

**SUPERIOR COURT OF THE STATE OF CALIFORNIA
IN AND FOR THE COUNTY OF CONTRA COSTA**

**STANDING ORDER RE: PERMISSIVE E-
FILING IN CRIMINAL AND JUVENILE
CASES**

NOVEMBER 16, 2023

Pursuant to Code of Civil Procedure section 1010.6(d) and Rules 2.252 and 2.253 of the California Rules of Court, the Court will permit e-filing in Criminal and Juvenile cases, as set forth in this standing order pending amendment to the Local Rules, effective November 27, 2023. Accordingly, the Court **ORDERS** as follows:

1. Electronic filing shall be permitted in Criminal and Juvenile cases beginning on November 27, 2023. As Rule 2.252 of the California Rules of Court permits mandatory electronic filing only in Civil cases, nothing in this Order shall be interpreted as mandating electronic filing in either Criminal or Juvenile Delinquency case types. E-filing is optional in Juvenile Dependency cases.
2. The following documents **may not be electronically filed** and must still be filed/lodged in hard copy form unless otherwise ordered by the Presiding Judge or provided in an amended Local Rule or Standing Order:

a. In Criminal matters:

- i. Initial Complaints/Petitions.
- ii. Parole Revocation Filings.
- iii. Parole Warrants.
- iv. Post-Release Community Supervision Warrants.
- v. *Ramey* Warrants.
- vi. Search Warrants.
- vii. Waivers of Extradition.
- viii. Criminal Habeas Corpus Petitions.
- ix. Orders/Judgments.
- x. Challenges under Code of Civil Procedure §§ 170.1/170.3 and 170.6.
- xi. Ex Parte Motions and Oppositions.

b. In Juvenile matters:

- i. Initial Complaints/Petitions.
- ii. Reports and Recommendations.
- iii. Orders/Judgments.
- iv. Warrants.
- v. Challenges under Code of Civil Procedure §§ 170.1/170.3 and 170.6.
- vi. Ex Parte Motions and Oppositions.

3. Courtesy copies of electronically-filed documents are not required unless ordered by a judicial officer in a specific matter.

IT IS SO ORDERED.

Dated: November 16, 2023



HON. EDWARD G. WEIL
Presiding Judge of the Superior Court
Contra Costa County