

# BREA LITTLE LEAGUE

## BY- LAWS FOR THE YEAR 2025

Except as noted here in, the official Little League Rules and Regulations will be followed for all Little League Games.

The following outline contains operating guidelines and playing rules for Brea Little League.

These guidelines or rules have been established to provide uniformity and consistency throughout Brea Little League baseball from year to year.

They will in no way conflict with or supersede those specifically stated mandatory rules, which are recorded in the published Little League Official Regulations and Playing Rules, the Little League Operating Manual or The Brea Little League Constitution for any current year.

### **1.0 NAME**

This organization shall be known as Brea Little League, hereafter referred to as BLL.

### **2.0 OBJECTIVE**

The objective of BLL shall be to provide the opportunity for the children of our community to play baseball and through it to implant firmly in those children the ideals of good sportsmanship, honesty, loyalty, courage, teamwork, discipline and respect for authority. The winning of games shall be secondary.

### **3.0 COACH AND MANAGER TRAINING**

BLL feels strongly that all adult volunteer coaches and managers can benefit from yearly training. Managers at the Tee ball through Majors levels will also be required to participate in on-field, division-specific pre-season training. Coaches are welcome at these trainings as well. In the spirit of helping all coaches and managers improve, additional training sessions will be offered throughout the season. **4.0 EQUIPMENT AND UNIFORMS**

A Deposit of \$100 will be required from each team manager for the use of catchers equipment. Managers will have 1 week after the completion of their season to return the equipment or the deposit will be kept.

4.1 Equipment is the property of BLL and is to be used only for league games and practices. Each team manager will be issued equipment and will be responsible for its return at the end of the playing season. Subject to non-delivery, disciplinary action may be taken by the BLL Board of Directors (e.g., manager no longer considered a member in "good standing" and/or a fine of \$150 may be imposed). Equipment that is broken or damaged during the season must be repaired or exchanged with the Equipment Manager. Damaged safety equipment such as batting helmets and catchers gear shall not be reused.

4.2 All Star team managers are responsible for collecting equipment upon completion of tournament play. Subject to non-delivery of uniforms, disciplinary action may be taken by the BLL Board of Directors. Non-delivery of equipment, refer to paragraph 4.1 above.

### **5.0 SUSPENSIONS**

Refer to the Official Regulations and Playing Rules for the current year.

### **6.0 CODE OF CONDUCT**

The BLL Board of Directors has the authority to discipline up to and including suspending a player, manager, coach or parent upon violation of the BLL Code of Conduct. (Refer to the Field Decorum section in the Official Regulations and Playing Rules for the current year). Managers are responsible for the conduct of their spectators during games and are expected to cooperate with the umpires to maintain a positive experience for the youth players. Managers are expected to work with the on-duty BLL Board Member and Umpire(s) to accomplish this task.

### **7.0 MAKE UP GAMES**

7.1 Games cancelled with Board approval or suspended due to weather, darkness, time limit, etc. before a "regulation game" (refer to Little League Official Regulations and Playing Rules sections 4.10, 4.11 and 4.12 for definitions of regulation and tie games) has been completed will be rescheduled for (weather permitting) the immediate Friday or Sunday following the cancelled game.

7.2 All requests to reschedule games require a written notice from the appropriate team manager to the Player Agent(s) no later than seventy-two (72) hours before the game. If a request is made in less than seventy-two (72) hours, the Player Agent shall determine whether make-up game is allowed. Requests will only be considered due to a team's inability to field nine 9 players. The Player Agent shall determine if a make-up game is warranted. Up to twenty-four (24) hrs prior to the regularly scheduled game, the player agent can reinstate the original game if it is determined that the request for reschedule was due to false pretenses. Decisions of the player agent are final. Managers or coaches found to be intentionally falsifying information in order to force a reschedule will be subject to discipline by the board. When any team is unable to field nine 9 players at the start of the game, refer to the LL rule book.

### **8.0 DIVISION RANKING (COMPETITIVE DIVISIONS)**

8.1 To determine the winner of each competitive division, the following criteria shall be used:

- 2 points are awarded for every win.
- 0 point is awarded for every loss.
- 1 point is awarded for a tie (AA and AAA only)
- In the event of a points tie, the following is used (in order) to further determine division ranking:

- Winner of head-to-head competition
- Least runs allowed
- Most runs scored

8.2 In the event a tie still exists between teams, a playoff game will determine the division winner if time allows. If a playoff game is not possible, a coin toss will determine the division champion for the purposes of post-season play (TOC). Otherwise a BLL co championship will be awarded.

8.3 Majors Division may compete in a split season to determine division champion. The winner of each half will be determined as stated in 8.1. The winner of the 1st half will compete against the winner of the 2nd half in a championship game which will determine 1st and 2nd place. In the event that the same team is the winner of both halves, no championship game will be necessary and the 2nd place will be determined based upon best overall record as determined per paragraph 8.1. 3rd place will be awarded within the remaining teams based upon best overall record as determined per paragraph 8.1.

## **9.0 BLL END OF YEAR TOURNAMENT(S)**

- The BLL End of Year Tournament shall play by regular season rules found in the Official Regulations and Playing Rules of Little League and Junior Baseball. For all competitive divisions, the non-Tournament of Champions teams will compete in a playoff.
- Teams not competing in D56 TOC (District 56 Tournament of Champions) will compete in the BLL city Tournament
- Seeding will be determined by regular season record (standings). The team with the best record will be given the highest seed.
- Home team will be determined by highest seed. Between the two teams within the specific game, the team with the highest seed will be the home team
- All teams will compete in a tournament (two (2) game guarantee) to determine BLL End of Year Tournament Champion.
- If time limits apply (per regular season rules), they will only be imposed if games are regulation length (four (4) innings for Minor and Majors, five (5) innings for Juniors).
- Championship games shall be six (6) innings for Minor and Majors, seven (7) innings for Juniors.
- Ties are not allowed. All games will be played until a winner is determined regardless of time.
- For pitching rotation, regular season rules shall be followed.
- For pitching, no maximum innings apply. Pitchers may pitch as long as they have eligibility remaining for that day.
- Home team for championship game will be determined by a coin toss.

## **10.0 TOURNAMENT OF CHAMPIONS (TOC)**

10.1 Participating team(s) shall be selected with the first choice being the division winner. The second choice shall be the second place team within the division in the case of a split season. If a third team is invited or if one team is unable to participate, the team in the third or subsequent place will be selected. There will be no playoff games to determine participating teams.

## **11.0 POST SEASON PLAY (ALL STARS)**

11.1 All Star teams will be made up as follows:

- 9/10 yr old (AAA)
- 11 yr old (Majors)
- 11/12 yr old (Majors)
- Juniors

11.2 All Star teams shall be selected by the following groups:

- Group 1 - Players
- Group 2 - Team Managers

11.3 The top six (6) eligible vote getters selected by the players, managers and coaches will automatically be named to the respective All Star teams. The division managers will select the remaining six (6) players from all remaining eligible players in the age bracket. The top two (2) eleven (11) year old players nominated from the 10/11 yr old bracket will be eligible for the 11/12 majors All Star team if selected by the manager.

11.4 No nominations will occur. All eligible players will be on one ballot for each age group (9/10, 10/11, 11/12) and each eligible group shall vote for the twelve (12) players. Voting shall take place no later than one (1) week before the end of regular season play and will be supervised by the player agent(s) and/or BLL board members. An All Star Ballot Committee shall consist of the player agent(s) and at least three (3), BLL board members. To avoid conflicts of interest, the BLL board shall replace any conflicted member with another board member on the All-Star Ballot Committee. The All Star Ballot committee shall tabulate votes and compile a list of players. The list of players shall be read and counted and the top 6 vote getters shall be identified for selection. In the event of a tie for the last position on the list of 6, all players tied for the last position will be placed on the list. The All-Star Ballot Committee shall identify the top 6 players as voted by the players. The remaining 6 (or more) players shall be selected by the majority vote of the division managers out of the remaining pool players within the age bracket (AAA 9/10, Majors 10/11, 11/12). In addition, 2 alternates shall be selected from the remaining eligible players at the team manager's discretion.

11.5 All Star teams: One All Star team will represent BLL in each of the following divisions:

twelve (12) players (9/10 year olds), twelve (12) players Little League Majors (11 year olds), twelve (12) players Little League Majors (11/12 year olds), twelve (12) players Juniors (13/14 year olds) and twelve (12) players Seniors (14/15/16 year olds). It is the discretion

of the All-Star Manager solely to expand the roster to 13 or 14 players. If the All-Star manager decides to expand the roster, the All Star manager solely will select the additional player/players from the remaining eligible players. The All-Star manager will have two (2) days after the selection meeting to decide whether or not to expand and to choose his additional player/players. Alternates will not be pre-selected but will be selected from the remaining eligible players by the All-Star manager as needed.

11.6 Players league age 10-11 who have participated in 60 percent of the team's games in the Minors Division will not be on the Majors Division or 10-11 ballot. However they will be included in the remaining list of pool players from which the managers are able to select the remaining players to complete the roster.

11.7 The All Star selection meeting shall be scheduled within 1 week following the counting of the votes. Only managers may be present at the meeting. No substitutes.

11.8 Seniors. The Seniors All Star team shall be selected by the Managers, Coaches and BLL Player agent from the Seniors division. In the event that a decision cannot be reached on the roster, the final decision on players will be made by the Manager of the Seniors All Star team.

11.9 "Future Stars" or the 8/9 year old all star team will be selected by the managers from both AA and AAA.

11.10 All Star Manager. In order for managers to be considered as managers for the All Star teams they must submit a letter. Once all letters have been received, a review of each candidate will be conducted by the League President, Vice President, Coaching Coordinator and Player Agents. The review includes but is not limited to current and past season records, experience, disciplinary actions, and manager/coaches evaluations. All eligible candidates and the All Star Team Manager recommendation will be presented to the Board of Directors for approval. Announcement of the selected managers will be announced after the All Star teams have been selected. The selected All Star Manager for each division will choose his first coach from the other eligible All Star Manager candidates within the division. He can choose another coach from within the division. That c coach must be an approved official regular season coach or manager. All Star Managers and Coaches must be approved by the Board of Directors.

## **12.0 12.0 PLAYING RULES**

12.1 See Individual Division for all playing rules.

12.2 For pitch count rules, refer to the LL rule book.

12.3 Scorekeeper is responsible for maintaining pitch count numbers and shall provide the pitch counts when requested by any manager or umpire. The scorekeeper should inform the umpire when a pitcher has reached his maximum amount of pitches.

12.4 Official game time shall be kept by the umpire and noted in the official scorebook. The home team shall provide the official scorekeeper and is responsible for the official score book. The official scorekeeper shall be located in the scorekeepers perch behind home plate (if available). If no scorekeepers perch is available, the official scorekeeper shall maintain a position within view of the umpire and as close to a neutral position between the opposing teams as possible. Any exception to this rule must be approved by the board member on duty.

12.5 – Only the scorekeeper is authorized to enter information on the score sheets during the game. Anyone found to have changed, altered or otherwise tampered with any information on the final score sheet will be subject to disciplinary action up to and including suspension.

12.6 The 5-run rule as imposed by LL rule book 2.00 (Inning) is suspended in the last inning of play Last inning of play will be the 6<sup>th</sup> inning only.

## **13.0 13.0 TEAM ACTIVITIES**

13.1 Team activities shall be no less than three (3) separate activities per week. Team activities include pre-game warm-ups exceeding one (1) hour, games, batting cages, scrimmages, and practices.

13.2 Practices shall be defined as four (4) or more roster players with a registered member of the teams coaching staff. It is recommended that managers conduct a practice each week during the season in addition to scheduled games.

## **14.0 14.0 ROSTERS**

14.0 Player agent, president or their assignee will provide a final evaluation score prior to the draft for the child of the manager and the first coach of record for teams in AA, AAA, Majors and Jr's.

14.1 To be eligible for player selection by a pre-season draft, all players in divisions AA through Juniors must go through a skills evaluation. If a player does not go through a skills evaluation, last year's skill evaluation numbers will be added to "comments" for the player to be selected through the draft process. If a player does not have a previous year's skill evaluating rating they will be placed in a blind draw at the end of the draft process.

14.2 For Divisions AA through AAA, all eligible players shall be placed in a common player pool and drafted. Draft order will be determined by blind draw. Each round will draft in reverse order of the previous round. First in round 1 will be last in round 2 and so on. The draft will continue until teams are filled. Any player left in the draft pool at the conclusion of the draft, will be moved to a lower division. The draft process will follow the approved D56 draft procedure.

14.3 Level of Play

The lowest level of play for players age 7 through 12 is as follows:

11 year olds	AAA Division
10 year olds	AA Division
9 year olds	A Division
6-7 year olds	Minor A Division

The age alignment for division play in Brea Little League is as follows:

14-16 year olds S	
13-14 year olds J	
11-12 year olds M	
9-10 year olds	AAA Division
8-9 year olds	AA Division
7-8 year olds	A Division
6-7 year olds	Minor A
4-5 year olds	T-Ball

- The BLL Player Agent and President may decide to promote a player to the next division.

14.4 Parental requests to block a manager from drafting their player, must be in writing and submitted to the president or lead player agent, no later than forty-eight (48) hours before the draft. Only one managerial block for a single player will be accepted. All requests will be reviewed by the Player Agent. League President has final approval for all Parental requests. If approved, they will remain in effect for the entire season. Parental requests will remain confidential.

14.5 (a) Please refer to the approved District 56 draft guidelines for AA, AAA, Majors and JRs draft procedure. The goal of the draft is to make the teams as balanced as possible and to eliminate, as much as possible, any advantages resulting from the manager and coach freezes. AA and AAA teams will be allowed to freeze the manager's and one coach's son/daughter which must be declared in writing before the try-outs. Majors will only be allowed to freeze the manager and coaches son/daughter. The coaches freeze must be in the dugout for all games.

All manager and coach's sons/daughters will be slotted in the draft prior to the draft based on division manager consensus. Draft position will be provided to the Player Agent prior to the draft. In the event of discrepancies the final decisions will be made by the BOD.

14.6 In the AA and AAA divisions, each manager will be allowed to pre-select one of the team's two (2) approved coaches prior player draft. Players of the coach must be selected in the round the player is slotted in based on evaluations.

14.7 Team representation during the pre-season draft shall be limited to one (1) team coach or manager.

14.8 A pool of players from existing teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a game. If used, the player agent will run the pool according to the Official Regulations and Playing Rules (Section V). Pool players can only be used due to a team's inability to field nine players.

14.9 - The player agent will assign players to T-Ball, Minor A and Single A divisions. The player agent will place players on teams based on parents requests, manager requests and the remaining players will be placed on teams as needed to fill the rosters.

## **15.0 15.0 T-BALL DIVISION**

15.1 All players will be pitched three (3) balls by a coach pitcher. The coach will pitch underhand. If after the third (3rd) pitch, the ball has not been put into play, the batter will bat off the tee for up to 3 swings

15.2 A batted fair ball must travel no less than twenty feet from home plate. A line should be drawn from the first baseline to the third baseline. 15.3 When a ball is hit by the batter, the runners may advance to the next base, one base, which includes balls hit to the infield or outfield. 15.4 Each inning, teams will bat once through the entire available roster regardless of outs.

15.5 Bases will not be cleared after 3 outs. Runners will be permitted to stay on the bases until the entire roster has batted. A defensive team shall consist of ten (10) players using six (6) infielders and four (4) outfielders.

15.6 Outfielders must play no closer than twenty (20) feet behind the base paths.

15.7 No player shall be out of the defensive lineup for two (2) consecutive innings.

- 15.8 Each player must play at least one (1) inning per game at an infield position.
- 15.9 Games will have a time limit of one hour. No new batter after that time.
- 15.10 Safety balls will be used.
- 15.11 For instructional purposes, coaches are permitted on the field while the team is on defense. Coaches may not in any way interfere with a ball in play.
- 15.12 Bases are 50' and pitching rubber will be at 40'

**16.0 16.0 MINOR A DIVISION (COACH PITCH)**

- 16.1 Coaches (manager/coach) will pitch overhand from a chalked line marked at 46 feet the entire season.
- 16.2 No scores or standings shall be kept.
- 16.3 All players will have (5) balls pitched to them by a coach pitcher. If after the (5th) swing the ball is not put into play the tee will be brought out for the batter. Foul balls count as a pitch unless it's the 5th pitch. The batter will continue to receive pitches until he hits the ball or fails to swing. If the batter is hit by a pitched ball, it will be considered a dead ball (not swing/pitch). No base is given to that batter. Walks are not allowed.
- 16.4 When a ball is hit by the batter, the runners may advance to the next base until a defensive player has possession of the ball which includes balls hit to the infield or outfield.
- 16.5 Bunting is not allowed.
- 16.6 Each inning, teams will bat through the entire roster once.
- 16.7 If three (3) outs are recorded before each player has batted, bases shall be cleared of runners.
- 16.8 Base runners will not be allowed to steal or advance on a passed ball.
- 16.9 A defensive team shall consist of ten (10) players using six (6) infielders and four (4) outfielders. Outfielders must play no closer than twenty (20) feet behind the base paths.
- 16.10 No player shall be out of the defensive lineup for two (2) consecutive innings.
- 16.11 Each player must play at least one (1) inning per game at an infield position.
- 16.12 Games will have a time limit of one hour and thirty minutes. No new batter after that time.
- 16.13 Safety balls will be used.
- 16.14 For instructional purposes, 2 coaches are permitted on the field while the team is on defense. Coaches may not in any way interfere with a ball in play.

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**18.0 17.0 SINGLE A (A) DIVISION (PLAYER PITCH)**

- 17.1 No scores or standings shall be kept.
- 17.2 The batter will not be awarded first base if ball four (4) is thrown by the player pitcher. In the case of ball four (4) thrown by the player pitcher, a coach from the offensive team will pitch using the existing strike count for a maximum of three (3) pitches, unless the third pitch is a foul ball. Additional pitches will be made until the batter either hits or fails to swing. A batter will not be called out on a foul ball.
- 17.3 The batter will not be awarded first base if the batter is hit by a pitch that is thrown by the player pitcher. In the case of hit-by-pitch thrown by the player pitcher, a coach from the offensive team will pitch using the existing strike count for a maximum of three (3) pitches. Unless the third pitch is a foul ball. Additional pitches will be made until the batter either hits or fails to swing. A batter will not be called out on a foul ball. Games will have a time limit of one hour forty-five minutes.
- 17.4 Bunting is not allowed
- 17.5 When a ball is hit by the batter, the runners may advance to the next base until a defensive player has possession of the ball in the infield which includes balls hit to the infield or outfield.
- 17.6 Each team will bat a continuous lineup.
- 17.7 Player pitching to batters will begin the first game after spring break. An offensive inning is over after three (3) outs or the entire roster has batted once, whichever comes first.
- 17.8 Base runners will not be allowed to steal on a passed ball or wild pitch.
- 17.9 A defensive team shall consist of ten (10) players using six (6) infielders and four (4) outfielders.
- 17.10 Outfielders must play no closer than twenty (20) feet behind the base paths.
- 17.11 No player shall be out of the defensive lineup for two (2) consecutive innings.
- 17.12 Each player must play at least (1) inning per game at an infield position.
- 17.13 Game time is one (1) hour and forty-five (45) minutes. No new batter after that time.
- 17.14 Safety balls will be used.
- 17.15 For instructional purposes, two (2) coaches are permitted on the field while the team is on defense. Coaches may not in any way interfere with a ball in play.
- 17.16 Adult pitchers (manager/coach) will pitch "overhand" from a chalked line marked at 46 feet.
- "Underhand" pitching is not allowed.

17.17 For the first half of the season teams may choose to have a roster coach or a machine to pitch. For the second half of the season using the same rules above 17.2

#### **19.0 18.0 DOUBLE A (AA) DIVISION**

18.1 Each team will bat a continuous lineup.

18.2 An offensive inning is over after three (3) outs or the entire roster has batted once, whichever comes first (the final inning is an exception to this rule – see below).

18.3 Outfielders must play no closer than twenty (20) feet behind the base paths.

18.4 No player shall be out of the defensive lineup for two (2) consecutive innings.

18.5 Game time is one (1) hour and forty-five (45) minutes. No new inning after that time. 2-hour drop dead time. 18.6 All tie games will be scored ½ win ½ loss.

18.7 Run rule will be in effect. 15 runs after 3 innings or 8 runs after 5 innings

18.8 Home plate will be closed until the first game after spring break. Meaning no stealing of home or advancing to home on passed balls or overthrows.

**20.0 19.0 TRIPLE A (AAA) DIVISION** 19.1 Each team will bat a continuous lineup.

19.2 The game time is one (1) hour and forty-five (45) minutes. No new inning after that time with a 2 hour “drop dead”

time. 19.3 No player shall be out of the defensive lineup for two (2) consecutive innings.

19.4 All tie games will be scored ½ win ½ loss.

19.5 Run rule will be in effect. 10 runs after 4 innings or 8 runs after 5 innings

19.6 An offensive inning is over after three (3) outs or the entire roster has batted once, whichever comes first (the final inning is an exception to this rule – see below).

#### **21.0 20.0 LL MAJOR DIVISION**

20.1 Each team will bat a continuous lineup. Free substitution (continuous batting order) is adopted.

20.2 The game time is (1) one hour and forty-five (45) minutes. No new inning after that time. 2-hour drop dead time. However, if you are the last game of the day, there is no time limit.

20.3 Run rule will be in effect. 15 runs after 3 innings or 10 runs after 4 innings, or 8 runs after 5 innings.

#### **22.0 21.0 JUNIOR / SENIOR DIVISION**

21.1 Junior/Senior Division rules are based on Alliance By-Laws.

#### **22.0 REGISTRATION REFUNDS**

Refunds will not be granted once teams have been rostered.

#### **23.0 PROTEST**

All protests will be handled by the protest committee consisting of the president, vice president and, umpire in chief. If there is a conflict of interest the president will name a replacement.

I, the manager of the \_\_\_\_\_ team from the

T-BALL MINOR A A AA AAA LL MAJORS JUNIOR SENIOR  
(CIRCLE ONE)

division, will read prior to opening day and will pledge to follow the rules set forth in the Brea Little League By-Laws, Brea Little League Code of Conduct and the Little League Official Regulations and Playing Rules.

Signed, Date: