



SAN DIMAS LITTLE LEAGUE

2023 GROUND RULES

Adopted December 20, 2022

MANAGER PROTOCOL

DISCIPLINARY ACTION FOR GROUND RULES VIOLATION

If any of these Ground Rules are violated, the offending Manager, Coach, or Volunteer may be brought before the Executive Board and disciplinary action may be taken, ranging from counseling, reprimand, game suspension(s), to permanent removal as a volunteer from the league.

The League President has sole discretion to appoint and/or remove any League Manager and/or Coach

MANAGER RESPONSIBILITIES TO THE LEAGUE

1. Managers will be responsible for the holding of timely and well-supervised practices. Under no circumstances shall players be left unsupervised at any team function. It is mandatory that a team manager, league-approved coach, and/or a league-approved team parent be at all the practices, games, or team functions.
2. All Managers will be held accountable for having either themselves or their Head Coach attend all Managers and Coaches meetings and/or clinics. Failure to attend could result in game suspension and/or removal from position.
3. All player injuries, either during practice or games, must be reported promptly to the Safety Officer and documented as outlined in the San Dimas Little League Safety Plan.

MANAGER SELECTION

1. Manager appointments are made by the League President after considering the Managers and Coaches Committee recommendations.
2. Managers nominate their Head Coach by applying to the League President for approval.

FIELD AND EQUIPMENT CARE

1. ALL Managers are responsible for ensuring their field is secure before leaving practice. Securing the field includes locking all bases and field maintenance equipment inside sheds, locking batting cages, and locking any gates opened for practice. All Managers are responsible for dragging the infield, raking the pitcher's mound, replacing mound covers (Major and Minor fields), and watering the infield after every practice. Additionally, Managers using the Major Field are responsible for making sure the restrooms are locked securely before they leave the park. If it is found that a



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Manager did not abide by this rule, the first violation will result in a warning and subsequent violations will warrant a one game suspension or loss of a field practice day. Multiple violations are subject to game suspensions and/or removal as a volunteer in the league.

2. The Home Team shall be responsible for setting up the field prior to every game, which includes dragging, watering, and striping the field. The Visiting Team shall be responsible for putting the bases and field maintenance equipment in the proper location and locking up on weeknights and after the last weekend game. For weekends with multiple games, the visiting team will assist the home team of the next scheduled game with preparing the field.
3. Managers and Coaches of both teams are responsible for cleaning up their dugouts and spectators' area after each game and practice. If it is found that the Manager or Coaches are not abiding by this rule, it could result in the loss of the team's next field practice.

CONDUCT ON THE FIELD

1. All Managers, Coaches, Board Members, and league volunteers will be subject to review by the League's Executive Board for misconduct that can lead up to game suspension and/or removal from position.
2. Under no circumstance shall a Manager, Coach, parent, family member, spectator, or Player approach the Umpire(s) outside the playing field. Only the Board Member on Duty may address the Umpire outside the playing field for an interpretation or ruling that he or she made during the game. During games only the designated Team Managers are to approach the official game Umpire(s) to address a game issue, including an umpire's ruling of a play, an interpretation of a rule, and/or a protest of an official game. The Board Member on Duty may only inform the Official Game Umpire of a League Ground Rule or Little League Official Rule or Regulation but may not interfere or overrule the Official Umpire's determination and/or ruling.
3. If anyone besides the Board Member on Duty approaches an Umpire to complain or argue with him/ her outside the playing field, it will be an automatic two game suspension and subject to removal as a league volunteer. Anyone other than the designated Team Manager that approaches the official Umpire(s) during a game to complain or argue will be subject to game suspension(s) and/or removal as a volunteer from the league.
4. Managers or Coaches can submit a written grievance questioning an Umpire's behavior or conduct during a game and/or an ejection within 24 hours of the occurrence to the Umpire-In-



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Chief. Although a complaint on behavior or conduct uses the same form as a protest, it has no effect on a call or a ruling within the Umpire's jurisdiction.

5. Managers must make sure that all League-approved volunteers that are on the field during games wear the league- approved identification badge in a conspicuous place.
6. Ejection from a game for a Manager, Coach, or Player will result in an automatic one game suspension, to be observed at the next scheduled game. The ejected person must stay away from the playing fields during his/her suspended game or be subject to removal as a volunteer. The respective division representative will notify the Manager of the opposing team.

ALL DIVISIONS

1. **RULE BOOK.** Except as stated in the Constitution and By-Laws of this league and these ground rules, all play is governed by the rules of Little League Baseball for each Division.
2. **GROUND-RULE DOUBLES.** A fair ball that passes through a fence or over the outfield fence on a bounce will be ruled as a ground-rule double. The fielders need to be instructed to indicate this by raising their arms to assist the Umpire in making the call. At Pioneer Park, any ball that rolls down the embankment in right/right- center field shall be declared a ground-rule double.
3. **TIE-BREAKERS.** A playoff game, and not a tiebreaker, will decide the end of the year championship. In all other cases (first/second half, second place, etc.), the tiebreakers for teams with equal records shall be:
 - a. Head-to-head win-loss record
 - b. Head-to-head runs scored differential
 - c. Playoff game
4. **RAINOUTS AND UNSAFE CONDITIONS.** If a rainout is possible on a weeknight game, the fields will be checked by 4:00 PM the day of the scheduled game. On a weekend, the fields will be checked by 7:00 AM the day of a scheduled game. If the field conditions are deemed unplayable or the pending weather will not allow for safe game play, coaches will receive an email from the League and there will be an announcement made on the SDLL social media and website (www.sandimaslittleleague.com). If there has been no official notice of cancellation by the Executive Board or Fields Coordinator all teams must report to the field for their games.
5. **PITCHING VIOLATIONS.** The designated Team Manager who commits a pitching violation will receive a one game suspension for the first offense and will not be permitted on the field as a Manager or Coach for the remainder of the season for the second offense.
6. **PIONEER & SPORTSPLEX FIELDS.** The home team will be responsible for picking up and



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returning the score sheet and pitching count sheets. Both Managers must return to Marchant Park or the designated location for official game documents to sign the pitch count affidavits.

7. **SCOREKEEPING AND PITCH COUNT.** Except for the T-Ball and Rookie Divisions, the home team provides the official scorekeeper. If no scorekeeper is available, the Manager must designate a Coach to keep score or do it themselves. It is the Manager's responsibility to check out the official scorebook from the designated storage area before each game and return it immediately after the game has officially ended. Scorebooks are not to be removed from the storage area at any time without the permission from the President, Player Agent, or Umpire-In-Chief. The visiting team provides the official pitch count keeper. It is their responsibility to obtain the pitch count tracking affidavits for each team. The pitching affidavits will be returned to the storage area after the game with official scorebook. All forms must be filled out, completed, and signed at the completion of all official games by both team Managers before being returned on the same day to the League's Storage Area. DURING an official game, ALL Scorekeeping and/or Pitch Count officials must remain in the designated areas unless approved by the League President.
 - a. Scorekeepers must record the manager and head coach for each team. Scorekeepers must ask the umpire for the official start time and record it on the score sheet.
 - b. Pitch counters must inform the umpire when a player reaches the limit for his/her age group. Only the official pitch count sheet will be used for records. The pitch counter must provide the current pitch count to the designated Team Manager of either team upon their request.
8. **DESIGNATED AREAS FOR GAME OFFICIALS:**
 - a. South/East & South/West Sportsplex Fields: Behind or immediately next to backstops
 - b. North Field- Marchant Park (Major Division): Scorekeeper's box behind Major Field backstop
 - c. South Field- Marchant Park (Minor Division): Corners of backstop area at scorekeeper's table
 - d. North Field- Ekstrand School (Farm Division): Behind backstop in scorekeeper's box
 - e. West Field- Ekstrand School (Rookie Division): Team dugouts (if applicable)
 - f. Pioneer Park Field: Behind backstop
9. **BATTING PRACTICE.** Prior to games, hardball batting practice is not allowed anywhere outside the designated batting cages. Hardball soft toss or off a batting tee is allowed only if hit into an approved net. Hardball batting practice is defined as any type of ball thrown to the batter in the batter's box area or any hard ball thrown to any batter anywhere in the field or immediately outside the fences. There will be no batting practice (Pepper) at any time hit into any fencing. Penalty will be determined by the Board.



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10. **PROTEST.** When a protest occurs, the game will be stopped at that point and the official scorekeeper will make note in the official scorekeeping book of what the protesting Manager is protesting. The note will show what inning the protest occurred along with the current game score, the placement of offensive players prior to the protest, number of outs, and current pitch count on the batter. Both Team Managers and the Umpire are required to review and sign the Official Scorebook for accuracy of notes. The Manager that protested will submit a detailed written explanation of the protest to include any applicable Official or Ground Rule pertaining to the Protest to the Umpire-In-Chief for review. All protest must follow the guidelines of the Little League Official Rules and Regulations Manual Rule **4.19(c)(1)**. A protest can only be made before the next pitch is delivered.
11. **CHEST PROTECTORS:** Pitching chest protectors for all divisions are optional to wear. The League will provide each team in the Major, Minor, and Farm Divisions with a pitching chest protector as part of their League issued equipment. Players will be allowed to purchase and wear their own pitching chest protectors if they so choose.
12. **ATHLETIC CUPS:** Athletic supporters and cups are mandatory for all male players in the Farm, Minor, Major, Junior, and Intermediate Divisions.
13. **SPORTSMANSHIP:** The Official Umpire has authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.

Unsportsmanlike conduct also includes stealing and relaying of signs to alert the batter of pitch selection or location. If, in the judgment of the umpire, this behavior is occurring, both the player and the manager may be ejected from the game.
14. **CONCUSSION PROTOCOL:** To remain compliant with California Assembly Bill- 2007, the league has instituted a concussion awareness protocol which at minimum will consist of each registered player's parent or guardian reviewing, agreeing, and acknowledging the SDLL policies and procedures regarding suspected concussions as it pertains to players. All Board Members, Managers, Coaches, and Team Parent volunteers will complete an online certified course regarding concussion awareness and provide proof of completion to SDLL. SDLL will provide concussion information to league participants and affiliates when possible.
15. **ALL-STAR VOTING.** Managers and Head Coaches must coach 51% of their games to be



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eligible for the All-star voting. The score keeper will include both the Manager's and Head Coach's names in the official score book and the opposing manager will initial by both names.

16. **PLAYER MINIMUM.** A team may start and play a game with eight players. If a team in playing with eight players, the ninth spot in the batting order will be skipped without penalty.

17. **PLAYER POOL.** To aid teams that are having a difficult time getting enough players for their regular season scheduled games, the following options are available:

A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season game:

- The Player Agent will create and administer the Player Pool. The Player Agent will use the pool to assign players to teams that are short of players on a randomized, rotating basis. A team will be allowed to maintain a maximum ten-player roster for a game, when using the player pool.
- Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
- The team using the player pool may only sit a player of their own team one inning. This means a different player on the team must sit out every inning.
- Pool players that are called to play and show up at the game site must play at least nine defensive outs. They must also bat last and may only play in the outfield.
- The Manager must notify the Player Agent at least 30 minutes before game start or a player may not be provided.
- Player pool may include players from one division below, as long as they are age-appropriate and have been assessed as capable by the league.

18. **COURTESY RUNNER.** A courtesy runner is allowed for the current pitcher and catcher positions, but only when there are two outs. The courtesy runner must be the player in the batting order that made the last out.

19. **INFIELD FLY.** The infield fly rule is always in effect.

DIVISION SPECIFIC RULES



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JUNIOR/SENIOR DIVISION and INTERMEDIATE

Innings played:	7, official after 5
Time Limit:	No new inning after 2:30.
Run Limit:	None
Batting Rotation:	Continuous
Minimum Play:	6 defensive outs
Defensive substitutions:	Free
Mercy Rule:	15 runs after 4, 10 runs after 5, 8 runs after 6
Infield Fly Rule:	Yes
Drop 3rd Strike:	Yes

1. PITCH COUNT AFFIDAVIT. The home team is responsible for keeping the scorebook and pitch count record at their venue. Managers must sign the appropriate affidavit after their game has concluded. This affidavit must accompany the team from venue to venue and must be presented prior to the start of the next game. Failure for not having an affidavit or having an incomplete or questionable affidavit is that the violating team must limit (for next game) each pitcher to a maximum of one inning, defined as when the pitcher takes the mound through the finish of that inning.
2. 15 YEAR OLDS PLAYING JUNIORS. 15 years old players are allowed but may not pitch more than **three innings** in any District venue, or over the established Little League Official Rules and Regulations manual. This is an age inning maximum, meaning no combination of 15-year-old pitchers may exceed three innings. An inning is defined as when a pitcher takes the mound, whether to start or finish the inning. 15-year-olds are not eligible for All Stars.
3. RAINOUTS. For weekday games, the call to postpone a game due to weather must be made no later than 1½ hours prior to game time. The home team is responsible for contacting the opposing manager and Division Representative and relaying this information. Saturday games will be at the discretion of the home team as to when a game is called, due to the possibility of pushing a game back to make a field playable.
4. MANDATORY PLAY. If a player does not meet the minimum play requirement, the player must start the next scheduled game and play any previous requirement not completed in the prior game, as well as the requirements for the current game before the player may be removed.

MAJOR DIVISION



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Innings played:	6, official after 4. No ties allowed. Game will continue into extra innings to break ties.
Time Limit:	No limit. Games suspended that revert back to a tie shall be rescheduled for continuation.
Run Limit:	None
Batting Rotation:	Continuous
Minimum Play:	6 Defensive Outs, plus one at-bat
Defensive substitutions:	Free, but all subs must enter by the start of inning 3.
Mercy Rule:	15 runs after 3, 10 runs after 4, 8 runs after 5
Infield Fly Rule:	Yes
Drop 3rd Strike:	Yes

1. **PLAYER ELIGIBILITY.** 9-year-olds will not be allowed to play in the Major Division. 10-year-olds will not be allowed to play in the Major Division if there are eligible 11- year old's available and playing in the Minor Divisions. Each Major Team must roster a minimum of 12 players per team for the season and will draft players from the Minor Division, if needed, as outlined in the Little League Official Rules and Regulations manual.
2. **PLAYER REPLACEMENT.** If a Major Division team needs to permanently replace a player during the playing season and there are eligible 11-year-olds in the Minor division, an attempt to move up all 11-year-olds must be made prior to any 10-year-olds being placed on the Major team in need. It is the responsibility of the League Player Agent to facilitate this rule as outlined in the Little League Official Rules and Regulations manual.
3. **MANDATORY PLAY.** If a player does not meet the minimum play requirement, the player must start the next scheduled game and play any previous requirement not completed in the prior game, as well as the requirements for the current game before the player may be removed.

MINOR DIVISION

Innings played:	6, official after 4
Time Limit:	No new inning after 2 hours. Last inning can't be called prior to 1:45.
Run Limit:	5 per inning. Open in 6th inning or last inning if called. Note: an "open" inning is defined as 3 outs being recorded, or the hitting team bats through the line-up (i.e., not unlimited).
Batting Rotation:	Continuous
Minimum Play:	6 Defensive Outs, plus one at-bat
Defensive substitutions:	Free, but all subs must enter by the start of inning 3.
Mercy Rule:	15 runs after 3, 10 runs after 4, 8 runs after 5
Infield Fly Rule:	Yes
Drop 3rd Strike:	No



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1. **PLAYER ELIGIBILITY.** There will be no 11-year-olds allowed in the Minor Division unless the Board approves an accommodation. If an accommodation is made by the League Board, the 11-year-old may not pitch.

FARM DIVISION

Innings played:	6, official after 4
Time Limit:	No new inning after 2 hours. Last inning can't be called prior to 1:45.
Run limit:	5 per inning. Open in 6 th inning or last inning if called. Note: an "open" inning is defined as 3 outs being recorded, or the hitting team bats through the line-up (i.e., not unlimited).
Batting Rotation:	Continuous
Minimum Play:	6 Defensive Outs, plus one at-bat
Defensive substitutions:	Free, but all subs must enter by the start of inning 3.
Mercy Rule:	15 runs after 3, 10 runs after 4, 8 runs after 5
Infield Fly Rule:	Yes
Drop 3rd Strike:	No

1. **OVERTHROWS TO FIRST BASE ONLY.** The maximum the batter runner can advance is to second base at his/her own risk with the ball being in play. Any fielder can make an attempt to throw the batter runner out going to second base with no risk of the batter runner advancing to third or home. **ALL OTHER RUNNERS MAY ADVANCE TO ANY BASE AT THEIR OWN RISK.** The intent of this rule is to encourage the defense to make a play on a batter runner who attempts to reach second base after an overthrow to first base.
2. **BALL FOUR COACH PITCH.** First half of the season: Once ball four is declared on any batter, the Umpire will call time out and ask for an offensive Team Coach to pitch. The Coach will inherit the pitch count and pitch to the batter from the **PITCHING CIRCLE**. Each pitch will count as a strike whether or not the batter swings unless the ball is put in play or fouled off with a two-strike count.

If a coach pitched ball is put in play, the coach must avoid interfering with the play and must exit the field as soon as doing so will not interfere with a play. There is no bunting off the Coach pitch.

The pitcher will remain with a minimum of one foot on the pitcher's mound while the offensive coach is delivering the pitch. Once the pitch crosses the front of home plate the player pitcher is no longer required to be touching the pitching mound and becomes a fully functional defensive player. It is the responsibility of the coach that is pitching to make sure the player pitcher is in position before delivering the pitch to the batter.



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Second half of the season: Walks will be granted per the rulebook, except if the bases are loaded. After ball four is declared with **bases loaded**, the Umpire will call time out and Ball Four Coach Pitch will occur as described above.

3. BALL POSSESSION BY PITCHER. For the first half of the season, play stops when the pitcher reaches the rubber while in possession of the ball. Any runners in motion less than halfway to the next base must return to the previous base. It remains the umpire's judgement whether a runner was halfway to the next base when the pitcher reaches the rubber with the ball.

For the second half of the season, runners in motion may advance at their own risk if they have left the base prior to the pitcher possessing the ball on the rubber.

STEALING HOME. In the first half of the season base runners may advance on a wild pitch, passed ball, or by stealing up to third base. From third base, runners may advance to home only by a batter who puts the ball in play or if the catcher/pitcher throws to any other defensive player. While home plate is deemed locked for the first half of the season, any play made on a runner advancing to home that is not outlined above will be immediately sent back to his/her last legally touched base without being put out at home plate. For the second half of the season, runners may steal home at their own risk.

4. PLAYER ELIGIBILITY. There will be no 10-year-olds allowed in the Farm Division unless the Board approves an accommodation. If an accommodation is made by the League Board, the 10-year-old may not pitch.
5. OUT OF PLAY. Once the ball crosses the imaginary fence line extending from the end of the spectator fence to the outfield fence (approximately 10-feet) it is considered out of play.
6. MANDATORY PLAY. If a player does not meet the minimum play requirement, the player must start the next scheduled game and play any previous requirement not completed in the prior game, as well as the requirements for the current game, before the player may be removed.



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ROOKIE DIVISION

Innings played:	Up to 6
Time Limit:	No new innings after 1 hour 30 minutes
Run limit:	5 per inning
Batting Rotation:	Continuous
Minimum Play:	Every player must sit once before any player sits twice.
Defensive substitutions:	Free
Mercy Rule:	No Mercy Rule
Infield Fly Rule:	No
Drop 3rd Strike:	No

1. STEALING BASES. There is no stealing of any base.
2. OVERTHROWS TO FIRST BASE ONLY. The maximum the batter- runner can advance is to SECOND base at his/her own risk. Any fielder can make an attempt to throw the batter- runner out going to second base with no risk of the batter- runner advancing to third or home. ALL OTHER RUNNERS MAY ADVANCE TO ANY BASE AT THEIR OWN RISK. The intent of this rule is to encourage the defense to make a play on a runner who attempts to reach second base after an overthrow at first base.
3. BATTER LIMIT. The offensive team's turn at bat shall end after a.) three outs, b.) five runners have crossed home plate or c.) after all players present have batted, whichever comes first.
4. PITCHING MACHINE. The pitching machine shall be used by one member of the offensive coaching staff. A maximum of five pitches will be allowed for each batter. A pitch is considered a fouled ball, a strike, or a passed ball that is not swung at. If a batter fails to hit a fair ball within the 5 pitches, he/she is out. A player that fouls off his/her last pitch may continue to bat until putting the ball in play or striking out. For the second half of the season: A batter will also be out if the player swings and misses at strike three.
5. MINIMUM DISTANCE. There is no minimum distance a batted ball must travel to count as a ball in play.
6. COACH INTERFERENCE. The Coach must remove himself/herself from any potential play in progress.
7. BUNTING is not permitted.



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8. **NUMBER OF PLAYERS.** The defensive team may place 10 defensive players on the field at a time provided that one player is in the catcher position. The tenth player must play a fourth outfield position. The infield is limited to four infielders, a catcher, and a pitcher. All players must rotate positions every inning.
9. **HARDBALLS** are prohibited. A designated League-approved “Flexi-Ball” must be used.
10. **ON-FIELD COACHES.** Two coaches are permitted in the outfield during play and may not interfere with the ball at any time.
11. **PLAY AREA/SANDBOX.** Any ball hit into the toy area/sandbox area will be considered a ground rule double. Please encourage your team NOT to get hurt or hurry when chasing a ball that goes into that area.
12. **BALL POSSESSION BY PITCHER.** The ball is dead when returned to and in control of the pitcher within the pitching circle. All runners will be placed according to their relationship to the bases. If the runner has passed the halfway point between the bases prior to the ball being controlled in the pitching circle, he/she may continue to the next base.

TEE BALL DIVISION

Innings Played:	Up to 6
Time Limit:	No new innings after 1 hour
Run Limit:	None. Teams will bat their entire side per inning.
Batting Rotation:	Continuous
Minimum Play:	No players should sit in this division. The infield may utilize four players plus a pitcher. Extra players should be placed in the outfield beyond the grass edge.
Defensive substitutions:	N/A
Mercy Rule:	No Mercy Rule
Infield Fly Rule:	No
Drop 3rd Strike:	N/A

1. **THE CATCHER** will not be utilized.
2. **STEALING BASES.** There is no stealing of any base during the season.



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3. OVERTHROWS TO FIRST BASE ONLY. The maximum the batter- runner can advance is to second base at his/ her own risk. Any fielder can make an attempt to throw out the batter- runner going to second base with no risk of the batter- runner advancing to third or home. ALL OTHER RUNNERS MAY ADVANCE TO ANY BASE AT THEIR OWN RISK. The intent of this rule is to encourage the defense to make a play on a batter- runner who attempts to reach second base after an overthrow at first base.
4. BUNTING is not permitted.
5. BATTERS. Players will use the league provided tee. All players will swing until a fair ball is hit. The ball must travel beyond the white line.
6. COACH PITCH will commence at the start of the second half of the season. Each player will receive three pitches from their coach and if the ball is not put in to play, they will then use the tee.
7. BALL POSSESSION BY PITCHER. The ball is dead when returned to and in control of the pitcher within the pitching circle (this does not include the offensive coach at home plate). All runners will be placed according to their relationship to the bases. If the runner has passed the halfway point between the bases prior to the ball being controlled in the pitching circle, he/she may continue to the next base.
8. HARDBALLS are prohibited. A designated League-approved "Flexi-Ball" must be used.
9. RUNNERS. During the first half of the season, players that are forced, tagged, or put out will continue to occupy/run the bases. Beginning with the second half of the season, players that are put out will be sent back to their bench. However, offensive teams will continue to bat through the entire lineup each inning.

END OF SEASON SDLL TOURNAMENT PLAY

All Tournament games except for a deemed Championship game will be played using regular season rules. Championship games are considered to be any game that may determine a tournament champion.

Divisional Tournament seeding will be decided by "hat pick."



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Championship games in Farm will not begin a new inning after two hours (unless the score is tied) and there is no drop-dead time. A game will end and be official if the Umpire deems the light and/or weather conditions are unsafe for the continuation of game play if the minimum four innings have been completed. If the game is tied or stopped prior to completion of the minimum four innings, the game will be continued at a later time and continue where the game was stopped.

Championship games in Minor and Major will have no time limit. A game will end and be official if the Umpire deems the light and/or weather conditions are unsafe for the continuation of game play if the minimum four innings have been completed. If the game is tied or stopped prior to completion of the minimum four innings, the game will be continued at a later time and resume where the game was stopped.

The Mercy Rule is still in effect as outlined in the Little League Official Rules and Regulations Manual **Rule 4.10(e)**.

PLAYER DRAFT SELECTION

1. **DRAFT ORDER.** Major Division and below draft from the top down (i.e., Majors draft first, Minors draft remaining players, then Farm drafts the remaining players). Each division's draft order will be determined by a random drawing conducted by each division's Managers and the President prior to the draft.
2. **PLAYER SKILL LEVEL.** The League reserves the right to place players in the correct division based on skill level. The goal is to have players be challenged and compete at the appropriate level based on age and skill.
3. **OPTIONS.** Manager Options must be submitted before the 1st tryout. All options must be approved by the League Player Agent. If approved, the options will be honored and may not be waived after the draft begins.
4. **The MANAGER'S OPTION** must be taken in the round indicated based on the player's age. The Manager must take their child as the Manager's Option. There will be no exceptions to this requirement. If the Manager has two or more players in the same division, the manager must take the older player first in the draft. The second child will then be taken in the 6th round and any other siblings in consecutive rounds.



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Manager's Option Draft Rounds by Age:

	Round 3	Round 4	Round 5
Senior	16	15	14/13
Junior	15/14	13	12
Intermediate	13	12	11
Major	12	11	10/9
Minor	10	9	8
Farm	9	8	7/6

5. COACH'S OPTION (Head Coach), if exercised, will be taken in the 2nd round and must be declared prior to the first scheduled tryout date. If the Head Coach has two or more players in the same division, the Head Coach must take the older player first in the draft. The second child will then be taken in the 6th round and then any other siblings must be taken in consecutive rounds.
6. SIBLINGS. If a manager takes a player before the 6th round and that player has a sibling, the sibling will be taken in the 6th round, or the first round open after the 6th round. After the 6th round, the siblings will be taken in consecutive rounds.
7. JUNIOR, MAJOR, MINOR, AND FARM DRAFT ORDER. Teams draw for draft order in their respective division and the order is reversed each round (i.e., flip-flops; 1-2-3-4-5-6-7-8, 8-7-6-5-4-3-2-1, 1-2...).
8. ROOKIE DRAFT. The draft will consist of the Managers taking two kids at a time. Teams draw for draft order in the division and the order is reversed each round (i.e., flip-flops; 1-2-3-4-5-6-7-8-9-10, 10-9-8-7-6-5-4-3-2-1, 1-2...).
9. TEE BALL DRAFT. Teams are determined by randomly dividing up the players by age and to balance the teams by the Player Agent and League President.
10. HAT PICKS. Players who did not try out but are still approved to play will be drafted by hat pick. At the beginning of the first round to include hat picks (usually the last round), the hat picks and all remaining candidates will be placed in the hat together. Each manager draws his next player.
11. TRADES. No trades are permitted until after all teams in a division have finished drafting players. Trades may be requested from the time the draft ends until 48 hours after the draft. All trades must be for justifiable reasons. All trades are requested in writing through the Division Representative and the Player Agent and approved by the President.
12. SECRETARY. Players and parents shall never be told the position in which the players were drafted. Players traded before being notified by the team that drafted them should never be told that they were drafted to another team and traded.



SAN DIMAS LITTLE LEAGUE

2023 GROUND RULES

13. ALL PLAYERS MUST TRY OUT. A player must try out to be eligible for All-Star consideration. If a player cannot make the try out and wants to be eligible for All-Stars, their eligibility must be approved by the Executive Board. Players who are injured must provide a doctor's excuse, and if approved by the Executive Board, may be permitted to play All-Stars.

President: Geoff Charpentier / _Geoff Charpentier ____ Date: December 20, 2022

Secretary: Vanessa Sandez / __Vanessa Sandez Date: _December 20, 2022