

# **BYLAWS OF REDWOOD EMPIRE LITTLE LEAGUE (2026)**

(Effective January 1, 2026)

## **Preamble**

These Bylaws of Redwood Empire Little League (“RELL”) are adopted by the Board of Directors to guide the League’s governance, operations, and community conduct. They set forth the principles, responsibilities, and procedures that ensure a safe, fair, and enjoyable baseball experience for all players, families, and volunteers. The League operates under the charter and regulations of Little League Baseball, Incorporated, and these Bylaws shall remain consistent with all rules, regulations, and policies established by Little League International.

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## **ARTICLE I — NAME AND OBJECTIVE**

The name of this organization is Redwood Empire Little League (RELL). The objective of the League is to promote the ideals of good sportsmanship, honesty, loyalty, courage, and respect for authority, so that children may grow to be happy, healthy adults. Through the games of baseball, the League seeks to provide supervised instruction and competition that instills the values of teamwork and fair play while emphasizing education, safety, competition, and community involvement.

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## **ARTICLE II — GOVERNANCE**

These Bylaws operate under the League Constitution, which serves as the League’s Articles of Incorporation. They establish the internal rules for League operations and shall, except as expressly stated otherwise in these Bylaws, remain consistent with the official Rules, Regulations, and Operating Policies of Little League International.

These Bylaws expire annually at the close of the fiscal year and must be reviewed and renewed by the Board of Directors.

The Board of Directors may amend these Bylaws by a two-thirds (2/3) vote at any duly called meeting.

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## **ARTICLE III — BOARD OF DIRECTORS**

The property, business, and affairs of the League are managed by a Board of Directors composed of the number of Directors stated in the Constitution.

### **Section 1 — Powers and Duties**

The Board shall:

1. Conduct the affairs of the League in accordance with the League Constitution and Little League International regulations;
2. Oversee player registration, team formation, and general operations;
3. Establish policies for safety, coaching, umpiring, and conduct;
4. Approve the annual budget and oversee all expenditures; and
5. Appoint officers, committees, and team managers.

### **Section 2 — Attendance and Participation**

Each Director is expected to attend meetings regularly and participate actively in League business. Unexcused absence from three (3) consecutive meetings may result in review of membership by the Board.

### Section 3 — Voting and Quorum

Each Director has one vote. A quorum consists of a majority of the Directors in office. Proxy voting is not permitted.

### Section 4 — Committees

Standing Committees may include Player Selection, All-Star, Safety, Coaching, Finance, and Disciplinary Committees, among others as set forth in the Constitution or otherwise established by the Board. Each committee shall be chaired by a Board member and report its activities at Board meetings.

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## **ARTICLE IV — PLAYER SELECTION**

The Player Agent, under the supervision of the President, administers player registration, assessments, and drafts.

### Section 1 — Assessments

Before the start of each season, the League shall conduct player assessments to evaluate ability, safety, and appropriate placement. Managers and coaches shall rate players on fielding, hitting, throwing, and running. Players who do not attend assessments will be assigned to a team through random draw during the draft.

The Board may elect to waive assessments for the Minor B division.

### Section 2 — Draft Procedures

Player selection shall follow the detailed provisions contained in *Addendum B — Draft Selection Procedures*. These procedures include all option rules, draft order, player movement, and replacement guidelines.

### Section 3 — Player Movement and Replacement (Majors Division)

If a Major Division player is lost for the season due to injury, relocation, or resignation, one (1) Minor A player shall be called up to fill the vacancy. Once the Player Agent is notified that a Major player has been lost for the season, the Major Manager shall have seventy-two (72) hours to select a Minor A player to fill the vacancy.

If the Major Manager does not make a selection within that seventy-two-hour period, the Player Agent and President shall jointly select and assign a Minor A player to the Major team to ensure timely roster completion.

The parent or guardian of the selected Minor A player may decline the promotion to the Major Division. However, if a parent or guardian elects not to have their child brought up, that player shall be ineligible for promotion to the Major Division for the remainder of the current season.

A Minor A player who is called up and participates in fewer than sixty percent (60%) of the Major team's regular-season games shall return to the draft pool for the following season.

If more Major Division vacancies arise than there are Minor A teams available to provide replacement players, the process described in this section shall be repeated until all Major Division teams have full rosters.

### Section 4 — Player Retention and Eligibility

Once a player is drafted to a Majors Division team, that player shall remain on that team for the duration of their eligibility unless a written exception is approved by the Board at least twenty (20) days before the next assessment period.

The Player Agent shall submit the request to the President, who will determine whether to submit the request to the Board or deny the request. In such case, the Board shall consider the request in closed session prior to the date of assessments. In the event the Board approves the request, the player must attend assessments.

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## **ARTICLE V — ALL-STAR SELECTION**

All-Star teams shall be formed and managed according to *Addendum A — All-Star Policies and Selection Procedures*.

The Board of Directors shall determine each year the number of All-Star teams and age divisions to be entered into tournament play.

Players must meet all eligibility requirements, including participation in at least sixty percent (60%) of regular-season games.

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## **ARTICLE VI — LEAGUE PLAY AND OPERATIONS**

### Section 1 — General Rules

All games are played in accordance with the Official Regulations and Playing Rules of Little League Baseball, except where modified by these Bylaws or Board-approved local rules.

### Section 2 — Divisions of Play

The League shall consist of four principal divisions: Seniors (ages 13–16), Majors (ages 9–12), Minor A (ages 8–11), and Minor B (ages 5–9).

Each division shall have rules appropriate for the age group and skill level of its players.

### Section 3 — Majors and Seniors

Majors and Seniors follow Little League International rules in full.

The League applies the official mercy rule (Rule 4.11(d)(2)) and does not impose time limits on Major games.

### Section 4 — Minor A and Minor B Divisions

Minor divisions emphasize skill development, fun, and participation.

Playing rules for the Minor A Division are contained in *Addendum C – Minor A Playing Rules*.

Playing rules for the Minor B Division are contained in *Addendum D – Minor B Playing Rules*.

### Section 5 — Field and Facility Responsibilities

These duties apply to all divisions.

- Home Team Duties: The home team is responsible for striping the field, installing bases before play, and ensuring field readiness.
- Visiting Team Duties: The visiting team shall drag the field immediately after each game and, after the last game of the day, remove bases and insert base plugs.
- Shared Duties: Both teams must clean dugouts, bleachers, and surrounding areas at the conclusion of each game.

Safety and Maintenance:

- Managers or coaches must inspect the field before each event for hazards such as holes, loose bases, or debris, and report concerns to the Safety Officer.
- Bases and mounds must be properly anchored before use.
- Only League-approved tools and equipment may be used for maintenance.
- No play shall begin until the field is deemed safe.

Section 6 – TOC Seeding.

For the purpose of seeding for TOCs, the seeding shall be based on each team’s winning percentage. In the event of a tie, the tie shall be resolved by the head-to-head record between the teams with the same record. If a tie remains, a coin flip will break the tie.

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**ARTICLE VII — CONDUCT AND DISCIPLINE**

All players, coaches, umpires, and volunteers are expected to exhibit good sportsmanship, respect for others, and adherence to League values.

Section 1 — Authority

The Board may discipline, suspend, or remove any member, coach, or volunteer whose conduct is deemed detrimental to the League.

Section 2 — Procedure

Written complaints or disciplinary matters shall be referred to the President and Player Agent for investigation. If a hearing is necessary, the Board or Disciplinary Committee shall meet promptly and provide the individual notice and an opportunity to be heard.

Section 3 — Appeals

Any disciplined individual may request an appeal to the full Board at its next meeting. The Board’s decision shall be final.

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**ARTICLE VIII — FINANCIAL AND ADMINISTRATIVE POLICIES**

The League’s fiscal year shall begin October 1 and end September 30.

All funds are used solely for the League’s purposes.

The Treasurer shall prepare an annual budget and financial report to be presented to the Board and membership at the Annual Meeting.

All disbursements require two (2) authorized signatures.

League equipment and property are for official League use only and may not be used for private purposes.

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**ARTICLE IX — VOLUNTEERS AND SAFETY**

All volunteers, including managers, coaches, and umpires, must complete an annual background check and the Abuse Awareness for Adults Training before participating in any League activity.

The Safety Officer shall prepare and implement an annual safety plan that includes field inspections, emergency procedures, and first-aid readiness.

All injuries or incidents must be reported immediately to the Safety Officer.

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#### **ARTICLE X — MEETINGS AND AMENDMENTS**

The Board of Directors shall meet monthly during the playing season and at least quarterly otherwise.

Special meetings may be called by the President or a majority of the Board.

These Bylaws may be amended by a two-thirds (2/3) vote of the Board of Directors at any duly called meeting.

A copy of the current Bylaws shall be made available to all members upon request.

## ADDENDUM A — ALL-STAR POLICIES AND SELECTION PROCEDURES

### Preamble

The All-Star program represents the highest level of achievement within Redwood Empire Little League and provides players with an opportunity to represent the League, their community, and their teammates in tournament competition. Participation in All-Stars is both an honor and a responsibility, reflecting not only athletic ability but also sportsmanship, teamwork, and dedication.

These policies are intended to ensure that the selection and management of All-Star teams are conducted fairly, transparently, and in a manner that upholds the values of Little League Baseball.

### Section 1 – Teams and Age Groups.

All-Star teams shall be formed up to one week prior to May, 15 during the regular season. The Board shall determine the number and age divisions of teams each year.

### Section 2 - Manager Selection:

- (a) Senior Division. The Senior Division Manger → Senior Division Manager having the best overall record for the season, shall have the option of coaching the All Star team. If that Manager declines, the Manager having the next best record shall then have priority to coach the All Star team. If that Manager decline, the President shall select a Manager for the All Star team from among registered Managers or Coaches from the Senior Division. Each Manager shall select his or her assistant coaches from among registered coaches.
- (b) Majors Division (8-12 Year Old All Star Teams.
  - a. The top three (3) Managers from the Majors Division having the best overall winning percentage during the regular season (excluding TOCs), shall have the option of coaching an All Star team.
  - b. The President shall contact the **current standing** top three (3) Managers to determine which Managers wish to manage an All Star team.
  - c. If one or more of the top three Managers decline the opportunity to coach an All Star team, the President shall seek to obtain from any Majors Division Manager or registered Coach statements of interest to manage an All Star Team.
  - d. The Board (or a subcommittee thereof) shall assign Managers for each of the All Star teams, as follows:
    - i. The Board shall first assign to manage an All Star Team those Managers with priority pursuant to sub-section “a”, above.
    - ii. For any All Star teams without an assigned Manager, the Board shall select a manager from among Majors Division Managers or Coaches that submitted a statement of interest.
    - iii. In making its Manager assignments, the Board shall consider those factors or qualifications it deems relevant and advisable.
  - e. Each Manager shall select his or her own assistant coaches from registered Majors Division Managers or Coaches.

### Section 3 - Player Selection

- (a) Overview. All-Star teams shall be selected through a two-part process combining player and manager voting with subsequent selections by the appointed All-Star Manager. This process is designed to ensure that both peer recognition and managerial assessment contribute to the

composition of each All-Star team. The intent is to recognize players who have demonstrated exceptional skill, effort, sportsmanship, and commitment during the regular season.

(b) Ballot Process.

- a. Ballots. The Player Agent shall prepare ballots listing all eligible Major Division players within each age group (8-10, 11, and 12 year olds). Ballots shall be distributed to all players and Managers, up to one week earlier than May 15 of the current regular season and before tournament declarations are due.
- b. Voting. Each player and each Manager shall vote for up to twelve (12) players within each age group (8–10, 11, and 12). Ballots must include the player’s name, jersey number, and team.
- c. Weighting of Votes. Votes from players and Managers shall be weighted equally. Player votes shall comprise fifty percent (50%) of the total, and Manager votes shall comprise fifty percent (50%) of the total in determining overall ranking.
- d. Vote Counting. The Player Agent and one (1) Board Member shall tabulate the results. The voting results shall remain confidential and shall be reviewed only by the Player Agent, President, and Board-designated members of the All-Star Committee.
- e. Top Vote-Getters. The five (5) players receiving the highest combined vote totals in each age group shall be automatically placed on an All-Star team. If a player within the top five (5) is moved up to an older age group by way of an approved Manager Selection pursuant to sub-section “c” below, the next highest vote getter within that corresponding age group shall make the team. For example, if a top 5 11-year-old is moved up to the 12-year-old team, the sixth highest vote getter on the 11-year-old ballot will make the 11-year-old All Star team.

(c) Manager Selections.

- a. After the top five (5) vote-getters have been determined, the All-Star Manager for each age group shall select the remaining seven (7) players to complete a twelve-player roster (or a larger roster if required by Little League tournament rules).
- b. In making selections, the All-Star Manager shall consider player skill, versatility, teamwork, attitude, and commitment to practice and game attendance.
- c. If a Manager wishes to select a player who did not rank within the top twenty (20) vote-getters for that age group, the Manager must submit a written explanation to the Board. Such a selection is subject to approval by majority vote of the Board of Directors.
- d. The Manager shall also make a provisional selection from within the top 20 vote getters who shall make the team in the event the Board denies the request.
- e. The Board may deny approval if it determines that the proposed selection does not serve the best interests of the League or the fairness of the selection process.

(d) Appeals and Omissions

- a. If, in the judgment of the Player Agent and/or President, a player has been unjustly omitted from an All-Star roster due to a procedural error, bias, or extraordinary circumstance, the Player Agent and/or President may appeal to the Board of Directors for review.
- b. Upon such appeal, the Board shall convene a meeting within twenty-four (24) hours to review the facts and may, by 2/3rds vote, direct that the player be added to or reconsidered for the roster.
- c. The decision of the Board upon such an appeal shall be final and binding.

All voting results, deliberations, and discussions relating to player selection shall remain strictly confidential until the All-Star rosters are officially announced by the League. Managers, coaches, and Board members shall refrain from discussing specific votes, rankings, or omissions with parents, players, or the general public.

Public announcement of the final All-Star rosters shall be made only after approval by the President and Player Agent.

#### Section 5 - Player Commitment

Players selected to an All-Star team must commit to full participation in practices and games throughout the tournament season. A player who declines participation or fails to maintain the commitment expected of an All-Star may be replaced by another eligible player, selected by the All-Star Manager with approval from the Player Agent and President.

#### Section 6 – Post-Selection Roster Changes

Once an All-Star roster has been finalized and certified by the All-Star Manager, Player Agent, and President, no changes may be made to that roster without prior approval of both the President and the Player Agent.

A Manager may not replace an injured, unavailable, or withdrawn player, nor may a Manager add any additional player to the roster, without first obtaining such approval. Any proposed replacement must be justified in writing and reviewed to ensure fairness, eligibility, and compliance with Little League International tournament rules.

If approved, the replacement player shall be selected by the All-Star Manager in consultation with the Player Agent and President, and the Board shall be notified of the change at its next meeting. Unauthorized changes are prohibited and may subject the Manager to disciplinary action, including ineligibility for future All-Star appointments.

## **ADDENDUM B — DRAFT SELECTION PROCEDURES**

The Player Agent coordinates all draft activities under the supervision of the President. Drafts must comply with Little League International regulations and these local provisions.

### **Section 1 — Option Players**

1. An option is the right of a manager to draft a particular player due to one of the following special circumstances:
  - a. A Manager's own child;
  - b. An assistant coaches own child;
  - c. The sibling of an existing player; or
  - d. When two siblings are draft eligible, after a manager selects one sibling in the draft.
2. At the beginning of the draft, the Player Agent and another Board member shall assign a draft round tryout rating to all option players. This rating shall be the average of manager and player agent scores for each option player, rounded down to the nearest whole number. (Example: A player with a cumulative score of 17 based on the ratings of five managers and one player agent would have a draft round tryout rating of 2.83 [ $17 \div 6 = 2.83$ ], which would be rounded down to draft round 2)
3. Majors and Seniors:
  - a. Siblings and Sons/Daughters:
    - i. When siblings are draft-eligible and one is selected, that manager has the option right to draft the other sibling in the round corresponding to that player's tryout rating. No other manager may select that sibling until the manager holding the option has a chance to select that player is the draft round of the option player's rating.
    - ii. A manager may draft the sibling of a player already on their team in the round of the sibling's tryout rating.
    - iii. Managers must draft their own children in the round of their tryout rating.
4. Minor B:
  - a. Parent options: Minor A managers and two (2) coaches may exercise a parent option.

### **Section 2 — Draft Mechanics**

1. Majors and Seniors:
  - a. Each team's manager and one coach may be present at the draft.
  - b. All players who are league age twelve (12) must be drafted onto a Major League team, unless a parent / guardian requests an exception, and it is approved by the Board of Directors and District Administrator.
  - c. The draft order follows the reverse order of finish from the prior season.
  - d. Each selection must be made within two (2) minutes.
  - e. Teams needing eight (8) or more players receive one (1) bonus pick after Round 4.
  - f. A supplemental draft for twelve-year-olds may begin mid-round as determined by the President.
  - g. All trades must be player-for-player and approved by the Player Agent. Trades must be finalized within ten (10) minutes of the draft's completion, except that for justifiable reasons, a trade may occur within fourteen (14) days of the first scheduled game if approved by the Board.
  - h. Modified Draft Procedures for Addition of New Major or Senior Team
    - i. The new team will get the first overall pick in the draft.
    - ii. After this first pick, every other team will get their first-round pick.
    - iii. After the first round is complete, the new team will draft as many players as needed to have the same number of players as the team(s) with the

least number of returning players.<sup>3</sup>

- iv. All other draft procedures apply.
  - i. Modified Draft Procedures for Losing a Major or Senior Team
    - i. Teams that have returning Coaches will be kept. The kids drafted in the draft the year before will stay on the teams they were drafted by.
    - ii. Players that have been in the Majors division, are required to again be placed in the Majors following the approved Little League International rules for Team Reduction.
2. Minor A:
- a. Draft order is determined by random draw immediately before the draft and follows a serpentine order.
  - b. Each player option child will begin being selected in Round 4, continuing until completion.
  - c. Each team's manager and one coach may be present at the draft.

## ADDENDUM C — MINOR A DIVISION RULES (2026)

### **Purpose and Annual Review**

The Minor A Division exists to provide a bridge between instructional play and full competitive baseball. Its purpose is to teach core fundamentals, teamwork, and sportsmanship in a safe, supportive environment that prepares players for advancement to the Major Division. These rules are reviewed annually by the Board of Directors and the Player Agent prior to the start of each season to ensure alignment with Little League International regulations and the League's safety and development objectives.

- **GENERAL INFORMATION**

- The goal is to prepare children for eventual selection to a major division team.
- Practices per week – maximum of three (3), not to exceed two (2) hours each.
- Make it fun.
- Keep it safe.

- **THE FIELD**

- No one except eligible players in uniform, a manager, and not more than two coaches (or approved adults) shall occupy the bench, dugout, or field of play.
- Parents and coaches must have a completed and approved Volunteer Form on file before they are allowed to help coaches or assist on the field or in dugout.
- Bat boys or bat girls are not permitted.

- **THE TEAMS**

- Each team shall play a minimum of two (2) games per week and a minimum of twelve (12) games per regular season.

- **THE GAME**

- Nine (9) players are required to play, eight (8) to finish the game.
- The game shall be forfeited if nine (9) players are not available 10 minutes after scheduled game start time. A practice game may be played with less than 9 or with borrowed eligible players.
- A regulation game shall be one hour and forty-five minutes. No full inning will start after that time. The inning in play shall be completed. If there is time (even 1 minute), then another inning will be played.
- The half-inning will end with the *first* of the following to occur: three defensive outs, maximum runs scored, or all batters in the lineup having batted once. For purposes of this rule, the maximum number of runs is either (1) for the team ahead, five runs in a half inning, or (2) for the team behind, an amount of runs to go ahead in that half inning by 3 runs.
- No mandatory ten (10) run mercy rule.
- No extra innings for tie games unless time is available.

- **THE PLAYERS**

- A continuous batting order is mandatory (round-robin).
- Players who arrive late shall be added to the end of the current lineup.
- Every player will participate for minimum six (6) defensive outs and bat at least one (1) time. If a player does not meet the minimum because of the time limit, that player will start the next game.
- A player may be entered and/or re-entered defensively in the game anytime

provided he meets the requirements of mandatory play.

- If a player leaves the game due to injury, the team shall skip his at bat without penalty. If the player returns, he is inserted into his original spot in the batting order.
- All players must be on bench or in bullpen unless in the game or preparing for play.
- Casts may not be worn during the game.

- **THE MANAGER & COACHES**

- One manager and two coaches per team maximum.
- Two adult base coaches are permitted.
- At least one adult manager or coach must always be in the dugout to maintain a controlled environment. Players may not stand on the bench, climb the fences, or hang from the ceiling.
- Parents who are not coaches are not allowed in the dugout or playing field at any time during the game.

- **THE BATTER**

- Only the first batter will be permitted outside dugout between half-innings.
- On-deck position not permitted.
- No player shall handle a bat unless it's their time at bat.
- No player shall bat more than once per half-inning.
- Bat shall be Little League USA approved only.
- A batter is out when a third strike is caught or dropped. (Rule 6.05(b)(2))

- **THE RUNNER**

- A runner may not advance to next base when the umpire has the ball, or when the pitcher has the ball while standing on the dirt of the mound.
- The runner must slide or attempt to get around a fielder waiting to make tag with the ball.
- If a runner fails to avoid the fielder who is attempting to field a batted ball, the runner is out.
- Base runners may not leave base until the pitched ball reaches the plate.
- No sliding headfirst, unless returning to base.
- Stealing 2<sup>nd</sup> and 3<sup>rd</sup> shall be allowed.
- Stealing home on caught or passed pitches is not allowed, however, once the catcher puts the ball in play runners may advance.

- **THE FIELDER**

- If defensive player blocks base or baseline clearly without possession of ball, delayed dead ball for obstruction shall be called. Runner is safe.

- **THE PITCHER**

- Players may not return to pitch once removed as pitcher. Fill out pitch count paperwork in snack bar. Max pitches per day (except to finish off batter)
- Pitch limits are per Little League Rules.
- Rest requirements are per Little League Rules
- Pitching rubber at 46 feet.
- No more than eight (8) warm-up pitches for pitcher at beginning of inning. A relief pitcher may have as many pitches as the umpire deems necessary.
- A pitcher must be removed on second (2<sup>nd</sup>) manager visit of inning or third (3<sup>rd</sup>) manager visit of game.
- Pitchers are not permitted to wear white, long-sleeved shirts.

- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A player who catches four (4) or more innings are not eligible to pitch remainder of day.
- **THE UMPIRE**
  - Umpire shall be provided for all regular season games behind the plate.
  - If a manager or coach is used as umpire the defensive team will provide umpire(s) and will stand behind the mound.
- **HOME TEAM RESPONSIBILITIES**
  - Must stripe the field and install the bases at the beginning of weeknight games and the first Saturday game.
  - Stripe as needed for the remainder of Saturday games.
- **VISITING TEAM RESPONSIBILITIES**
  - At the end of EACH game, a parent, coach or manager must drag the field. (Please do not allow players or kids to drag the field. Do not drag and end at the third or first base area, preferably end at the short stop area so that the first and third base area does not build up over time.)
  - At the end of the last game of the day, remove bases and install base plugs.
- **BOTH TEAMS**
  - Clean out their dugout at the completion of the game.
  - Clean up around their seating area.

## **ADDENDUM D – MINOR B PLAYING RULES**

- **GENERAL INFORMATION**

- The goal is to prepare children for eventual selection to a major division team.
- Practices per week – maximum of two (2), not to exceed ninety (90) minutes each.
- Make it fun.
- Keep it safe.

- **THE FIELD**

- No one except eligible players in uniform, a manager, and not more than two coaches (or approved adults) shall occupy the bench, dugout, or field of play.
- Parents and coaches must have a completed Volunteer Form on file before they are allowed to help coaches or assist on the field.
- Bat boys or bat girls are not permitted.

- **THE TEAMS**

- Each team shall play a minimum of one (1) game per week and 12 games per regular season.
- A team shall not play in more than one game in a day.

- **THE GAME**

- Eight (8) players are required to play. If a team has less than eight (8) players for a particular game, the team shall borrow players from the opposing team to play defense for each half inning. If a team has only ten players available for a game, that team shall utilize four outfielders so that all players play all innings.
- A regulation game shall be 90 minutes. No full inning will start after that time. The inning in play shall be completed.
- The half-inning will end with either three defensive outs, five runs scored, or all batters in the lineup having batted once.
- No mandatory ten (10) run mercy rule.
- A maximum length regulation game consists of 6 innings.
- No extra innings for tie games unless time is available.
- Minimum 5 balls available.

- **THE PLAYERS**

- A continuous batting order is mandatory (round-robin).
- Players who arrive late shall be added to the end of the current lineup.
- Every player will participate for minimum six (6) defensive outs and bat at least one (1) time. If a player does not meet the minimum because of the time limit, that player will start the next game.
- A player may be entered and/or re-entered defensively in the game anytime provided he meets the requirements of mandatory play.
- If a player leaves the game due to injury, the team shall skip his at bat without

penalty. If the player returns, he is inserted into his original spot in the batting order.

- All players must be on bench or in bullpen unless in the game or preparing for play. No trips to the snack bar or food is permitted during the game.
- Casts may not be worn during the game.

- **THE MANAGER & COACHES**

- One manager and up to three coaches per team maximum.
- Two adult base coaches are permitted.
- At least one adult manager or coach must always be in the dugout to maintain a controlled environment. Players may not stand on the bench, climb the fences, or hang from the ceiling.
- Parents who are not coaches are not allowed in the dugout or playing field at any time during the game.
- A manager or coach may be on the field for instructional purposes during play.
- May strategize joint practices with other RELL teams.
- A coach from the defensive team shall position himself or herself behind the catcher. This coach shall retrieve all pitches from the catcher, holding the balls until the coach operating the machine is out of balls at the mound. The coach should then transfer the collected balls from behind the plate to give to the coach operating the pitching machine. The purpose of this rule is to speed up the pace of play.

- **THE BATTER**

- Only the first batter will be permitted outside dugout between half-innings.
- On-deck position not permitted.
- No player shall handle a bat unless it's their time at bat.
- No player shall bat more than once per half-inning.
- Bat shall be Little League USA approved only.

- **THE RUNNER**

- A runner may not advance to next base when the umpire has the ball, or when the pitcher has the ball while standing on the dirt of the mound.
- The runner must slide or attempt to get around a fielder waiting to make a tag.
- If a runner fails to avoid the fielder who is attempting to field a batted ball, the runner is out.
- Base runners may not leave base until the pitched ball reaches the plate.
- No sliding headfirst, unless returning to base.
- Stealing is not permitted.
- No advancing on an infield throw resulting in an error; however, the runner may continue to run until the ball is thrown into the infield and controlled by an infielder.

- **THE FIELDER**

- If defensive player blocks base or baseline clearly without possession of ball,

delayed dead ball for obstruction shall be called. Runner is safe.

- **THE PITCHING MACHINE**
  - The pitching machine shall be used all season. There is no coach or player pitching.
  - Five (5) hit-able pitches per batter – no walks or called strikes (batter must swing).
  - No strikeout on foul ball.
  - The machine loader shall be the coach or umpire.
  - The pitcher player shall be positioned to the left or right of the pitching machine.
  
- **THE UMPIRE**
  - Manager or coach umpires his own pitchers.
  
- **LIVE BALL**
  - If a batted, pitched, or thrown ball hits the pitching machine, the ball is alive and in play.
  
- **HOME TEAM RESPONSIBILITIES**
  - Must stripe the field and install the bases at the beginning of weeknight games and the first Saturday game.
  - Stripe as needed for the remainder of Saturday games.
  
- **VISITING TEAM RESPONSIBILITIES**
  - At the end of EACH game, a parent, coach or manager must drag the field. (Please do not allow players or kids to drag the field. Do not drag and end at the third or first base area, preferably end at the short stop area so that the first and third base area does not build up over time.)
  - At the end of the last game of the day, remove bases and install base plugs.
  
- **BOTH TEAMS**
  - Clean out their dugout and bleacher area at the completion of the game.