



BYLAWS | 2025 - 2026



SANTA FE LITTLE LEAGUE

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SECTION 1.0 – GENERAL LEAGUE RULES

The following shall apply to all divisions within Santa Fe Little League unless otherwise stated. This section outlines the local option guidelines, league expectations, player eligibility requirements, methods for selecting our Managers and teams, and practice information.

1.1 REGISTRATION DEADLINE

All potential players must have on file a completed league registration form signed by parents/guardians. No registration will be automatically accepted after the last registration date unless one or more teams have fewer players on their roster than other teams in the same division. In this case, all registrations after the final registration date must be referred to the League President for placement. The League President will maintain a waiting list for any players who register but cannot be placed on teams due to the Division being full.

- a. Refunds requested prior to the draft will be 100% reimbursed. Refunds of registration fees following the draft will not be refunded.

1.2 ELIGIBILITY

In this document, where the player's age is referenced, it is to be understood that the document is discussing the player's "League Age." The determination date for League Age is the child's age as of August 31st of the calendar year of play. ([Little League Age Determination and Age Calculator](#))

- a. **Intermediate (13U)** – See Little League International Blue Book.
- b. **Majors (12U)** - See Little League International Blue Book
- c. **Minors (10U)** – See Little League International Blue Book
- d. **Coach Pitch 8U (8U)** – The Coach Pitch 8U division is a competitive division comprised of eligible players ages 7 to 8 who were registered prior to evaluations and were drafted to a team. All players that want to be considered for the Coach Pitch 8U draft must attend tryouts and demonstrate proficiency of skill commensurate with the Coach Pitch 8U level of Little League competition. (Depending on registration numbers the Board of Directors will consider separating the 7U and 8U divisions.)
- e. **Coach Pitch 6U (6U)** – The Coach Pitch 6U division is the introductory division in Santa Fe Little League and is comprised of eligible players ages 5 and 6. Most may have one year of Tee Ball, but this is the first division to prepare players for baseball. The Coach Pitch 6U division is instructional for all players with a heavy focus on learning the basics of baseball, including fielding, throwing, running, and



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batting off a coach or tee. All players will be drafted to a team. All players in League Age 5 will be required to attend the Coach Pitch 6U try-out session.

- f. **Tee Ball Division** – Tee Ball will be composed of eligible player's league ages 4 and 5. All 5-year-old players are required to attend try outs. Due to safety concerns, if the child is to advance for the Tee Ball division the player will be placed in the Coach Pitch 6U division.
- g. **Challenger** – The Challenger division will be composed of any special needs child age 5 to age 22, if they are still enrolled in school, who cannot meld into other divisions comfortably.

For players Coach Pitch 6U through Intermediate - Players may request to play-up 1 division on their registration form. The request will be reviewed by the Board of Directors. If approved, the player is required to attend the try-out session for the desired division, as well as their respective division. If a player is drafted to play-up, the players' eligibility for his/her League Age All Star team is not affected up to league age 8.

1.3 ESTABLISHING NUMBER OF LEAGUE TEAMS AND CUTOFF

It is at the discretion of the President, Vice President, Secretary, and Scheduler to establish the number of teams and league cutoffs as deemed necessary. Factors such as field availability, number of players, and divisions may vary each season and can impact the overall size of the league.

1.4 MANAGERS / COACHES SELECTION

- a. The league's Coaching Coordinator is responsible for acquiring an appropriate number of Manager candidates.
- b. The secretary will compile a list of Managers from volunteers within the League membership. The Board of Directors will make recommendations for Manager selections, which must be approved by the League President. The President and Vice President have the authority to unilaterally fill any Manager openings as deemed necessary throughout the course of the season.
- c. Individuals interested in managing or assisting a Santa Fe Little League baseball team must complete and submit the following to the Board of Directors before any individual is permitted to participate in any team activities:
 - i. Santa Fe Little League Volunteer Application in Sports Connect.
 - ii. Complete and receive approval of a background check reviewed by the Board of Directors.
 - iii. Completion of required classes assigned by Little League International or the Board of Directors.



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- iv. Required to attend all scheduled workdays, workshops and/or coaches clinics organized by the league. If a coach cannot attend a scheduled event, they must provide a reasonable explanation for their absence, which will be subject to review and approval by the Board of Directors.
- v. Agree to follow the Coaches Code of Conduct all season.

1.5 EVALUATIONS

See the SFLL Draft Plan (Attachment A)

1.6 DRAFT

See the SFLL Draft Plan (Attachment A)

1.7 TEAM ROSTERS

All teams shall establish a roster of no more than 12 players as determined by the League (if possible based on registration numbers) and maintain a roster of 10 players throughout the season.

- a. When a player is lost to a team during the playing season, the Manager of the team losing a player shall notify the respective Player Agent within 24 hours of such a loss.
- b. When a player misses more than seven (7) continuous days of participation for an illness or injury, a physician or accredited medical provider must give written permission for a return to full baseball activity.

1.8 INDIVIDUAL / TEAM PRACTICE

- a. The combination of game and practice time during the Spring season shall not exceed 3 required events per week for Intermediate, Minors, Machine Pitch and Coach Pitch and shall not exceed 2 required events per week for Tee Ball or Challenger teams. Sunday practices and any additional events beyond those required are always considered optional. **NOTE: Does not apply to post season play.**
- b. League fields and cages will only be guaranteed for one practice session per week with practices scheduled in no more than two-hour periods. Once games begin there will be no guaranteed practice sessions on league fields.
- c. Should a Manager choose to practice in an alternate location from the designated League fields and cages, the following guidelines apply:



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- i. For insurance reasons, the alternate practice facility must be a public facility (open to the public for use, either free or for fee) and be located within Galveston County. Please verify with the SFLL Board of Directors prior to use.

1.9 BAT USE/ILLEGAL EQUIPMENT

ILLEGAL BAT USE / ILLEGAL EQUIPMENT USE ([Little League International Bat Information](#)) – Rule 6.06(d) of the Little League Rule Book, Official Regulations, Playing Rules, and Operating Policies will be in effect with the following modification:

If the batter enters the batter's box with one or both feet entirely on the ground with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter's box:

- a. The ball is dead, and the batter is out.
- b. Runners must return if they advanced on the play.
 - i. The player and Manager of the team will be suspended for the remainder of the game and the incident will then be brought to the attention and review of the disciplinary committee to determine if further action is warranted. A second offense is subject to removal from the league.

1.10 MANAGER EXPECTATIONS / DISCIPLINE

Managers within SFLL are stewards of the league and are seen as authoritative figures on the part of the players. It is imperative that the Managers and Assistant Coaches within SFLL act in a manner that demonstrates the utmost respect for the players, parents, officials, game, league, and sport. It is for these reasons that we have the following section to articulate expectations and discipline.

- a. The following is a list of responsibilities a Manager or Coach shall embrace:
 - i. Demonstrate an appreciation of the philosophy of Little League Baseball, Santa Fe Little League and cooperate with others in making the program of mutual benefit to all children.
 - ii. Function as agents of the Board and follow the Board's direction, philosophy, and advance the agenda for the League as set forth by the Board.
 - iii. Respect the judgment and the position of authority of the umpire and work to ensure your players do the same.
 - iv. Attend mandatory clinics unless otherwise arranged with the Coaching Coordinator and approved by the League President. A failure to notify the Coaching Coordinator could result in



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a loss of a practice or suspension from a game. Only the League President may authorize absence from these clinics.

- v. The Manager or designated Assistant Coach must ensure that the team is represented at all required field maintenance days. Failure to do so, or to make alternative arrangements with the Coaching Coordinator, may result in the loss of a practice or suspension from a game.
- b. A "physical" (grabbing, pushing, hitting, physical or verbal intimidation, etc.) interaction or altercation with any player, parent, league official, opposing coaching, spectator, or umpire is not acceptable at any time. This infraction is grounds for immediate suspension as a Manager or Coach.
- c. A Manager/coach does not have the authority to eject anyone, including spectators, from a game. The umpire has the authority to eject the Manager, coach, and/or player and a Board Member has the authority to remove anyone from the ballpark.
- d. The Board of Directors shall have the right to censure the actions of Managers and Coaches, and the authority to suspend or remove them, should the Board determine that the Manager or coach is not acting in the best interest of the children or the League.
- e. Managers or Coaches who violate SFLL policies are subject to disciplinary action which can range from a removal of a practice and suspension from a game, up to and including removal for the season. All active Board Members will be responsible for monitoring and recommending action to the Disciplinary Committee (President, Vice President, Player Agent, and Coaching Coordinator). Player Agents will be responsible for notifying teams of any action resulting from this rule.
- f. At a minimum, an ejection of a Manager, coach or player from a game must serve the penalty described by the Little League International rule 4.07 of the Little League Rule Book, Official Regulations, Playing Rules, and Operating Policies. For the purpose of rule 4.07, the Game Site for SFLL is defined as the field of play, stands, or fence area around the field but not the Park as a Facility.

1.11 EQUIPMENT

All Santa Fe Little League equipment, including but not limited to catcher's gear, is the property of Santa Fe Little League and must be returned at the conclusion of the season.

A \$200.00 deposit is required from every Manager at the beginning of the season. The deposit will be refunded upon the return and inspection of all equipment in good condition.



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1.12 UMPIRES

Santa Fe Little League shall provide a home plate umpire and a base umpire for Coach Pitch 7U and up.

Umpires will stop the game until coaching staff adhere to rules regarding maximum number of coaches per team and staying in the dugout when the game is under way. Exceptions to this rule include base coaches, requests for time outs, mound visits, and injury support.

All calls made by the umpire after an appeal are final. Board members cannot override the call.

SECTION 2.0 – GAMEDAY DUTIES, INFORMATION, AND RANKINGS

This section goes into detail of information necessary for game day preparations, game time limits, curfew, rain-out procedures, and policies for Divisional and League standings.

2.1 GAMEDAY DUTIES AND INFORMATION

a. Game Day Duties in the Spring Season:

	HOME TEAM	VISITING TEAM
DUGOUT	Third Base Side	First Base Side
FIRST GAME OF THE DAY	All Equipment	Mark the field
LAST GAME OF THE DAY	Put Away all Equipment	Rake / Drag Field
FIELD AREA	Both teams are responsible for removing and replacing all tarps and mounds.	
DUGOUTS + STANDS	Both teams are responsible for their respective areas; pick up all trash. Repeated failure to do so may result in a loss of a practice or Manager suspension.	
GAME RESULTS + PITCH COUNTS	Responsibility of both Managers to verify the final score and pitch counts (if applicable) and sign the official scorecard.	



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b. Game Day Duties in the Fall Season:

	HOME TEAM	VISITING TEAM
DUGOUT	Third Base Side	First Base Side
SCOREBOARD/ SCORE BOOK	Official Scorekeeper	Scoreboard/Pitch Count
FIRST GAME OF THE DAY	All Equipment	Mark the field
LAST GAME OF THE DAY	Put Away all Equipment	Rake / Drag Field
FIELD AREA	Both teams are responsible for removing and replacing all tarps and mounds.	
DUGOUTS + STANDS	Both teams are responsible for their respective areas; pick up all trash. Repeated failure to do so may result in a loss of a practice or Manager suspension.	
GAME RESULTS + PITCH COUNTS	Responsibility of both Managers to verify the final score and pitch counts (if applicable) and sign the official scorecard.	

c. Only League approved Managers and Coaches, umpires, and Board members are allowed inside the fenced area of the ball fields at any time during warm-up or game times (including dugouts).

2.2 RAIN-OUTS, SUSPENSIONS, CANCELLATIONS, FORFEITS, AND PROTESTS

a. Only the President, Vice President, or Field Maintenance Manager make the decision to cancel a game. The plate umpire makes the decision to suspend a game after the game has begun, reference Official Regulations and Playing Rules. Managers and coaches shall NOT influence the plate umpire's decision. Reasons for canceled and suspended game include, but not limited to:

- When a field is too wet to play safely
- When there is insufficient light to safely play
- When a team does not have nine players. Player shortage: If a team has at least nine players and one Manager or coach, the game must be started unless it is called for a legitimate reason at the scheduled time. When a team cannot field nine players, the team Manager shall use the player pool.
- In weather situations, these individuals do not have to be at the field to call the game. Every reasonable effort must be made to make fields playable when they are scheduled. Rescheduled games put a burden on Santa Fe Little League, teams, umpires, and Managers.
- If in the event of lightning, the director on duty will rely on an accredited "smart phone app" (i.e., Lightning app). Any SFLL Board member, Officer, Official or Manager may delay a game if lightning is detected. If lightning is detected at or within six (6) miles an automatic thirty (30)



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minute delay will be enacted. Any recurrence of a lightning during the delayed period will automatically reset the time delay period as Safety is paramount in our league and any potential risk to a player, coach, or spectator should warrant the delay and/or postponement/cancellation of a game.

- b. Makeup games are scheduled as soon as possible after a rainout or cancellation. They must be played before the last scheduled games of the season.
- c. The President and Scheduler shall assign the makeup game, based on team availability and field availability regardless of the number of games scheduled for each team in that week.
- d. A rescheduling will not occur if the games in progress at the time of cancellation had reached 3 innings and the home team is ahead. Should a game be rescheduled, the Managers shall be notified as soon as possible (preferably at least 24 hours' notice), unless both Managers waive notice.
- e. Any game not rescheduled or played shall be counted as a tie unless there are no open dates/fields available.
- f. Forfeits are allowed for refusing to play. Any game forfeited shall be counted as a loss.
- g. Protests shall be made in accordance with Official Regulations and Playing Rules. Protests regarding violations or interpretations of the playing rules or the use of an ineligible player are to be submitted to the Umpire in Chief or President prior to the next play. No protest shall be considered involving an umpire's judgment. Pitch count violations are grounds for protest (not applicable in Tee ball, Coach Pitch divisions).

2.3 DIVISION RANKINGS AND END OF SPRING SEASON TOURNAMENT SEEDING

- a. ALL LEAGUES (except Tee Ball): Standings will be kept for the purpose of determining seeding in the postseason tournament.
- b. Seeding for the Tournament will be determined by the team's end of season ranking. When a season ends with all games having been played by contending teams, the playoff seeds shall be determined by the following order of precedence.
 - i. Ranking: The teams will be ranked by:
 1. Best record head-to-head competition
 2. Least number of runs allowed between the tied teams.
 3. Most number of runs scored between the tied teams.



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- c. Incomplete season, when a season ends with incomplete games that have not been played by contending teams, the games will be considered a tie, and the Playoff seeds shall be determined based on the overall win-loss record. Playoff brackets shall be determined by the following order of precedence.
 - i. Ranking: The teams will be ranked by:
 1. Best record of head-to-head competition
 2. Least number of runs allowed between the tied teams.
 3. Most number of runs scored between the tied teams.
 - ii. A tie baseball game will be counted as one-half (1/2) a win and one-half (1/2) a loss.

SECTION 3.0 – ALL-STAR INFORMATION

This section goes into detail regarding the establishment of SFLL All-Star Teams to compete in a Postseason All-Star Tournament supported by District 14 and Little League International.

3.1 ALL-STAR TEAM FORMULATION

The All-Star teams will be formulated with one team in each age group. The following sections will determine player eligibility and selection methods for divisional All-Star Teams.

3.2 MANAGER SELECTION

- a. Candidates for Tournament Team Managers and Coach's positions must be Managers or Coaches of record (a Manager or Coach of record is a volunteer brought before the Board no later than April 15th as provided in the Tournament Section of the Little League Baseball Rules and Regulations) during the current Spring Season.
- b. Candidates for All-Star Team Manager position will self-nominate by submitting an email or written request to the Secretary. All-Star Team Managers may be nominated by a peer; however, the nominee must accept that nomination to be considered. The Secretary will send out a notice when nominations will be accepted.
- c. Any Manager who will not be available for the ENTIRE duration of Tournament Team practices and games may not be eligible for selection as the All-Star Manager. Violation of this rule is grounds for removal of the Manager from his position, a suitable replacement will be appointed, and removal from being a Manager the following season.
- d. Candidates must meet the criteria as described in the Little League Rule Book.



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- e. The Board of Directors may interview the candidates to assist with their decision.
- f. Candidates are not guaranteed a position. The Board of Directors may solicit alternative candidates at their discretion.
- g. The All-Star Manager will be selected by the Board of Directors and approved by the League President.
- h. Once approved, the All-Star Manager will select 2 eligible Coaches of record to assist the All-Star Manager and must be approved by the President. In the Coach Pitch division, you are required to have a Pitcher.

3.3 PLAYER ELIGIBILITY

- a. The following players are eligible as tournament team candidates:

	INTERMEDIATE	MAJORS	11U	10U	9U	8U	7U
LEAGUE AGE RANGE	13 – 11 year olds	12 – 10 year olds	11 – 9 year olds	10 – 8 year olds	9 year olds	8 year olds	7 year olds

- b. Any player who will not be available for all Tournament Team games and practices will not be eligible for selection to the All-Star team and will not be recommended to the Board of Directors as eligible. All players' parents will fill out and sign a commitment form acknowledging this rule. There will be an All-Star Commitment deposit of \$100.00. All-Star deposits will be forfeited for violation of this rule. The All-Star Tournament fee is \$75.00 and is due if the player is selected to the All-Star Tournament team.
 - i. Violation of the All-Star commitment will deem that player ineligible for their next eligible All-Star season.
 - ii. In rare instances, these requirements may be waived with the recommendation of the Player Agent and approval of the Board of Directors.

3.4 PLAYER SELECTION

- a. The Managers of the division will submit to the president their top 15 players that should be considered for the All-Star team. The top 14 players with the most tallies will be selected and placed on the 10U and above All-Star teams. The top 9 players with the most tallies will be selected and placed on the 7U, 8U and 9U All-Star teams the remaining 3 players will be selected by the Manager from the top 15 players originally submitted by all Managers and place on the All-Star teams. The League President has the authority to override any decision he sees fit.
 - i. Each All-Star Team will consist of anywhere from 10-14 eligible players, with a minimum of 12.



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- ii. If it is determined by the Board of Directors that more than one All-Star team shall be chosen for a given age group, the above process will be repeated for the remaining eligible players. The first team chosen will be known as “Santa Fe Green” and the second team chosen will be known as “Santa Fe White.” Teams must be evenly matched.
- b. Player selection for the All-Star team will be confidential information until the approved announcement date set by District 14 Staff. Only the President, Vice-President(s), Player Agent(s), and Secretary are authorized to have the information prior to announcement only for 9U and above.

3.5 CONDUCT DURING TOURNAMENTS

Santa Fe Little League expects all Managers, coaches, players, parents, and fans to exhibit excellent sportsmanship. This includes cheering both teams regardless of the outcome. District 14 has a policy regarding how we represent ourselves as a league. Please be respectful, follow all little league code of conduct, and represent Santa Fe Little League in a positive manner. Violation of this will result in the violator being reprimanded.

SECTION 4.0 – LOCAL OPTION REGULATIONS AND RULES

All games will be played in accordance with the current year Little League Regulations and Playing Rules with the following local exceptions and rules. The “SECTIONS” and “RULES” below correspond to the designated regulation, rules, and operational policies that are being modified within the Little League

Baseball Rulebook (informally known as the “Blue Book”).

4.1 PLAYER POOL RULE

A pool of players from existing regular season teams was 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 regular season game within their respective divisions. The Pool Players will be managed and run by the league’s Player Agent per Regulation V, Section C of the Little League Rule Book, Official Regulations, Playing Rules, and Operating Policies.

- a. Player Pool Eligibility of Use:
 - i. Team has no less than 6 or no more than 8 rostered players available for a game. The limit of player pool use per game per team is 3 players.
- b. Local Rules for Assigned Pool Players:



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- i. Must be obtained through the Player Agent only, no interaction by the Manager(s).
- ii. If a player is assigned but no longer needed, a cancellation of that need should occur at least 2 hours prior to the game, or else the pickup player shall be allowed to play.
- iii. Cannot play the position of pitcher or catcher.
- iv. Cannot play the infield.
- v. Will bat last in the lineup. EXCEPTION: If a team member arrives late once the game begins, that player will be placed last in the batting order.
- vi. If the pool player is called and shows up at the game, then they must play four (4) consecutive outs and bat a minimum once.
- vii. Will wear the uniform of their regularly rostered team.

c. Steps to Obtain a Pool Player:

- i. Prior to your scheduled game, determine if you need a player to ensure you can begin your game with 9 players.
- ii. Managers contact your Player Agent and ask for a Pool Player. ONLY the Player Agent can assign a Pool Player to a team. You must give the Player Agent at least 2 hours' notice to obtain a Pool Player for assignment. NOTE: Managers and/or coaches do not have the right to pick and choose players from the pool per Regulation V, Section C of the Little League Rule Book, Official Regulations, Playing Rules, and Operating Policies.
 1. The secretary will retain the list of Pool Players placed in a binder in random order. The Player Agent will use the next available player, if called and the player denies the request/or parents do not respond, a notation will be made, and the next player is called. The Player Agent will repeat until a Player agrees. The Manager has no say in this decision and a Player Agents' decision is final.
- iii. Once a player is assigned, the Player Agent will communicate the pickup player to both the receiving Manager and the opposing Manager for the game. The Player Agent will also notate the assignment in the binder for the director on duty.

d. Penalties for Pool Players being obtained Improperly:

- i. If a Manager obtains a Pool Player improperly, that Manager will be suspended for his/her next regularly scheduled game and shall forfeit the game in which the illegal player participated.



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4.2 OVERALL LEAGUE REGULATIONS AND RULES

Unless otherwise specified, league gameplay and officiating shall be governed by official Little League Rules and Regulations handbook distributed to Managers at the start of a season.

PLAYING RULES BY DIVISION							
DIVISION	INTERMEDIATE 50/70	MINORS	COACH PITCH 8U	COACH PITCH 6U			
PLAYER AGE	13U (13-11)	10U (9-8)	8U (7-6)	7U (6-5)			
LEAGUE TYPE	Kid Pitch	Kid Pitch	Coach Pitch 8U	Coach Pitch 6U			
TIME LIMIT	105 Minutes	90 Minutes	90 Minutes	60 Minutes			
RUN LIMIT PER GAME	15 after 3, 10 after 4, 8 after 5						
RUN LIMIT PER HALF INNING	N/A	5					
BATTING ORDER	Continuous Batting is in effect for all Leagues. Should a player leave during a game due to illness, injury, or reason other than ejection, NO OUT SHALL be taken in the lineup. If a player is ejected, an OUT SHALL be recorded each subsequent time the position comes up in the lineup.						
PROTESTS	Protests shall be resolved by the Umpire and Chief and President. Protests for regular season games must be resolved before the next pitch and do not prolong game time limits during resolution.						
INFIELD FLY RULE	In Effect		Not in Effect				
COACHES	Maximum of 3 Coaches		Maximum of 4 Coaches (One must be a Pitcher in CP 7/8)				
WEEKNIGHT GAME TIMES	Game starts at 6:00 PM, regardless of whether the teams have taken the field. Late game will start 15 minutes after the completion of the first game.						
GAME CLOCK EXPIRATION	When time expires and the trailing team can NOT win or tie by completing the inning, the umpire shall end the game after the current batter completes the at bat. No inning will start after the official game time clock has expired.						
REGULATION GAMES	4 innings; 3.5 if home team is ahead		3 Innings; 2.5 if home team is ahead				
OFFICIAL GAME CLOCK	Assigned umpires or their appointed representative will have the only official game clock.						
COURTESY RUNNER	A courtesy runner for the catcher and/or pitcher is permitted when there are two outs. The courtesy runner must be the player in the batting order who made the last out. If the last out was made by the pitcher or catcher, then the player who made the previous out may be used.						
WALKS	Yes	Yes	No*				

* Runners may advance at their own risk on a called strike; otherwise, it's a no pitch and the ball is dead.



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4.3 TEE BALL 5U LEAGUE REGULATIONS AND RULES

Innings/Players

- a. 45 Minutes constitute a full game. There will be no scorekeeping for Tee Ball.
- b. 6 players including the pitcher and catcher must play designated infield positions. The pitcher must remain on or behind the pitching rubber and the catcher must remain in the grass area behind the plate close to the fence until the ball is batted. Infielders must remain behind the 40-foot radius arc but inside the dirt infield area and 6 feet apart until the ball is batted. Failure to comply may necessitate a replay at the umpire's discretion.
- c. Outfielders must play their assigned positions in the grass area of the outfield until the ball is batted.
- d. Each half inning shall end when three outs have been made or five runs have been scored, whichever comes first. However, if a batted ball results in scoring the fifth run and runners are on base, coaches can choose to let player run to home to clear the bases.
- e. All calls made by the umpire after an appeal are final. Board members cannot override the call during the game.

Practices

- a. The Board encourages all Managers to practice their teams twice a week before regular season games begin. Scheduled practices shall be limited to 1 hour per practice Monday-Sundays. The Manager or one of his board approved coaches must oversee each practice. The Board encourages all Managers to practice their teams twice a week before regular season games begin.
- b. 2 games and 1 practice may be held per week.
- c. In all Leagues, Practice is defined as when 3 or more players from the same team meet for an organized event.

Dugouts

- a. Teams are responsible for maintaining clean dugouts and fields during games. Each team is required to pick up all trash, debris, and equipment. This includes the dugouts, fields, and areas surrounding the field, including around and under the bleachers. The Field Maintenance Representative will schedule teams for routine field maintenance throughout the season. Violation of this rule is a one game suspension for the Manager.
- b. There will be no food allowed in the dugout.



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Helmets and Faceguards

- a. Managers must ensure all offensive/defensive players, whether playing infield or outfield positions, wear a helmet with a faceguard/facemask in practices and games.

Batting

- a. A hit ball is a “fair” ball that moves six feet from the batter’s tee. There shall be a chalked mark on the field in an arc, which is six feet from home plate for determining if a ball is a hit ball and in play.
- b. At the start of the new play:
 - i. The pitcher returns the ball to the batting coach to place on the tee.
 - ii. The Manager/coach of the offensive team is the only person to place the ball on the tee.
 - iii. The batter steps into the batter’s box, positions themselves, and swings at the ball.
- c. The coach may direct the batter by handling the bat or moving player into batting position. After setting up the batter, the coach must remain outside the batting circle until the swing is completed.
- d. The batter is allowed 5 swings to hit a fair ball. If the batter swings and misses on the 5th swing, the batter is out. Bunting is not allowed. Under the umpire’s judgment, if the batter does not swing at the ball, but accidentally hits the ball off the tee, it shall not be called a strike.
- e. If the tee is hit, before the ball, or the bottom of the tee is knocked over, it is a foul ball regardless of how far the ball travels. If this occurs on the 5th swing the batter is out.
 - i. Note: above, the play is immediately called dead, and all runners will return to their original bases.
- f. If a batter slings the bat totally outside the dirt area of home plate, it is a foul ball regardless of how far the ball travels. The play is immediately called dead, and all runners will return to their original bases. If this occurs on the 3rd strike the batter is out.
- g. In order to move the game along, once an out is made the runner shall be directed to their dugout and not be allowed to run the bases. The final batter of the inning will be allowed to clear the bases if the ball is put in play.
- h. The Manager/coach of the offensive team shall be responsible for positioning the catcher. Keep the catcher at least 6’ feet from the tee to avoid being hit by the bat.

Runners

- a. Any fly ball that is caught is an out and is a dead ball.



SANTA FE LITTLE LEAGUE

BYLAWS

- b. A defensive player making a play to any base ahead of the runner suspends play. (Overthrows: the runner does not advance. Encourage the throw, provided it is in a timely manner.) Example: runners on second and third, the hitter hits the ball to the pitcher. The pitcher overthrows first base. If the runners were running before the first base person missed the ball, they may advance one base. If they were not running, they may not advance.
- c. A play is ruled complete, and the home plate umpire shall announce that the ball is dead when any player has possession of the ball inside the pitcher's mound. Possession is one foot inside of the pitcher's mound and control of the baseball. A base runner that has advanced more than halfway to the next base shall be awarded that base unless it is occupied by another base runner. If, in the judgment of the umpires, the defensive player is only running through the pitcher's circle, the play shall not be ruled dead.
- d. A fly ball batted directly to the pitcher and caught in the pitcher's box will be a dead ball. A ground ball batted directly to the pitcher in the pitcher's box will be a fair ball. If the pitcher elects to hold the ball, the play will be called dead, and the runner will be awarded 1st base and all forced runners will advance to one base.

Coaches

- a. Offensive and defensive base coaches must remain in their respective boxes while the ball is in play. However, the defensive team may have 1 coach in the outfield and one coach in the infield. The outfield coach will stand behind the outfielders at least 10 feet and the infield coach will stand behind the infielders at least 10 feet. If he/she stops the ball, throws the ball, or pushes a player to the ball it will cause an automatic HOMERUN. (Please see diagram)
- b. The Manager of each team is responsible for choosing 1 coach or volunteer to umpire the game.
- c. The board of directors reserves the right and has the authority to amend, modify, change, etc., division ground rules.

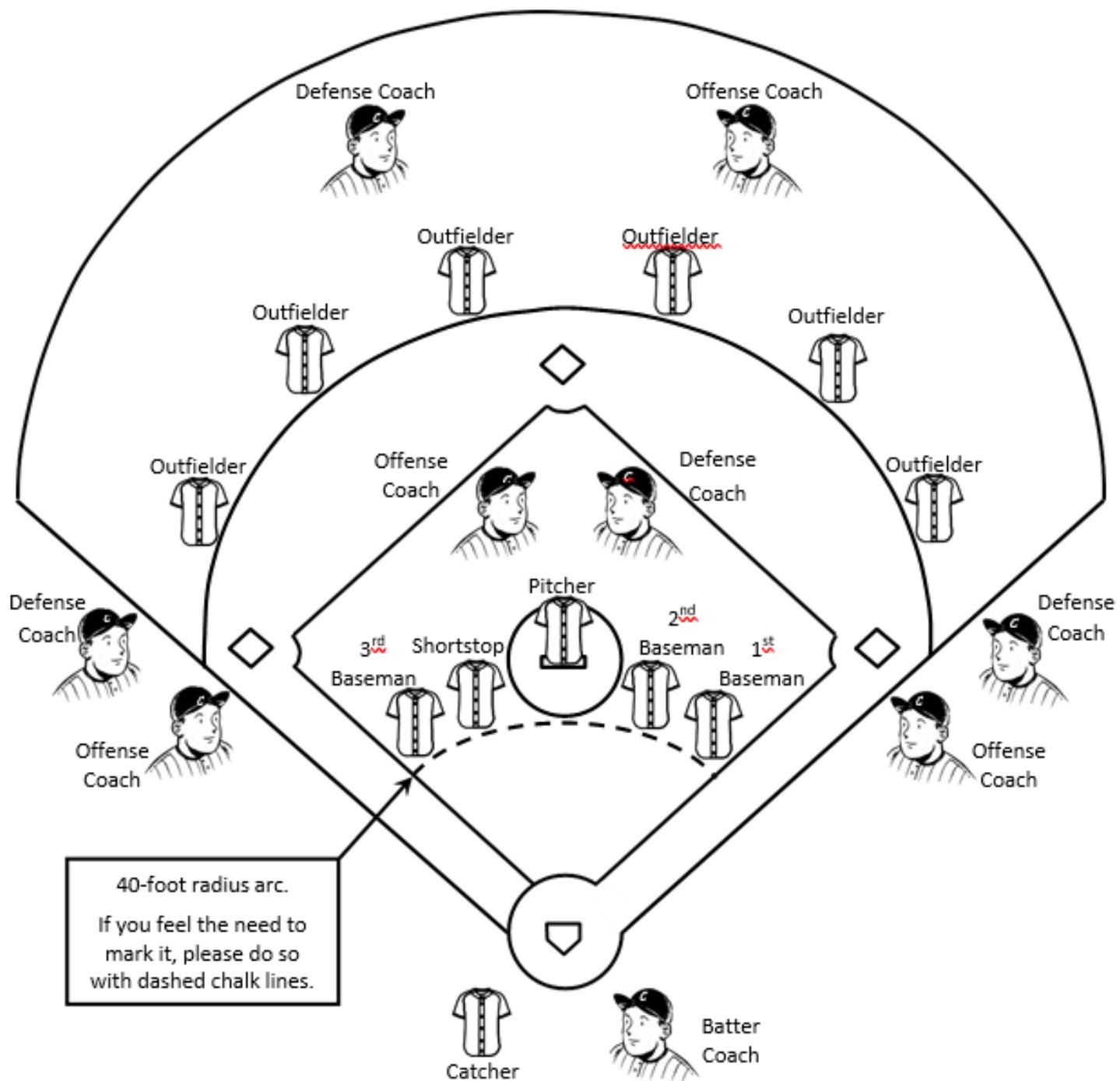
The board of directors reserves the right and has the authority to amend, modify, change, etc., division ground rules throughout the season as determined necessary and approved by a majority vote of the board of directors.



SANTA FE LITTLE LEAGUE

BYLAWS

3/4 Year Old T-Ball Player and Coach Positions





SANTA FE LITTLE LEAGUE

BYLAWS

4.4 COACH PITCH 6U LEAGUE REGULATIONS AND RULES

Innings/Players

- a. Game Duration: 6 Innings or 60 minutes finish the inning constitutes a full game.
- b. Each half inning shall end when three outs have been made or five runs have been scored, whichever comes first. Head-to-Head record will be used in season ending ties. If both teams tie in the Head-to-Head record, then runs allowed will be the next deciding factor followed by runs scored. If a game cannot start with 30 minutes of its scheduled starting time due to severe weather (including a wet field), or power failure, that game will be rescheduled within the same week or that game will result in a tie. Warm up times may be waved to expedite the game. The league President or League Official on duty will make the final decision as to play the game or not. No innings will start after 8:00 P.M. in the early game.
- c. 6 players including the pitcher and catcher must play infield positions. The pitcher must remain on or behind the pitching rubber and the catcher must remain in the grass area behind the plate close to the fence until the ball is batted. Infielders must remain behind the 40-foot radius arc but inside the dirt infield area and 6 feet apart until the ball is batted. Failure to comply may necessitate a replay at the umpire's discretion. (Please see diagram)
- d. Outfielders must play their assigned positions in the grass area of the outfield until the ball is batted. Failure to comply may necessitate a replay at the umpire's discretion. (Please see diagram)
- e. All calls made by the umpire after an appeal are final. Board members cannot override the call.
- f. Stealing bases are not permitted.
- g. "Mercy" Rules will be in effect. If, after 5 innings (4 1/2 innings if the home team is ahead), a team is ahead by 8 runs or more, then the opposing teams shall concede to the winning team and the game will be considered completed. If, after 4 innings (3 1/2 innings if the home team is ahead), a team is ahead by 10 runs or more, then the opposing teams shall concede to the winning team and the game will be considered completed. If, after 3 innings (2 1/2 innings if the home team is ahead), a team is ahead by 15 runs or more, then the opposing team shall concede to the winning team and the game will be considered completed.

Practices

- a. Scheduled practices shall be limited to 2 hours per practice Monday-Sundays. The Manager or one of his board approved coaches must oversee each practice. The Board encourages all Managers to practice their teams twice a week before regular season games begin.



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- b. Any facility used for practices and/or games must be approved by League Board of Director
- c. In all Leagues, Practice is defined as when 3 or more players from the same team meet for an organized event.

Dugouts

- a. Teams are responsible for maintaining clean dugouts and fields during games. Each team is required to pick up all trash, debris, and equipment. This includes the dugouts, fields, and areas surrounding the field, including around and under the bleachers. The Field Maintenance Representative will schedule teams for routine field maintenance throughout the season. Violation of this rule is a one game suspension for the Manager.
- b. There will be no food allowed in the dugout.

Helmets and Faceguards

- a. Managers must ensure all defensive players, whether playing infield or outfield positions, wear a helmet with a faceguard/facemask in practices and games. Catchers must wear chin guards behind home plate.

Batters

- a. At the start of the new play:
 - i. The pitcher must have possession of the ball in the pitcher's mound. However, if the previous batter missed the ball, or the ball is foul, the ball must be returned to the pitching coach in order to complete the at bat.
- b. The coach may direct the batter by handling the bat or moving player to the correct position in the box. After setting up the batter, the coach must remain outside the batting circle until the swing is completed.
- c. The batter is allowed 7 pitches or 3 strikes per at bat. After the 7th pitch the batter will be called out. Under the umpire's judgment, if the batter does not swing at the ball, it shall not be called a strike.
- d. Bunting is not allowed.
- e. The batting order shall consist of the entire player roster. Players, who become injured and cannot bat, shall be skipped in the order without penalty.
- f. The player in the pitcher's position shall stand in the pitching circle and shall have at least one foot within the twelve-foot pitcher's circle. The pitcher may leave this position when the pitched ball reaches the batter.



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g. If a batted ball (line drive or bounding ball) hits the pitching coach, the ball is dead, and the batter shall be awarded first base. All runners FORCED to advance due to the batter now at first base shall advance one base without liability of being put out.

Runners

- a. Runners may advance 1 base on an overthrown ball in foul territory. A ball in foul territory being thrown to 2nd to get an out does NOT open the play back up and allow for additional bases.
- b. If the runner is running to 1st base when the ball is overthrown into foul territory the runner can advance to 2nd base at their own risk.
- c. If the ball leaves the field of play (under the fence), the base runner will advance one base at no risk. The play is dead.
- d. A play is ruled complete, and the home plate umpire shall announce that the ball is dead when any player has possession of the ball inside the pitcher's mound. Possession is one foot inside of the pitcher's mound and control of the baseball. A base runner that has advanced more than halfway to the next base shall be awarded that base unless it is occupied by another base runner. If, in the judgment of the umpires, the defensive player is only running through the pitcher's circle, the play shall not be ruled dead.
- e. A fly ball batted directly to the pitcher and caught in the pitcher's box will be a dead ball. A ground ball
- f. batted directly to the pitcher in the pitcher's box will be a fair ball. If the pitcher elects to hold the ball, the play will be called dead, and the runner will be awarded 1st base, and all forced runners will advance to one base.
- g. Batters running to first after a hit MAY NOT be run down by any defensive player except by the first baseman, ball must be thrown to first to make the out. If the runner is run down the runner is not out and may remain on base.

Obstruction and Interference

- a. Obstruction is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner. The base runner shall be awarded the base if the umpire finds any defensive player obstructed a base runner.
- b. Any runner is out when touched by a fair batted ball in fair territory before the ball has touched or passed an infielder. The ball is dead, and no runner may score, no runners may advance, except runners forced to advance.



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Coaches

- a. Offensive and defensive base coaches must remain in their respective boxes while the ball is in play. However, the defensive team may have 1 coach in the outfield. The coach will stand behind the outfielders (at least 10 feet). If he/she stops the ball, throws the ball, or pushes a player to the ball it will cause an automatic HOMERUN. After 1 warning, the team loses its privilege for that inning. (Please see diagram)
- b. All coaches are required to attend field maintenance day unless other arrangements have been made, and this must be approved by the Coaches Coordinator.
- c. The Manager of each team is responsible for choosing 1 coach or volunteer to umpire the game if an umpire is unavailable for your game.

Playoffs

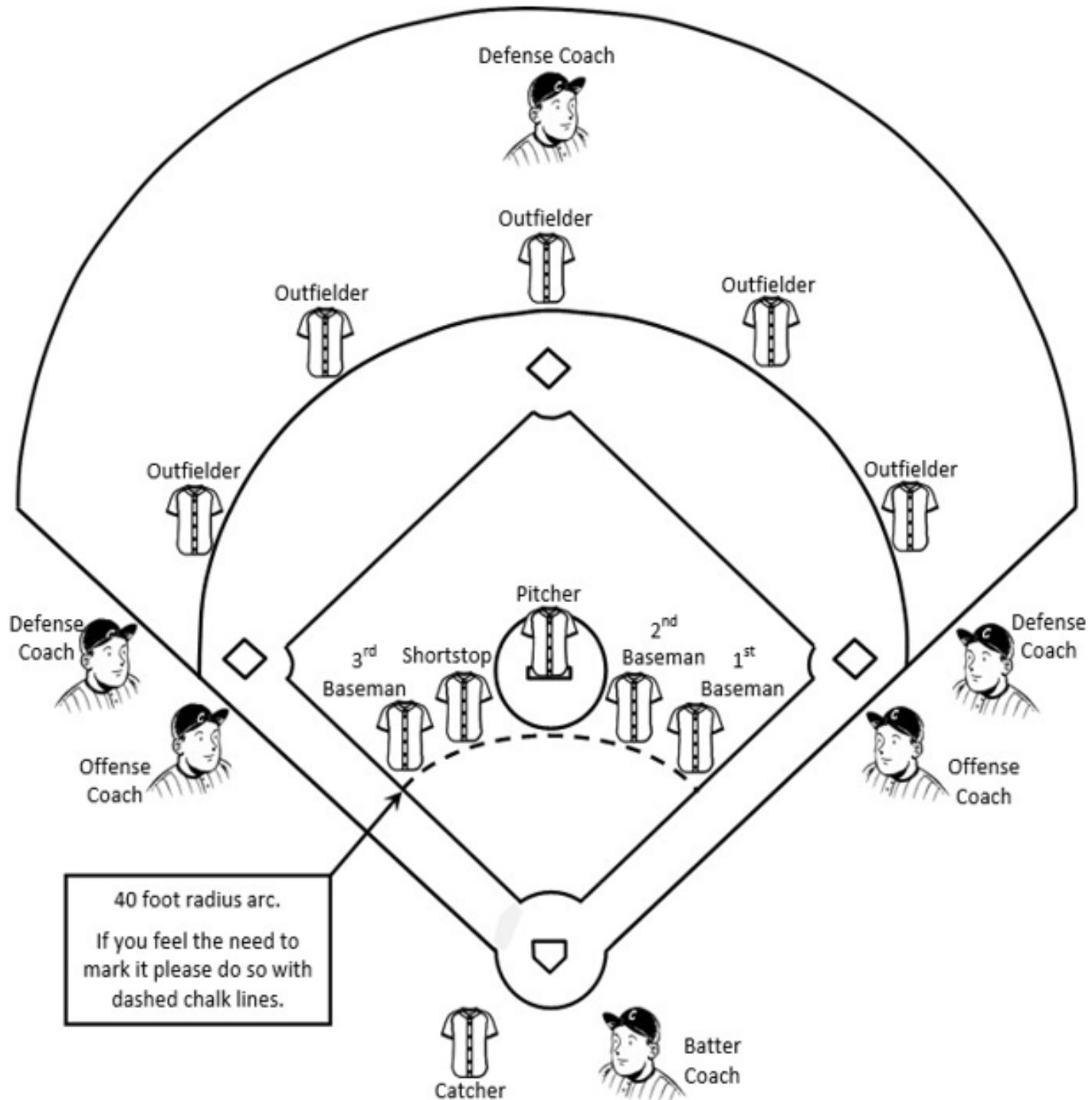
- a. The division champion shall be determined by a single elimination tournament. Final regular season conference standings shall determine the tournament seed for each team.
- b. 6 innings or 1 hour constitutes a full playoff game. Playoff games will not end in a tie.
- c. If at the completion of 6 innings or the expiration of time, if teams are tied, then the following will occur:
 - a. At the top of the seventh inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning placed on second base. Example: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.
- d. The championship game will have no time limit.
- e. The single elimination tournament shall follow all regular season rules.
- f. ONLY THE PRESIDENT OF THE BOARD OF DIRECTORS MAY CONTACT THE DISTRICT ADMINISTRATOR, if a higher ruling is necessary. The District Administrator will contact the state or national headquarters if necessary.
- g. The board of directors reserves the right and has the authority to amend, modify, change, etc., division ground rules throughout the season as determined necessary and approved by a majority vote of the board of directors.



SANTA FE LITTLE LEAGUE

BYLAWS

5/6-Year-Old Coach Pitch Player and Coach Positions





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BYLAWS

4.5 COACH PITCH 8U LEAGUE REGULATIONS AND RULES

Innings/Players

- a. Game Duration: All games will have a 1 hour and 30-minute time limit unless six (6) innings have been played and there is a winner. Head to Head record will be used in season ending ties. If both teams tie in the Head-to-Head record, then runs allowed will be the next deciding factor followed by runs scored.
- b. No inning will start after the time has expired. But once an inning has started it shall be played to completion unless either team is ahead by 6 or more runs, in which case the game will be terminated.
- c. A new inning will start as soon as the home team has made the 3rd out or the 5th run has scored, the inning or half inning will be considered completed.
- d. Any game ending in a tie will count as a $\frac{1}{2}$ win and $\frac{1}{2}$ lose in the standings for both teams.
- e. In the event of severe weather, power failure, a complete game will be declared if the home team is ahead after $3\frac{1}{2}$ innings or the visiting team is ahead or tied after 4 complete innings.
- f. All eligible players on the team's roster shall receive a minimum of 1 at- bat and play 6 defensive outs during a regulation game. All defensive substitutions shall be announced to the Umpire in Charge and/or the Official Scorekeeper and should be made prior to the beginning of the 4th inning. At the beginning of the 4th inning, any player not having been previously inserted into the defensive line up shall be placed into a defensive position. Any Manager who fails to meet the minimum play requirement shall be removed for the remainder of the tournament and there shall be no appeal allowed.
- g. All calls made by the umpire after an appeal are final. Board members cannot override the call.
- h. If a game cannot start with 30 minutes of its scheduled starting time due to severe weather (including a wet field), or power failure, that game will be rescheduled within the same week or that game will result in a tie. Warm up times may be waved to expedite the game. The league President or League Official on duty will make the final decision as to play the game or not. No innings will start after 8:00 P.M. in the early game.
- i. "Mercy" Rules will be in effect. If, after 5 innings (4 1/2 innings if the home team is ahead), a team is ahead by 8 runs or more, then the opposing teams shall concede to the winning team and the game will be considered completed. If, after 4 innings (3 1/2 innings if the home team is ahead), a team is ahead by 10 runs or more, then the opposing teams shall concede to the winning team and the game will be considered completed. If, after 3 innings (2 1/2 innings if the home team is ahead), a team is



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ahead by 15 runs or more, then the opposing team shall concede to the winning team and the game will be considered completed.

Practices

- a. Scheduled practices shall be limited to 2 hours per practice Monday-Sundays. The Manager or one of his board approved coaches must oversee each practice. The Board encourages all Managers to practice their teams twice a week before regular season games begin.
- b. Any facility used for practices and/or games must be approved by League Board of Director
- c. In all Leagues, Practice is defined as when 3 or more players from the same team meet for an organized event.

Dugouts

- a. Teams are responsible for maintaining clean dugouts and fields during games. Each team is required to pick up all trash, debris, and equipment. This includes the dugouts, fields, and areas surrounding the field, including around and under the bleachers. The Field Maintenance Representative will schedule teams for routine field maintenance throughout the season. Violation of this rule is a one game suspension for the Manager.
- b. There will be no food allowed in the dugout.

Playing Rules

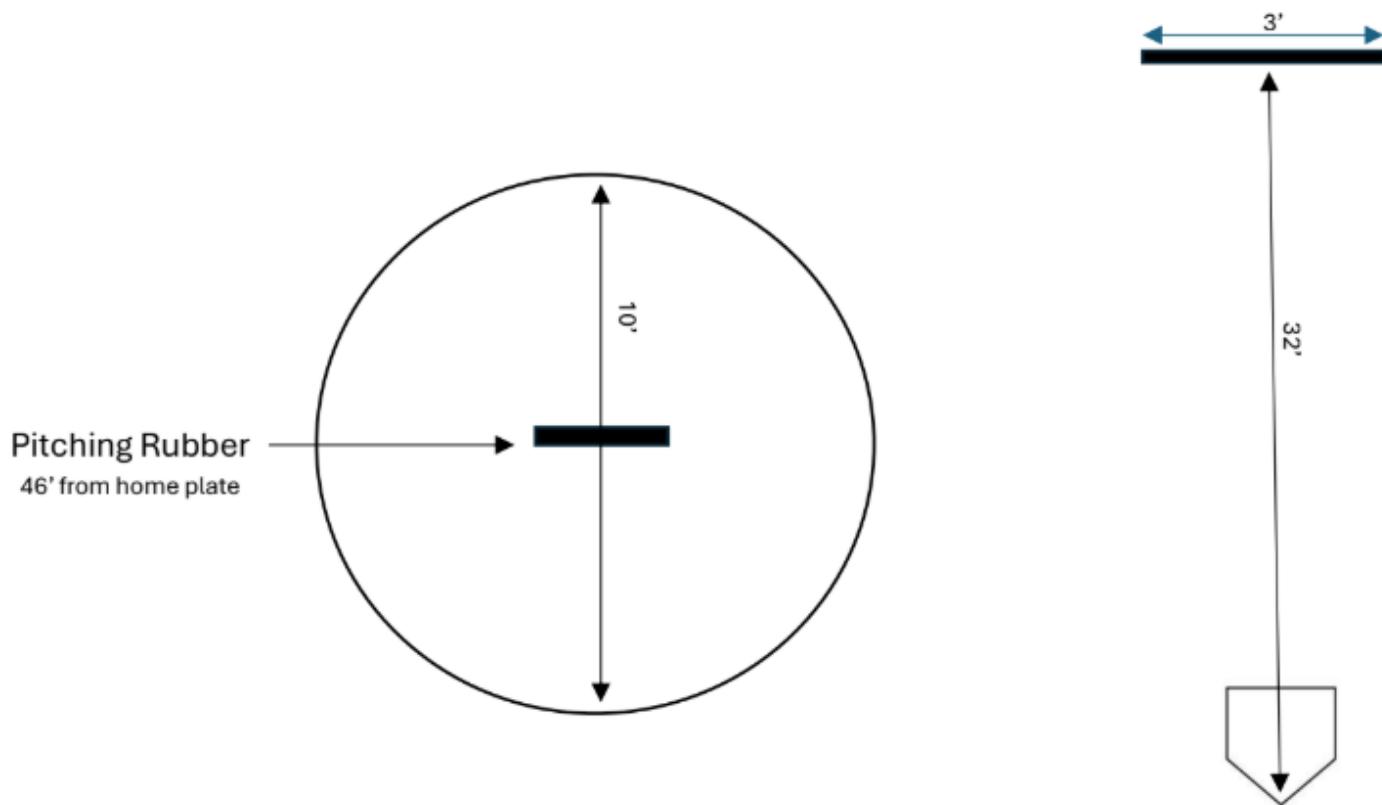
- a. Prior to the start of the game, one coach will be designated as the “Pitching Coach” and that Coach shall be reported to the Tournament Director or the Umpire in Charge at the game site prior to starting the game. Teams shall be allowed to substitute or replace the Pitching Coach one (1) time during each game. Teams electing to substitute or replace the Pitching Coach must do so between innings or half innings, unless the coach being substituted or replaced is being done so as the result of an injury, illness, ejection or emergency. If, due to illness, injury or emergency, a pitching coach is being replaced prior to the end of an inning or half inning, that replacement shall not occur unless the ball is dead, and “time” has been called and granted by an umpire. Upon substituting or replacing a pitching coach, that coach should be announced to the Tournament Director or the Umpire in Charge at the game site. Umpires should take care to notify managers that no other pitching coach substitutions or replacement shall be allowed for the remainder of that game, however, this is not required and does not affect the eligibility or lack thereof for any manager or coach.



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b. The “Pitching Circle” shall be a circle that is 10 feet in diameter with the center of said circle being located 46 feet from home plate directly in front and in the center of the pitching rubber. The “Pitching Circle” must be clearly marked prior to the start of the game in white marking chalk or paint. The pitching circle shall be no greater than 51 feet from home plate and no less than 41 feet from home plate with the existing pitching rubber being in the center of said circle as indicated in the diagram below.



c. The “Pitching Coach” shall be positioned behind the 32’ line circle during his or her team’s time at bat. The Pitching Coach shall deliver an overhand pitch from a standing position at a distance no greater than 32 feet from home plate. The pitching coach can pitch from a distance greater than 32 feet, so long as, at no time does the coach’s feet or his/her pitching motion results in him being beyond the 32’ line. Should, in the judgement of the umpire, the pitching coach deliver a pitch, or his/her pitching motion carry him/her outside of the pitching circle, then the ball shall be called “dead”, the pitch will be considered a “no pitch”, and any resulting play shall be nullified.



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- d. The player playing the position of "pitcher" shall stand to the left or the right of the Pitching Coach and must remain fully inside the pitching circle during the delivery of the pitch until such as a time as the batter makes contact with a pitched ball, unless the batter is attempting to bunt a pitched ball. During the pitch and until the batter makes contact with a pitch delivered from the Pitching Coach, the pitcher must remain in a position even with or behind the pitching rubber, unless the batter is attempting to bunt a pitched ball.
- e. If, in the judgement of the umpire, the Pitching Coach is struck by a pitched ball hit by the batter, then the ball shall be called "dead", the pitch will be considered a "no pitch", and any resulting play shall be nullified.
- f. The Pitching Coach may wear a baseball glove, so long as the glove is not white, grey, or any other color that, in the opinion of the umpire, would reasonably interfere or distract the batter.
- g. The Pitching Coach shall not "coach" or otherwise instruct players from his position inside the pitching circle or at any time during his teams at bat. Exception: If, in the opinion of the Pitching Coach, and with approval from the umpire, a coach determines that a batter is standing in a position where he or she may harm himself or herself or another person from within the batter's box, the Pitching Coach may request "time", and, if granted by the umpire, adjust that player's position within the batter's box.
- h. After a ball has been batted and the ball is in play, the Pitching Coach must make every attempt to move him or herself out of the field of play and into foul territory. The Pitching Coach must make a diligent effort to avoid balls in play and interfering with or obstructing defensive players. If, in the judgement of the umpire, a Pitching Coach interferes with a defensive player who is attempting to make a defensive play, whether intentional or not, then the batter shall be declared "out". All other runners may advance at their own peril.
- i. Umpires shall call time after every play and declare the ball "dead". Time should be called either
 - i. The ball has been delivered to the defensive player in the "pitcher" position safely inside the pitching circle, or
 - ii. No further defensive play is imminent.
- j. Offensive players shall not be allowed to taunt, distract, or otherwise obstruct a defensive player from reaching the pitching circle or attempting to lure the defensive player out of the pitching circle. Once safely inside the pitching circle, the defensive player should immediately deliver the ball to the Pitching Coach.



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- k. During a batted ball play, any runner who, in the opinion of the umpire, has committed him/herself to the next base shall be awarded that base upon a play becoming dead. Any runner who has not committed him/herself to the next base upon a play becoming dead, shall be returned to the previous base. This rule shall not apply in the case of a forced out. The determination of any runner's position at the conclusion of a play shall be based on the umpire's sole judgement and cannot be appealed.

Batters

- a. All teams shall utilize a continuous batting line up.
- b. Each batter is allowed to have a maximum of five (5) pitches or three strikes whichever occurs first. A strike is defined as a batter offering at a ball with a swing or check swing crossing the plate or fouling a pitch. A batter shall not be called out on a third strike if the result of that strike is a foul ball, unless the foul ball is the result of an attempted bunt. All other rules governing a player's time at bat shall be enforced and can be found in the Official Little League rule book.
- c. Walks are not permitted.
- d. No base shall be awarded to a batter hit by a pitched ball.
- e. Bunting shall be allowed. No "fake" bunts shall be allowed. Any player who, in the judgment of the umpire, indicates that they are attempting to bunt a pitched ball and subsequently makes an attempt at or bats the ball with a full swing (slashing) shall be declared "out" and the ball ruled dead. No players may advance.
- f. Infield fly rule shall NOT be in effect.
- g. A batter shall not be permitted to advance on a "dropped" third strike.

Runners

- a. Base runners may not leave their position on base until after the pitch has been delivered and the ball has been batted into fair territory.
- b. No leadoffs or stealing allowed.
- c. Runners must return to the previous base achieved when a ball is in possession of a defensive player who has halted the advancement of said runner.

Obstruction and Interference

- a. Obstruction is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner. The base runner shall be awarded the base if the umpire finds any defensive player obstructed



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a base runner. Any runner is out when touched by a fair batted ball in fair territory before the ball has touched or passed an infielder. The ball is dead, and no runner may score, no runners may advance, except runners forced to advance.

Defensive Rules

- a. Teams shall field 10 players defensively. There shall be 4 outfielders who shall be positioned with equal spacing and alignment with each outfielder. “Rovers” will not be allowed. At no point shall an outfielder be allowed to occupy an area outside of the outfield grass prior to a ball being hit.
- b. Infielders, including the player in the position of “pitcher” may position themselves on the infield and within fair territory in order to field a bunted ball with no restrictions so long as, in the judgement of the umpire, a defensive player attempting to field a bunted ball does not interfere with the batter’s ability to bunt a pitched ball.
- c. The Infield Fly Rule is not in effect.
- d. The defensive team must field a catcher who is legally and properly equipped. There shall be no “dropped third strike” rule.
- e. The catcher shall return all pitched balls to the defensive pitcher who shall deliver the ball to the Pitching Coach.

Coaches

- a. A player or coach may not leave the dugout or the coaching box while the ball is in play, except to attend to an injured player, or avoid interference with a play. In case of injury, play will continue. The Manager or coach will be allowed to go to the injured player once the play is dead.
- b. Coaches are not allowed to touch runners at any time when the ball is live. This will be considered an automatic out.
- c. During all games only three (3) adults may be on the playing field and one (1) must be in the dugout for a total of four (4) adults/coaches, but only the MANAGER MAY TALK TO THE UMPIRE. At least one adult must always be in the dugout. No defensive coaches are allowed in the coach’s box. Defensive coaches must remain in the dugout.



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Playoffs

- a. The division champion shall be determined by a single elimination tournament. Final regular season conference standings shall determine the tournament seed for each team.
- b. 6 innings or 90 minutes constitutes a full playoff game. Playoff games will not end in a tie.
- c. If at the completion of 6 innings or the expiration of time, if teams are tied, then the following will occur:
 - i. At the top of the seventh inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning placed on second base. Example: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.
- d. The championship game will have no time limit.
- e. The single elimination tournament shall follow all regular season rules.
- f. ONLY THE PRESIDENT OF THE BOARD OF DIRECTORS MAY CONTACT THE DISTRICT ADMINISTRATOR, if a higher ruling is necessary. The District Administrator will contact the state or national headquarters if necessary.
- g. The board of directors reserves the right and has the authority to amend, modify, change, etc., division ground rules throughout the season as determined necessary and approved by a majority vote of the board of directors.



SANTA FE LITTLE LEAGUE

BYLAWS

4.6 MINORS LEAGUE REGULATIONS AND RULES

Innings/Players

- a. Game Duration: All games will have a 1 hour and 45-minute time limit unless six (6) innings have been played and there is a winner. Head to Head record will be used in season ending ties. If both teams tie in the Head-to-Head record, then runs allowed will be the next deciding factor followed by runs scored.
- b. No inning will start after the time has expired. But once an inning has started it shall be played to completion unless either team is ahead by 6 or more runs, in which case the game will be terminated.
- c. A new inning will start as soon as the home team has made the 3rd out or the 5th run crosses the plate.
- d. Any game ending in a tie will count as a $\frac{1}{2}$ win and $\frac{1}{2}$ lose in the standings for both teams.
- e. In the event of severe weather, power failure, a complete game will be declared if the home team is ahead after $3\frac{1}{2}$ innings or the visiting team is ahead or tied after 4 complete innings.
- f. Each half inning shall end when three outs have been made or five runs have been scored, whichever comes first. However, if a batted ball results in scoring more than five runs at the completion of continuous game action. If, after 5 five runs have scored the half inning is completed.
 - i. Courtesy runner: If a pitcher or catcher for the next half inning is on base, they can be substituted as a courtesy runner with two outs period, the courtesy runner shall be the player that made the last most recent out in the offensive line up.
- g. All players will play a minimum of 2 consecutive defensive innings. All players in the lineup will also bat in a set rotation throughout the entire game. When a team takes the field in the third inning, all substitutes will enter the game defensively and will play 2 consecutive innings. An inning shall be 3 outs or 5 runs. The only exception to the substitutes rule is a game that has been shortened due to weather, injury, or machine failure. However, a player removed, due to injury must re-enter the game and play 1 full defensive inning prior to batting.
- h. All calls made by the umpire after an appeal are final. Board members cannot override the call.
- i. Stealing bases are permitted, no lead offs and the ball must pass the batter before leaving the base.
 - i. Rule 3.09: Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warmup, pre-game warmup, and in other instances. They may also stand by to observe a pitcher during warm up in the bullpen.



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- j. If a game cannot start with 30 minutes of its scheduled starting time due to severe weather (including a wet field), or power failure, that game will be rescheduled within the same week or that game will result in a tie. Warm up times may be waved to expedite the game. The league President or League Official on duty will make the final decision as to play the game or not. No innings will start after 8:00 P.M. in the early game.
- k. "Mercy" Rules will be in effect. If, after 5 innings (4 1/2 innings if the home team is ahead), a team is ahead by 8 runs or more, then the opposing teams shall concede to the winning team and the game will be considered completed. If, after 4 innings (3 1/2 innings if the home team is ahead), a team is ahead by 10 runs or more, then the opposing teams shall concede to the winning team and the game will be considered completed. If, after 3 innings (2 1/2 innings if the home team is ahead), a team is ahead by 15 runs or more, then the opposing team shall concede to the winning team and the game will be considered completed.

Practices

- a. Scheduled practices shall be limited to 2 hours per practice Monday-Sundays. The Manager or one of his board approved coaches must oversee each practice. The Board encourages all Managers to practice their teams twice a week before regular season games begin.
- b. Any facility used for practices and/or games must be approved by the League Board of Directors.
- c. In all Leagues, Practice is defined as when 3 or more players from the same team meet for an organized event.

Dugouts

- a. Teams are responsible for maintaining clean dugouts and fields during games. Each team is required to pick up all trash, debris, and equipment. This includes the dugouts, field, and areas surrounding the field, including around and under the bleachers. The Field Maintenance Representative will schedule teams for routine field maintenance throughout the season. Violation of this rule is a one game suspension for the Manager.
- b. There will be no food allowed in the dugout.

Batters

- a. Bunting is allowed. However, if the batter makes any move normally associated with bunting, the batter cannot swing away. Violation of this rule will result in a dead ball and the batter will be called out, whether the ball is hit or not.



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- i. Rule 6.08 (a)(2) Minor: the defense elects to “intentionally walk” the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at bat. A player may only be intentionally walked by announcing such decision to the home plate umpire one time during the game. This would not restrict a team from throwing 4 balls outside of the strike zone to this batter at another time during the game.
 1. Note 1: Such notification must be made by the defensive Manager. The Manager must request and be granted “time” by the umpire and then inform the umpire of the defense’s intent to walk the batter.
 2. Note 2: The ball is dead, and no other runners may advance unless forced by the batter’s award. Four (4) pitches will be added to the pitch count.

Runners

- a. A runner is out when the runner does not slide or attempts to avoid contact with a fielder who has the ball waiting to make a tag. This is a judgment call.
- b. If the ball leaves the field of play (under the fence), the base runner will advance one base at no risk. The play is dead. Fielders need to throw their hands up to signal that the ball is out of play.

Obstruction and Interference

- a. Obstruction is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner. The base runner shall be awarded the base if the umpire finds any defensive player obstructed a base runner. Any runner is out when touched by a fair batted ball in fair territory before the ball has touched or passed an infielder. The ball is dead, and no runner may score, no runners may advance, except runners forced to advance.

Coaches

- a. A player or coach may not leave the dugout or the coaching box while the ball is in play, except to attend to an injured player, or avoid interference with a play. In case of injury, play will continue. The Manager or coach will be allowed to go to the injured player once the play is dead.
- b. Coaches are not allowed to touch runners at any time when the ball is live. This will be considered an automatic out.
- c. During all games only three (2) adults may be on the playing field and one (1) must be in the dugout for a total of four (3) adults/coaches, but only the MANAGER MAY TALK TO THE UMPIRE. At least one adult



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must always be in the dugout. No defensive coaches are allowed in the coach's box. Defensive coaches must remain in the dugout.

Playoffs

- a. The division champion shall be determined by a single elimination tournament. Final regular season conference standings shall determine the tournament seed for each team.
- b. 6 innings or 105 minutes constitutes a full playoff game. Playoff games will not end in a tie.
- c. If at the completion of 6 innings or the expiration of time, if teams are tied, then the following will occur:
 - i. At the top of the seventh inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning placed on second base. Example: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.
- d. The championship game will have no time limit.
- e. The single elimination tournament shall follow all regular season rules.
- f. ONLY THE PRESIDENT OF THE BOARD OF DIRECTORS MAY CONTACT THE DISTRICT ADMINISTRATOR, if a higher ruling is necessary. The District Administrator will contact the state or national headquarters if necessary.
- g. The board of directors reserves the right and has the authority to amend, modify, change, etc., division ground rules throughout the season as determined necessary and approved by a majority vote of the board of directors.



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4.7 INTERMEDIATE (50/70) LEAGUE REGULATIONS AND RULES

Innings/Players

- a. Game Duration: All games will have a 1 hour and 45-minute time limit unless six (6) innings have been played and there is a winner. Head to Head record will be used in season ending ties. If both teams tie in the Head-to-Head record, then runs allowed will be the next deciding factor followed by runs scored.
- b. No inning will start after the time has expired. But once an inning has started it shall be played to completion.
- c. If the home team has a lead of 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings, the Manager of the team with the least runs shall concede the victory to the opponent.
- d. A new inning will start as soon as the home team has made the 3rd out.
- e. Any game ending in a tie will count as a $\frac{1}{2}$ win and $\frac{1}{2}$ lose in the standings for both teams.
- f. In the event of severe weather, power failure, or circumstances unforeseen a complete game will be declared if the home team is ahead after $3\frac{1}{2}$ innings or the visiting team is ahead or tied after 4 complete innings.
- g. Courtesy runner: If a pitcher or catcher for the next half inning is on base, they can be substituted as a courtesy runner with two outs period, the courtesy runner shall be the player that made the last most recent out in the offensive line up.
- h. All players will play a minimum of 2 consecutive defensive innings.
- i. All players in the lineup will also bat in a set rotation throughout the entire game. When a team takes the field in the third inning, all substitutes will enter the game defensively and will play 2 consecutive innings. An inning shall be 3 outs. The only exception to the substitutes rule is a game that has been shortened due to weather or injury. However, a player removed, due to injury must re-enter the game and play 1 full defensive inning prior to batting.
- j. All calls made by the umpire after an appeal are final. Board members cannot override the call.
- k. Stealing bases and lead offs are permitted.
- l. Rule 3.09: Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warmup, pre-game warmup, and in other instances. They may also stand by to observe a pitcher during warm up in the bullpen.
- m. If a game cannot start with 30 minutes of its scheduled starting time due to severe weather (including a wet field), or power failure, that game will be rescheduled within the same week or that game will



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result in a tie. Warm up times may be waved to expedite the game. The league President or League Official on duty will make the final decision as to play the game or not. No innings will start after 8:00 P.M. in the early game.

- n. "Mercy" Rules will be in effect. If, after 5 innings (4 1/2 innings if the home team is ahead), a team is ahead by 8 runs or more, then the opposing teams shall concede to the winning team and the game will be considered completed. If, after 4 innings (3 1/2 innings if the home team is ahead), a team is ahead by 10 runs or more, then the opposing teams shall concede to the winning team and the game will be considered completed. If, after 3 innings (2 1/2 innings if the home team is ahead), a team is ahead by 15 runs or more, then the opposing team shall concede to the winning team and the game will be considered completed.

Practices

- a. Scheduled practices shall be limited to 2 hours per practice Monday-Sundays. The Manager or one of his board approved coaches must oversee each practice. The Board encourages all Managers to practice their teams twice a week before regular season games begin.
- b. Any facility used for practices and/or games must be approved by the League Board of Directors.
- c. In all Leagues, Practice is defined as when 3 or more players from the same team meet for an organized event.

Dugouts

- a. Teams are responsible for maintaining clean dugouts and fields during games. Each team is required to pick up all trash, debris, and equipment. This includes the dugouts, field, and areas surrounding the field, including around and under the bleachers. The Field Maintenance Representative will schedule teams for routine field maintenance throughout the season. Violation of this rule is a one game suspension for the Manager.
- b. There will be no food allowed in the dugout.

Batters

- a. Bunting is allowed. However, if the batter makes any move normally associated with bunting, the batter cannot swing away. Violation of this rule will result in a dead ball and the batter will be called out, whether the ball is hit or not.
- b. Third drop strikes are in effect.



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- c. Rule 6.08 (a)(2) Intermediate 50/70: The defense elects to “intentionally walk” the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at bat. A player may only be intentionally walked by announcing such decision to the home plate umpire one time during the game. This would not restrict a team from throwing 4 balls outside of the strike zone to this batter at another time during the game.
 - i. Note 1: Such notification must be made by the defensive Manager. The Manager must request and be granted “time” by the umpire and then inform the umpire of the defense’s intent to walk the batter.
 - ii. Note 2: The ball is dead, and no other runners may advance unless forced by the batter’s award. Four (4) pitches will be added to the pitch count.
- d. Rule 4.04: A league may adopt a policy of a continuous batting order that will include all players on the team roster present for the game batting in order. If this option is adopted, each player would be required to bat in his/her respective spot in the batting order. However, a player may be entered and/or re-entered defensively in the game anytime provided he/she meets the requirements of mandatory play.
 - i. NOTE 2: When a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill, or absent player returns he/she is merely inserted into their original spot in the batting order and the game continues. Also, if a player arrives late to a game site, if the Manager chooses to enter him/her in the lineup (see Rule 4.01 NOTE 2), he/she would be added to the end of the current lineup.

Runners

- a. A runner is out when the runner does not slide or attempts to avoid contact with a fielder who has the ball waiting to make a tag. This is a judgment call.
- b. If the ball leaves the field of play (under the fence), the base runner will advance one base at no risk.
The play is dead.
- c. Fielders need to throw their hands up to signal that the ball is out of play.

Obstruction and Interference

- a. Obstruction is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner. The base runner shall be awarded the base if the umpire finds any defensive player obstructed a base runner.



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- b. Any runner is out when touched by a fair batted ball in fair territory before the ball has touched or passed an infielder. The ball is dead, and no runner may score, no runners may advance, except runners forced to advance.

Coaches

- a. A player or coach may not leave the dugout or the coaching box while the ball is in play, except to attend to an injured player, or avoid interference with a play. In case of injury, play will continue. The Manager or coach will be allowed to go to the injured player once the play is dead.
- b. Coaches are not allowed to touch runners at any time when the ball is live. This will be considered an automatic out.
- c. During all games only three (2) adults may be on the playing field and one (1) must be in the dugout for a total of four (3) adults/coaches, but only the MANAGER MAY TALK TO THE UMPIRE. At least one adult must always be in the dugout. No defensive coaches are allowed in the coach's box. Defensive coaches must remain in the dugout.

Playoffs

- a. The division champion shall be determined by a single elimination tournament. Final regular season conference standings shall determine the tournament seed for each team.
- b. 6 innings or 1 hour and 45 minutes constitutes a full playoff game. Playoff games will not end in a tie.
- c. If at the completion of 6 innings or the expiration of time, if the teams are tied, then the following will occur:
 - i. The seventh inning will be played as normal. At the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning placed on second base. Example: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.
- d. The championship game will have no time limit.
- e. The single elimination tournament shall follow all regular season rules.
- f. ONLY THE PRESIDENT OF THE BOARD OF DIRECTORS MAY CONTACT THE DISTRICT ADMINISTRATOR, if a higher ruling is necessary. The District Administrator will contact the state or national headquarters if necessary.



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- g. The board of directors reserves the right and has the authority to amend, modify, change, etc., division ground rules throughout the season as determined necessary and approved by a majority vote of the board of directors.



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APPENDIX A – LITTLE LEAGUE PITCHING RULES

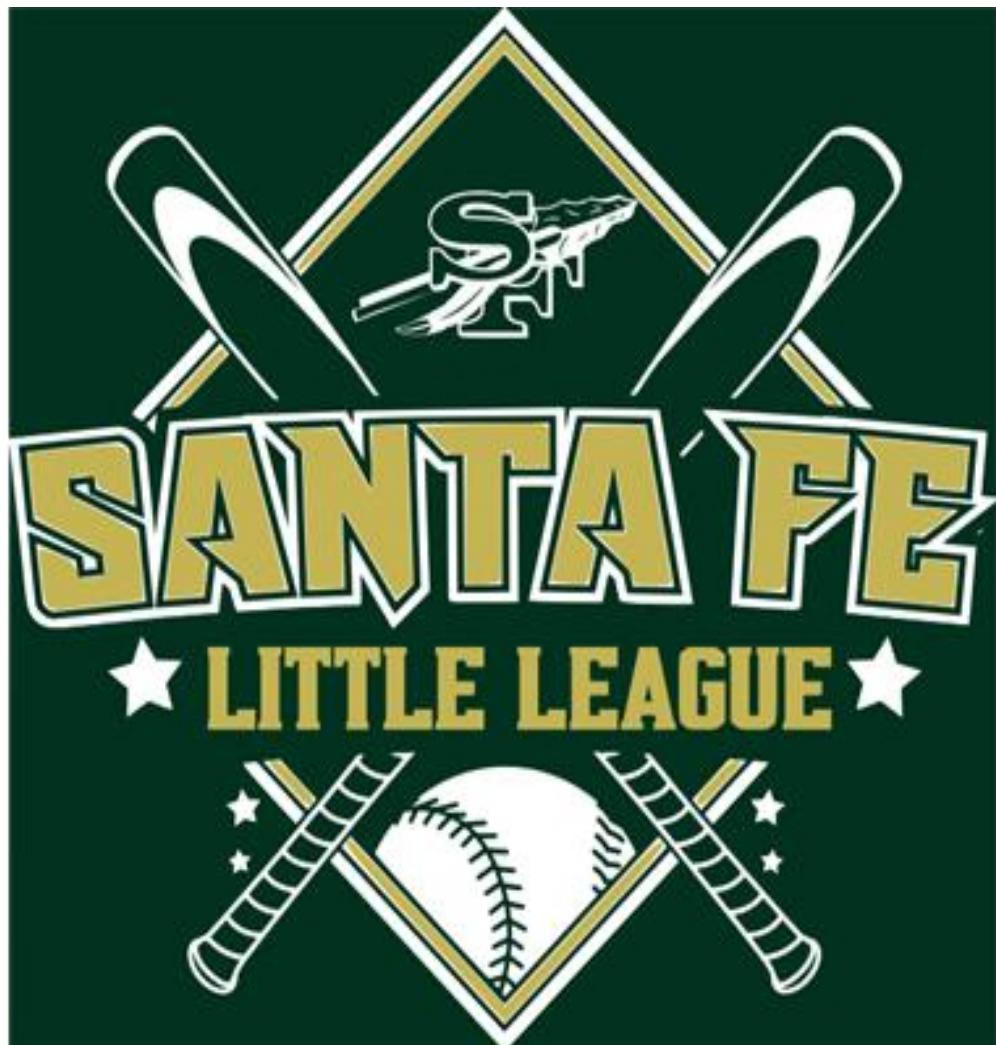
* NOTE that age refers to League Age and NOT player age.

Official pitching rules may be found in the Little League Rules and Regulations handbook distributed to Managers at the start of a season. This is for reference only.

PITCH COUNT		DAYS REST	
13 yrs old	95 pitches / day	66+	4 calendar days
11-12 yrs old	85 pitches / day	51-65	3 calendar days
9-10 yrs old	75 pitches / day	36-50	2 calendar days
8 yrs old	50 pitches / day	21-35	1 calendar day
		1-20	No calendar day rest

ADDITIONAL RESTRICTIONS

1. A Pitcher can NOT pitch in 3 consecutive days.
2. If 41+ pitches - the Pitcher can NOT play Catcher for the remainder of the day.
3. If 4+ Innings (i.e., 9 outs plus 1 pitch) at Catcher - the Player can NOT pitch that calendar day.
4. If 3+ Innings at Catcher AND 21+ pitches on the same day - the Player can NOT return to play Catcher.
5. Once removed from the Pitcher position, the Player CANNOT return to the Pitcher position again. (EXCEPTION: Intermediate division - A Player may return to the position of pitcher should they continue to play on defense when they are removed from the mound ~ <i>Regulation VI. B of the Little League Rule Book, Official Regulations, Playing Rules, and Operating Policies.</i>)
6. If the Pitcher reaches 40 pitches while facing a batter, they can play Catcher as long as they are removed from the Pitching position prior to the next batter.
7. If a game is suspended or halted, and resumed the following day, the Pitcher of record at the time the game was halted may continue to pitch with the following restrictions: <ol style="list-style-type: none">The Pitcher delivered 40 or less pitches.If 20 or less, the pitch count will start at zero.If between 21 and 40 pitches, pitch count will resume from when the game was halted.
8. If the pitch count threshold is reached while facing a batter, the Pitcher may continue to pitch until that batter is retired and remain at that threshold for days' rest, provided they are removed from the Pitching position prior to the next batter.
Violation of pitching rules will result in the suspension of the Team Manager for the next 2 scheduled games.



DRAFT PLAN

REVISED DECEMBER 2024



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SECTION 1.0 – SFLL DRAFT PLAN TENETS

The following shall apply to SFLL seasonal team drafts. This document outlines the local baseball draft plan, structure of the draft, lock-in rules, and any additional rules associated with assisting in creating parity and normalization across the league.

- A. No roster is to exceed 12 total players per team without prior approval from the Board of Directors.

SECTION 2.0 – SFLL EVALUATIONS AND DRAFT PLAN

The following is the structure of the draft and the process by which it is conducted for the Coach Pitch 5/6 through Minor 9/10 levels. The examples given are relative to a typical 5-team division but are expected to be adjusted based upon the actual number of teams formulated and utilized for the draft on a division-by-division basis.

2.1 PLAYER EVALUATIONS

Player evaluations are league and division specific and are based upon numerous factors. Players are evaluated to establish a top to bottom assessment of player ability in comparison to other players within the league. The evaluations are done to inform all Managers of player potential and to maintain player safety.

- A. ALL players entering the draft MUST attend tryouts. If the player does not attend tryouts the player WILL be placed in the blind draft and unable to be traded.
- B. Every Manager or Designee is required to attend the tryouts for their division. If a Manager is unable to attend the Assistant Coach will stand in their place.
- C. The evaluations will consist of no more than 8 players on the field at a time. The players will be given 3 hits off the tee and 3 pitches to hit. On the last hit they will be timed on their sprint from home to 2nd base. The players will then take the field and be observed in 3 ground balls and 3 fly balls.
 - i. If a Minors division player wants to tryout for pitcher or catcher, they will be evaluated with 5 pitches thrown from the mound to home plate.

2.2 MANAGER AND LOCK-IN PLAYERS REGULATIONS

This section is intended to detail the procedures specific to the selection of the Manager and lock-in players during the draft. These regulations are to be exercised during the execution of the draft.

- A. Every Manager who elects to “lock-in,” must ensure the lock-in form is completed, signed, and turned into the designated Player Agent or Board Member no later than 48 hours prior to the start of draft.



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- B. Managers will be allowed to lock-in players based on their division rules.
 - i. Coach Pitch 5/6 Division will be allowed 3 lock-ins. This includes the Manager's player.
 - ii. Coach Pitch 7/8 Division will be allowed 3 lock-ins. This includes the Manager's player.
 - iii. Minors 9/10 will be allowed 3 lock-ins. This includes Manager's player.
- C. Each sibling will be counted as ONE lock-in, or Little League International Rules will apply.
- D. In the event a Manager has more children than lock-ins allowed, and they wish for all children to be on their roster, they will be considered lock-ins if deemed appropriate by Board Designees.
- E. Your lock-ins count as your rounds of picks for the respective season.
- F. If a Manager chooses to place their child in the draft, they are not allowed to draft their player or trade for them. These are rules implemented by Little League International.

2.3 DRAFT

- A. The draft will have the number of selections necessary to ensure all eligible players have been drafted to a team.
- B. Practice time selection will be completed on draft day and selections will be made in a Snake Draft in an effort to be fair to all Managers.
- C. Registered SFLL players MUST attend evaluations.
- D. Prior to the draft a list of all registered players in alphabetical order will be provided to the Managers.
- E. The draft will follow the Snake Draft format described below with no penalties or adjustments assessed due Manager and lock-in players. If a manager has locked in players, they will go in their top spots (the 1 hole, 2 hole and 3 hole) for their picks in the draft.
- F. Snake Draft Process:
 - i. The numbers of teams are finalized, and the Managers will blindly draw numbers to determine draft order on draft day. First team practice day selection will be completed on draft day and selections will be conducted in reverse draft order in an effort to be fair to all Managers.
 - ii. The draft will be conducted in a Snake Draft format. The first round of the draft will be drawn from first to last by numbers and each subsequent round will reverse the order from the previous round. Below is an example of 5 team divisional draft conducted in a Snake Draft format:



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TEAM	ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5	ROUND 6	ROUND 7
TEAM A	Pick 1	Pick 10	11	20	21	30	31
TEAM B	Pick 2	Pick 9	12	19	22	29	32
TEAM C	Pick 3	Pick 8	13	18	23	28	33
TEAM D	Pick 4	Pick 7	14	17	24	27	34
TEAM E	Pick 5	Pick 6	15	16	25	26	35

- iii. The draft will be concluded after all eligible players are selected to fill all teams within the league and division drafting.
- iv. All trades will be finalized following the evaluated player draft and PRIOR to the blind draft.
 - a. Trades will require a unanimous decision from all Managers within the division and the Director that is executing the draft. Disputed trades that do not meet these criteria may be referred to the Player Agent and President for a final decision.
 - b. Trades will be authorized after the Draft is complete. No trades will be allowed once Managers leave the draft without League President approval.

G. Blind Draft Process

- i. Players that do NOT show up for tryouts and have not been placed in the evaluated draft will be added to a blind draft. These players are not eligible to be drafted until ALL evaluated players are drafted. The blind draft will be executed as follows:
 - a. Names of players who do not attend evaluations, and cannot be unanimously graded by Coaches, will be selected at random (drawing of names from a hat) (EXCEPTIONS: are determined by the board) based on the Managers turn in the initial Snake Draft.
 - b. No trades are allowed during or following the blind draft.

2.4 TEE-BALL DRAFT REGULATIONS

The T-ball division is a non-evaluation division, meaning there will be no formal tryouts or player evaluations. The draft process will be based on the list of children within the division and given to the manager at the start of the draft. Managers will draft in a snake like format until all of the kids have been selected.



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2.4 COACH PITCH 5/6 DRAFT REGULATIONS

This section is intended to detail the team formulations and lock-in regulations that apply to Coach Pitch 5/6 Division ONLY, and that differ from the general draft plan.

2.5 COACH PITCH 7/8 DRAFT REGULATIONS

This section is intended to detail the team formulations and lock-in regulations that apply to Coach Pitch 7/8 Division ONLY, and that differ from the general draft plan.

- A. Dependent on the ages and the amount of players that sign up, Coach Pitch 7/8's may be split into separate groups. This will happen if the division has enough league age 8-year-olds and enough league age 7 years olds registered before evaluations. The SPLL Board of Directors will decide if they will or will not split the division before draft day. All Managers in Coach Pitch 7/8 will evaluate both ages. If the decision is made to split the division into Coach Pitch age groups 7 and Coach Pitch age group 8 the draft will follow the acting Snake Draft plan. The Managers will draft according to the current age division they will be managing.

2.6 MINORS DRAFT REGULATIONS

This section is intended to detail the team formulations and lock-in regulations that apply to Minors 9/10 Division ONLY, and that differ from the general draft plan.

- A. From Minors division and older the evaluation process changes. Pitching will be included in the evaluations for each player. Dependent on the amount of kids able to pitch in this division, the Board of Directors can elect to have pitchers go first in the draft. This will help the division be more competitive and prevent Managers from stacking teams.

2.7 MAJORS DRAFT REGULATIONS

This section is intended to detail the team formulations and lock-in regulations that apply to the Major Division ONLY, and that differ from the general draft plan.

- A. All 12 year-olds must be drafted to a Majors team prior to the 11 year-olds and the 11 year-olds must be drafted to a Majors team prior to the 10 year-olds. No other players, regardless of age, are guaranteed a Major league position. The number of returning Majors players and 12 year-olds required to be selected by each team will be determined prior to the draft based upon the number of teams in the division and the number of returning Majors players and 12 year-olds in the draft.



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2.8 INTERMEDIATE REGULATIONS

This section is intended to detail the team formulations and lock-in regulations that apply to the Intermediate (50/70) Division ONLY, and that differ from the general draft plan.

- A. The Draft will have the number of selections necessary to ensure all eligible players have been drafted to a team. All eligible 13 year-olds must be drafted to an Intermediate Team prior to the 12 year-olds, and the 12 year-olds must be drafted to an Intermediate Team prior to the 11 year-olds.
- B. Each Manager will be provided with a pre-draft listing of the existing teams from the prior season.
- C. A list of all registered Intermediate players in alphabetical order will be provided to the Player Agent and Managers during the draft.
- D. The draft will follow the Snake Draft plan, and the order of Managers will be determined by how many players they have rostered. The Manager with the lowest number of players, if any at all, will go first. The draft will follow this process until the only available picks are from the blind draft. Trades will be finalized before the blind draft begins.

2.9 JUNIORS AND SENIORS DRAFT REGULATIONS

This section is intended to detail the team formulations and lock-in regulations that apply to the Juniors and Seniors Division ONLY, and that differ from general draft plan.

- A. The same Snake Draft system will apply.

SECTION 3.0 – PLAYERS PLAYING ABOVE LEAGUE AGE

- A. If a player wishes to play in a division above their league age that season, they MUST attend that division evaluation. After completion of the evaluation, the Managers will come to a group conclusion to determine if it is safe for the evaluated player to play above his or her league age group.
- B. If the player wishing to play up is denied for safety reasons or inability to compete in the division they are trying out for, they will have to attend their league age evaluations also. If failure to appear at the evaluations occurs, they will be put into the blind draft.

3.1 PLAYERS REGISTERING AFTER DRAFT DAY

- A. Late sign-ups are not allowed after the draft for a division has finished. In the event a player attempts to sign up, a decision will be made if the player meets special circumstances by the acting Player Agent and the president of Santa Fe Little League.



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B. If the player does meet the special circumstances, they will be rostered on the team that has the lowest number of players. If there are multiple teams with the same low number of players, the team that was next pick in the snake draft will receive the player.



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BYLAWS AND DRAFT PLAN REVIEW CERTIFICATION

December 2025 - No revisions were made during this review period.