shall be reported as the Coaches Pool. All ballots and vote totals shall be kept confidential by the All-Star Committee.

13.3.c. The manager of the team may select any 12 or 13 players from the Coaches Pool. The Board has the final decision on the roster.

13.3.d. The All-Star Committee shall approve the final roster and the player agents shall immediately contact the elected all-star candidates to inform the player that he or she has been elected to the all-star team. The elected player will then have 24 hours to accept or decline his or her position on the team. Once the teams have been officially announced, replacement players, if required, shall be selected from the Coaches Pool.

13.4. Manager/Coach Selection:

13.4.a. Board approved regular season managers and coaches on the roster, from the Major or Minor Division, shall submit signed applications to the president indicating which level of tournament competition they wish to apply for.

13.4.b. The managers and coaches on the roster, for 11-12 year old all-stars, shall be regular season Little League managers and coaches on the roster, from the Major Division. The managers and coaches on the roster, for the 11 year old all-stars, shall be regular season Little League managers and coaches on the roster, from the Major or Minor Divisions.

13.4.c. The major and minor division representatives, league vice-presidents and the president shall review the list of candidates and approve or deny eligibility of individual candidates. A list of candidates shall be nominated by the president and the Board shall approve all candidates.

13.4.d. Each Major and AAA team manager and each elected Board member shall vote for 1 manager in each of the 5 competition levels. Managers who are Board members may vote only once. Should any manager win election at more than one level of competition, that manager has an option to select which team he wants to manage. Elected managers may select any two Board approved coaches of their choice, from the list of league managers or primary and secondary roster coaches.

13.5. 11 Year Old All-Star Selection:

13.5.a. 12 or 13 eligible players from the majors or AAA shall be selected by the manager after the major all-stars have been selected. The manager shall consult with major and AAA managers and coaches in order to properly assess potential candidates. Coaches Pool players selected to this team remain available as eligible replacements to the 11-12 year old team. The Board has the final decision on the roster.

13.6. 9 Year Old All-Star Selection:

13.6.a. 12 or 13 eligible players from either AAA or AA minor divisions shall be selected by the manager. The manager shall consult with AAA and AA managers and coaches in order to properly assess potential candidates. Players selected to this team remain available as eligible replacements to the 9-10 year old teams. 9U final team roster must be approved by HLL board and “max 5 players are selected” from one team. The board has the final decision on the roster.

13.7. Any selected player declining to play on the selected All-Star team will not be eligible for any other All-Star team.

13.8. In the event of situations not anticipated or resolved by these procedures, the All-Star Committee shall exercise their discretion. All selections are subject to Board approval.

13.9. All players, Managers and Coaches shall commit 100% to the All Star games and scheduled practices. The only exception allowed will be: 1] a player, Manager and/or Coach honestly being sick, where a doctor's note to the Board/Manager could be required; 2] a family member becomes hospitalized or passes away, where an obituary could be required; 3] a marriage of an immediate member of the player’s, Manager’s or Coach’s family, where a copy of the wedding invitation could be required; 4] a player who must attend summer school classes where a letter from the school documenting the player's enrollment could be required; and 5] any other excused reason brought before the HLL Board, subject to their approval. Any player having an unexcused absence shall be brought before the HLL Board for review and possible removal from the team.
14. Drafts

Items of Note:

14.1. Managers attend all try-outs. Use the evaluation forms and rate the players’ abilities on a scale of 1-5.
14.2. Players must try-out to be eligible for the Major and Minor draft, unless excused by the Board prior to the drafts. Player will still be eligible to be drafted to appropriate age division, however they will forfeit eligibility to play All-Stars.
14.3. All late registration players and unexcused players missing try outs players must play a minimum of six regular season games in a lower division before becoming eligible to fill an upper division vacancy (this excludes T Ball, Farm I & Farm A).
14.4. Requests: You will be allowed to stand up prior to draft and make a request – HOWEVER, these requests do not have to be honored. There is NO GENTLEMAN’S AGREEMENT, a handshake with another manager prior to the draft does not bind that manager to the agreement during the draft.
14.5. Beginning with the 2018 draft, all players will be drafted, eliminating property players.

Draft Night:

14.6. Prioritize Picks – No more than (8) players of one age (including 12yr olds). Only four ten year olds are permitted on a Major team. Once a player has moved up a division, they are not eligible to move down.
14.7. Majors only: All league age 12 yr olds (unless requested and approved through the waiver process) must be drafted to a Major team. Minors AA Drafting 8 year olds: At some point during the draft the Player Agent may stop the drafting of 8yr old players to have the balance of the available team roster openings filled by 9yr olds and older to ensure that these players are placed onto a minor team.
14.8. Minute Time Limit – take a few seconds to see who the next player on your list is. After the time limit of 3 minutes has expired and you have not picked, the player agent will assign you a player.
14.9. Draft Order
   **Majors:** The last place team of the preceding season, as determined by the regular season record, gets the first choice in every round of the draft, the next to the last place team gets the second selection in every round and the remaining reams select in the reverse order of standing.
   **Minors:** Teams will draw a number and the use the Serpentine (i.e. 1,2,3,4,4,3,2,1,)
14.10. Majors: Each manager requiring eight or more players prior to the draft to complete the roster will be allowed one bonus pick at the completion of round four. If more than one manager is allowed bonus picks, the order of rotation will be followed.

14.11. Options: An option is an agreement between a manager and the Player Agent covering a special condition.
   14.11.1. All options must be in writing to the Player Agent 48 hours prior to the draft.
   14.11.2. Major Manager Option - takes priority over all other options. These provisions also apply for managers having eligible siblings in the draft.
   14.11.3. Majors Coach Option – A NEW coach shall not be appointed nor approved until after the draft. A returning primary roster coach, through the manager, may exercise an option in writing to the Player Agent providing the coach has served as a roster coach in the league (at any level) for the past two years, AND is returning to the same Major League team as last year AND participated in all games and practices. In order for a manager to exercise this option, the coach must qualify for all conditions above.
   14.11.4. Minors Option – One Manager.
   14.11.5. Options Draft Round Pick: If an option is submitted in writing for the player of a manager or coach, such candidate must be drafted in or before the following round:
   
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<th>Draft Round</th>
<th>Little League</th>
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14.12. Sibling Options:
   14.12.1. The sibling of a returning player on a team must be drafted within the first three draft selections.
   14.12.2. When there are two or more siblings in the draft and the first sibling is drafted by a manager, that manager automatically has an option to draft the other sibling in the next round. If the manager does not exercise the option, the second sibling is then available to be drafted by any team.
   14.12.3. Minors only Siblings will be mandatory if we have rated them for that Division.

14.13. Special Considerations:
   14.13.1. If the manager so chooses, the manager option may be waived
14.13.2. In the event the parent becomes a manager in another league, that parent may not claim the player.
14.13.3. Players are eligible only in the league whose boundaries include the parent/manager’s home residence as defined by Little League.
14.13.4. When a vacancy occurs during the playing season, the player selected to fill the vacancy becomes a permanent member of that team, governed by the same regulation as all members of the team selected in the draft.
14.13.5. All players, including the players of the managers and coaches at the minor level are subject to the draft.
14.13.6. Parents of Major League players who become managers or coaches after their children have been selected to a Major team may not automatically claim their child, but may trade for them at the proper time, subject to the requirements for trading.

After the Draft:
14.14. Players shall never be told the position in which they were drafted.
14.15. Trades:
   A. All trades must be conducted on draft night before the agreeing managers leave the draft room.
   B. Majors Only: Minor League players may not be traded for Major Division players.
   C. Major Only: All trades must be player for player only.
   D. Major Only: Trades involving a player for draft choices are not permitted.
14.16. Player Agents will monitor any attempts by managers and parents to manipulate the system and thus create an imbalance in the league. Trades for ESTABLISHED players will only be considered for a justifiable reason. We do not want this to get out of hand, but if you feel you have VERY good reason, and both managers want a trade, you can make the request in writing to your Player Agent. DO NOT contact players or parents. We will make those contacts, if we feel the trade is justified. This type of trade will only happen if all parties are in agreement, and the Board approves it.