



## Local Rules Majors, AAA, AA Divisions 2025 Season

### 1:00 - Purpose and Boundaries

1:01 - These rules are established to provide uniformity and consistency throughout the league from year to year. They will in no way conflict with or supersede those specifically stated and recorded in the published Little League Official Rulebook or the Little League Baseball Handbook Manual.

1:02 – Only the local league options stated in this document shall be adopted for play. Any rules not specifically mentioned here shall follow the Official Little League Rule Book.

### 2:00 – Managers and Coaches

2:01 – Managers, coaches and parents are required to conduct themselves in an adult manner. Improper touching, gestures, speech, throwing of gloves or hats will not be tolerated by players, parents, coaches or manager. If such conduct is from a player, the manager must counsel the player immediately. Situations contrary to this policy will be referred to the WYLLL Board of Directors for ruling. Their ruling is final and there is no appeal. A Disciplinary Committee made up of three (3) Board Members shall hear and review all game ejections with consideration to the ways of the League Constitution. The Committee shall meet within 72 hours after the incident and give a decision within 24 hours after the meeting to determine if more than a one (1) game suspension is warranted.

2:02 – Managers are responsible for the safety of their players at all times during practices and games, including transportation “to and from” these events in your vehicle, if applicable.

### 3:00 - Scheduling

3:01 - Normal scheduled game days will be Monday through Thursday, and Saturday. Game times may range from 4:30 - 7:30 PM, Monday, Tuesday, Wednesday, Thursday and from 8:00 AM to 7:00 PM on Saturday. **Our permits for practice on the Single A and Minor A (skin) fields are from 4:30 PM to 6:30 PM on weekdays, therefore, all practices must conclude and be completely vacated by 6:30 PM.**

3:02 – All games are played at Veterans Park. Managers are responsible to call the Yorba Linda Parks and Recreation Field Condition hotline (714) 986-1015 or check our website at [www.wylll.com](http://www.wylll.com) during times of questionable weather or field conditions. In the event there is a field issue and/or conflict, the Field Ambassador can be reached at 714-457-2201. Parks emergency (after hours staff) (714) 290-4719.

3:03 - Managers should request from the Player Agent, any needed rescheduling **48 HOURS** before game time. Managers will be given 48 hours' notice for rescheduled games, unless otherwise specified per Section 3:06. Not fielding eight (8) available players 10 minutes after the scheduled/rescheduled game time is an automatic forfeit. A





## West Yorba Linda Little League

[www.wylll.com](http://www.wylll.com)



forfeit is scored 6 – 0. Teams must field eight (8) players during the entire game. Once the game is started, it is under the direction of the umpire(s). A game MAY NOT continue with less than eight (8) players on either team.

3:03a – Vacations & family emergencies are not grounds to reschedule a game.

3:04 – Games may be rescheduled due to school activities, weather, or any other Board approved activity, which conflict with a scheduled game (See Section 3:03). If a team can field the minimum number of players, eight (8), the game will be played as scheduled.

3:05 – All games played must be completed to count for standings, unless otherwise approved by the player agent due to unforeseen reasons.

Rainouts will be rescheduled by the player agent based on field and game time availability. Early game slots will be used when possible.

Note: Intent of rainout schedule is to make-up the game as soon as possible, either the week of or the following week. Sometimes there will be conflicts for makeup games on the following week depending on what your game schedule is for that week. Such conflicts will be taken into consideration by the Player Agent. \* Rescheduled games can or will result in a loss of practice time depending on the number of events for said team on such week.

3:06 – WYLLL recognizes and schedules for three (3) “events” per week. An “event” is defined as a practice or a game. Any practices above and beyond the 3<sup>rd</sup> “event” shall be voluntary. Additionally, any practice above and beyond the 3<sup>rd</sup> “event” or an “event” that takes place somewhere other than a teams assigned/permitted practice facility, must have prior Player Agent & President approval. All Managers who conduct practices or batting cages at their home or business must provide a copy of their insurance policy to the President. Practices may not proceed until the President has approved the request.

3:07 – Batting Cages: WYLLL permits are for Cages 1, 2, 5 and 6. Cages will be based on seniority should there be a conflict. To minimize conflicts, each team is allocated 30 minutes of cage time prior to their game. Please limit the number of balls thrown to each batter. Teams must be vacated from the cage 30 minutes prior to their game time. Cages 5 and 6 are the shorter cages and should be utilized whenever possible by the AAA and AA divisions.

### 4:00 - Ground and Playing Rules

4:01 - Home team shall take the third base dugout.

4:02 - **Teams may have two (2) adult base coaches on the field and a maximum of 3 coaches (manager and two (2) coaches) in the dugout during a game. These individuals must have a prior background check from the League. One adult must remain in the dugout at all times and must have the proper background check. All coaches must remain in the dugout and not on the field or dugout opening when the team is on the field.**

4:03 – **Any manager or coach ejected from a game, will not be replaced during the game and that team will continue with only two (2) coaches. One coach must remain in the dugout when their team is on offense (batting).**



[www.facebook.com/WestYLLL](http://www.facebook.com/WestYLLL)  
[www.instagram.com/WestYLLL](http://www.instagram.com/WestYLLL)





# West Yorba Linda Little League

[www.wy111.com](http://www.wy111.com)



4:04 - The managers will meet five (5) minutes before the game begins with the umpires to supply one (1) game ball each, discuss field conditions, clarify rules, and out of play boundaries with the umpires.

4:05 - The Little League Pledge will be recited before each game.

4:06 – *[rule 1.01 and 4.17 league option]* A game may begin with 8 players on a team. At no point may a game continue with less than 8 players on any given team.

4:07 – *[rule 4.04 league option]* Teams will bat their entire roster/line-up present. Players arriving after the start of the game shall be placed at the end of the line-up and be considered on the bench at the start of the game without a penalty. Any player who leaves a game early or is injured, shall be skipped without penalty. A team with eight (8) players may skip over the ninth (9th) position without penalty.

4:08 – *[rule 4.10 (e) league option]* All provisions of rule 4.10 (e) shall be in effect in West Yorba Linda Little League play. There is a mercy rule of 15 runs after 3 completed innings, 10 runs after 4 completed innings, and 8 runs after 5 completed innings.

## Major Division

4:09 – There is no time limit for Major Division games.

## Minor League (AAA and AA)

4:10a – AA Divisions *[rule 4.10 (c) 2 league option]* – Games will not start a new inning after 1 hour 45 minutes. Any inning already in progress at 1 hour and 45 minutes shall be completed in its entirety. If the game is tied at the conclusion of the inning, then the game shall END IN A TIE. LL Rule states “9 innings maximum same day/same game”. Note: If there is another game scheduled after the game (i.e., Saturdays), the game shall not continue beyond the completion of the inning unless otherwise directed by a Board Member. All weekday games must end at 9:00 pm. If the game has not been completed, then the remainder of the game will be completed at a future date to be determined by the Player Agent and/or President. The goal is to finish the game, unless completion of such interferes with the next scheduled game or the weekday ending time of 9:00 pm is reached.

4:10b – AAA *[rule 4.10 (c) 2 league option]* – Games will not start a new inning after 1 hour 45 minutes. Any inning already in progress at 1 hour and 45 minutes shall be completed in its entirety. If the game is tied at the conclusion of the inning, then the game shall END IN A TIE. The game may continue to a maximum of 9 innings OR until the 9:00 pm weekday curfew, whichever comes first. LL Rule states “9 innings maximum same day/same game.”

4:10c – MAJORS – If a game remains tied after nine (9) innings, then the game will be declared a suspended game regardless if there is time remaining before curfew or not. The Player Agent will reschedule the game and the game will resume at the exact point the game was halted, per the Little League Rule Book. Tied games will be finished prior to the next game between the same two teams is started, or as scheduled by the Player Agent.

4:11 – AAA/AA – Umpires shall warn managers who they determine are delaying a game with the intent of taking advantage of the time limit rule. Umpires will issue one warning. If the delaying tactics continue, umpires may eject



[www.facebook.com/WestYLLL](http://www.facebook.com/WestYLLL)  
[www.instagram.com/WestYLLL](http://www.instagram.com/WestYLLL)





## West Yorba Linda Little League

[www.wylll.com](http://www.wylll.com)



the manager without further warning and/or declare a forfeit against that team. Delay tactics include, but are not limited to, excessive requests for a “time out,” failure in having a team leave/return to a dugout in a timely fashion, excessive pitching changes, etc.

4:12 – AAA & AA ONLY [*rule 5.07 league option*] – A half inning shall constitute either 3 outs OR until 5 runs have scored OR when all players on the roster have batted once in the half inning, whichever comes first. However, the 5-run rule per half-inning will be waived beginning in the 6<sup>th</sup> inning and subsequent innings if applicable. The umpire may not declare “Last Inning” unless it is the 6<sup>th</sup> inning or later.

4:13 – MAJORS/AAA/AA [*rule 4.04 league option*] – A continuous batting order shall be used. If a team has 10 players on their game line-up sheet and the opposing team has 12 players on their game line-up sheet, then that team may ONLY bat their maximum of 10 players in their half inning, while the opposing team must bat their maximum of 12 players. Any player arriving late to the game shall be added to the end of the line-up sheet, without penalty. Any player, who leaves a game early, shall be skipped in the lineup without a penalty.

4:14 – MAJORS/AAA/AA [*rule 3.04 league option*] – Courtesy runners are permitted. A “courtesy runner” is allowed for the catcher and/or pitcher OF RECORD when there are two (2) outs. Using a continuous batter order, the “courtesy runner” must be the player in the batting order who made the last out, 7.14(b).

### **5:00 - Player Transactions (Call-ups) [*regulation III(d) & V(c)*]**

5:01 – Pool Players - Any team that loses a player due to an injury or other board approved player related reason during the season may be given a “pool player” from within the division, selected by the player agent.

Each manager will provide a “pool player” list to the player agent prior to the start of the season. Pool players are used in the event a team cannot field eight (8) to nine (9) players, eliminating the need for a team to forfeit.

5:02 – The “pool” is managed by the respective player agent. Managers cannot select a player from the list. Players will be assigned by the player agent.

5:03 – Any player that will miss more than three (3) consecutive games due to injury shall submit a doctor’s note to the player agent explaining the injury and time frame of the injury.

### **6:00 - Division Winners**

6:01 - A division tournament shall be held at the end of the season to determine the division champion. The player agent and WYLLL Board will decide which format and provide tournament details prior to the regular season beginning.



[www.facebook.com/WestYLLL](http://www.facebook.com/WestYLLL)  
[www.instagram.com/WestYLLL](http://www.instagram.com/WestYLLL)





# West Yorba Linda Little League

[www.wy111.com](http://www.wy111.com)



In the event there is a tie(s) between any of the teams, a tiebreaker will be used to determine seeding in the divisional tournament. The tiebreaker will be determined as follows:

Note: The objective of the tiebreaker is to clearly eliminate 1 team from the equation. For example: Team A has a combined record of 5-3 against Teams B & C; Team B has a combined record of 4-4 against Teams A & C; and Team C has a combined record of 4-4 against Teams A & B. If 1 playoff spot is available, Team A would be awarded the playoff spot. If 2 playoff spots are available, Team A would be awarded 1 playoff spot and Teams B & C would revert to "2 teams tied" to determine last playoff spot.

- 2 TEAMS TIED
  - Head-to-head
  - Least runs given up to the other team
  - Coin flip
  
- 3 OR MORE TEAMS TIED
  - Head-to-head, if 1 team is clearly eliminated from the equation, revert to 2 teams tied, if necessary.
  - Least runs given up to other 2 teams, if 1 team is clearly eliminated from the equation, revert to 2 teams tied, if necessary.
  - Most runs scored against other 2 teams, if 1 team is clearly eliminated from the equation, revert to 2 teams tied, if necessary.
  - Coin Flip – Teams will draw numbers to see who flips first, with the remaining team(s) waiting to flip against the winner.

## 7:00 – Player Try-Outs & Draft Procedures

7:01 - Little League Majors (10, 11 & 12 yr. olds) shall use Draft System A as specified in the Little League Operation Manual, with the following exceptions (PLAN B: Alternate Redraft):

1. All players must participate in tryouts to be eligible for the Majors Division draft. If a player does not try out, they become "hat picks." There is one coach freeze and one manager freeze in the Majors Division. A manager cannot freeze a random player so he will be on the team, it must be a coach that will be at the majority of team practices and games. If the manager is unable to attend the draft, his coach freeze can draft the team.
2. Pursuant to the District 56 draft process, all Majors managers will collectively rank the frozen players [all but his freeze(s)] and submit them to the Player Agent. All frozen players will be slotted somewhere between the 1<sup>st</sup> and 5<sup>th</sup> rounds. The Player Agent will assign the draft rounds for the freezes based on an average. The goal is to slot the kids where they could be drafted if ALL players were available to be drafted.
3. All Major teams shall be comprised of an equal number of 12-year olds, if possible.
4. All 12-year olds must play in the Major Division unless there is a signed waiver allowing them to play in AAA.
5. Plan B – Redraft (Alternate Method for Plan B) will be used.
6. Draft order will be drawn out of a hat on draft day.
7. Teams will conduct a "snake draft."
8. Brother/Sister Option:



[www.facebook.com/WestYLLL](http://www.facebook.com/WestYLLL)  
[www.instagram.com/WestYLLL](http://www.instagram.com/WestYLLL)





## West Yorba Linda Little League

[www.wy111.com](http://www.wy111.com)



- a. If one brother/sister is a returning player in Majors, and the second brother/sister tries out for Majors, then the Managers must decide after try-outs and prior to the draft if that player is capable of playing at the Major level. If the Managers decide he/she is capable of playing then the Manager who has the returning brother/sister must select the brother/sister in the fourth round. If the Managers feel the player is not able to compete at the Major level, then such player will be placed in the AAA Draft. If the parents declare that siblings may play on different teams within the same Division, then any Manager can select the other brother/sister. This same rule will be in effect if two brothers/sisters try-out for the same division and are not returning players from that division. If the third round is a Major Manager freeze, then the player will be slotted in the fourth round or the next available open round. If he chooses not to select the other brother/sister, then that player would be open in the draft and the Manager would be prohibited from selecting this player for the remainder of the draft or as a pick-up player anytime during the season.
- b. If two brothers/sisters (11 or 12 year olds) enter the Major draft and one of them gets selected, the Manager must choose the other brother/sister in the following round. The Manager can only declare not to select the other brother/sister if the parents give consent prior to the draft that they can be selected on different teams. If the Manager declares not to select the player, then the player becomes open in the draft and that Manager may not select that player for the remainder of the draft or as a pick-up player anytime during the season.

**Note: Draft Procedures for All divisions may be subject to change pending final registration numbers. Final decision will be made by the President, Vice President and Player Agents.**

7:02 – Minor League (AAA and AA) shall use Draft System A as specified in the Little League Operation Manual, with the following exceptions (PLAN B: Alternate Redraft):

1. All players must participate in tryouts to be eligible for the draft. If a player does not try out, they become “hat picks.” There is one coach freeze and one manager freeze. A manager cannot freeze a random player so he will be on the team, it must be a coach that will be at the majority of team practices and games.
2. All AAA and AA managers will collectively rank the frozen players [all but his freeze(s)] and submit them to the Player Agent. All frozen players will be slotted somewhere between the 1<sup>st</sup> and 5<sup>th</sup> rounds. The Player Agent will assign the draft rounds for the freezes based on an average. The goal is to slot the kids where they could be drafted if ALL players were available to be drafted.
3. AA teams will consist of 10, 9, and 8 year olds. AAA teams will consist of 8, 9 and 10 year old’s, as well as any 11 year old’s undrafted from the Major’s draft. **10 year old’s are not allowed to pitch in AA.**
4. Plan B – Redraft (Alternate Method for Plan B) will be used.
6. Draft order will be drawn out of a hat on draft day.
7. Teams will conduct a “snake draft.”
8. 9 year olds for AAA and 8 year olds for AA must declare their eligibility and participate in tryouts in order to be drafted.
9. Brother/Sister Option – All brother/sister options will be announced prior to try-outs and again prior to the beginning of the draft. Once a Manager selects the first brother/sister, he must select the other brother/sister in the following round. If a Manager or Coach Freeze is already slotted in this round, then the player will be selected in the next available round. This does not pertain to a son/daughter of the Manager or Coach Freeze.

7:03 – There will be no trades in any division.



[www.facebook.com/WestYLLL](http://www.facebook.com/WestYLLL)  
[www.instagram.com/WestYLLL](http://www.instagram.com/WestYLLL)





# West Yorba Linda Little League

[www.wy111.com](http://www.wy111.com)



7:04 - All managers and coaches' freezes must be submitted to the Player Agent 48 hours prior to the start of Try-Outs. Managers/Coaches may not waive their son/daughter option during draft.

## **8:00 – Equipment**

8:01 – All catchers must wear a catcher's glove. A fielder's glove including first baseman's glove is not permitted for playing the catcher's position.

8:02 – All bats that meet the specifications defined in the Little League rulebook are acceptable for use. Effective January 1, 2018, Little League Baseball will adhere to the new USA Bat standard and must have the USA Baseball stamp/sticker on it (above the handle and below the barrel) and must be less than 33" long. Non-USA baseball bats previously approved for use will not be permitted to be used in any Little League function. Wood bats are allowed.

8:03 - All catchers' masks, including hockey style, must be equipped with a "dangling" throat protector.

## **9:00 – Field Preparation**

9:01 – Home team is responsible for field preparation.

9:02 – Away team is responsible for field tear down.

9:03 – Managers are encouraged to communicate with one another for conflicts in timing.

## **10:00 – Protests**

10:01 – All protests investigations and rulings will be handled by a committee of 3 board members, ideally the league president, player agent, and umpire in chief.

10:02 – If any committee member(s) have a stake in the protest or the division in which the protest is being filed, the committee member(s) must be replaced by neutral member(s) of the board of directors.

10:03 – A board member is considered to have a stake in the protest if he/she is a manager, coach, or parent of any team and/or player within the division or any of the teams involved in the protest.



[www.facebook.com/WestYLLL](http://www.facebook.com/WestYLLL)  
[www.instagram.com/WestYLLL](http://www.instagram.com/WestYLLL)

