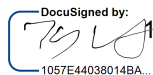


BRIARWOOD-EL CAMINO LITTLE LEAGUE, INC.

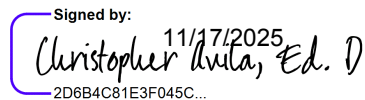
2026 BY-LAWS, OPERATING RULES, AND GENERAL INFORMATION

Adopted November 14th, 2025 By:

Kyle Madej
President

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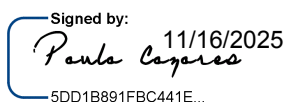
Chris Avila
Vice President

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Patrick Thomas
Player Agent

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Paula Cazares
Secretary

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Jeff Rosenfeld
Treasurer

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Matt Marsili
Safety Manager

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Gabe Limon
Umpire in Chief

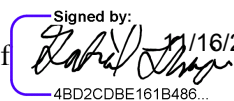
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SECTION I - SCOPE

These By-Laws of Briarwood-El Camino Little League, Inc. shall constitute the local operating rules and regulations for Briarwood-El Camino Little League (“BELL” or the “League”).

These By-Laws are not intended to conflict with either the rules or regulations of Little League Baseball, Inc. as defined by the Little League Rule book, or the current Little League Baseball, Inc. Operating manual, or the BELL Constitution.

SECTION II – CONSTITUTION

The League has a written Constitution which is revised by the BELL Board of Directors every two years. These By-Laws are referenced in the Constitution and are therefore a part of the same.

SECTION III - LEAGUE OBJECTIVE

“To implant firmly in the youth of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be decent, healthy and trustworthy adults.” BELL is organized exclusively for educational and recreational purposes to serve the youth in our community under section 501(c)(3) of the Internal Revenue Code, or corresponding section of any future federal tax code.

SECTION IV - BOARD OF DIRECTORS AND OFFICERS

ELECTED OFFICERS COMPRISING THE BELL BOARD OF DIRECTORS:

President
Vice President
Secretary
Treasurer
Player Agent
Safety Officer
Umpire in Chief

APPOINTED OFFICERS SELECTED BY THE BELL BOARD OF DIRECTORS:

Equipment Manager
Fundraising Manager
Sponsorship Manager
Concessions Manager
Division Director
Tournament Director
Head Team Parents (one each for Upper and Lower Divisions)
Newsletter/Yearbook Manager
Field Maintenance Manager
Others at the discretion of the BELL Board of Directors

TERM OF OFFICE AND ELECTION

The term of office for elected officers comprising the BELL Board of Directors is September 1(one) through August 31 (thirty first). Elections are held at the last general meeting in June.

SECTION V - PLAYER ELIGIBILITY, REGISTRATION AND TRY-OUTS

ELIGIBILITY:

All children of League Age (see “Age Restrictions” below) who live within the League boundaries are eligible and invited to attend registration and tryouts for each spring season. Notification will include notices in newspapers, posters, and announcements distributed to schools within League boundaries and announcements to past years’ players. This task is normally coordinated by the BELL Board of Directors.

REGISTRATION:

All registrants must go through the League Player Agent who, with the assistance of the League President and others duly appointed by the BELL Board of Directors, will verify all birth certificates. No child will be allowed to play in any scheduled regular season game until he or she presents a valid birth certificate or Little League approved alternative documentation to the Player Agent and President.

DIVISIONS AND AGE RESTRICTIONS*:

T Ball 4-6
Rookie 5-7
Farm 7-9
Minor 8-11(12)**
Major 10-12***
Intermediate 12-13
Juniors 13-14
Seniors 15-16

In the interests of safety for all players, the BELL Board of Directors has discretion to move any player to the appropriate Division.

*1 All player ages in these By-Laws refer to “League Age” as determined by the Little League Age Chart for Baseball Division published annually by Little League International.

**2 Parent signature and Board approval is required for any age 12 player in the Minors Division.

***3 Little League rules permit players as young as age 9 to play in the Majors Division, however, each individual league is allowed to limit its Majors Division to a minimum age of 10. BELL has elected to adopt this option and thus limits its Majors Division to ages 10-12.

TRY-OUTS:

Two League try-out sessions will be held, one on each of the two consecutive Saturdays within thirty days of the last sign-up day. In case of inclement weather or wet grounds, try-outs will be rescheduled by the BELL Board of Directors. All players League Age six (6) or above, including Managers and Assistant Coaches Options (also known as “Locks”), must attend at least 50% of try- outs, i.e., one try-out session.

Try-outs consist of fielding outfield fly balls, fielding infield grounders, throwing the ball to a specified player, batting, and running. Try-outs are observed by Managers and/or Assistant Coaches who evaluate each player and take notes accordingly in anticipation of the League Draft.

LATE SIGN-UPS OR PLAYERS MISSING TRY-OUTS

Ordinarily, all registered players must attend at least one try-out session to be eligible for the for the season. . A player must play in at least 50% of their team's games to be eligible for BELL playoffs, with the exception of injury with a physician's note. If a player has registered but has not been able to attend at least one try-out session and in the sole discretion of the League Player Agent that player's skill level is adequate for the Majors/Minors Division, that player will become a "*hat pick*" in the Majors/Minors Division draft.

Any returning Majors/Minors Division player registering after the draft will go on a waiting list until an opening is available on a Majors/Minors team and will then be assigned to a team by the player agent. If there is more than one such player on the waiting list, the earliest registrant will be assigned to the first available team. Returning Majors Division players may not play in the Minors Division.

SECTION VI – VOLUNTEERS

The League strives to be an all-volunteer organization, to keep League expenses to a minimum and to return all money raised back into the program.

SECTION VII – INSURANCE

The League purchases accident insurance through Little League Inc., which covers players, managers, coaches, umpires, and volunteers. Little League accident insurance supplements the individual's primary insurance, if any. The League also carries liability insurance to protect League officials against a lawsuit resulting from an accident.

All non-players must be officially listed by the League to be covered by the League's policy. This is usually handled by applicants and official lists kept by the League, such as an umpire list and a volunteers list.

SECTION VIII - TAX EXEMPTION

BELL is a tax-exempt organization. It is the Treasurer's duty to file annual state and federal registrations and tax filings to maintain status.

SECTION IX - PUBLIC RELATIONS

It is the duty of the League President to foster good community public relations by promoting good communications with the community and with the League volunteers. The President should keep all interested parties informed of League news and programs.

SECTION X – FINANCES

The league finances are supervised by the Treasurer who reports financial activities to the BELL Board of Directors and the general membership regularly. The income of the League is derived from several sources:

Registration Fees: These fees are collected at the time of registration except in the cases of hardship in which documentation will be shown, in which case (i) a payment plan is set up, (ii) the player brings a sponsorship to the League, or (iii) a scholarship is provided by the League.

Sponsorships: The League solicits sponsors who will donate money or provide needed materials or services in exchange for sponsorship benefits. Sponsorship benefits include at the discretion of the BELL Board of Directors Yearbook advertisement, Sponsorship signs on our Majors and/or Minors field fences, and a Sponsor plaque.

Fundraisers: Each year the League has one or more official fundraisers such as a Hit-A Thon, Oakland Athletics Little League Day, San Francisco Giants Little League Day, candy sales or yearbook advertising sales. League registrants are required to participate in these fundraisers and can win prizes for their success at the discretion of the BELL Board of Directors. The Fundraising Manager will plan and coordinate these fundraisers.

Snack Shack Operations: The League currently operates a snack shack at our facilities. The net profit from this operation provides substantial additional operating income for the League. The BELL Board of Directors is charged with overseeing snack shack operations and to ensure accurate and honest monetary control. The actual day-to-day operations of the snack shack, including counting the till and giving a daily report to the Treasurer of loss and gains, taking of regular inventory, are delegated to the League Concessions Manager assisted by any assistant snack shack manager and/or snack shack buyer as the BELL Board of Directors may appoint.

Donations: The League gladly accepts donations of money or materials for use in League operations. Upon the dissolution of this organization, assets shall be distributed for one (1) or more exempt purposes within the meaning of section 501(c)(3) of the Internal Revenue Code, or corresponding section of any future federal tax code, or shall be distributed to the federal government, or to a state or local government, for a public purpose.

SECTION XI - MANAGERS AND ASSISTANT COACHES

The BELL Board of Directors, in its sole discretion, will vote to approve all Managers and Assistant Coaches in all Divisions of the League, without exception. Such a vote will be based on who is the best fit for the positions of Manager and Assistant Coach, given the considerations noted below. In no event will any Manager or Assistant Coach be approved solely on a “first come, first serve” basis or merely because they have served as a Manager and/or Assistant Coach of a Little League team (at BELL or otherwise) in any prior year or years. While attributes such as eagerness to volunteer and previous coaching experience are important considerations, they cannot and will not be independently determinative of any individual’s application to coach in our League.

Primarily, the Little League coach – whether Manager or Assistant Coach – must be a leader who inspires and deserves the respect of players and parents alike. All coaches at all levels of Little League must recognize that they hold a position of high trust and responsibility in a premier volunteer program that deals with a sensitive and formative period of a youngster’s development. All Little League coaches must have the understanding, patience, and capacity to work with children in a challenging, changing, and competitive environment. Above all, Little League coaches must realize that they are helping to shape the physical, mental, and emotional development of young people. This is not a responsibility to be taken – or granted – lightly.

Little League Managers and Assistant Coaches must be much more than simply baseball coaches. Knowledge of the game is essential but it is not the most important attribute. The ability to make the Little League experience a positive one for each and every child is the most important attribute of a Manager and Assistant Coach. Managers and Assistant Coaches must therefore realize that the game is a vehicle for training and enjoyment and not an end to itself.

SECTION XII – UMPIRES

The League Umpire in Chief oversees setting the umpires’ schedule in accordance with the final official schedule of League games each season.

Notwithstanding the League’s goal to be an all-volunteer organization, BELL has in the past hired umpires to officiate the games of the League’s Majors and Minors Divisions. However, BELL has not always found that the overall quality of paid umpiring crews is greater than that of volunteer umpires. As such, the BELL Board of Directors has the right and responsibility to vote each year on the issue of hiring paid umpires.

SECTION XIII – DIVISIONS OF PLAY MAJORS DIVISION

Little League baseball is organized around the Majors Division, and BELL follows this organization. All the lower Divisions are designed and intended to develop players and funnel them into the Majors Division as 10-12-year old’s.

Majors Division play at BELL proceeds according to the rules set out in the official Little League Rules and Regulations for Baseball Divisions, as published by Little League International each year (also known as the “Green Book”).

BELL-specific local rules for Majors Division play include the following:

BELL’s minimum play requirements for all Majors Division players will be consistent with Green Book rules, except on offense all teams will utilize a continuous batting order, meaning every player will bat resulting in no limit on substituting players on defense, it is free substitution.

No warm-up batters are allowed “on deck”. All players must remain in the dugout until it is their turn to bat. No swinging of the bat is allowed except when the player is at-bat and is standing at home plate.

The time limit of all games in regular season League play will be two (2) and one half hours from the scheduled start time. No new inning starts after two (2) and half hours.

To protest any incident, the Little League procedure as presented in the Green Book must be followed exactly as a formal written protest must be submitted to the President within twentyfour (24) hours of the incident.

Game Scores and team standings for Majors Division play will be kept and reported on the League website. Scores should be reported promptly to the League’s webmaster or other authorized representative for posting, along with the names of any players hitting a home run during any game.

There are no ties in BELL vs BELL games, if a game is called to darkness it will resume exactly where it left off prior to the next scheduled games between the two (2) teams or at a date agreed upon by both coaches and the BOD (Board of Directors). The home teams’ scorebook will be used as the official book to recount pitching and lineup changes from the suspended game.

The rules for the Majors Division Season Championship, which determines the BELL League Champion are as follows:

If the division has three or more teams, the playoffs will be double elimination, using overall record to determine seeding. The winner of the playoffs will represent BELL in TOC’s.

If the division has only two (2) teams, they will play a best of three (3) series to determine who goes to TOC’s.

Tie Breakers.

If two (2) teams or more are tied the tie break order goes like this:

Head-to-head record

Record versus Briarwood teams

Runs allowed for entire season

Runs scored for entire season

Coin Toss

MINORS DIVISION

The term “Minors” is often used to mean different things to different leagues. At BELL, the Minors Division is used as a direct training ground for the Majors Division, and as such is a competitive division of play intended primarily for younger players ages 8-11 as they progress towards playing in the Majors Division (along with some participation by 12-year-olds in limited cases as approved by the BELL Board of Directors). Minors

Division games are played on a field with the same basic dimensions as the Majors Division field, the only difference being the distance to the fences from home plate (160'-180' vs. 200' in the Majors Division).

Minors Division play at BELL proceeds according to the same rules set out in the Green Book, as published by Little League International each year, and follows the same rules as the Majors Division above (including time limits) with a few exceptions:

12-year-old players, if approved by the BELL Board of Directors to play in the Minor Division, are not allowed to pitch under any circumstances due to safety concerns resulting from the age and strength difference between 12-year-olds and 8-year-olds.

BELL's minimum play requirement for all Minors Division players is half the game in the field on defense. In a 6-inning game, this means that all players must play at least three (3) innings on defense. There is no limit on substituting players on defense, it is free substitution. On offense all teams will utilize a continuous batting order, meaning every player will bat.

BELL observes a "five-run rule" in the Minor Division that limits the team on offense to a maximum of five (5) runs scored in any one inning. There are no exceptions to this five-run rule, not even in the last inning; a team leading by more than five (5) runs entering the last inning has already won the game.

Game Scores and team standings for Minors Division play will be kept and reported on the League website. Scores should be reported promptly to the League's webmaster or other authorized representative for posting, along with the names of any players hitting a home run during any game.

There are no ties in BELL vs BELL games, if a game is called to darkness it will resume exactly where it left off prior to the next scheduled games between the two (2) teams or at a date agreed upon by both coaches and the BOD. The home teams' scorebook will be used as the official book to recount pitching and lineup changes from the suspended game.

The time limit of all games in regular season League play will be two hours from the scheduled start time. No new inning starts after two hours.

The rules for the Minor division Championship are the same as the major.

FARM DIVISION

BELL's Farm Division is designated to give children the opportunity to develop their basic baseball skills at ages 6-8 with some 9-year-old participation, as they progress towards playing in the Minors Division. The intent of the Farm Division is not to cultivate a competitive atmosphere but to improve players' skill levels and to prepare the players for the more competitive Minor and Major Divisions. As such, the development of pitchers and catchers should be a primary focus in the Farm Division. Counting total runs and winning the game is not the focus. The manager's responsibility is to teach the fundamentals of the game, teach situational awareness, develop pitchers and catchers, and to provide a positive experience that will encourage the players to continue playing Little League. Managers shall explain this intent to parents/guardians.

Farm Division play at BELL proceeds according to the following rules for the regular season:

Uniforms consist of shirts and hats provided by the League.

As in all Divisions, no warm-up batters are allowed "on deck". All players must remain in the dugout until it is their turn to bat. No swinging of the bat is allowed except when the player is at-bat and is standing at home

plate. Bats should be kept inside the dugout at all times.

All players must bat whether they are currently in the field on defense or not. Players shall not sit on the bench for defense for more than one consecutive inning and up to four (4) players are allowed in the outfield. Outfielders should be positioned at least fifteen (15) feet beyond the infield dirt.

The team at bat will provide a coach or manager to umpire that half of the inning if an umpire is not available.

No stealing of bases is allowed, and there will be no leading off. Runners may advance only after a ball has been batted. The ball is considered dead once it is in the possession of any infielder, catcher or pitcher on the defensive team and the batter has either reached first base or been recorded as an out. After which point no runners should advance unless they were already more than halfway to the next base.

Managers and coaches shall not encourage "over-aggressive" base running, such as advancing more than one base on an infield hit, except in the case of an overthrown ball. On outfield hits, runners may attempt to advance more than one (1) base at their own risk. Runners may advance as many bases as they want to try to advance on overthrows, however if an overthrow goes out of play the runner will only be awarded one base.

For the first six (6) games of the season only, during the first two (2) innings, coaches from each team will pitch to their batters and bat through their full line-up each time the team is on offense. If three (3) outs occur, the bases will be cleared but the team will continue to bat until the full line-up is completed.

During all coach-pitch innings, each hitter gets a maximum of five pitches. After the fifth pitch, the batter is out unless they hit a foul ball, in which case they will continue to hit. The batter is out after three (3) strikes, and no walks are allowed during coach pitch innings. Coaches must pitch from anywhere in the pitcher's circle and not any closer.

From the third inning on, players will pitch and the teams will play three-out baseball. Teams will switch between offense and defense after the team on offense has three outs, has batted through their full line-up, or has scored five (5) runs, whichever occurs first.

During player-pitch innings, relief coach pitching shall be initiated when a player-pitcher throws four called balls. The coach-pitcher will then throw an additional two (2) pitches maximum to each batter. If the batter fails to put the ball in play after two (2) coach pitches, the batter is out on strikes; provided that if the batter hits a foul ball on the second and subsequent coach pitches, they will be awarded another coach pitch.

After any player-pitcher(s) has (have) reached four balls on four batters in any single inning, it is coach-pitch for the remaining half of the inning.

Batters hit by a pitch thrown by a player-pitcher WILL be awarded first base.

After six (6) games have been played there will no longer be any scheduled coach-pitch innings. The game will still follow the rule regarding relief coach pitching in Rule 10.

No player is permitted to throw more than fifty (50) pitches in a single game. Violation of this or any of the rest period pitching rules (LL Green Book) will result in that team's manager being suspended indefinitely.

One (1) Manager and/or Coach is allowed on the field during play of the first six (6) games of the season to instruct players on proper defensive positioning. After the sixth game, all coaching must be done from the sideline and/or dugout.

One (1) coach may stand behind the catcher only to help speed up the game by retrieving balls missed by the catcher and shall not give instructions to the players nor provide a target for the pitcher.

While not required, it is strongly suggested coaches play each player at both infield and outfield positions in each game, unless the player specifically asks to play 100% of their time in the outfield.

Team Managers should keep score during games, and observe a 5-run limit per inning whenever players are pitching. There is no run limit during coach-pitch only innings, but the inning is over after the last batter in the lineup has hit or made an out.

All games have a 1:45 (105 minute) time limit, and no new inning starts after 105 minutes of play. At the same time, no game should end earlier than 105 minutes unless six (6) innings have been completed.

The Farm schedule will consist of two (2) parts. During the first six games of the season the score from each game will be kept but there will be no standings posted or recorded. The standings will begin on the seventh game of the season. The team with the best record at the end of the season will be named Farm division champions. The division champions will play a game against twelve (12) all-stars selected only from the other teams in the division, and this game will be played on the same day as closing ceremonies before the ceremony starts. If there are four teams in Farm, the decision could be made to have an all star game with Team A consisting of 6 players each from the teams finishing in First and Fourth place and Team B consisting of 6 players each from the teams finishing in Second and Third place.

ROOKIE DIVISION

The Rookie Division is designated to give players the opportunity to develop their basic baseball skills at the 5-7-year-old level, in transition between Tee Ball and Farm. It is intended for players with at least one (1) year of Tee Ball experience who desire a higher degree of challenge but are not ready for the Farm Division because of age or skill level.

Rookie Division play at BELL proceeds according to rules similar to those applicable to the Farm Division with some differences designed to accommodate younger ages and less developed skill levels. Specifically:

Uniforms consist of shirts and hats provided by the League.

As in all Divisions, no warm-up batters are allowed "on deck". All players must remain in the dugout until it is their turn to bat. No swinging of the bat is allowed except when the player is at-bat and is standing at home plate. Bats should be kept inside the dugout at all times.

Outfield defense should consist of four players if necessary so no players are in the dugout while their team is on defense.

All players must bat whether they are currently in the field on defense or not. The League strongly encourages managers to play all players in the infield and outfield equally.

No stealing of bases is allowed, and there will be no leading off. Runners may advance only after a ball has been batted. The ball is considered dead once it is thrown back to the pitcher even if the pitcher misses or drops the ball, after which point no runners should advance unless they were already more than halfway to the next base.

All innings of play in all games will be coach-pitch only. As in Farm Division play, each hitter gets five (5) pitches, but unlike Farm there are no strikeouts after strike three (3). After the 5th pitch, the batter is out unless they hit a foul ball, in which case they will continue to hit. Coaches must pitch from the rubber on the mound

and not any closer.

As in Farm Division play, for the first two (2) innings of every game each team will bat all the way through the line-up before going on the field. If three (3) outs are recorded, the bases will be cleared but the team will continue to bat until the last batter in the lineup hits or makes an out. There is no run limit during the first two (2) innings, but the inning is over after the last batter in the lineup has hit or made an out.

From the third inning on in all games, the teams will play three-out baseball and a 5- run limit per inning applies. Teams will switch after three outs, after batting through their full lineup, or after scoring five (5) runs.

One Manager and/or Coach is allowed on the field during play to instruct players on proper defensive positioning.

Team Managers should keep score during games for purposes of observing the 5-run limit per inning (from the third inning on), however, game scores and team standings for Rookie Division play will not be kept or reported on the League's website.

All games have a 1:30 (90 minute) time limit, and no new inning starts after 90 minutes of play. At the same time, no game should end earlier than sixty (60) minutes unless five (5) innings have been completed.

There are no Playoffs or end-of-season tournaments in the Rookie Division of play.

TEE BALL DIVISION

The Tee Ball division is for 4-6-year old's and is designed as an introduction to baseball. The purpose of Tee Ball is to instruct players in the very basic fundamentals of baseball, and most of all to make it FUN for the children.

Tee Ball Division play at BELL proceeds according to rules designed to achieve this purpose. Specifically:

Uniforms consist of shirts and hats provided by the League.

No warm-up batters are allowed "on deck". All players must remain in the dugout until it is their turn to bat. No swinging of the bat is allowed except when the player is at-bat and is standing at home plate. Bats should be kept inside the dugout at all times.

Teams have up to ten (10) players, and they all bat around through the complete lineup in every inning.

The ball is hit off a tee at home plate, and coaches are stationed around the playing field to offer instruction.

Coaches may pitch to players at their discretion, however, there is a maximum of five (5) pitches per player after which the player must hit off the tee.

The ball is considered in play and fair when it passes the three-foot chalked line in front of home plate. This is to protect defensive players from running up on a batter with the bat still in hand.

No stealing of bases is allowed, and there will be no leading off. Runners may advance only after a ball has been batted, and may advance only one base at a time regardless of what happens on defense.

Games are limited to one hour (60 minutes) of play, allowing both teams to bat at least three (3) times, preferably four but can be determined by both teams coaches.

There are no Playoffs or end-of-season tournaments in the Tee Ball Division of play.

INTERMEDIATE, JUNIORS, AND SENIORS DIVISIONS

The Intermediate (50/70), Juniors and Seniors Divisions of Little League were started as alternatives to other programs offered for players in the 13-16 age range. The League may offer Intermediate, Juniors and/or Seniors Division play at the discretion of the BELL Board of Directors.

Unlike some programs without a “must play” rule, the Intermediate and Juniors Divisions in Little League require that each player receive a minimal amount of playing time each game. However, there are NO minimum playing requirements for the Seniors Division in Little League.

Play in the Intermediate (50/70) Division is on a 70’ baseball diamond, with the pitching rubber set at a 50’. Play in the Juniors and Seniors Divisions is on a regulation 90’ baseball diamond.

At the discretion of the BELL Board of Directors, and dependent upon the total number of players timely enrolled in each division, the players in these upper divisions may be required to attend tryouts and enter a draft similar to the other divisions. If a draft is held for any of these divisions, it will follow similar procedures as noted below for the Majors Division draft.

SECTION XIV – EQUIPMENT

The League provides basic baseball equipment needed for each player, including player uniforms, bats, balls, helmets, catcher’s equipment, bases, and coaches’ equipment bags. Players must supply their own cleats or shoes and baseball gloves or mitts. The League Equipment Manager is responsible for purchasing, distributing, collecting, and storing equipment for the League.

SECTION XV – SAFETY

Player safety is a top priority of the League. It is the responsibility of the League Safety Officer to distribute medical kits to each team. These kits consist of ice packs, Band-Aids, wipes, and rubber gloves. Additional supplies are stored in the League Snack Shack, and in the scorer’s shed behind home plate on the Minors field. Team Managers and Assistant Coaches are allowed only to provide very basic first aid in the case of player injury, and MUST call for professional medical help in the event of any serious injury. The League Safety Officer and other BELL Board Members and Officers should keep a vigilant eye for safety hazards and poor safety practices. Report filled out and the Safety officer has been contacted.

SECTION XVI – PLAYER SELECTION AND DRAFT

All players must attend one (1) of the two (2) tryouts to be eligible to be drafted. Players who do not attend one (1) of the tryouts but do register to play will be placed on a team by the Player Agent or chosen at random at the end of the draft ‘*hat pick*.’

The BELL Board of Directors retains discretion to make changes to the draft system described below; however, any such changes must be announced at the draft one year before implementation.

MAJORS DIVISION DRAFT

First to draft is the Majors Division, according to the following rules:

The order of picking will be determined by drawing numbers out of a hat.

Once the pick order is determined, the draft will proceed in a “snake” format, 1-2-3-4-4-3-2-1-1-2-3-4 and so on, picking 10-12-year-old players and continuing until all teams are full.

All players ages 10-12 who are drafted into the Majors Division must play in the Majors Division.* Little League International rules require that certain players must be drafted onto Majors Divisions teams based on age. The League Player Agent is responsible for enforcing these rules and will structure the draft process as necessary to ensure that all such “*must-draft*” players are selected for Majors Division teams.

Each team must have an equal number of 12-year-olds, plus or minus one if necessary, based upon the number of eligible 12-year-old players available.

No team may have more than eight players of any one age. The League Player Agent is responsible for addressing this requirement during the draft.

Majors Division Managers are allowed Manager Options (“*Locks*”) on their own qualified children only. Manager Options must be used during specific rounds in the draft according to the player’s age:

Age 12 = Draft round 3

Age 11 = Draft round 4

Age 10 = Draft round 5

There is no allowance for Assistant Coach Options in the Majors Division.

MINORS DIVISION DRAFT

4 For example, if a Minors Division Manager has a child that is League Age 10 or 11, that player must try out and is eligible to be drafted into the Majors Division. Similarly, if a Farm Division Manager has a child that is League Age 8 or 9, that player must try out and is eligible to be drafted into the Minors Division. The BELL Board of Directors retains discretion to suspend this rule in appropriate situations.

Next to draft is the Minors Division, according to the following rules:

The order of picking will be determined by drawing numbers out of a hat.

Once the pick order is determined, the draft will proceed in a “snake” format, 1-2-3-4-5-6-6-5-4-3-2-1-1-2-3-4-5-6 and so on, picking 8-11-year-old players and continuing until all teams are full.

All eligible 11 and 10-year-old players remaining in the draft after the conclusion of the Majors Division draft must be drafted onto Minors Division teams. The League Player Agent is responsible for enforcing these rules and will structure the draft process as necessary to ensure that all such “must-draft” players are selected for Minors Division teams.

Minors Division Managers and not more than one Assistant Coach per team are “locks” allowed Options (“Locks”) on their own qualified children only. Manager and (if applicable) Assistant Coach Options must be used during specific rounds in the draft according to the player’s age:

Age 11 = Draft round 3

Age 10 = Draft round 4

Age 9 = Draft round 5

Age 8 = Draft round 6

Under no circumstances may any Minors Division team lock more than one 11-year old player.

FARM DIVISION DRAFT

Next to draft is the Farm Division, according to the following rules:

The Farm Division draft is run according to the same rules as the Minors Division draft, above, with the following exception.

Farm Division Managers and up to two Assistant Coaches per team are allowed Options (“Locks”) on their own qualified children only. Manager and (if applicable) Assistant Coach Options must be used during specific rounds in the draft according to the player’s age:

Age 9 = Draft round 3

Age 8 = Draft round 4

Age 7 = Draft round 5

Age 6 = Draft round 6

Under no circumstances may any Farm Division team lock more than one 9-year-old player.

ROOKIE AND TEE BALL DIVISIONS

Rookie and Tee Ball Divisions are not drafted. Instead, players will be placed on teams in the appropriate Division based on age, skill and (in the case of the Rookie Division) experience at the Tee Ball level.

Manager and Assistant Coaches Options are allowed in the Rookie and Tee Ball Divisions.

SECTION XVII – FILLING MID-SEASON ROSTER OPENINGS

When a roster opening occurs mid-season in either the Majors or Minors Divisions, the opening can be filled in either of the following two ways:

If eligible players are available from the League waiting list, Majors Division roster openings must be filled in

order from that list in the first instance. The addition of a 12-year-old player will not be allowed if it would bring the acquiring team's total number of twelve-year-old players to more than eight (8).

For the Minors Division, there is not normally a waiting list since extra players can be assigned to a team without concern for having more than twelve (12) players; nonetheless, the League Player Agent may keep a Minors Division waiting list until the number of players on that list equals the number of Minors Division teams.

If no eligible players are available from the League waiting list, Majors and Minors Division roster openings shall be filled as follows:

The Manager with the qualified roster opening must meet with the League Player Agent, who will direct the Manager to scout the teams in the next lower Division and select an eligible player to be "*brought up*" to fill the open position. The selecting Manager has one (1) week in which to make this selection. Players "*locked*" on their teams through the pre-draft exercise of a Manager or Assistant Coach's Option are not eligible to be brought up, because such players were not eligible to be drafted in the first instance.

The Manager's selection must meet the following conditions:

Only eligible 10-12-year-olds from Minors Division teams may be chosen to fill Majors Division openings. Every effort should be made to select an eligible 11-year-old player first, followed by an eligible 10-year-old player only if no suitable 11-year-old is available. Again, the addition of a 12-year-old player will not be allowed if it would bring the acquiring team's total number of twelve-year-old players to more than eight (8).

Eligible players brought up to the Minors Division must be from the Farm Division and must be 8-10 years old. Players may refuse to be brought up to the Minors Division without penalty if the player's parents so choose.

The move becomes effective after all parties involved are notified.

No player will be called up from the Minors Division to any Majors Division team during the last three (3) weeks of the regular season. The BELL Board of Directors retains discretion to suspend this rule in appropriate situations.

It is BELL policy that if an eligible player declines to move up to the Majors Division according to these rules, that player becomes ineligible for selection to any of the League's All-Star teams for that season. The goal for the lower Divisions is to develop players to learn and play at the Majors Division level, and at any time be ready and willing to play at that level. This is an issue that all lower Division Managers should explain at the beginning of the season to all their players and parents.

SECTION XVIII - RESCHEDULING OF GAMES

No game will be rescheduled unless weather conditions, time constraints, uncontrollable acts of nature or the inability of a team to field the minimum nine (9) players prevents the game from being played. In such cases, the Managers of both teams, the Head Umpire, and the BELL Player Agent will reschedule the game to be played in the next available opening on any field that is of proper size for the Division of play at issue. No game will be rescheduled if the game was canceled due to spectator, coach, manager, or player misconduct.

Absent Managers, Assistant Coaches or players do not constitute valid reasons for rescheduling a game. Managers who try to reschedule games without a valid reason as set forth above will receive a letter of reprimand from the League and may not be considered Tournament Managers or Assistant Coaches.

SECTION XIX - ALL-STAR SELECTION PROCESS

The purpose of All-Star's is to achieve success on the field with teams positioned to win while maintaining our League Objective (Section III). Participating on an All-Star Team is a privilege, and all conduct by players and

coaches on and off the field during the season will be considered for the selection of All-Stars. Conduct not meeting the League Objective during the season may be cause for disqualification from All-Star Selection. If there is a question of a player being disqualified for violating the League Objective, the BELL Board of Directors will discuss this situation with the League Player Agent ultimately being responsible for determining eligibility for All-Stars.

A goal of the All-Star selection process is to maximize impact with players in their optimal age bracket and a prioritization will be made for reserves being twelve (12) on the 10-12 All-Star Team, eleven (11) on the 9-11 All-Star Team, and ten (10) on the 8-10 All-Star Team. The goal is to have twelve (12) players per team. At the discretion of the Player Agent and Manager, an additional 1-2 players (totaling fourteen (14) players maximum) may be selected as alternates who can play if one of the twelve (12) selected players will be absent. A commitment form must be completed and signed by May 15th..

League Managers and Assistant Coaches may apply for the positions of Managers and Assistant Coaches of BELL's All-Star teams by sending an email indicating their desire to be considered to anyone on the elected Board of Directors. Application emails must be received by May 1st. The BELL Board of Directors will discuss all applications with Player Agent ultimately being responsible for naming the Manager and Coaches.

BELL's All-Star players are selected each year by a Committee consisting of the League President, Vice President, Player Agent, and the Managers and one Assistant Coach from each Majors and Minors Division team. This Committee will convene in person before May 15th to vote on the players who will represent BELL on the League's three (3) All-Star teams. Any team not in attendance at the meeting will not be allowed to vote. Team Managers and Assistant Coaches may only cast one (1) vote each and cannot vote for any absent Managers or Assistant Coaches. ALL discussions in the All-Star selection meeting are confidential and must be maintained as such.

The BELL Board of Directors retains the discretion to change the order in which the BELL All-Star teams are selected each year. Absent a contrary decision, the League's three (3) All Star teams will be selected in the following order according to the rules set forth below. An All-Star fee will be required with the amount determined each year by the board.

MAJORS DIVISION 10-12-YEAR-OLD ALL-STAR TEAM

Players for the BELL Majors Division 10-12-Year-Old All-Star Team will be selected first, and first and will consist of 12-14 players chosen by vote of a subset of the full Committee described above, comprised of the League President, Vice President, Player Agent, and the Managers and one Assistant Coach from each Majors Division team. Initially, nine (9) players will be selected for the 10-12 all-star team with the remaining three (3) players selected after completion of the remaining all-star teams to maximize impact and playing time for 11-year-old players.

The League President will prepare ballots containing the names of all eligible Majors Division 10- 12-year-old players for use in voting as follows:

In the first round of voting, the six (6) players (*plus any ties*) receiving the highest vote totals will automatically be elected to the team.

The next three (3) players for the team will be selected from the remaining eligible Majors Division 10-12-year-old players in three (3) separate rounds of voting, with the player receiving the most votes in each round being elected to the team. In the case of a tie in any round of voting, the round will be voted over with only the tied players being eligible for voting.

Finally, the Manager selected by the BELL Board of Directors to lead the team will pick up to three more eligible Majors Division 10-12-year-old players as needed to fill a full 12-player roster.

After the voting and Manager picks are complete, any member of the voting Committee may verbally object to any player picked for the team, at which point the voting Committee must vote on whether to remove that player from the team. Such a vote need not be unanimous, majority vote rules.

If the Manager selected by the BELL Board of Directors to lead the team decides to have a roster of more than twelve (12) players, the Manager may select an additional one (1) or two (2) eligible Majors Division 10-12-year-old players (for a maximum roster of fourteen (14)) to add to the team as alternates, which selections must be approved by the League Player Agent.

MINORS DIVISION 8-10-YEAR-OLD ALL-STAR TEAM

Players for the BELL Minors Division 8-10-Year-Old All-Star Team will be selected next, before the selection of the BELL 9-11-Year-Old All-Star Team. The team will consist of twelve (12) players chosen by vote of the full Committee described above, composed of the League President, Vice President, Player Agent, and the Managers and one Assistant Coach from each Majors and Minors Division team. This team may comprise players from both the Majors and Minors Divisions.

The League President will prepare ballots containing the names of all eligible 8-10-year-old players in both the Majors and Minors Divisions for use in voting.

Majors Divisions players of eligible age are not automatically on the team.

In the first round of voting, the six (6) players (*plus any ties*) receiving the highest vote totals will automatically be elected to the team.

The next three (3) players for the team will be selected from the remaining eligible Majors and Minors Division 8-10-year-old players in three (3) separate rounds of voting, with the player receiving the most votes in each round being elected to the team. In the case of a tie in any round of voting, the round will be voted over with only the tied players being eligible for voting.

Finally, the Manager selected by the BELL Board of Directors to lead the team will pick up to three (3) more eligible Majors and Minors Division 8-10-year-old players as needed to fill a full twelve (12)- player roster.

After the voting and Manager picks are complete, any member of the full Committee may verbally object to any player picked for the team, at which point the full Committee must vote on whether to remove that player from the team. Such a vote need not be unanimous, majority vote rules.

If the Manager selected by the BELL Board of Directors to lead the team decides to have a roster of more than twelve (12) players, the Manager may select an additional one (1) or two (2) eligible Majors and Minors Division 8-10-year-old players (for a maximum roster of fourteen (14)) to add to the team as alternates, which selections must be approved by the League Player Agent.

9-11-YEAR-OLD ALL-STAR TEAM

Players for the BELL 9-11-Year-Old All-Star Team will be selected last. The team will consist of 12-14 players chosen by vote of the full Committee described above, composed of the League President, Vice President, Player Agent, and the Managers and one Assistant Coach from each Majors and Minors Division team. This team may also be composed of players from the Majors and Minors Divisions.

The League President will prepare ballots containing the names of all remaining eligible 9- 11- year-old players left in both the Majors and Minors Divisions for use in voting. The voting and selection process will be the same as that used for the Minors Division 8-10- Year-Old All-Star Team.

6-8 Year Old All star team

Players will be selected by the Board of Directors and coaches from the Farm division.

SECTION XX – MISCELLANEOUS BELL LEAGUE RULES

Team Managers must inform the League Player Agent if any player misses more than two (2) consecutive games for any reason. Failure to do so will be cause for corrective action against the Manager.

Any player who is out of the line-up for more than three (3) consecutive weeks or six (6) consecutive games is subject to being removed from his/her team by action of the BELL Board of Directors in its discretion (which includes letting the player stay on the team).

The visiting team Manager and Assistant Coaches are responsible for marking lining the line and preparing the field prior to each game.

The home team Manager and Assistant Coaches are responsible for dragging and cleaning up the field at the end of each game.

In the Majors, Minors and Farm Divisions, the home team is responsible for keeping score and maintaining the pitch count records for both teams. In the Majors and Minors Divisions this obligation includes both (i) keeping the official score book and pitch count records of the game (either on paper or electronically via a scoring program such as Gamechanger) and (ii) operating the electronic scoreboard.

ALL trash and recyclable waste must be removed from the dugouts after games by both teams. The team Managers and Assistant Coaches are responsible for ensuring this is done.

Protests must be addressed to the home plate umpire before the next play in both Majors and Minors Divisions. Protests not stated before the next play will not be considered.

Any person ejected from any game, including Managers, Assistant Coaches, players and/or fans, is automatically suspended indefinitely and can apply for reinstatement only after their teams next game.

Any person ejected from a game for a second time during the same season will not be permitted at Briarwood El Camino Little League or any Inter-League games at other fields involving a BELL team for the remainder of the season and entirety of the postseason.

Any person using foul language may be suspended from participation in or attendance at a minimum of two (2) games, enforced by any BELL Board Member, Appointed Board Member, Umpire, or Representative. The BELL Board of Directors retains the discretion to add additional games to any such suspension depending on the severity of the person's actions.

The BELL Board of Directors reserves the right to overrule or by-pass any of the rules and procedures set forth in these By-Laws in appropriate circumstances.

BELL has adopted a **ZERO TOLERANCE** policy for everyone at every game. As part of the registration process, parents have agreed to a code of conduct that can also be found on the league website.