

2021-2022 Davis Little League By-Laws

1. Mission Statement

It is the goal of Davis Little League (DLL) to implant firmly in the children of our community the ideals of good sportsmanship, integrity, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and grow to be good, decent, healthy and trustworthy citizens.

2. Local By-Laws

As provided for in the 2021 Official Regulations, Playing Rules, and Operating Policies for all divisions of Little League Baseball® (hereinafter “the Little League Rulebook”) the local little league must produce a manual containing the local playing rules, All-Star selection process, code of conduct, fees, team selection criteria, drafts, operating procedures, various policies, etc.

As provided by the DLL Constitution, the Board of Directors may establish the operating rules for DLL for governing its own affairs. These documents expire and must be renewed annually by December 31st. Collectively these documents are known as Davis Little League local by-laws. The newly elected Board of Directors (BOD) has the authority to make changes to these documents and procedures. These documents only require BOD consent without the general membership approval. No By-law may conflict with the Little League Rulebook or the DLL Constitution.

3. League Code

It is a Little League violation to engage in any activity which gives rise to, or could give rise to an appearance or claim of self-dealing, divided loyalty or conflict of interest by reason of such person’s position within DLL. Therefore, no unauthorized use of fields, equipment, utilities, or any other league property without prior approval from the President or other authorized member of the BOD. Further restrictions and definitions of self-dealing can be found in the Little League Rulebook.

4. Volunteer Eligibility

As a condition of service to DLL, all BOD members, managers, coaches, volunteers and any other persons, volunteers or hired workers, who provide regular service to the league and/or have repetitive access to, or contact with players or teams, must annually complete and submit a “Little League Official Volunteer Application” to the League

President. Annual background screenings must be completed prior to the applicant assuming her/his duties for the current season. Refusal to annually submit a fully completed "Little League Official Volunteer Application" will result in the immediate dismissal of the individual from all activities associated with DLL. The BOD reserves the right to require volunteer(s) to submit to further investigations as they see fit by majority BOD vote. See www.LittleLeague.org/ChildProtection to the Little League Child Protection Program.

5. Volunteer Umpire Responsibilities

As a condition of service to DLL, all umpires are considered to have repetitive access to, or contact with players. Therefore, they must annually complete and submit a "Little League Official Volunteer Application" to the League President.

Each year the BOD will assign an Umpire Coordinator or Umpire in Chief (UIC). The UIC is responsible for recruiting, training, and scheduling all umpires, communicating rule changes, and evaluating and accepting evaluations of umpires by managers, coaches or players.

To reduce the costs associated with umpiring, it is the goal of DLL to recruit and train as many parents and community members as possible to fulfill the duties of volunteer umpires.

6. Registration Fees

Registration fees are based on the costs of operations of DLL and are determined by the BOD. DLL shall request annual registration fees and shall publish the fees prior to the date on which player registration begins.

7. Fee Waiver

It is the policy of DLL and Little League Baseball® that the inability to pay registration fees should not prevent a player from participating in the Little League Program. Members who cannot afford to pay registration fees shall submit to the President an application for financial assistance. The fee waiver application can be found at the DLL website. At the President's discretion, partial or full scholarships may be granted. The President shall treat all such applications confidentially and shall take steps necessary to ensure the annual registration fee policy does not keep a player from participating. As part of the annual report, the President will report to the BOD the number of waivers accepted for the previous year.

8. Registration Fee Refund Policy

Registration fees are used for the operation of DLL which is a non-profit organization. In order to receive a refund of the registration fee, the parent/guardian of a player must submit their request for refund in writing to the Registrar. No refunds will be processed without a written request. The amount of refund will be based on the following criteria:

1. A player, who resigns, quits or is injured:
2. Prior to the selection of teams, a \$25 administrative fee will be charged and the remaining balance will be refunded.
3. After teams are picked, but before any games are played, a \$75 administrative fee will be charged and the remaining balance will be refunded.
4. On or after Opening Day, no amount of the registration fee will be refunded.

9. Code of Conduct

The goal of the BOD is to provide the most positive experience for our players. The actions of managers, coaches, players, volunteers, parents and spectators have the strongest impact and effect on the growth of our children. Our membership and visitors must exhibit courteous, civil behavior and sportsmanship whether on the field or in the stands. Good Conduct is composed of three related concepts: fair play, character and sportsmanship.

Fair play refers to all participants having an equitable chance to pursue victory and acting toward others in an honest, straightforward, and dignified manner even when others do not play fairly. It includes respect for others including team members, opponents, and officials.

Character is typically seen in polite behaviors toward others such as helping an opponent up or shaking hands after a match.

Sportsmanship expresses an aspiration that the game will be enjoyed for its own sake, with proper consideration for fairness, ethics, respect, and a sense of fellowship with one's competitors. Being a good sport involves being a good winner as well as being a good loser.

Most important, remember that Little League baseball is a game. Parents set the tone. Don't ruin your child's baseball experience. Be positive and supportive.

In addition to the guidelines below, the BOD reserves the right to modify the guidelines into promote a positive environment for youth baseball. To reduce any problems at DLL activities, the BOD requires you to adhere to the following guidelines:

A. Davis Little League Spectator Code of Conduct:

Davis Little League asks parents, spectators, and fans to uphold the following standards:

For your child and their team:

- Be supportive of your child and his or her team. Cheer for them, especially when they struggle.
- Be positive throughout their baseball experience, including your choice of words from the bleachers and at practices.
- Do communicate your concerns and comments to your child's coach in appropriate ways, demonstrating respectful behavior especially when kids are present.
- Set the standard for sportsmanship from the sidelines, as players learn from your example.
- Applaud success of the other team, and refrain from negative public expression. Voice concerns in a way that does not take away from the kids' fun on the field.
- Cheer enthusiastically, taking caution to avoid cheering or chanting that could be considered disrespectful to or might interfere with the performance of the opposing team.

The umpires:

- Comments regarding umpires and calls should be directed to your coach or a board member (board@davislittleleague.org). Avoid confrontation with umpires during or following games.
- Umpires' decisions are not always correct, but successful players, coaches, and spectators learn how to overcome those decisions.

Your coach/team:

- Do drop off and pick up your child on time for practices and games.
- Do keep your coach informed about absences or late arrivals that can't be avoided.
- Do remain off the field and out of the dugout unless you are serving in an official capacity.
- Do help the coach or team parent out by volunteering for team duties and at practices as you're able.
- If you are not satisfied with an aspect of your child's experience, talk to the coach about it at a time he/she can listen. Generally, this is not immediately before or after a game.

The League:

- Understand that DLL only happens through the efforts of our volunteers. Be appreciative of their efforts.
- Criticisms should be directed to a Board member (board@davislittleleague.org) or your coach.
- If any confrontation does occur, please step in and act as a peacemaker.
- Do not use foul or disrespectful language at DLL sanctioned event.
- Be drug and alcohol free at all DLL events.

B. Davis Little League Managers/Coaches Code of Conduct

Davis Little League expects the following standards of conduct and behavior for its managers and coaches. All managers and coaches in Davis Little League must adhere to this code of conduct:

- Be a positive role model by showing good sportsmanship, a positive attitude and remembering the real purpose of the game: allow the kids and have fun and learn in baseball.
- Always show a positive attitude, on and off the field.
- Children learn best by the examples set by their coaches, so applaud play and effort by both teams.
- DO NOT ridicule or yell at players, coaches, umpires or parents.
- Encourage your players to learn from and play by the rules of their level of baseball.
- Remember that all rulings by an umpire on the field are final. If there is a question on an umpire's ruling, time out should be requested, and the play discussed with the umpire calling the play, out of earshot of players, parents and spectators. Once the conversation is finished, get back to the game. Do not continue to discuss the matter.
- Emphasize skill development at all practices and continually work to develop less skilled players. Reach out to other coaches or Director Coach and Player Development for help as needed (development@davislittleleague.org).
- Be drug and alcohol free at all DLL sanctioned events.
- Do not use foul or disrespectful language at DLL sanctioned event.
- Speak positively of Davis Little League and support the decisions of the Board.
- Do not hold practices at your residence. Use fields and times allotted to your team by the league or public city parks as appropriate.
- Be courteous to other coaches regarding field and practice times.

C. Davis Little League Umpire Code of Conduct

Davis Little League expects the following standards of conduct and behavior of all umpires:

- Fairly call the game based on your best judgment of the rules (local and national) as established by the league.
- Respond professionally when asked for clarification of rules and judgment calls.
- Treat both teams and all players equally and fairly and ensure the rights of players.
- Treat managers, coaches, other volunteers, players and parents with dignity. Attempt to pursue positive approaches to dealing with all parties.
- Show good sportsmanship, a positive attitude and remember the real purpose of the game: so the kids and have fun and learn in baseball.

- Report to the Board any issues or problems beyond your authority or are unable to resolve.

D. Davis Little League Players' Code of Conduct

Davis Little League expects the following standards of conduct and behavior of all players:

- Play for the fun of the game.
- Show good sportsmanship at all times – win or lose.
- Respect your coaches, teammates, opponents, parents, and umpires.
- Do not argue calls with umpires during or following games.
- Be a Good Teammate:
- Be positive with your teammates. Don't criticize.
- Support and get along with your teammates.
- Regularly attend practices and games, and offer help to teammates and coaches.
- Be on time and be ready to play.
- Learn the rules of the game and play by them.
- Try your best, working hard and trying to improve your skills.
- Do not throw bats or helmets. This can lead to an immediate ejection from a game.
- Do not intentionally hurt another player. This will lead to an immediate ejection from the game, suspension from future games, and/or dismissal from the team.
- Never swear or use profane language.
- Clean up the dugout after every game and practice.
- Coaches will handle player misconduct when possible, involving the parents as needed. If either coaches or parents wish to involve the DLL Board to resolve an issue regarding player behavior or misconduct, they may contact their league player reps and/or the Board (board@davislittleleague.org).

E. Davis Little League Board of Directors Code of Conduct

The elected and appointed Board of Directors shall guide the league through gratitude, positive leadership, data driven decision making, and community involvement. In all league activity, work, and interactions, the board will demonstrate behavior consistent with good sportsmanship, positive attitude and respectful leadership, remembering the real purpose of the game and the league: for the kids to learn and have fun in baseball.

The Board will respond to community issues promptly and with respect, considering all aspects of a situation prior to making a ruling, especially when discipline is involved.

The Board will invite feedback from the league community, both positive and critical, in order to better the experience for our players.

Board members, elected or appointed for 2-year terms, will fulfill the roles assigned by the board and will work in sub committees as appropriate to manage and fulfill their duties.

F. Violence, Harassment, Misconduct Policy

In order to protect the climate of safety and security for all participants, the DLL Board will immediately communicate this policy to all members of the DLL community, including managers, coaches, umpires, parents, and players, and advise them of their responsibility to report all incidents that can reasonably be construed as violence, harassment, or misconduct, including inappropriate behavior, obscene or abusive language in any form (including email and social media), actual or threatened physical harm, and/or any inappropriate physical treatment.

Upon receipt of any report of alleged breach of the applicable code of conduct (per paragraph 10.3), the DLL Board or an appointed sub-committee will investigate to determine if the allegations are substantiated. The investigation will commence within 7 days after the Board receives notice of the incident.

The committee will recommend actions be taken against individuals, who during the course of the investigation, found to have violated the code of conduct. The committee may recommend one or more of the potential penalties:

- A verbal/written warning that the action/behavior must stop immediately.
- A written reprimand and placed on probation for one year.
- Suspended from managing/coaching/umpiring any DLL team for any length determined by the board, and/or restriction from any and all activity associated with Davis Little League.

The Board of Directors will follow procedures described in the DLL Constitution Section III, Article 4 for determining penalties for violations of the code of conduct.

It is the intent of Davis Little League to ensure a safe, productive, and wholesome baseball environment and the board will render decisions with these principles in mind. Final decisions must be approved by the board of directors. If any consequences are given by the board, the President or aforementioned sub-committee will appropriately inform the person(s) involved. Violation of any terms of consequence will result in a more severe consequence. Due to Little League's long-standing position toward any threat or harassment toward any league participant; the League's Board of Directors has chosen to document this policy as a code of conduct.

Complaints and Evaluations Regarding Managers, Coaches and Board Members

The complaint protocol is as follows:

- If a parent objects to a team manager's policies or actions (or the actions of anyone else associated with the team or league), that parent should first discuss the matter directly with the person involved. Do not approach anyone during a game or practice with your objection. Call and discuss the matter over the phone, or make an appointment to see him or her in person. Do not attempt to raise your objection when children are present.
- If you are not satisfied with the response from the manager or coach, you must contact your Player Representative to discuss the problem. The Player Representative is listed on the league website.
- If you decide to pursue your complaint, you must submit your complaint, in writing, to the BOD. All complaints must be submitted electronically to board@davislittleleague.org. (Note: If this protocol is not followed the complaint will not be heard by the BOD.) The BOD will meet to discuss the complaint. You may be invited to this meeting along with interested parties or witnesses regarding the complaint. The meeting will take place as soon as possible as long as there is quorum of the BOD. In the event that the complaint pertains to the actions of a BOD Member who is managing or coaching, you must contact either a Vice President or the President.

10. Manager and Coach Selections

The BOD shall appoint all managers and coaches as per the Little League Rulebook. The power to nominate managers and coaches has been granted solely to the BOD. The BOD reserves the right to reject prospective volunteer managers and coaches. This responsibility cannot be delegated. The procedures for appointing managers and coaches must be understood and accepted by all concerned. The policies are:

- There is no seniority or tenure in serving as manager or coach.
- All appointments expire annually.
- All managers and coaches are directly responsible to the BOD.
- There is no appeal process for reconsideration.

11. Manager and Coach Guidelines

DLL appreciates, admires and respects all those willing to manage and/or coach. Knowledge of the game is important, but equally important is to leadership, patience, and understanding of the children one is coaching. Young athletes need coaches who teach intangible life lessons through baseball, which will carry them and stick with them more than the technical aspects of the game. People holding these positions should be able to inspire confidence and earn respect. Above all, they must realize they are

helping to shape the physical, mental and emotional development of these children. Therefore, all managers and coaches must abide and adhere to the following Coaching Principles and Objectives:

COACHING PRINCIPLES

- Reflect an understanding of the age group you supervise, both with respect to overall human development and general athleticism.
- Be aware that you are an example to those you coach.
- Demonstrate you have an appreciation of the philosophy of Little League and mission of DLL.
- Demonstrate you will cooperate with others in making the program beneficial to all players.
- Show by example that you respect the judgment and authority of the umpires.
- Exercise the leadership role effectively by leaving the game in the hands of the players.
- Provide each player an opportunity to participate and contribute in every game consistent with the DLL local rules.
- Encourage the players at every opportunity.
- Instill an age-appropriate competitive spirit and desire to improve, striving to impart confidence and enthusiasm for learning the game.
- Encourage respectful care of individual and team equipment including uniforms.
- Demonstrate and encourage care for the shared league environment - fields, dugouts, picnic table area, etc.
- Exemplify sportsmanship and appropriate behavior in both wins and losses.
- Know the rules and regulations of Little League Baseball® as well as DLL local rules, and play by them.
- Understand the roster development process for younger divisions is based on home or school address and experience, and that AAA and Majors rosters are developed through a draft process detailed in the bylaws. Every effort is made to balance teams and ensure positive experiences for all players.
- Be cautious and respectful, and use sound judgment in any protest situation.
- Have knowledge of First Aid, Safety and all rules that govern Little League play.

COACHING OBJECTIVES

- Practice sessions are efficient, fun, and age appropriate in duration and frequency.
- Players are appropriately prepared for baseball activity with team warm ups that decrease injury risk and collect the attention and energy of the team for practice and games.
- Players are properly taught fundamental skills and game strategy through various drills.
- Managers and coaches assist players in developing individual goals and periodically reviewing progress and subsequently adjusting practice to ensure success.

- Protective gear is used at all times: cap liners for all pitchers, appropriately fitting catcher's gear, and protective cups for male players.
- Instruction is given at the player's level of understanding.
- Players are taught the rules and the rules are followed.
- Desirable and positive habits in players are taught by example and repetition.
- Promptness is encouraged and demonstrated by the manager and coaches.
- General health and safety habits are encouraged.
- Good sportsmanship, fair play, responsibility, and leadership are demonstrated and celebrated at all times.
- Exemplary game decorum is practiced.
- Plans are made ahead to speed the game along.
- Players are kept separated from spectators and ready to play.
- Players are not embarrassed or reprimanded in front of others.
- Players are continually encouraged.

12. Manager Responsibilities

The BOD wants to sincerely thank all managers for their time and dedication to the children of our league. Managers are responsible for the "management" of the team, including but not limiting the following:

- General Membership Meetings: General membership meetings are held at a designated time and location, detailed on the league website. It is the manager's responsibility to attend each meeting. If a manager is unable to attend a meeting, a representative from his/her team must attend and the Division Representative must be contacted. The manager is responsible for obtaining information released at the meeting. If a manager fails to attend a meeting and fails to send a representative, he/she can be suspended from managing for one game. The General Membership meetings are open to everyone associated with Davis Little League, and all are welcome.
- Try outs: Each manager is needed to help run the tryouts and evaluate players. All managers at the AAA and Majors levels are required to attend tryouts for all players in for respective divisions.
- Team selection: A draft process is used to select each team at the AAA and Majors levels. This event is scheduled after the tryouts by the Player Agent. The BOD determines selection methods.
- Team roster: The Player Agent will issue to each manager a team roster for his/her respective team.

- Medical release: A completed Medical Release Form is required for each player to participate in team practices or games. These forms must be in the possession of the manager or coach at all games and practices. No team shall practice nor participate in games without them. Managers or coaches who are involved in activities without these forms exposes themselves and the DLL to legal repercussions and will be subject to disciplinary actions by the BOD.
- Field Reservations: Managers will reserve field and batting cage time for practices at the DLL complex using a shared online spreadsheet and should have evidence of these reservations accessible while on the fields/in the batting cages to avoid conflict. Other fields (off DLL complex) may be used for practice at the manager's discretion with the understanding that they are shared use fields and other groups may have priority.
- Practice Scheduling: The manager reserves fields at DLL (see above) or schedules practices at other locations at an age-appropriate interval as outlined in the local rules.
- Scorekeepers (for those divisions that keep score): The home team is the official scorekeeper of the game. An individual other than the manager or coach should be recruited to be the scorekeeper. The person should complete scorekeeper training to gain an understanding of the important details to track at each level. The home team scorekeeper is the official pitch counter of the game. The visitors supply an unofficial scorekeeper. It is strongly recommended that coaches also count pitches for their pitchers, as violation of the pitch count rules not only pose competitive disadvantage but increase injury risk for our players.
- Field preparation: The home team is responsible for field preparation. To show league spirit, please consider working together, home and visitors, to prepare the field.

There is a storage shed behind West field score booth. These are locked with combination locks and codes are issued to managers. Managers have the responsibility to share these codes with their field prep crew and only as needed to accomplish this work.

It is the responsibility of the managers, coaches, and field prep crews to ensure all related equipment is appropriately stored after use and that the sheds are left locked. The managers must ensure that the entire DLL facility is locked and secured prior to leaving for the evening. This includes bathrooms, lights, managers office, and score booths.

Hoses to wet down the infields and areas surrounding home plate are stored adjacent to the first base dugouts. Outlets for the hoses are just behind the pitching mound on both East and West fields. The playing fields must be raked and chalked prior to the game. A leaf rake or broom may be used to remove

excess dirt from the grass part of the infield. The large field rakes are used for the baselines. Rake up and down between the base and home plate, not side to side. The draggers are for dirt only and are not used or dragged on the grass. Caution should be used to stay away from the edge of the grass as leaving a pile of dirt there will result in dangerous uneven field conditions. After the game the field must be raked, bases removed and the chalk and chalk secured. If you use the last of the chalk, be kind and refill.

- It is recommended that the managers and coaches arrive sixty (60) minutes prior to the scheduled start of the game to ensure these duties can and will be completed before warm ups start.
- First Aid: First Aid and CPR training is provided free or at reduced cost for all DLL managers and coaches. More information on this is available in the annual safety report, by contacting the league safety officer, and on the website. Each team will have a first aid kit and a larger kit with additional supplies is in the managers' office. The AED is stored in the managers' office.
- Team parent: It is advisable that the manager recruit a team parent to help with administrative duties. If the manager does not designate a representative, he/she is required to fulfill the duties (see team parent section for more information).
- Fundraising: Each manager and coach is expected to support the league's fundraising activities. Fundraising is not taken lightly and is essential to the well-being of the league. Each manager and coach must convey to the team and parents that participation is important.
- Game Schedules: Season schedules for each team are issued by the DLL Schedule. DLL will publish league related information during the season both through email communication to the membership and on the league website. It is up to the manager to see that his/her players and parents have the information provided by the league (can be delegated to the team parent).

13. Team Parent Responsibilities

The team parent is designed to assist the manager of a team with administrative duties such as team snacks, fundraisers, pictures, snack shack staffing and various other duties. **Note: If a manager does not select a team parent, then it is the manager's responsibility.**

The team parent is required to attend a meeting prior to the beginning of the season. The meeting will go over the upcoming year's fundraisers, snack shack rules and responsibilities and other important information.

14. Player Placement, Tryouts and Team Selection

League Age: For players born on or after September 1, 2005, a player's "league age" is the age that player will be on August 31 of the baseball season. Little League seasons run from September 1 through August 31st. Please refer to the most current league age chart at <https://www.littleleague.org>.

T-Ball, Farm, and AA Teams

Players for these divisions are assigned to teams by the league. The league will attempt to honor requests to place certain players with a particular manager, but due to the complexities of forming teams, we cannot guarantee to satisfy all requests.

Try-Outs

The purpose of Try-Outs is to permit all BOD approved managers, coaches and BOD members the opportunity to assess each player's skills, such as: catching fly balls, fielding grounders, hitting, running and throwing. All players of league age who wish to play in the Minors AAA, Majors, shall attend tryouts. The ultimate purpose of try-outs is to ensure that teams are balanced and no one team gains unfair competitive advantage. To achieve this goal, all managers must be provided the opportunity to evaluate each players' skills and ensure a player doesn't pose a potential safety risk. All players wishing to play in the Major or AAA divisions **MUST ATTEND TRYOUTS**. Managers and coaches' players who do not attend try-outs will be the 1st round pick in the draft. If both players fail to attend tryouts, they will be placed as the 1st and 2nd round picks. Players may be exempted from try-outs on a case-by-case basis. Any player requesting an exemption from try-outs must submit a request in writing to the VP of Baseball Operations for the players division.

Baseball Age **	Available Level	Play Up One Level	Play Down One Level
12	Majors Only	NA	Parents of 12-year-olds may request play down only with approval of the DLL Board and Little League International, Inc.
11	Majors or AAA	11-year-olds will play Majors if skills warrant and they are drafted onto a Majors team.	11-year-olds may not request to play AAA; however they will play AAA if not drafted onto a Majors team.
10	Majors or AAA	10-year-olds will play Majors if skills warrant and they are drafted onto a Majors team.	10-year-old players must attend tryouts and will play AAA if not drafted onto a Majors team.
9	AAA or AA	All 9-year-olds must try out and may be drafted onto a AAA team	9-year-olds not drafted onto a AAA team will play AA. Parents may make a special request for a 9-year-old to play AA upon approval of the Director of Baseball
8	AA	All 8-year-olds play AA, but do not have to try out. Parents may make a special request for an 8-year-old to play AAA upon approval of the Director of Baseball	8-year-olds may play farm by special request of parent and approval of the Director of Baseball or if the player has no playing experience.

7	Farm	7-year-olds may play AA if they have completed one year of farm or if approved by the Director of Baseball	It is not recommended that 7-year-olds play Tee Ball, however special requests by parents will be considered.
6	Tee Ball	6-year-olds may play farm by parents written request if player has one year of Tee Ball experience or is in the first grade	NA
5	Tee Ball	Not Allowed	NA

The Draft

After the Try-Outs, the Major managers will start the draft selection process, and then AAA draft occurs. The draft protocol will follow the recommended guidelines set in the Little League Operating Manual. The BOD will decide the actual sequence and details of the draft sequence.

The Major and AAA Division managers must protect his or her own player and may protect for one of his/her coaches. If a manager or coaches' player fails to attend try-outs, that player will be team's 1st round selection, and in event that both players fail to attend time-outs they will be the 1st and 2nd round selections. In all other divisions, it is based on parent requests, manager and coach pairings, etc. To ensure protection for the players, managers and coaches must be announced and approved prior to Try-Outs. The DLL Player Agents and President will ensure pairing is not done solely to circumvent the draft process. If necessary, pairing will be voted on by the BOD.

After soliciting evaluations by all managers and coaches and prior to the draft, the designated managers' and coaches' players are evaluated and placed in a "draft round" and will represent the team's pick for that round. The goal is to ensure a balance of competitive teams. Managers, coaches and BOD members who witness the draft, shall keep the draft order in strict confidence and will not disseminate any information regarding a player's pick or standing. Managers found in violation of this rule are subject to removal as a manager by a majority vote of the BOD. Attendance at and participation in drafts is limited to Board members and managers.

After the teams have been formed and team rosters completed, managers are required to inform players and parents regarding team selection and practice schedules within 48 hours.

During the season if a player is lost due to an illness, injury, change of address, etc., the manager shall strictly adhere to the rules stated in Little League Rulebook. The BOD directors recognize that there are potential cascading effects pulling a player up to a higher division. The BOD also recognizes the benefits of the opportunity of players participating in a more competitive division. As such, the BOD encourages managers who need a replacement player to pull multiple players to fill such gaps. For example, if a Major player is lost due to injury for four regular season games, the BOD strongly encourages managers to pull up a different AAA player for each game. Managers will

need to coordinate “permanent pull-ups” with the player’s parents, current manager, and BOD Player Agent.

Special Requests

Prior to the draft and by contacting the Player Agent in writing (electronically is acceptable), parents may request that a player not be placed above a certain level. The Player Agent and BOD Members must also keep in mind the safety of the player and the other players in each division when deciding whether to grant this request. Parents of player of similar age may request that siblings be placed on the same team during the registration process. If the Player Agents, BOD members and respective Divisional Managers agree the request is appropriate, the draft process will be adjusted to keep the siblings together.

15. All-Star Selection Rules and Procedures

All-Star Player Selection

The All-Star roster is determined in two steps, as discussed below. The first step is the result of direct voting by the players, managers, and coaches and will determine the first six (6) players slotted for each team. The second step is the selection of the balance of players for each team by its manager.

Eligibility

Players must meet the eligibility requirements of Little League International General Eligibility Rules and Tournament Rules to be eligible to be a DLL All-Star.

Release of Names

The release of names of players selected for the tournament teams shall not be made before June 1, and not until the availability and eligibility of all prospective team members have been established.

Commitment Letter

To be eligible for consideration as an All-Star, families must complete the Commitment Letters that are distributed to all families in AAA and Majors describing the commitment expectations of DLL as well as a summary of the All-Star selection process. For those players wishing to be considered, a parent or guardian must sign and return the letter

(electronically via email is acceptable) by a date determined by the BOD but no later than three (3) days prior to when voting is scheduled to occur.

The player's commitment to full participation is required during the tournament season. The commitment can run from early June through August, depending on the success of the team. Managers are encouraged to hold daily practices. The expectation is that players attend all practices. Managers may only excuse a player from attending three full or partial practices or one game for good cause. Good cause will never include playing another sport. The BOD retains discretion to excuse further absences in extraordinary circumstances. Should a player have an unexcused absence or partial absence from a practice or game, then manager shall notify the BOD, which will then collect the relevant information and determine whether to remove the player from the team.

For players who wish to be eligible for All-Stars, the completed Commitment Letter shall specify information including whether the player is available for daily practices or whether there is a period for which the player will be unavailable. For those players with a period of unavailability (e.g., due to a family vacation, etc.), the Commitment Letter shall require that the family certify that they understand the player may not be placed on the ballot if there are enough fully-committed players for consideration.

For each All-Star team, if there are seven fully-committed players, the partially-committed players shall not be eligible for the ballot. However, those players may still be eligible to be selected by the manager, after taking into consideration the timing of each player's period of unavailability. Prior to the occurrence of the voting, the BOD shall make reasonable efforts to notify families of partially-committed players their child is not eligible for the ballot but are eligible to be selected by the managers.

All-Star Ballots

The President delegates a member of the BOD to generate All-Star ballots.

There are different ballots for each division (8-10, 9-11, 10-12, Intermediate, and Junior). The respective age groups are baseball ages according to Little League International rules. Eight, nine and ten-year-olds will be placed on the 8-10 team ballot. Eleven-year-olds (excluding those in the AAA division) will be placed on the 9-11 team ballot. Twelve-year-olds will be placed on the 10-12 team ballot.

The ballots for players, managers and coaches shall specify that the voter may select up to 10 players. A ballot selecting more than ten players is invalid and will not be counted. A ballot may reflect selection of fewer than 10 players and remain valid.

Voters include all players in the AAA and Majors divisions, the managers of each team in those divisions, and one official coach for each team in those divisions. Only one coach (not including the manager) from a given team may vote for All-Stars.

Players may not vote for players from their own teams.

Coaches may not vote for players from their own teams.

Managers may vote for players from their own teams.

AAA players vote only for the 8-10 team.

Major players vote for both the 9-11 team and the 10-12 team.

Ideally, voting shall take place immediately preceding each team's final regular-season game. If that is not possible, the voting may be moved to within three days of the team's final game.

Each team's voting process shall be overseen by a member of the BOD who does not have a child in the division being overseen. Players are not allowed to discuss the ballots with each other before the votes are collected. Coaches and managers are not permitted to influence the player's votes in any way.

Votes shall be collected and transmitted to a delegate of the President's choosing to count the ballots. Counting of the ballots shall be performed by two BOD members, neither of whom has a child in the age division for which they are counting ballots.

The vote shall determine the first six roster spots on each All-Star team.

All candidates on the ballot shall be ranked according to the following formula:
(percentage of player votes for the player as a function of total player votes cast x 0.4) +
(percentage of coach votes for the player as a function of total coach votes cast x 0.1) +
percentage of manager votes for the player as a function of total manager votes cast x 0.5). The formula generates a numeric value and all players will be ranked according to that numeric value. The six players with the highest numeric value from the formula will be included on the All-Star roster.

Completion of the All-Star Rosters

Each All-Star team shall be comprised of 12-13 players. Six of the players for each team are selected by the vote, as described above. The remaining players for each team shall be selected by its respective Manager.

Managers shall complete their rosters based on several factors including, but not limited to, position needs, quality of play, baseball skill and athleticism, and character.

The goal of the managers should be to create teams that best represent DLL and have the highest likelihood of winning.

Eligible players include the players on the relevant ballot that were not voted in, any partially-committed players that were not included on the ballot due to their inability to fully commit to the time requirements, and players from a lower-level All-Star team as described below.

The managers have discretion to add six to seven players to the roster as they see fit to create the best possible team, subject to BOD approval. The managers shall take into consideration the different tournament rules that apply to a roster of 12 versus a larger roster.

The confidentiality of the proposed players for the All-Star teams is of utmost concern. The selection order of players will remain secret and under no circumstances should

players or parents be told the selection order or whether a player was voted in or selected by the manager.

Pulling Up Players from a Lower Division Team

It is tradition within DLL to give player selection priority to the 8-10-year-old and 10-12-year-old teams. This is done because the 8-10-year-old division has the greatest participation of leagues from our District and because the 10-12-year-old team is the only one in which success can take them beyond the state level, all the way to Williamsport.

As such, no Manager except for the 10-12-year-old team Manager may select a player eligible to play on a lower division team. This is subject to the following:

- The player and his/her parents must approve after discussion of the player's intended role.
- No player may be pulled up from a lower division and play only the minimum play requirements. This player must have a more significant role on the team, preferably a "starting" position. This is to protect that player from missing out on significant playing time on a lower division team and from taking the place of a twelve-year-old player who would happily embrace a "minimum play" All-Star experience.

All-Star Manager and Coach Selection:

The BOD expects All-Star Managers to commit a much greater amount of time than is necessary for managing a regular season, with significant effort on activities including, but not limited to, scouting potential players, speaking with every Manager of an eligible player, daily practices, and practice preparation together with the Coaches.

Only Managers and Coaches in the regular season in the relevant division shall be eligible for selection as Manager of a DLL All Star team. The BOD shall inform all eligible Managers and Coaches of the time commitment (daily practices are expected at every level) and expectations in leading a DLL All Star team as Manager as well as the selection criteria used. Applications will be solicited no later than April 1st with BOD selection to occur no later than April 15th. Note: This timeline enables All-Star Managers the necessary time to research players, including watching games and collaborating with all other relevant Managers and Coaches, to appropriately fill out the balance of the player and coaching roster as described below.

BOD selection shall include the following considerations: previous coaching experience, including All-Star experience, commitment level, character, and regular-season and

playoff performance. Selecting Managers that put DLL teams in the best position to win is of primary importance.

8-10 & 9-11-Year-Old Divisions

Regular season team Managers and/or Coaches from the Majors and AAA are eligible to manage or coach. However, given the level of play is more in line with the Majors level, special consideration shall be given to regular season team Managers and Coaches at the Majors level to ensure experience with the level of practice and skill development necessary to be successful in tournament play.

10-12-Year-Old Divisions

Regular season team Managers and/or Coaches from the Majors Division are eligible to manage or coach.

Intermediate (50-70) Division

Regular season team Managers and/or Coaches from the Intermediate (50-70) Division are eligible to manage or coach.

Junior League

Regular season team Managers and/or Coaches from the Junior Division are eligible to manage or coach.

The District Administrator or District Staff shall not serve as a Manager or Coach. The league President may be eligible for selection by the BOD to coach or manage with written approval from their respective District Administrator.

Once the All-Star Managers are selected, each Manager shall select two formal Coaches from the eligible candidates that then must be approved by the BOD. No more than two formal Coaches shall be selected. Informal assistants are permitted, however those individuals must undergo an appropriate background check prior to working with players.

16. Davis Little League Local Rules

Davis Little League (hereafter DLL) is a program of service to our youth. It is geared to provide an outlet of healthy activity and baseball training under good leadership in the atmosphere of wholesome community participation. DLL is dedicated to helping children become good and decent citizens. It establishes the values of teamwork, sportsmanship and fair play.

Unified Sportsmanship Guidelines

DLL strongly supports good sportsmanship and positive player development. We strive to embody that while honoring the game of baseball in all selection and training of managers, coaches, umpires, etc. DLL believes in modeling these principles by all involved in DLL at all times.

1. Poor sportsmanship (by managers, coaches, players, or spectators) can result in ejection from the game without warning and/or removal from the park. Examples of poor sportsmanship include: throwing equipment, using illegal equipment, bad language, taunting or unsportsmanlike gesturing, arguing with umpires, and harassing anyone (players, spectators, umpires, coaches).

2. A player may lose his/her privilege to play in one or more future games for disciplinary reasons provided that:

- a. The VP of Baseball Operations approves such action in advance,
- b. The opposing manager is notified prior to start of game, and
- c. The action is recorded in the scorebook as player being absent.
- d. Before such action is taken, every effort should be made to resolve the problem by talking with the parents, VP of Baseball Operations, etc.

3. Individual team rules, which identify player and family participation and cooperation guidelines, exist for each team. For disciplinary purposes, failure to recognize or comply with the team rules may result in reduced playing time. Managers will make significant disciplinary decisions in conjunction with the VP of Baseball Operations.

4. Any player who misses more than four (4) consecutive games may be dropped from the roster. This action must be initiated by the manager to the VP of Baseball Operations and approved by the Board.

5. Any player who misses 4 consecutive practices maybe benched for the next game. The Division Rep and the VP of Baseball Operations must be notified if this occurs and an appeal can be made for extenuating circumstances through them.

6. Players selected for any D64 team and who have not aged out of Majors will be entered into the Majors draft the following DLL Seasons (Fall and Spring). If undrafted and DLL age 11 or younger they would go into the AAA draft pool.

MAJORS AND AAA

Managers and coaches are expected to be aware of and abide by the national rules found in the current Little League Baseball Official Regulations and Playing Rules. These local rules have been approved by the Davis Little League (DLL) Board of Directors (Board/The Board) and are added here to reflect the needs and philosophy of DLL and take precedence over the Playing Rules for our league games. Rule questions should be answered after reviewing both the current Playing Rules and these local rules. For Rules clarification and/or interpretation, please consult your assigned DLL Divisional Representative.

The following apply to Majors and AAA, except where noted:

TEAM OBLIGATIONS

Visitors:

1. Listed first on the schedule.
2. Uses the third (3rd) base dugout.
3. Takes infield/outfield for 10 minutes twenty (20) minutes prior to game time.
4. Provides the unofficial scorekeeper

Home:

1. Listed second on the schedule.
2. Uses first (1st) base dugout.
3. Takes infield/outfield for 10 minutes thirty (30) minutes prior to game time.
4. Provides the official scorekeeper and keeps track of pitch counts.
5. Provides the field prep volunteer. Field prep includes prepping and chalking the field, foul lines, batter's boxes, runner's lane, and dragging/raking the field after each game.

BATTING CAGES

1. Both the visiting and the home team will have access to one half of the batting cages associated with that field one hour prior to the start of their game.
2. In the event of a rescheduled game – priority will be given to the teams who had previously signed up for use of the cages. Rescheduled games do not have precedence for batting cages.

FIELD PERSONNEL

Players on the official rosters of participating teams. ALL team roster changes (e.g., player injury, illness, resignation, release, etc.) must be reported to the VP of Baseball Operations IMMEDIATELY (within 24 hours of first knowledge). *** (Changes National Rule 4.05 a-b, and Regulation XIV. d) For the players who are not in the game defensively, one may coach either first or third base (MUST wear a batting helmet), and one must warm-up the pitcher between innings (wearing a catcher's mask and using a mitt) IF the regular catcher is not yet ready. NOTE: Rule 4.05 states that there shall be two base coaches; play may not start until there are two base coaches on the field. If a team has only nine players during a game, one manager or coach may be used to warm up one outfielder before the inning. Coaches may not warm up pitchers at any time; this includes in the bullpen. Team player base coaches MUST wear NOCSAE approved batting helmets.

Managers and Coaches: Only one (1) manager and two (2) coaches (3 adults total) are allowed on the field or in the dugout, excluding the field prep volunteer who is permitted on the field prior to the beginning of the game. All managers, coaches and other assisting adults must be approved by DLL. Only those adults approved by DLL can be left alone with and providing supervision for players in the league. All managers and coaches must complete or be scheduled to complete DLL's Sportsmanship and Player Development training and orientation prior to the start of the first game of the season. Manager and coaches must remain in the dugout or coaching box until time is called AND permission is granted by an Umpire to leave the dugout or coaching box. No Exceptions. Failure to do so may result in ejection. Note: managers/coaches may not manage or observe from stands or behind backstop during the game.

Umpires must be approved by the Umpire in Chief (special exception as needed for parents recruited "on the spot"). Note: umpires have sole authority (but are not obligated) to approve photographers to be on the field or video recording devices fixed to the field in any way. Umpires: must be on the field and may not be in either team's dugout during game. Umpires are NOT to coach while on the field umpiring. No person, including parents and siblings, (except for the scorekeeper) may be sitting or standing directly behind the backstop or dugout and/or engaging with any player in the dugout during a game.

VIDEO AND PHOTOGRAPHY.

The game Umpire in Chief will approve any photographers on the field or any recording device attached to any part of the field.

Any device attached to the field may not be used to challenge any call by an umpire

If a manager introduces recorded evidence during a challenge:

The umpire will immediately rule against the manager introducing the evidence

The manager will be ejected from the game

GAME TIMES

During regular season play, no new inning may begin after 1 hour and 50 minutes (110 minutes) from the official game start time. For Majors only, if there is no game following the current game, there will be no time limit, but no new inning will begin 10 minutes before DLL or City curfews.

Little League Curfew for Regular Season games: no inning for shall start after 10:00 pm. An inning starts the moment that the third out is made, completing the preceding inning.

City curfew is a drop-dead time of 11:00 pm.

Note: once begun, an inning MUST be completed even if it goes beyond the two-hour time limit.

During playoff and tournament play, the game time rule will be waived and all games shall consist of 6 innings unless the game ends early due to local run rule. No playoff or tournament game will end in a tie.

PRACTICE GUIDELINES

Practice times:

One and a half (1.5) hours maximum at DLL fields (batting cage and field time to be concurrent, i.e., you cannot do 1 hour of field then 1 hour of cages as that is 2 consecutive hours).

Two (2) hours maximum at other locations.

No contact for purposes of pre-game (1-hour maximum) and game time together shall exceed 3 hours unless game time is extended for allowable reasons.

Frequency of Practice:

A game, practice session, bullpen session or cage session is considered a “contact” or “touch”.

Three (3) contacts are the suggested minimum, and 5 contacts are the suggested maximum per calendar week.

A practice that involves field, bullpen, and/or cage work is considered 1 contact.

PLAYING TIME RULES

Batting.

Teams will bat through the entire roster consecutively during a game. Managers may change the batting order for each game.

Late arriving players will be added to the bottom of the roster. The Manager is responsible for notifying the scorekeeper of absences and late arrivals. Each player will be entered and/ or re-entered defensively in the game anytime if he/she meets the requirements of mandatory play (see Little League Regulation IV-i).

Note: If 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 at bat comes up in the order without penalty. If the injured, ill, or absent player returns, he/she is merely re-inserted into the original spot in the batting order.

Defense. There is a minimum of 3 defensive innings that must be played by a player during a game. A defensive inning is three consecutive outs. Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs.

PENALTY: If a player does not play the minimum amount required, the player involved shall start the next scheduled game, and play any previous requirement not completed as well as the minimum requirement for this current game before being substituted.

Playoffs only: a manager may protest the game in question where a player on the opposing team does not meet minimum play. The protest must be filed with the head umpire BEFORE the umpires leave the field. Once the umpires exit the field, a protest may no longer be filed. The protest will be reviewed by the DLL Protest Committee who will determine the penalty, if any, which can be up to manager suspension for the remainder of the playoffs and/or game forfeit.

The manager shall for the:

First Offense - receive a written warning

Second Offense - receive a suspension for the next scheduled game

Third Offense - receive a suspension for remainder of the season

Note 1: If the violation is determined to have been intentional, the Board of Directors may assess a more severe penalty.

Note 2: There is no exception to the manager penalties unless the game is legitimately shortened for any reason, in which case the League may elect not to impose a penalty on the manager/coach.

Shortened game: a player with incomplete defensive innings is required to play the first three (3) defensive innings of the next game. This applies to any circumstance, including 4 inning or 5 inning games. There is no carry-over of make-up defensive innings.

Violation of Local and/or National playing rules (with emphasis on participation rules) may ultimately result in sanctions including ejection and/or dismissal as determined by the DLL Board, in the interest of adhering to the philosophy of Little League Baseball. The DLL Board may impose additional sanctions.

GAME RULES

Run Rule: If a team is ahead by 15 runs after the 3rd inning has been completed or 10 runs after the 4th inning has been completed, the game will be called and the team who is ahead will be granted the win.

For AAA Only: ONLY 5 runs may be scored in each half inning until the last inning as determined by the umpire who will make a judgement call based on pace of play to that

point. If this inning is completed prior to the time limit, the umpire may allow another inning.

Catcher's Courtesy Runner: when there are two (2) out and the catcher of record (not a player who will be replacing the catcher in the next defensive inning) is on base, a courtesy runner is allowed. There will be no courtesy runners in the bottom of the last inning. The courtesy runner must be the last available player who was put out.

Little League Rules regarding pitchers and pitch count are in effect. (See Regulation VI).

Pitch Count:

11- 12 Years old 85 pitches per day

9 – 10 years old 75 pitches per day

Pitchers league age 14 and under must adhere to the following rest requirements:

If a player throws 66 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player throws 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.

If a player throws 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.

If a player throws 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.

If a player throws 1-20 pitches in a day, no (0) calendar day of rest is required.

NOTE: The 1st calendar day of rest begins at midnight (12:00am) following the conclusion of the game the pitcher threw in. For example, a pitcher who pitches 50 pitches in a game from 9:00am-10:30 am on Saturday must have 2 calendar days of rest as follows: from midnight (12:00am) Sunday through 11:59 pm Monday. That pitcher may now pitch in the game on Tuesday.

Pitcher Safety: pitchers AA and up are required to wear the league provided head protection, a batting helmet or similar device designed specifically for combating potential head injuries.

Catching:(see LL Regulation VI) - If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

The pitcher would be allowed to play the catcher position if the pitcher is moved, removed, or the game is completed before delivering a pitch to another batter.

If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

A catcher is also prohibited from pitching if he/she has caught in (4) or more innings. If one pitch is delivered to a batter, that shall constitute an inning.

A player who played the position of catcher for 3 innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.

If the pitcher reaches the 20-pitch limit the pitcher may finish the batter and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

Thrown Bat: If a batter unintentionally throws a bat, the offending player and manager will receive a verbal warning. If the same batter repeats the offense, the coach will remove the player from the remainder of the game.

Intentionally throwing the bat (or helmet or any other piece of equipment) is unsportsmanlike conduct and the umpire may eject said player under rule 9.01(d). Such ejection shall not occur while a play is in progress and will take effect when no further action is possible in that play.

AA DIVISION

Managers and coaches are expected to be aware of and abide by the national rules found in the current Little League Baseball Official Regulations and Playing Rules. These local rules have been approved by the Davis Little League (DLL) Board of Directors (Board/The Board) and are added here to reflect the needs and philosophy of DLL and take precedence over the Playing Rules for our league games. Rule questions should be answered after reviewing both the current Playing Rules and these local rules. For Rules clarification and/or interpretation, please consult your assigned DLL Divisional Representative.

TEAM OBLIGATIONS

VISITORS:

1. Listed first on the schedule.
2. Uses the third (3rd) base dugout.
3. Takes infield/outfield for 10 minutes twenty (20) minutes prior to game time.
4. Provides the unofficial scorekeeper.
5. Provides the volunteer plate umpire.
6. Provides two game balls for play.

HOME:

1. Listed second on the schedule.
2. Uses first (1st) base dugout.
3. Takes infield/outfield for 10 minutes thirty (30) minutes prior to game time.
4. Provides the official scorekeeper and keeps track of pitch counts.
5. Provides the field prep volunteer. Field prep includes prepping and chalking the field, foul lines, batter's boxes, runner's lane, and dragging/raking the field after each game.
6. Provides the volunteer base umpire.

BATTING CAGES

Batting cages are not reserved for AA games. If managers would like to use cages prior to games, they must reserve them through the normal cage reservation process.

FIELD PERSONNEL

Players on the official rosters of participating teams. ALL team roster changes (e.g., player injury, illness, resignation, release, etc.) must be reported to the VP of Baseball Operations IMMEDIATELY (within 24 hours of first knowledge). Base coaches must be two adult coaches. If a team has only nine players during a game, one manager or

coach may be used to warm up one outfielder before the inning. Coaches may not warm up pitchers at any time; this includes in the bullpen.

Managers and Coaches:

Only one (1) manager and two (2) coaches (3 adults total) are allowed on the field or in the dugout, excluding the field prep volunteer who is permitted on the field prior to the beginning of the game. All managers, coaches and other assisting adults must be approved by DLL. Only those adults approved by DLL can be left alone with and providing supervision for players in the league. All managers and coaches must complete or be scheduled to complete DLL's Sportsmanship and Player Development training and orientation prior to the start of the first game of the season.

Manager and coaches must remain in the dugout or coaching box until time is called AND permission is granted by an Umpire to leave the dugout or coaching box. No Exceptions, apart from the outfield coach, if provided, at the AA level and below only (see Regulation XIV. d). Failure to do so may result in ejection. Note: managers/coaches may not manage or observe from stands or behind backstop during the game.

*** (Modifies National Rules 3.15, 4.05 b) One dugout helper (a parent volunteer) may be in the dugout – (not on the field) if one of the coaches and/or the manager is absent. Furthermore, when behavioral or safety concerns warrant an additional parent in or near the dugout, this is allowed when vetted through the divisional representative.

*** (Modifies Regulation XIV. d) Defensive coach is permitted to be in the outfield in fair territory during play for instructional purposes, but shall not physically assist a player, nor touch a live ball. They are to provide coaching between plays, not while the ball is live. This defensive coach will be allowed during the initial weeks of the season for developmental purposes, but is not intended to add competitive advantage, so the defensive coach will not be in the field after May 1st.

Umpires must be approved by the Umpire-in-Chief (special exception as needed for parents recruited "on the spot"). Note: umpires have sole authority (but are not obligated) to approve photographers to be on the field or video recording devices fixed to the field in any way. Umpires: must be on the field and may not be in either team's dugout during the game.

If AA team provided umpires are not available to umpire their own scheduled game, the team Manager or Coach will umpire the game.

Umpires are NOT to coach while on the field.

No person, including parents and siblings, (except for the scorekeeper) may be sitting or standing directly behind the backstop.

VIDEO AND PHOTOGRAPHY.

The game Umpire in Chief will approve any photographers on the field or any recording device attached to any part of the field.

Any device attached to the field may not be used to challenge any call by an umpire.

If a manger introduces recorded evidence during a challenge: the umpire will immediately rule against the manger introducing the evidence.

The manager will be ejected from the game

GAME TIMES

During regular season play, no new inning may begin after 1 hour and 50 minutes (110 minutes) from the official game start time.

Little League Curfew for Regular Season games: no inning for shall start after 10:00 pm. An inning starts the moment that the third out is made, completing the preceding inning.

City curfew is a drop-dead time of 11:00 pm.

During playoff and tournament play, the game time rules will apply. No playoff or tournament game will end in a tie.

PRACTICE GUIDELINES

Practice times:

One and a half (1.5) hours maximum at DLL fields (batting cage and field time to be concurrent, i.e., you cannot do 1 hour of field then 1 hour of cages as that is 2 consecutive hours). Two (2) hours maximum at other locations. No contact for purposes of pre-game (1-hour maximum) and game time together shall exceed 3 hours unless game time is extended for allowable reasons.

Frequency of Practice:

A game, practice session, bullpen session or cage session is considered a "contact" or "touch".

Three (3) contacts are the suggested minimum, and 5 contacts are the suggested maximum per calendar week.

A practice that involves field, bullpen, and/or cage work is considered 1 contact.

PLAYING TIME RULES

Batting.

Players will bat through the roster consecutively, game after game during the regular season. For example: if batter no. 6 is last up in a game, batter no. 7 will lead off the next game. The batting order may be changed prior to a team's first game each calendar month.

Late arriving players will bat in their normal batting order. The Manager is responsible for notifying the scorekeeper of absences and late arrivals. Each player will be entered and/ or re-entered defensively in the game anytime if he/she meets the requirements of mandatory play (see Little League Regulation IV-i).

Note: If 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 at bat comes up in the order without penalty. If the injured, ill, or absent player returns, he/she is merely re-inserted into the original spot in the batting order.

Defense. There is a minimum of 3 defensive innings that must be played by a player during a game. A defensive inning is three consecutive outs. Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs.

PENALTY: If a player does not play the minimum amount required, the player involved shall start the next scheduled game, and play any previous requirement not completed as well as the minimum requirement for this current game before being substituted.

Playoffs only: a manager may protest the game in question where a player on the opposing team does not meet minimum play. The protest must be filed with the head umpire BEFORE the umpires leave the field. Once the umpires exit the field, a protest may no longer be filed. The protest will be reviewed by the DLL Protest Committee who will determine the penalty, if any, which can be up to manager suspension for the remainder of the playoffs and/or game forfeit.

The manager shall for the:

First Offense - receive a written warning

Second Offense -receive a suspension for the next scheduled game

Third Offense –receive a suspension for remainder of the season

Note 1: If the violation is determined to have been intentional, the Board of Directors may assess a more severe penalty.

Note 2: There is no exception to the manager penalties unless the game is legitimately shortened for any reason, in which case the League may elect not to impose a penalty on the manager/coach.

Shortened game: a player with incomplete defensive innings is required to play the first three (3) defensive innings of the next game. This applies to any circumstance, including 4 inning or 5 inning games. There is no carry-over of make-up defensive innings.

Violation of Local and/or National playing rules (with emphasis on participation rules) may ultimately result in sanctions including ejection and/or dismissal as determined by the DLL Board, in the interest of adhering to the philosophy of Little League Baseball. The DLL Board may impose additional sanctions.

GAME RULES

Run Rule: If a team is ahead by 15 runs after the 3rd inning has been completed or 10 runs after the 4th inning has been completed, the game will be called and the team who is ahead will be granted the win.

Catcher's Courtesy Runner: when there are two (2) out and the catcher of record (not a player who will be replacing the catcher in the next defensive inning) is on base, a courtesy runner is allowed. There will be no courtesy runners in the bottom of the 6th inning. The courtesy runner **MUST** be the player who was previously put out and if that is not possible, the Catcher's Courtesy Runner provision does not apply for that inning.

There must be a minimum of seven (7) players per team to play a game.

There may be a maximum of nine (9) players on the field for defense.

FIVE (5) RUNS, OR THREE (3) OUTS, whichever comes first, constitutes one half-inning. A maximum of five runs are allowed in any half-inning.

There is no bunting. If in the umpire's judgment, the player intentionally bunted, the umpire shall call that player out and no runners shall advance. A slow swing may be interpreted as a bunt.

The fielding pitcher may stand no closer to home plate than the pitching rubber at the start of their delivery and must also have at least one foot within the pitcher's mound circle (measured as a five-foot radius centered on a spot 12" in front of the pitcher's plate; this makes a ten-foot diameter circle) prior to the batter swinging.

Little League Rules regarding pitchers and pitch count are in effect. (See Regulation VI).

Pitch Count

11- 12 Years old 85 pitches per day

9 – 10 years old 75 pitches per day

Pitchers league age 14 and under must adhere to the following rest requirements:

If a player throws 66 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player throws 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.

If a player throws 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.

If a player throws 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.

If a player throws 1-20 pitches in a day, no (0) calendar day of rest is required.

NOTE: The 1st calendar day of rest begins at midnight (12:00am) following the conclusion of the game the pitcher threw in. For example, a pitcher who pitches 50 pitches in a game from 9:00am-10:30 am on Saturday must have 2 calendar days of rest as follows: from midnight (12:00am) Sunday through 11:59 pm Monday. That pitcher may now pitch in the game on Tuesday.

Pitcher Safety: pitchers AA and up are required to wear the league provided head protection, a batting helmet or similar device designed specifically for combating potential head injuries.

If a pitcher hits three batters in a game they must immediately be removed from the pitching position after the 3rd hit batter. They may play another position or go to the dugout.

NO WALKS AND COACH PITCH RULES:

If a pitcher pitches a fourth ball, the batter's manager/coach (hereafter "coach") will pitch to the batter. The catcher and umpire will remain in position behind the plate. The batter's strike count remains with the batter when the coach begins to pitch, and the umpire will continue to call balls and strikes for pitches thrown by the coach. [see ball/strike count rules below].

The coach will position him/herself from in front of the pitching rubber, but both of the coach's feet must stay within the pitcher's mound circle (measured as a five-foot radius centered on a spot 12" in front of the pitcher's plate; this makes a ten-foot diameter circle). As they pitch their feet shall not touch outside of the pitching mound circle. If they do, the pitched ball shall be deemed a strike and any advancement and/or hit by the batter shall be negated. The coach will throw overhand from a knee or standing position.

After 3 strikes (including previous count) or 3 pitches, whichever comes first, the batter is called out if they have not put the ball in play. Additional pitches are allowed if the 3rd pitch, and subsequent pitches, are foul balls.

The batter will not be awarded a base if hit by a coach pitch (the umpire may rule this a strike, but it will count as one of the three coach pitches, regardless).

If the ball is hit and subsequently hits the manager/coach, the batter will be awarded first base, except when, in the umpire's judgement, such contact is a deliberate action on the part of the coach pitcher (in that case, the batter will be out for the coach's interference). Other runners will only advance if forced.

If a coach is not comfortable pitching, they may request that the opposing coach pitch on their behalf.

Ball/Strike Count rules (when coach begins to pitch):

Count is 4-0; the coach has 3 pitches. The umpire continues to call balls and strikes.

Count is 4-1; the coach has up to 3 pitches, but the batter has only 2 remaining strikes. The umpire continues to call balls and strikes.

Count is 4-2; the coach has up to 3 pitches, but the batter has only 1 remaining strike. The umpire continues to call balls and strikes.

Infield fly rule does not apply.

Overthrow Rule: The intent of this rule is for managers to encourage their defensive players to attempt to make plays and for offensive managers to curtail overly aggressive base running.

If the ball is overthrown while the runner is attempting to occupy 1st base, the runner may only attempt to occupy 2nd base at their own risk.

If the ball is overthrown, base runners may advance one base only, at their own risk, even if the second attempt to throw any runner out is miss-played or overthrown.

An overthrow is defined as a ball thrown from one defensive player to another, that clearly passes the defensive player who is the intended target. A throw is not overthrown if it strikes a batter-runner or runner that does not intentionally interfere with the thrown ball.

One extra base will be determined by the position of the batter-runner at the time the ball is thrown. If at the time of the throw the batter-runner is judged to have crossed the half way mark between bases one extra base will be the next base plus one. If the runner is less than halfway to the next base at the time of the throw the batter may not advance beyond the next base.

Stolen Bases: Permitted only with 2 outs and on "swinging strikes" only. The runner may advance only to the base attempted to be stolen.

Runners will NOT be allowed to advance on an overthrow on a put-out attempt.

There will be no stealing during coach pitch.

Stealing home is not allowed, even if a play is made on a runner attempting to steal 3rd base. Runner may advance home only on a play that begins with a batted ball (exception: a runner is forced home by a batter or runner awarded a base or bases, such as: after being hit by a pitch).

A play ends when the ball is in the possession of a defensive player within the "pitching area" (i.e., a five-foot radius centered on a spot 12" in front of the pitcher's plate; this makes a ten-foot diameter circle) and/or the umpire has signaled "time".

The defensive player must refrain from making a "demonstration" with the ball that may normally be interpreted as an attempt to make a play. In such situations the umpire will withhold judgment until the umpire is certain that the defense is not "threatening" to make a play.

Note: a runner may only advance to the next base if they are more than half-way to that base when the defensive player gains possession of the ball in the "pitching area". This is a judgment call on the part of the umpire.

Thrown Bat: If a batter unintentionally throws a bat, the offending player and manager will receive a verbal warning. If the same batter repeats the offense, the coach will remove the player from the remainder of the game.

Intentionally throwing the bat (or helmet or any other piece of equipment) is unsportsmanlike conduct and the umpire may eject said player under rule 9.01(d). Such ejection shall not occur while a play is in progress and will take effect when no further action is possible in that play.

FARM DIVISION

Managers and coaches are expected to be aware of and abide by the national rules found in the current Little League Baseball Official Regulations and Playing Rules. These local rules have been approved by the Davis Little League (DLL) Board of Directors (Board/The Board) and are added here to reflect the needs and philosophy of DLL and take precedence over the Playing Rules for our league games. Rule questions should be answered after reviewing both the current Playing Rules and these local rules. For Rules clarification and/or interpretation, please consult your assigned DLL Divisional Representative.

TEAM OBLIGATIONS

Visitors:

1. Listed first on the schedule.
2. Uses the third (3rd) base dugout.
3. Takes infield/outfield for practice for ten minutes twenty (20) minutes prior to game time.
4. Provides the unofficial scorekeeper.
5. Provides the volunteer umpire in chief, who will call balls and strikes
6. Provides two game balls for play.

Home:

1. Listed second on the schedule.
2. Uses first (1st) base dugout.
3. Takes infield/outfield for practice for ten minutes thirty (30) minutes prior to game time.
4. Provides the official scorekeeper.
5. Provides the field prep volunteer. Field prep includes prepping and chalking the field, foul lines, batter's boxes, and dragging/raking the field after each game.
6. Provides the volunteer base umpire

FIELD PERSONNEL

*** (Modifies National Rules 3.15, 4.05 b): One dugout helper (a parent volunteer) may be in the dugout – (not on the field.) if one of the coaches and/or the manager is absent. Furthermore, when behavioral or safety concerns warrant an additional parent in or near the dugout, this is allowed when vetted through the divisional representative.

(Regulation XIV. d): One Defensive coach is permitted to be in the outfield in fair territory during play for instructional purposes, but shall not physically assist a player,

nor touch a live ball. They are to provide coaching between plays, not while the ball is live.

*** (Modifies Regulation XIV. d) -- This defensive coach will be allowed during the initial weeks of the season for developmental purposes, but is not intended to add competitive advantage, so the defensive coach will not be in the field after the May 1st.

GAME TIMES

No new inning will begin after 1 hour and 15 minutes (75 minutes).

All games are limited to 5 innings unless there is a tie; a 6th inning may be played in that circumstance.

The Umpire-in-Chief shall be the official timekeeper and will note the official start time to the scorekeeper.

PRACTICE GUIDELINES

Practice times:

One and a half (1.5) hours maximum at DLL fields (batting cage and field time to be concurrent, i.e., you cannot do 1 hour of field then 1 hour of cages as that is 2 consecutive hours). Two (2) hours maximum at other locations. No contact for purposes of pre-game (1-hour maximum) and game time together shall exceed 3 hours, unless game time is extended for allowable reasons.

Frequency of Practice:

A game, practice session, bullpen session or cage session is considered a "contact" or "touch". Two (2) contacts are the suggested minimum, and four (4) contacts are the suggested maximum per calendar week. A practice that involves field, bullpen, and/or cage work is considered 1 contact.

PLAYING TIME RULES

DLL modified rules require that every player participate defensively for a minimum of 50% of total team innings played at games at which they were present during the entire season. More specifically, every player will participate in each game defensively for a minimum of nine (9) outs (three innings).

Managers are responsible for completing all rotations by the end of the 5th inning. Once this has occurred, unlimited substitution is allowed.

All players must start at least 50% of the games at which they were present during the regular season.

Players will bat through the roster consecutively, game after game during the regular season. For example: if batter no. 6 is last up in a game, batter no. 7 will lead off the next game. The batting order may be changed prior to a team's first game each calendar month.

GAME RULES

Farm Game Rule Modifications:

There must be a minimum of seven (7) players per team to play a game.

There may be a maximum of nine (9) players on the field for defense.

FIVE (5) RUNS, OR THREE (3) OUTS, whichever comes first, constitutes one half-inning. A maximum of five runs are allowed in any half-inning.

There is no bunting. If in the umpire's judgment, the player intentionally bunted, the umpire shall call that player out and no runners shall advance.

No Walks and Coach Pitch Rules:

The coach will position him/herself from in front of the pitching no closer than 30 feet. rubber, but both of the coach's feet must stay within the pitcher's mound circle (measured as a five-foot radius centered on a spot 12" in front of the pitcher's plate; this makes a ten-foot diameter circle). As they pitch their feet shall not touch outside of the pitching mound circle. If they do, the pitched ball shall be deemed a strike and any advancement and/or hit by the batter shall be negated.

The coach will throw overhand from a knee or standing position

The batter will not be awarded a base if hit by a coach pitch

If the ball is hit and subsequently hits the manager/coach, the batter will be awarded first base, except when, in the umpire's judgement, such contact is a deliberate action on the part of the coach pitcher (in that case, the batter will be out for the coach's interference). Other runners will only advance if forced.

If a coach is not comfortable pitching, they may request that the opposing coach or parent volunteer to pitch on their behalf.

The fielding pitcher may stand no closer to home plate than the pitching coach and must be within ten (5) feet of the pitching rubber.

At Bats:

Only missed swings and foul balls will be called strikes.

No balls will be called, and no walks will be awarded.

An at bat will consist of no more than six (6) pitches, however, additional pitches are allowed if the 6th pitch, and subsequent pitches, are foul balls.

Infield fly rule does not apply.

Stolen Bases are not permitted

Every ball hit into fair territory will be considered a single, unless the batter is put out by a defensive player, with runners advancing one base. On a hard-hit ball to the outfield the Umpire in Chief may, at their discretion, award the batter a double and all runners advance two bases from their position when the ball was hit.

A play ends when the ball is in the possession of a defensive player within the "pitching area" (i.e., a five-foot radius centered on a spot 12" in front of the pitcher's plate; this makes a ten-foot diameter circle). and/or the umpire has signaled "time".

The defensive player must refrain from making a "demonstration" with the ball that may normally be interpreted as an attempt to make a play. In such situations the umpire will withhold judgment until the umpire is certain that the defense is not "threatening" to make a play.

Note: a runner may only advance to the next base if they are more than half-way to that base when the defensive player gains possession of the ball in the "pitching area". This is a judgment call on the part of the umpire.

Thrown Bat: If a batter unintentionally throws a bat, the offending player and manager will receive a verbal warning. If the same batter repeats the offense, the coach will bench the player for the remainder of the game.

DAVIS LITTLE LEAGUE-LOCAL RULES

Specific Rules for TEE BALL DIVISION

Tee Ball is the beginning level of play. Basic skills for hitting and throwing are taught. Teamwork, sportsmanship, and fun are also emphasized.

TEAM OBLIGATIONS/RULES

Visitors:

Listed first on the schedule.

Sits on the third base side behind the set-back line placed at about five feet from the third base line.

Home:

Listed second on the schedule.

Sits on the first base side behind the set-back line placed at about five feet from the first base line.

FIELD PERSONNEL

The fielding team manager may utilize as many parent volunteers on the field as necessary to facilitate game play.

All managers, coaches and other assisting adults must be approved by DLL. Only those adults approved by DLL can be left alone with and providing supervision for players in the league.

Umpires: There are no umpires for T-ball. Each manager or coach is responsible for calling foul balls and setting up the ball on the tee or pitching.

GAME TIMES

All games are limited three innings. A game may start a third inning if managers agree after the end of two innings.

PRACTICE GUIDELINES

Practice times:

*1.0 hours maximum at practice, recommended 45-minute practices.

*2.0 hours maximum practice

No contact for purposes of pre-game (1-hour maximum) and game time together shall exceed 2 hours, unless game time is extended for allowable reasons.

Frequency of Practice

*A game, practice session, bullpen session or cage session is considered a "contact" or "touch". For Tee ball players, 2 contacts per week are the suggested minimum and 3 per week is the suggested maximum.

*A practice that involves field, bullpen, and/or cage work is considered 1 contact.

PLAYING TIME

Players bat through the line-up at each offensive half-inning.

All players take the field when their team is in the field.

GAME RULES

A foul ball is any normal foul ball, as well as a ball hit less than 10 feet. There should be a 10-foot arc, which marks this distance.

Managers or coaches may pitch only during or after the 6th game of the season.

When manager/coach-pitching is allowed, a batter is given no more than 3 pitches to hit before hitting off the tee. The tee must be brought in immediately if a player has missed 3 coach pitches.

Outs and batting: Players are not called out even if a play is made to put them out. At this age, they do little running as it is in the game, so let them all run the bases.

Also, the last batter is allowed to get a home run, so all players on base keep running after the last batter has hit. It's customary for the batting team's manager to yell "last batter" so that the outfield team knows that there is about to be a homerun.

Scores

With 10 players on a team, if anyone was keeping score (which gets old after a while), all games should end in a score of 20 to 20 or 30 to 30, thus there is no need to keep score or report these scores to the Davis Enterprise.

GAME TIME

It is customary to play two full innings, then gauge the time after completion of the second inning.

If the game has gone on less than 45 minutes, both managers meet, scratch their chins, look at the setting sun and the amount of distraction in their players' eyes, and decide as to whether to play a third full inning.

If you are hearing a lot of "I want treats now" or "Can we go to Rainbow City instead of playing in the outfield", then you may want to call the game after two innings. If you hear that from the parents, then it's an even bigger clue.

FIELD INFORMATION

There will be a 10-foot arc out from home plate. Balls hit within this line are to be called foul by the batting team's coach and the batter gets to keep trying until the ball is hit fair.

There are two lines set back from the first and third base lines which mark the safety line that waiting batters need to sit behind. You should get a parent to supervise this area and keep kids sitting.

There is to be no swinging of bats by anyone except the batter. Look out for siblings taking warm-up swings too.

Only the home-first and third-home base lines are painted. There's no line from first to second or second to third, with big arrows saying, "run this way". They still may need some guidance.

You will observe about every base running error possible in just one game, including running from home to third, overtaking the runner in front (during the last batter scenario), and running from third to the sit-down line.

Please continue to bring your bases and the tee to the games. There will be a white base square drawn in paint, but that just marks where you put your base.

SAFETY INFORMATION

The team on offense, must wear helmets the entirety of the half-inning.

If you have players who you believe might not be able to react quickly enough put them in the outfield, or place them in another position on the field that is appropriate.

Managers can begin tossing a ball to players only starting the sixth game, and even then, a manager can opt to keep it tee-only or to provide a tee for certain players who can't yet make contact.

For many players in the field, this difference in ball speed presents a considerable safety issue at any time of the season, but for at least the first five games, holding down the speed of the hit balls allows players a margin of safety to start to learn how to make a play on a hit ball.

If you have a batter with high bat speed, who could knock a ball at a speed that would put infield players at danger, then alert the opposing manager with the not so-subtle "big hitter" or "bat speed" and the opposing manager should either move back the players that wouldn't be able to safely play the ball, or place parents near them.

17. Davis Little League Boundaries

National League Boundaries

The Davis Little League National Division is located in Davis, California predominantly consisting of the western portion of Davis.

The Davis National Little League physical boundaries used for determination of player eligibility are described as follows:

The northeast boundary shall begin at the centerline of County Road 102 at a point just south of County Road 27.

The northern boundary line shall then proceed westerly and just south of County Road 27 and continue until it reaches County Road 95 and shall specifically exclude all addresses along or part of County Road 27.

The boundary line shall then proceed southerly along County Road 95 to County Road 32. This boundary line shall include all addresses along or part of County Road 95 (Box numbers 22000 and greater), and is meant to include all addresses along or part of County Roads 28, 29, 30 and 31 with Box numbers 35000 and greater.

The boundary line shall then proceed easterly along County Road 32 to County Road 95A. The boundary line shall then proceed southerly along County Road 95A to Putah Creek. This boundary line shall include all addresses along or part of County Road 95A.

The boundary line (from the center of Putah Creek) shall then proceed easterly along the centerline of Putah Creek and shall follow the South Fork of Putah Creek, passing U.S. Interstate 80 near State Highway 113 and proceeding easterly a short distance to the Southern Pacific Railroad bridge over the South Fork of Putah Creek.

The boundary line shall then proceed southerly to the northwestern corner of intersection of Tremont Road and Old Davis Road, and shall specifically exclude any addresses on Tremont Road and specifically include all addresses on Old Davis Road.

The boundary line shall then proceed easterly just north of Tremont Road to a point north of the intersection of Buckley Road and Tremont Road, and shall specifically exclude any addresses on Tremont Road and specifically include all addresses on Eggert Road.

The boundary line shall then proceed northerly (along an imaginary extension line that F Street in downtown Davis would follow south) to the South Fork of Putah Creek and turn slightly west and proceed northerly to the center of U.S. Interstate 80 where it crosses the North Fork of Putah Creek, specifically to exclude, and be west of, Hamel Lane.

The boundary line shall then proceed easterly along the centerline of U.S. Interstate 80. The boundary line shall follow the Interstate easterly to Pole Line Road.

The boundary line shall then proceed northerly on the centerline of Pole Line to the center of Covell Boulevard where it will turn and proceed easterly along the centerline of Covell Boulevard (aka County Road 31) to the eastern edge of the Wildhorse subdivision. The boundary shall turn north until the northern boundary of the Wildhorse

subdivision and then turn east back to Pole Line/County Road 102. The boundary line shall then finally proceed northerly along the centerline of Pole Line/County Road until it reaches a point just south of County Road 27.

Note (1): The aforementioned boundary description is intended to be a complete description of the Davis National Little League boundaries and is meant to include areas beyond the Davis Joint Unified School.

American League Boundaries

The Davis Little League American Division is located in Davis, California predominantly consisting of the eastern and southern portion of Davis. The Davis American Little League physical boundaries used for determination of player eligibility are described as follows:

The northwest boundary shall begin at the centerline of County Road 102 at a point just south of County Road 27.

The northern boundary line shall then proceed easterly and just south of County Road 27 and continue until it reaches the Yolo Bypass and shall specifically exclude all addresses along or part of County Road 27.

The boundary shall follow the Yolo Bypass southerly until just north of Tremont Road.

The boundary line shall then proceed westerly just north of Tremont Road to a point north of the intersection of Buckley Road and Tremont Road, and shall specifically exclude any addresses on Tremont Road.

The boundary line shall then proceed northerly (along an imaginary extension line that F Street in downtown Davis would follow south) to the South Fork of Putah Creek and turn slightly west and proceed northerly to the center of U.S. Interstate 80 where it crosses the North Fork of Putah Creek, specifically to exclude, and be west of, Hamel Lane.

The boundary line shall then proceed northerly on the centerline of Pole Line to the center of Covell Boulevard where it will turn and proceed easterly along the centerline of Covell Boulevard (aka County Road 31) to the eastern edge of the Wildhorse subdivision. The boundary shall turn north until the northern boundary of the Wildhorse subdivision and then turn east back to Pole Line/County Road 102. The boundary line shall then finally proceed northerly along the centerline of Pole Line/County Road 102 until it reaches a point just south of County Road 27.

Note (1): The aforementioned boundary description is intended to be a complete description of the Davis American Little League boundaries and is meant to include areas beyond the Davis Joint Unified School District (DJUSD) boundaries.



