



EAST ALTADENA LITTLE LEAGUE

2024-25 LOCAL RULES & BYLAWS

(effective as of 2-4-2025)

Contents

I.	TEAMS AND PLAYERS	2
II.	SKILLS ASSESSMENTS	4
III.	TEAM SELECTION	5
IV.	INTER-LEAGUE PARTNERS	5
V.	REGULAR SEASON AND PLAYOFFS	6
VI.	RULES RE: CONDUCT, DECORUM, SAFETY, ETC.	8
VII.	PLAYING RULES	10
VIII.	REPORTING REQUIREMENTS	17
IX.	PROTESTS	19
X.	TIME LIMITATIONS	19
XI.	PRACTICES	20
XII.	TOURNAMENT PLAY AND TEAM SELECTION	21
XIII.	RULES COMMITTEE	22
	SCHEDULE 2 - Uniform Policy	24
	SCHEDULE 3 - EAST ALTADENA LITTLE LEAGUE CODE OF CONDUCT	26
	Zero Tolerance Policy	28

I. TEAMS AND PLAYERS

1. Baseball

A. There may be the following baseball divisions if registration permits so:

- (1) Juniors Division: If registration allows or if merging with other leagues.
- (2) Majors Division
- (3) Minors Division, which shall be divided into the following sub-divisions (sub-divisions may be adjusted depending upon registration):
 - a. Minors AAA (Player Pitch)
 - b. Minors AA (Limited Player Pitch)
 - c. Minors Farm (Coach Pitch)
- (4) Tee Ball Division
- (5) Challengers Division

B. The alignment of league ages for each of the baseball divisions shall be as follows:

- (1) Juniors Division - League ages 12-14
- (2) Majors Division - League ages 10-12
- (3) Minors Division - League ages 6-12 as follows:
 - a. Minors AAA - League ages 8-12. Any 12 year old player who plays in the Minors AAA shall do so only with the approval of the Board of Directors of East Altadena Little League and a Regulation V(a) Waiver Request Form for 12-Year-Old Participation in Minor Division, signed by the President of East Altadena Little League, the parent(s) of the player, and the District Administrator.
 - b. Minors AA - League ages 7-10. It is only in exceptional circumstances that a 10 year old player may play in Minors AA, and then only upon the recommendation of the Safety Officer, Player Agent and Vice President.
 - c. Minors Farm - League ages 5-9. 5 and 6 year old players are eligible for Minors Farm only if they played in a Tee

Ball Division the previous season, and then only with the approval of the Player Agent and the parent(s) of the player. It is only in exceptional circumstances that a 5 year old will be approved for Farm division. Further, it is only in exceptional circumstances that a 9 year old player may play in the Minors Farm, and then only upon the recommendation of the Player Agent.

- (4) Tee Ball Division - league ages 4-7, per Green book however 7 year olds are encouraged to play in a Minors sub-division if they have previously played Tee Ball.
 - (5) Challenger Division - league ages 22 and under.
- C. Each of the baseball divisions shall have the number of teams consistent with the number of registered players and the team sizes outlined in section (D) below. The President and Player Agent shall consult with the managers of each division and determine the number of teams before each division draft takes place.
- D. Each of the baseball teams shall have the following number of players (number of players per team may be adjusted depending upon enrollment):
 - (1) Juniors Division team may have a maximum of 14 players.
 - (2) Majors Division shall have no more than 12 players per team. A roster consisting of more than 12 players requires the majority approval of the League President, Vice President and Player Agent.
 - (3) Although the Green Book does not mandate a minimum or maximum number of players for teams within the Minors Division, each team in the Minors Division shall have the following number of players per team:
 - a. Minors AAA Division shall have no more than 12 players per team. A roster consisting of more than 12 players requires the majority approval of the League President, Vice President and Player Agent.
 - b. Minors AA Division shall have no more than 12 players per team. A roster consisting of more than 12 players requires the majority approval of the League President, Vice President and Player Agent.

- c. Minors Farm Division shall have no more than 12 players per team. A roster consisting of more than 12 players requires the majority approval of the League President, Vice President and Player Agent.
- (4) Tee Ball Division shall have a maximum of 8 and a minimum of 5 players per team. A roster consisting of more than 8 players requires the majority approval of the League President, Tee Ball Coordinator and Player Agent.
- E. Any player who is out of the lineup for more than three consecutive weeks (or six games) is subject to being removed from his or her team by action of the Board of Directors. The Board of Directors reserves the right to allow such player to remain on the roster. Managers must make the Player Agent aware if any player misses more than two consecutive games for any reason. Failure to do so will be cause for corrective action against the manager.
- F. No player shall be called up from Minors AAA to a Majors Division team on or after April 1 of the current season.
- G. If a team within the Minors Division loses a player during the regular season, a player from another team within the Minors Division may be transferred to that team subject to the approval of the Player Agent in consultation with the President if it involves Minors AAA and Minors AA or Minors AA and Minors Farm.

II. SKILLS ASSESSMENTS

- 1. Baseball
 - A. All players interested in playing in the Juniors Division who are league ages 13-14 need not participate in skills assessments.
 - B. All players interested in playing in the Majors Division or Minors Division must participate in skills assessments to determine the most appropriate division of play for the player. Except with the approval of both the Player Agent and the President, no player shall be placed on a team without attending skills assessments.
 - C. Skills assessments for baseball will be held on a Saturday or Sunday in December and/or January as determined by both the President and Player Agent. This date will be shared as early as possible, but no later than 1 week before the skills assessment.

III. TEAM SELECTION

1. There shall be no draft in the Juniors Division. All players who register and qualify for the Juniors Division shall be assigned to play on a Juniors Division team.
2. The draft method for the Majors Division shall be Plan B per the Little League Operating Manual for that year. The order of selection shall be determined by a draw of numbers.
3. The draft method for the Minors Division shall be as follows:
 - A. Minors AAA - The President, Player Agent, Vice President, and the managers of each of the Minors AAA teams shall meet to select and determine on which team each of the players shall play.
 - B. Minors AA - The President, Player Agent, Vice President, and the managers of each of the Minors AA teams shall meet to select and determine on which team each of the players shall play.
 - C. Minors Farm - The President, Player Agent, and Vice President, with the assistance of the manager of each of the Minors Farm teams, shall select and determine on which team each of the players shall play.
4. For the Tee Ball Division, the President, Player Agent, and Tee Ball Coordinator shall select and determine on which team each of the players shall play.
5. Replacement Player Pool

To prevent teams from having to forfeit games due to having less than 9 players at a game, a replacement player pool shall be established for the AAA and Majors divisions. Eligible replacement players shall include all current AAA and Majors players, and 2nd-year AA players. Pool players shall be age-appropriate and assessed capable for their assignments.

 - A. Procedures per Regulation V(c):
 1. The Player Agent shall manage the pool and assign replacement players on a rotating basis.
 2. Managers may not pick and choose their replacement players.
 3. Replacement players may not pitch.
 4. Replacement players must play at least 9 consecutive outs and bat at least once.

B. Local Procedures:

1. Managers (AAA and Majors) may request up to 2 replacement players from the pool, for a maximum of 10 players on game day.
2. If there are no available pool players from the same division, a player from the next lower division may be used. Playing “down” as a replacement is discouraged for regular season games, and is prohibited for EALL playoff games.
3. Players on the team’s regular roster shall be given priority for catcher, infield positions, and higher placement in the batting order.
4. Replacement players shall wear their regular team uniforms or a fall ball shirt.
5. Players are not required to accept a replacement assignment and doing so shall not limit future replacement opportunities.
6. The Player Agent may enact any procedures they deem necessary for efficiency, and may ask parents to opt-in or -out of the replacement pool.

6. Dual Rostering

Little League allows for Majors players to be dual rostered to a higher division team (Juniors, Intermediate, Seniors) but prohibits Majors players from being dual rostered to a lower division team (AAA).

IV. INTERLEAGUE PARTNERS

1. Baseball

- A. The Juniors Division shall interleague with those leagues in District 17 who have formed one or more Juniors Division teams and have signed the necessary Application for Interleague Play.
- B. For all other divisions (Majors, AAA, AA, Farm, and T-ball), before the start of the season, the President will present the list of potential interleague partners to the Board of Directors for approval.

V. REGULAR SEASON AND PLAYOFFS

1. Baseball

A. Juniors Division

- (1) Juniors division schedule will be determined by District 17.

B. Majors Division, Minors Division, and Tee Ball Division

- (1) The regular season shall begin on the last Saturday in February.

- (2) The regular season shall end as follows:

- a. Majors Division, Minors AAA, and Minors AA -The end of the regular season shall be determined by the President and Player Agent, in conjunction with the Scheduling Coordinator and be no later than the date of closing ceremonies for the league. The season shall end such that there is at least 5 calendar days between the end of the EALL playoffs and the District 17 TOC and City Tournament.
- b. Minors Farm and Tee Ball Division - The end of the regular season will be determined by the President and Player Agent, in conjunction with the Scheduling Coordinator and be no later than the date of closing ceremonies for the league.

- (3) No standings shall be maintained during the regular season.

- (4) The winner of the Majors Division, Minors AAA and Minors AA shall be determined by a playoff system as follows:

a. Majors Division

- The playoffs shall begin within at least 5 calendar days after the last regular season game, and end at least 5 calendar days before the regular season District 17 tournaments (TOC and City).
- The playoffs shall be a double elimination format.
- The specific dates for each of the playoff games shall be set by the President and Player Agent in conjunction with the Scheduling Coordinator.
- The home and visiting teams in the playoffs will be

determined by a coin flip at least 1 hour prior to each game. The home team in the championship game will be the team that is undefeated to that point, should the undefeated team lose, that team will become the visiting team in the final game.

- The winner of the Majors Division shall represent East Altadena Little League at the District 17 Tournament of Champions. The runner-up of the Majors Division shall represent East Altadena Little League at the District 17 City Tournament.

b. Minors AAA

- The playoffs shall begin within at least 5 calendar days after the last regular season game, and end at least 5 calendar days before the regular season District 17 tournaments (TOC and City).
- The playoffs shall be a double elimination format.
- The specific dates for each of the playoff games shall be set by the President and player agent in conjunction with the Scheduling Coordinator.
- The home and visiting teams in the playoffs will be determined by a coin flip at least 1 hour prior to each game. The home team in the championship game will be the team that is undefeated to that point, should the undefeated team lose, that team will become the visiting team in the final game.
- The winner of the Majors Division shall represent East Altadena Little League at the District 17 Tournament of Champions. The runner-up of the Majors Division shall represent East Altadena Little League at the District 17 City Tournament.

c. Minors AA

- The playoffs shall begin within at least 5 calendar days after the last regular season game, and end before closing ceremonies.
- The playoffs shall be pool play format.

- The specific dates for each of the playoff games shall be set by the President and Player agent in conjunction with the Scheduling Coordinator.
- The home and visiting teams in the playoffs will be determined by a coin flip at least 1 hour prior to each game. The home team in the championship game will be the team that is undefeated to that point, should the undefeated team lose, that team will become the visiting team in the final game.
- The championship game will be played at Upper Donley Field.

- (5) There shall be no winner of the Minors Farm or the Tee Ball Division.

VI. RULES RE: CONDUCT, DECORUM, SAFETY, ETC.

1. As these rules affect sportsmanship, good conduct, safety, and general appearance, all of which are reflective upon East Altadena Little League, these rules shall apply to the following:
 - A. All East Altadena Little League teams and players.
 - B. All teams and players who are playing under the East Altadena Little League team banner.
 - C. All East Altadena Little League players who are playing under another league's team banner.
2. All board members, managers, coaches, parents, and members (and their guests) of East Altadena Little League shall adhere to and abide by the East Altadena Little League Code of Conduct, as may be amended from time to time by the Board of Directors of East Altadena Little League. The current version of the East Altadena Little League Code of Conduct is attached hereto as Schedule 3.
3. With the exception of sunflower seeds, water and sports drinks, no other food or drinks are permitted in the dugouts during game time. Chewing gum is strictly prohibited at all times.
4. Players must not wear watches, rings, pins, metallic objects, or jewelry of any kind. Medic Alert bracelets are allowed.
5. The Green Book rules regarding equipment and safety gear shall be strictly

followed. All players in Minors AA, Minors Farm and Tee Ball as well as any player league age nine (9) years old or less shall be required to wear helmets equipped with safety masks (a manager or parent may request a waiver from this requirement from the Rules Committee). All base runners must wear helmets.

6. Uniforms must be tucked in at all times. Also please refer to the Uniform Policy attached hereto as Schedule 2.
7. Only team members, managers and no more than two coaches are allowed in the dugouts or on the field during games. Players must remain in the dugouts **at all times** during games. Restroom visits are permitted. Permission of the umpire is NOT required. Managers and coaches should be allowed to sit outside the dugout. Umpires will have the right to ask managers and coaches to remain in the dugout if it is warranted.
8. No player, coach, manager, parent, or other person in the stands shall intimidate, heckle, or make rude remarks to another player. Additionally, no player, coach, manager, parent, or other person in the stands shall yell, or make loud noises which are directed at the pitcher while he or she is in his or her pitching motion. The words "hey, batter, batter" or "swing" shall not be yelled at a batter by opposing players, coaches, or spectators.
9. A manager and a coach, or two coaches, may coach first and third base, respectively. If a player coaches either base, he/she must wear a batting helmet.
10. Managers and coaches must have permission of the umpire to walk onto the field.
11. Teams playing the next game must warm up only in appropriate or designated areas. At no time may players in the next game warm up on the playing field while a game is in progress.
12. Managers and coaches shall be responsible for ensuring that all litter is picked up and that the field is left clean and orderly.
13. For all games at Donley Field, the home team shall occupy the third base dugout, and the visiting team shall occupy the first base dugout.
14. The visiting team shall have access to the batting cage one hour prior to game time for a period not to exceed twenty-five minutes. The home team shall have access to the batting cage thirty-five minutes prior to game time for a period not to exceed twenty-five minutes.

15. Although permitted in the Green Book, the Board of Directors prefers and advises that the President not be the rostered manager of a Regular season team. As a coach, the President may act as a manager for one or more games in the absence of the manager. When the President is participating in a game as a manager or coach, the Player Agent shall assume the administrative role of the President for the duration of the game and any consequences thereof in regards to the President. The President may manage a Fall team.
16. The intentional throwing of equipment, disruptive behavior, disparaging remarks or gestures to players, coaches, umpires or spectators will not be tolerated by any person at any time and will result in ejection from the game by the umpire. The offending party must immediately leave the field. A warning is not necessary.
17. Managers, Coaches and Players arguing Ball and Strike calls is cause for automatic ejection by the umpire. Disagreements shall be discreetly handled with the umpire.

VII. PLAYING RULES

1. Baseball
 - A. Rules Applicable to Juniors Division - The playing rules for the Juniors Division shall be per the Green Book or as may be modified by District 17 or by agreement amongst the various inter-league partners. The representatives of East Altadena Little League shall be the President and the VP - Upper Divisions.
 - B. Rules Applicable to Games in the Majors and Minors AAA Divisions shall follow current year Green Book with the following options/clarifications:
 - (1) Continuous batting order shall be in effect for all regular season games and EALL playoffs.
 - (2) 2017 Green Book Rules Options election;
 - a. Rule option 6.02(c) 'one foot in batters box' shall be enforced.
 - b. Rule option 9.01(d) 'language use, objection to calls, relaying of signs unsportsmanlike conduct' shall be enforced.
 - (3) Upon the first instance of a batter throwing a bat, in the course

of an at-bat, the umpire will warn the player. On the second instance (in a game) the umpire may ask the manager to remove the player from the game, regardless of whether the bat was thrown intentionally or not. If the manager removes the player from the game, the player will be allowed to return for the next scheduled game. If the manager refuses to remove the player from the game, the umpire will eject the player from the game. If ejected by the umpire, the player will leave the field for the game ejected and will not be allowed to play the next scheduled game.

- (4) Games ending at the umpire's discretion shall be deemed official only after the 4th inning has been completed and in the event the inning during which the game was terminated is not completed, the score shall revert to the last completed inning and be official provided the completed inning is the 4th inning or later.

- a. A game ending at the umpire's discretion, after 4 innings have been completed is considered official and final.

C. Rules Applicable only to the Majors, Minors AAA, and Minors AA Divisions:

- (1) The traditional ten (10) run mercy rule shall not apply to any game in the Minors (AAA) Division. Instead, Little League rule 4.10(e) shall apply:
 - a. If after three (3) innings [two and one-half innings if the home team is ahead], one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
 - b. If after four (4) innings [three and one-half innings if the home team is ahead], one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
 - c. If after five (5) innings [four and one-half innings if the home team is ahead], one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent..

D. Rules applicable only to the Minors AAA, Minors AA, Minors Farm, and

Tee Ball Divisions:

- (1) ***In addition to*** complying with the minimum play rule as defined in the Green Book, EALL Minors and Tee Ball managers must comply with the EALL Minimum Play Rule when applicable.
 - a. The EALL Minimum Play Rule:
If an individual player sits out two or more defensive innings in any game, then this individual player shall not sit out two or more defensive innings in any future game until all other team members have sat out two or more defensive innings in any future game.
 - b. A “defensive inning” is defined as three (3) **consecutive** defensive outs. If a defensive inning ends because of the imposition of the five (5) run limit for the Minors Division teams, and an individual player has played the entire defensive inning, then that individual player shall be considered to have played for three (3) consecutive outs for purposes of the EALL Minimum Play Rule.
 - c. The EALL Minimum Play Rule shall not apply to any player who sits two or more innings in a game because he or she is injured, or because the manager is disciplining a player. While the manager is given discretion to determine whether a player is injured and can not safely play, and while the manager is given similar discretion to discipline his players, such discretion is not absolute, and must be exercised at all times in good faith, with the ideals of good sportsmanship in mind, and must never be exercised with intent or design to influence the outcome of a game.
 - d. The penalties for violation of the EALL Minimum Play Rule are as follows:
 - i. The individual player involved shall start the next scheduled game, play any previous minimum play requirement not completed under the EALL Minimum Play Rule plus the minimum play requirement for the current game before he/she can be removed.
 - ii. The manager shall for the:

- First Offense - receive a written warning.
 - Second Offense - a suspension for the next scheduled game.
 - Third Offense - a suspension for the remainder of the season.
- iii. If the violation is determined to have been intentional, a more severe penalty against the manager may be assessed by the Board of Directors of East Altadena Little League. Under no circumstances will forfeiture of a game be invoked.
- f. The EALL Minimum Play Rule shall **not** be in effect during the post-season playoffs.
- g. The EALL Minimum Play Rule shall **not** be in effect for the Juniors or Majors division.
- (2) While EALL does not impose a mandatory infield rotation for the players, it is expected and highly encouraged that managers will rotate all players into the infield for at least one (1) inning per game. It is extremely disappointing for the players and frustrating for their parents if players play the entire game in the outfield. While it is recognized that there are exceptions, these exceptions focus primarily on the safety of a player. If infield rotation for the players is not accomplished for a particular game for strategic purposes, then it is expected and highly encouraged that the infield playing time of a player who did not play in the infield for a particular game or games will be made up in subsequent games. Managers will be judged on their ability to develop all players, and their success will be determined in large part by whether those players return to EALL the following season.

E. Rules Applicable Only To Intra-League Games in Minors AA:

- (1) The Three Walk Per Inning Rule shall be in effect through April 1, of the current season. Thereafter, there shall be no special pitching rules applied to Minors AA. The Three Walk Per Inning Rule is:

A pitcher will pitch no more than three walks per inning. A batter who is hit by a pitch is counted as a walk. After the third walk in an

*inning, the next batter who receives four balls or who is hit by a pitch will then receive coach-pitch. Each inning will reset and require three walks to initiate coach-pitch. If a new pitcher is put on the mound during an inning, the three walk count does **not** reset. The coach shall pitch three good balls to the batter. The batter should hit a fair ball in those three good pitches, otherwise he/she will be called out by the umpire after the third good pitch. All coach-pitching shall be overhand and from the regulation distance for Minors AA.*

- (2) A player who has attained the league age of ten (10) or older is not eligible to pitch in the Minor AA division without the consent of both the President and Player Agent.
- (3) Stealing bases shall be permitted only on a passed ball (which shall be defined as the line drawn out from the catcher's stance parallel to the pitcher's plate). Stealing home shall not be permitted at any time.
- (4) If an overthrow or missed catch occurs as the result of the catcher attempting to throw out a stealing base runner, the stealing base runner shall not advance an extra base, and the ball shall be declared dead. This rule is separate, apart, and distinct from the rule in (5) below.
- (5) Base runners (other than stealing base runners) shall be allowed to advance only one base on a fielding overthrow or missed catch. In the event that the defensive team, subsequent to the overthrow, makes a play that, in the opinion of the umpire, is an attempt to get the advancing runner or any other runner out, then that play constitutes the ball being put back into play, and all runners can advance accordingly. If the subsequent attempt results in an overthrow, then runners are allowed an additional base as set forth in this rule.
- (6) The "infield fly rule" shall not be enforced.
- (7) Base runners must stop at their current base, or at the next base, if the base runners are running between bases when the pitcher has control of the ball on the mound. In such situation, the ball shall be declared dead. For purposes of this rule, it is the intent to not cause games, either intentionally or inadvertently, to turn into games of aggressive base running at the expense of

fundamentals. With this in mind, "when the pitcher has control of the ball on the mound" shall be liberally construed as having hit the pitcher's glove, while still on his hand, within an eight foot diameter of the pitching rubber, as determined by the umpire. If the ball is subsequently dropped or is otherwise misplayed, it is still considered to be a dead ball. No subsequent action of the pitcher shall result in any additional advancement of base runners or defensive put outs. In addition, if a base runner is safely on a base and not advancing at the time of the obvious throw by the defensive team to the pitcher, then, in the opinion of the umpire, that base runner shall not be allowed to advance to another base if it is determined that he or she did not commit to advance until the defensive team attempted to get the ball back to the pitcher. The pitcher must be within an eight foot diameter of the pitching rubber, and so cannot be involved in a defensive play outside of that vicinity in order for the ball to be ruled dead.

- (8) Each team shall field a maximum of ten (10) players in defensive positions. The tenth player must be in the outfield, and no closer than five (5) feet from the infield area. This rule shall be in effect through April 1, of the current season. Thereafter, each team shall field nine (9) players in defensive positions.
- (9) Bunting shall not be permitted until April 1, of the current season.
- (10) No coaches shall be allowed in the field during a game to direct their players at their positions. Under no circumstances shall the game be halted for instructions to players.
- (11) Only a level 5 low compression ball shall be used in games and practices.

F. Rules Applicable Only to the Minors Farm Division:

- (1) There shall be no player pitching unless approved by the President, Player Agent and Safety Officer.
 - a. Prior to the optional player pitch date a coach from the batting team shall come out to the mound or in the front portion of the mound to pitch to the batter. The coach shall pitch eight good balls to the batter. The batter must hit the ball in those eight (8) good pitches, otherwise

he/she will be out. There shall be no base on balls. The minimum distance from which the coach shall pitch to the batter shall be from the front portion of the mound.

b. Machine Pitch may be allowed in lieu of coach pitch as circumstances dictate.

- (2) Stealing bases shall not be permitted at any time.
- (3) Base runners shall be allowed to advance only one base on a fielding overthrow or missed catch.
- (4) The "infield fly rule" shall not be enforced.
- (5) Base runners must stop at their current base, or at the next base if the base runner is running between bases, when the coach pitcher has control of the ball on the mound. In such situations, the ball shall be declared dead.
- (6) Each team shall field a maximum of ten (10) players in defensive positions. The tenth player must be in the outfield, and no closer than five (5) feet from the infield area.
- (7) Bunting shall not be permitted. Players should be encouraged to take a full swing at the baseball. Batted balls that do not travel beyond the foul ball arch shall be considered a foul ball. The foul ball arch shall be the dirt area in front of home plate.
- (8) Only a level 5 low compression ball shall be used in games and practices.

G. Rules Applicable Only to the Tee Ball Division:

- (1) Both teams shall have an equal number of at bats.
- (2) All players shall bat each inning twice, and all players shall score twice each inning. There are no outs.
- (3) No score shall be kept. There are absolutely no winners or losers. All games should result in a tie.
- (4) The sole objective of each game is to have fun.
- (5) All offensive players at bat or running on the bases shall wear a protective helmet.
- (6) There shall be no coach pitch of any kind whatsoever without the approval of the President, Player Agent, and VP – Lower Division.

- (7) Managers and coaches should be on the field making certain all players are safe. The team that is on offense should alert the team that is on defense when a strong hitter is up to bat.
 - (8) Base paths shall be set at no more than fifty (50) feet.
 - (9) While on defense, a player may field on the pitcher's mound. It is advisable to rotate the "pitchers" throughout the inning.
 - (10) Only the official Tee Ball or other similarly specified ball shall be used in games and practices.
 - (11) Practices shall be no more than one hour.
 - (12) Practices should always be focused on the players having fun.
- H. Rules Applicable to all Inter-League Games - The President shall negotiate with the various inter-league partners to determine, establish and agree upon the playing rules for inter-league games. Those rules, as agreed upon, shall be agreed to in writing and signed by the authorized representatives of each of the various inter-league partners. The President shall sign on behalf of East Altadena Little League.

VIII. REPORTING REQUIREMENTS

- 1. Baseball
 - A. The following rule shall apply only to teams in the Juniors, Majors, Minors AAA, and Minors AA Divisions:

Each team shall have an official scorekeeper and pitchcounter (who can be the same person) who shall keep the score and pitch count of each pitcher for each game. Subject to protest, in the event of a dispute in such record keeping requirements during a game, the records of the score and pitch count as determined by the home team's official scorekeeper and/or pitchcounter shall prevail.

 - (1) During non-tournament play the official scorekeeper may be either a Parent Scorekeeper, Manager, Coach or League Official.
 - (2) Scorekeeping may be conducted either in a paper scorebook provided by the League or using a Little League approved electronic scoring system in an account created and owned by East Altadena Little League.

- (3) The Manager shall be responsible for maintaining the official scorebook and records of pitch count for each game.
 - (4) A Parent Scorekeeper shall never address the players or other parents with statistical game information or reveal recorded performance data exclusive of the game score.
 - (5) In any event, the accounts, statistics of the game and cumulative statistics derived from League requested Scorekeeping activity are intended for the use of the Managers, Coaches, Player Agent and President and are the sole property of East Altadena Little League.
- C. The following rules shall apply only to teams in the Majors, Minors AAA, and Minors AA Divisions:
- (1) Within twenty four (24) hours after the completion of a game (whether intra-league or inter-league), the manager shall submit to the Player Agent or his designate the following statistics:
 - a. The date of the game and teams who played;
 - b. The names of all pitchers used by the manager in the game and the pitch count for each of those pitchers;
 - c. The final score of the game and the number of innings completed; and
 - d. In either intra-league or inter-league games, a declaration from the manager that he complied with minimum play rule per the Green Book, and if not the reason for such lack of compliance. Additionally, if the game was a game to which the EALL Minimum Play Rule applied (or was elected to be applied), the name of each player who sat out two or more innings during the game.
 - (2) By 12:00 pm of each Monday during the season, the manager shall submit to the Player Agent or his designate, the pitching statistics of all games played during the previous week (Monday through Sunday), in such form and manner as the Player Agent may direct.

IX. PROTESTS

- 1. Protests of games shall be made in accordance with the Green Book.

X. TIME LIMITATIONS

1. Baseball

- A. All games shall start as close to the scheduled time as possible, but no more than ten minutes after the scheduled start time. If one or both of the two teams can not field nine (9) players at the start of or during a game, then the game shall be played or shall continue to be played. The team that has less than nine players may add one or more players from the opposing team to fill its missing defensive positions.
- B. There are no time limits on games for the Juniors and Majors Divisions.
- C. For Minors AAA, a two hour “drop-dead” time limit shall be in place for all games. No new inning shall begin after one hour and forty-five minutes from the scheduled start time. The “drop-dead” exception being when no following game is scheduled, the inning started before the one hour and forty-five minute time limit shall be completed.
- D. For Minors AA, a one hour and forty-five minute “drop-dead” time limit shall be in place for all games. No new inning shall begin after one hour and thirty minutes from the scheduled start time. The “drop-dead” exception being when no following game is scheduled, the inning started before the one hour and thirty minutes time limit shall be completed.
- E. For Minors Farm, a one hour and thirty minute “drop-dead” time limit shall be in place for all games. No new inning shall begin after one hour and fifteen minutes from the scheduled start time. The “drop-dead” exception being when no following game is scheduled, the inning started before the one hour and fifteen minutes time limit shall be completed.
- F. For Tee Ball Division, a one hour “drop-dead” time limit shall be in place for all games.
- G. Once an inning is started, it shall be completed unless called by the umpire. A called game ends at the moment the umpire terminates play, except that if the game is called during an incomplete inning, the game shall end at (and the score shall revert to the score of) the last previous completed inning in those situations as set forth in Rule 4.11(d) of the Green Book.
- H. Any games not played because of inclement weather, natural disaster,

or other unforeseen emergency may be made up if there exists any available open dates during the season as determined by the Scheduling Coordinator.

XI. PRACTICES

1. Definitions
 - A. An "Event" is defined as:
 - (1) Any Game.
 - (2) Any Team Practice
 - (3) Any Four or More Gatherings
 - B. "Four Or More Gatherings" is defined as any time, other than a Game or Team Practice, when four (4) or more players of the same team, together with their manager or coach, play any form of baseball.
 - C. A "Game" is defined as any game.
 - D. A "Team Practice" is defined as any announced practice where all team players are required to participate. A Team Practice shall include any EALL sponsored clinics such as hitting or pitching clinics.
 - E. A "Week" is defined as the period beginning on Sunday and ending on Saturday.
2. The maximum number of Events per Week a player shall participate in shall be limited as follows:
 - A. Juniors Division - There shall be no limitation on the number of Events per Week
 - B. Players in the Majors Divisions - Five (5) Events per Week
 - C. Players in the Minors Divisions
 - (1) Minors AAA - Four (4) Events per Week
 - (2) Minors AA - Four (4) Events per Week
 - (3) Minors Farm - Three (3) Events per Week
 - D. Players in the Tee Ball Division - Two (2) Events per Week
3. In the case of a Team Practice, only those players of the team who are present at the Team Practice shall be considered to have participated in such an Event.

4. In the case of a Game, all players of the team shall be considered to have participated in such an Event, whether or not one or more of the team players was or were actually present at the Game.
5. In the case of a Four Or More Gatherings, only the four (4) or more players of the same team who participated in the Event shall be considered to have participated in the Event. In such a case, the four (4) or more players of the same team who participated in the Event can not participate in any other Event (other than a Game - see 6 below) during the Week if and to the extent such participation would exceed the maximum number of Events allowable for such players.
6. Under no circumstances shall a player be prevented from participating in any Game solely because he or she has exceeded the number of Events permitted for that player during the Week. It is the responsibility of the manager, not the player, to ensure that the above rules are not violated. Violation of these rules will subject the manager to warning or punishment at the discretion of the Board of Directors of East Altadena Little League.

XII. TOURNAMENT PLAY AND TEAM SELECTION

1. Manager Selection
 - A. The All-Star managers and coaches shall be selected by the League President, with input from the Player Agent. Factors incorporated into manager and coach selection include merit, ability, and sportsmanship. The objective is to select those individuals who will best represent EALL and its guiding principles. Managers and coaches must have been division appropriate managers or coaches during the regular season.
 - B. The Board of Directors shall request the written approval of the District Administrator, in accordance with the 2016-17 rules implementation Item 2: Regulation I(b) Tournament Manager and Coaches to allow the current President to manage or coach the EALL Little League Tournament team.
2. Baseball
 - A. There are five tournament divisions as follows: Juniors Division, 10, 11, 12 Year Old Division, 9, 10, 11 Year Old Division, 8, 9, 10 Year Old Division and the 7, 8, 9 Year Old Division.
 - B. The Juniors Division regular season team shall be the tournament

team to play in the Juniors Division tournament and will play under the East Altadena Little League Banner or the banner of any league that players from East Altadena Little League have merged to play.

- C. The Little League All Star Division player selection will be conducted as follows:

Six (6) players will be selected by Player vote. Each player (league age 10-12) on a Majors team will receive an All-Star ballot for vote. The 6 players receiving the most votes are automatically selected.

The next set of players will be selected by the President and Player Agent, and the All Star Manager for this Division.
- D. The 9,10,11 Year Old Division player selection (Board of Directors will vote on whether to field a team for this division) will be conducted as follows:

Unless a District waiver is approved, a minimum of twelve (12) and maximum of fourteen (14) players will be selected by the League President, Player Agent, and All Star Manager for this Division.
- E. The 8, 9, 10 Year Old Division player selection (Board of Directors will vote on whether to field a team for this division) will be conducted as follows:

Unless a District waiver is approved, a minimum of twelve (12) and maximum of fourteen (14) players will be selected by the League President, Player Agent, and the All Star Manager for this division
- F. The 7, 8, 9 Year Old Division player selection (Board of Directors will vote on whether to field a team for this division) will be conducted as follows:

Unless a District waiver is approved, a minimum of twelve (12) and maximum of fourteen (14) players will be selected by the League President, Player Agent, and the All Star Manager for this division.

XIII. RULES COMMITTEE

- 1. There shall be a standing committee of the Board of Directors known as the Rules Committee (the "Committee"). The Committee shall be charged with developing and preparing each season's Local Rules, and submitting the same for review and approval by the Board of Directors. The Committee shall

be further charged with enforcing and interpreting each season's Local Rules, issuing definitive rulings with regards thereto, and making determinations of whether there have been violations of the Code of Conduct as set forth herein as Schedule 3, including the issuance of suspensions for violations thereof, except that the Committee shall refer all matters involving a suspension of more than two games or a permanent suspension from East Altadena Little League to the Board of Directors for further proceedings.

2. The Committee shall be comprised of the President, Player Agent, Vice President and Umpire-in-Chief. The Committee shall report all actions taken by the Committee to the Board of Directors.

END OF DOCUMENT EXCEPT FOR SCHEDULES

SCHEDULE 2 - Uniform Policy

Updated December 6, 2022

The Uniform Policy is intended to provide quality Uniforms for all registered players of East Altadena Little League. The policy has been adopted to provide consistency and uniformity between the teams of the East Altadena Little League and to prevent teams from attempting to gain a competitive advantage as a result of buying and wearing upgraded or customized uniforms.

"Uniform" Definition: In this document, "Uniform" is defined as a Team Shirt/Jersey and a Team Cap which has been approved by the Board of Directors and provided by the League.

Each player's registration fee entitles him or her to a Uniform for wear during all games. Players keep the uniforms after the respective season ends.

Use of caps in lieu of the League-provided cap, i.e. "flat bill" are permitted, provided they are the "identical match/replica" of the color and logo on the League-provided cap. All custom caps will be at the expense of the player. No refunds or credits will be provided to players that choose to purchase their own hat.

Team Managers are responsible for enforcing 100% compliance with the Uniform Policy at all times. Replacement Uniforms can be ordered by contacting the Uniforms Coordinator.

No Uniform may be altered, including names and/or numbers without the approval of the Board of Directors.

Uniform Manufacturers

Retailers – To Be Determined

Uniform Manufacturers – To Be Determined

League Divisions and Uniform Types

All jerseys will be polyester performance-type fabric unless noted otherwise. All divisions, except Juniors, will comply with Little League requirements including a patch affixed to the left sleeve.

1. Juniors League-branded Full-Button Jersey with player name and number, League-branded Cap.

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| 2. | Majors | League-branded Full-Button Jersey with player name and number, League-branded Cap. |
| 3. | Minors AAA | MLB team logo 1-Button Jersey with player number, MLB-branded Cap. |
| 4. | Minors AA | MLB team logo 1-Button Jersey with player number, MLB-branded Cap. |
| 5. | Farm | MiLB team logo Crew-neck T-shirt with player number, MiLB Logo cap. Cotton fabric may be substituted. |
| 6. | Tee Ball | MiLB team logo Crew-neck T-shirt with player number, MiLB Logo cap. Cotton fabric may be substituted. |
| 7. | Challengers | MLB Angels logo 2-button Jersey with player number, MLB Angels logo cap.
Volunteer coaches will be provided with an MLB Angels logo crew-neck tee shirt and MLB Angels cap. |
| 8. | All-Stars | The Board of Directors shall approve a recommendation and design provided by the Uniform Coordinator for the EA All-Star Jersey. The Jersey shall be Full-Button with player names and numbers. League-branded All-Stars cap. The All-Stars Uniform shall be worn by all teams, except Juniors Division, which shall wear their regular season Uniform. If there is only 1 Majors team, the Board may elect to use their regular season jerseys and reduce the All-Stars price accordingly.
The All-Stars players shall also be provided a cotton crew-neck tee-shirt which lists the players' names. |
| 9. | Fall Ball | All Divisions shall have a League-branded Crew-neck T-shirt with player number, and a League-branded cap. |

Exceptions and Substitutions

Modifications to the standards may be made by the President with concurrence from the Vice President. The Uniform Coordinator may make minor substitutions as needed.

SCHEDULE 3 - EAST ALTADENA LITTLE LEAGUE CODE OF CONDUCT

The Board of Directors of East Altadena Little League has implemented the following Code of Conduct for the important message it holds about the role of board members, managers, coaches, parents and members in supporting children in sports. All board members, managers, coaches, parents, and members should read and understand this Code of Conduct before agreeing to serve or participate in any such capacity. By serving or participating in any such capacity, and/or by registering your children in East Altadena Little League, you have agreed to be bound by this Code of Conduct, as may be amended from time to time by the Board of Directors of East Altadena Little League.

It is the goal of East Altadena Little League to provide a safe, fun, and enjoyable environment for our children to play and learn the game of baseball. It should be the primary objective of every board member, manager, coach, parent, and member to ensure that this goal is achieved and maintained in East Altadena Little League.

The Board of Directors of East Altadena Little League has approved the following Code of Conduct:

Preamble

The essential elements of character-building and ethics in sports are embodied in the concept of sportsmanship in six core principles:

- Trustworthiness
- Respect
- Responsibility
- Fairness
- Caring
- Citizenship

The highest potential of sports is achieved when competition reflects these “six pillars of character.”

I therefore agree:

- I will not force children to participate in Little League.

- I will remember that children participate to have fun and that the game is for youth, not adults.
- I will inform a league official of any physical disability or ailment that may affect the safety of children or the safety of others.
- I will learn the rules of the game and the policies of East Altadena Little League.
- I (and my guests) will be a positive role model for players and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, managers, coaches, officials and spectators at every game, practice or other sporting event.
- I (and my guests) will not engage in any kind of un-sportsmanlike conduct with any official, coach, player, spectator, or parent such as booing and taunting; refusing to shake hands; or using profane language or gestures.
- I will not encourage any behaviors or practices that would endanger the health and well-being of the athletes.
- I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
- I will teach my child that doing ones' best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
- I will praise athletes for competing fairly and trying hard, and make my child feel like a winner every time.
- I will never ridicule or yell at a child or other participants for making a mistake or losing a competition. Only positive coaching will be used.
- I will respect the officials and their authority during games, and I will not make derogatory comments about umpire calls, or make defaming statements to the umpires themselves.
- I will never question, discuss, or confront coaches at the game field, or make derogatory comments about any coaches ability to coach, or the decisions they make concerning the players on their teams.
- I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all sports events.
- I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.
- I understand that all field positions are important and it is left up to the coach to place my child wherever he/she sees fit.
- I understand that I am responsible for the behavior of my child and that any instance of disruptive behavior by my child will not be tolerated in the interest of preserving a fun and enjoyable environment for all.

Zero Tolerance Policy

The Board of Directors of East Altadena Little League has adopted a ZERO Tolerance policy in regards to ANYONE present at an East Altadena Little League event, whether on the field or off. Our main desire in making this decision is to ensure that all East Altadena Little League events remain safe and pleasant for all people attending.

Violating this Code of Conduct will result in removal from the game you are attending and a suspension from the next game. You will also be asked to leave the field, which includes getting into your vehicle and leaving the premises completely. Any subsequent infraction will result in a minimum two game suspension.

Any person threatening or assaulting (i.e. hitting, kicking, pushing, shoving, whether resulting in bodily injury or not) another person at an East Altadena Little League event will be immediately asked to leave, and will be suspended for at least two games. In such cases, the police will be called and charges may be filed. ANY subsequent occurrence of the same offense will result in a minimum one year suspension from participation in any East Altadena Little League event. Any occurrence after this will result in a permanent suspension from any East Altadena Little League event. Further, any member of East Altadena Little League engaging in such behavior will be brought before the Board of Directors of East Altadena Little League, where a decision about that member's continued status as a member will be determined.

The Board of Directors of East Altadena Little League has authority to use its reasonable judgment to suspend or permanently remove from practices and/or games any person who violates this Code of Conduct. Further, violation of this Code of Conduct may be grounds for termination of membership in East Altadena Little League in accordance with the Constitution of East Altadena Little League.