



## 2023 MORELAND LITTLE LEAGUE BYLAWS

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## 1. INTRODUCTION

The Local Little League Bylaws of the Moreland Little League are designed to establish the local ground rules for play within Moreland Little League and are designed to accommodate both the spirit and values of Little League Baseball, Inc. These Bylaws are intended to enhance the Little League experience for the local community and are in no way intended to conflict with either the Local League Constitution or the Rules, Regulations and Policies of Little League Baseball, Inc.

## 2. PRACTICE/PLAY LIMITATIONS

- A. Teams in T-ball-Majors divisions are restricted to a maximum of 4 events per calendar week (Sunday through Saturday). An event is defined as either an officially scheduled or make-up game, an officially scheduled or make-up doubleheader, or a team practice. Teams are not allowed to conduct more than one practice on the same calendar day, nor are teams allowed to schedule a practice on a game day (except for T-Ball and A-Ball divisions). Team managers and coaches understand that this limitation is designed to give the children three days of rest in any calendar week. Violators of this rule will be subject to disciplinary action by the League's Code of Conduct Committee.
- B. In accordance with Moreland Little League's civic use permit with the Moreland School District:
  - i. No organized practices or games are allowed at the Moreland Little League Complex and CUSD fields on Sundays except by teams in the Challenger Division of play or Moreland Little League approved pitching clinics.
  - ii. No organized practices or games are allowed during weekdays on CUSD fields during recognized CUSD holidays. Organized practices are allowed on Saturdays.
  - iii. No new inning may begin after 7:30pm.

## 3. PLAYER TRYOUTS

- A. All children League Age 9 through 12 who wish to participate in the Major division of play are required to attend Tryouts.
- B. All children League Age 8 through 11 who wish to participate in the Minor division of play are required to attend Tryouts.
- C. All children League Age 6-10 who have played one season in A-ball or are new to the league, and wish to participate in the AA-ball division, are required to attend a AA readiness evaluation. These events are part of an overall attempt to help evaluate if a player is ready for all aspects of the AA division, not merely to determine a player's skill level. It is part of an effort to place all players in the proper division.
- D. All children who participate in Player Tryouts are eligible for the Major division draft, unless they elect to not be eligible for the Major division draft by filing a written request with the Player Agent no later than the date of the Major division draft.
- E. An Executive committee comprised of the Player Agent, the Board President, the Board VP of Operations and the relevant Divisional Commissioners shall be the governing authority for all decisions related to player selection, player placement, and selection of All-Star

managers. This committee has the option of adding another Board member to this committee to ensure an odd number of committee members, if one of the original members has a conflict of interest, i.e., being considered for an All-Star manager position.

- F. Tryouts will be coordinated and managed by the Player Agent. The Player Agent is responsible to ensure that all candidates are registered and verified prior to attending tryouts.
- G. Returning Major Players will tryout as a group, independent from all new candidates. All other candidates will tryout in groups, the size of which will be determined by the Player Agent. These groups, regardless of size, will be organized by age group. The Player Agent has the authority to re-classify a player from their League Age group to a different group based upon safety or other concerns.
- H. Tryouts will be conducted in the presence of all managers in the Major and Minor divisions of play. Managers who cannot attend a tryout must inform the Player Agent prior to that date. The Player Agent may either give permission to receive ratings and notes from the other managers that are attending tryouts, or name a proxy for the manager. Managers are not allowed to name their own proxy.
- I. In addition to the Little League mandated tryout requirements, Moreland Little League encourages the practice of holding an additional mock tryout experience designed specifically for AA-Ball division players who are not yet ready for the Minor division but want to prepare for the try-out experience in subsequent years.

## 4. TEAMS

- A. In the Major division, no team may have more than 15 players, or less than 12 players. Moreland Little League believes that Major division teams with 12 player rosters offer the players the best overall experience. The Player Agent is responsible for establishing the appropriate team roster size following the evaluation of the players during tryouts.
- B. In the Minor division, there are no minimum or maximum levels established. Moreland Little League believes that Minor division teams with 12 player rosters offer the players the best overall experience. The Player Agent is responsible for establishing the appropriate team roster size following the evaluation of the players during tryouts.
- C. In the AA-Ball, A-Ball and T-Ball divisions, there are no minimum or maximum levels established. The Player Agent is responsible for establishing the appropriate team roster size following the evaluation of the players pursuant to registration and verification.

## 5. SELECTION OF PLAYERS

Moreland Little League understands that the entire premise of the Selection of Players is to balance player talent so that every team and every player has an equal opportunity to experience a winning season. It is also Moreland Little League's intention to promote an enhanced spirit of cooperation and camaraderie amongst its managers and coaches. The Player Agent is responsible for coordinating and conducting the League's Player Selection System, or Draft, for each division and pursuant to the terms contained herein.

## 5.1 Major and Minor Division Draft

If a Major or Minor division manager has an eligible son or daughter, and wishes to draft them, he/she must inform the Player Agent prior to the Draft. The manager is required to exercise this option prior to the close of the specific draft round based on the average of the votes of the division managers concerning where each manager would draft the player (the secret vote will be facilitated by the Player Agent and will happen after tryouts and before the draft). Exception: If the manager's son/daughter is identified as part of the "top two rounds pool of players" then this child must be selected by the parent/manager in the round designated for these participants.

### 5.1.2 Brothers and Sisters

Major or Minor division parents shall have the option before the first tryouts begin to request that a brother or sister be automatically drafted to the same team. All players will be required to attend tryouts. When one of the siblings, whose parents have made this request, is drafted, the Player Agent shall announce the round in which the other brother(s) and/or sister(s) will be automatically drafted (the round in which the second sibling is drafted is based upon an averaging of the votes of the division managers concerning where they would draft each sibling. This secret vote is facilitated by the Player Agent and will happen after tryouts and before the draft). In the event of a conflict, this option does not take precedence over the manager's Son/Daughter option.

### 5.1.3 Major Division Draft

- A. In order to establish an equitable distribution of player talent in the Major division of play, Moreland Little League has selected to re-pool its returning Major players in conjunction with the guidelines of Plan B, as outlined in the Little League Rule Book.
- B. The Draft Committee shall be comprised of those in the room during the draft. The Major division managers, the President, and the Player Agent will be present at the draft. At the Player Agent's discretion and subject to approval by the President, two additional administrators may be present to help facilitate the draft. These additional administrators should be board members and should be knowledgeable about the draft method such as the VP of baseball operations, the Major division commissioner, or the Minor division commissioner.
- C. Draft order is by lottery for the Major division.
- D. Prior to the start of the Draft, and prior to the lottery, the Player Agent will instruct the managers to identify a number of players equal to the total of the first two rounds of draft picks. These players shall be identified as either one of the best pitchers available or one of the best overall players in the majors draft. In an effort to ensure that each team has one of the best pitchers and one of the best overall players, the majors managers are encouraged, but not required to pick from this pool of players during the first two rounds. Exception: if a son/daughter of a manager is in the pool of players, he/she is required to pick their son/daughter in the first two rounds.
- E. At this point, the Player Agent will conduct the lottery to determine each manager's draft position. The draft selection will take place in a serpentine manner (example, 1-2-3-4-5-6, followed by 6-5-4-3-2-1 and then repeat the cycle). Once the Draft begins, no manager may leave the room without the approval of the Player Agent. Failure to obtain approval may

result in the penalty of sitting out one or more rounds of the Draft. No cell phones may be used during the draft.

- F. Moreland Little League encourages but does not require managers to prioritize selection of eligible players for the draft in the following order: (1) eligible players from the pool of returning players (2) 12-year-old players, (3) 11- through 9-year-old players. The Player Agent will take extra care to ensure that the Draft proceeds in a manner that ensures that all 12-year-old players and all returning Major players are selected in the course of the Draft.
- G. A draft round shall be completed when all managers who were eligible to exercise a draft choice have either selected a player or passed. A manager may pass at any point in any round of drafting and will not forfeit his/her right to a draft choice for the next round, unless all managers pass in succession, with the exception that a manager is not allowed to pass in the first two rounds, nor can a manager pass in a round in which an automatic draft is required (for instance: Sons/Daughters and/or Brothers/Sisters).
- H. An eligible player is considered drafted as soon as the manager whose turn it is calls his/her name.
- I. Managers will have a maximum of five minutes in which to make a draft selection for the first sixty minutes of the Draft. After sixty minutes has transpired, and even then, only after the current round is completed, managers will be limited to a maximum of two minutes in which to make a draft selection.
- J. After the assigned Major division teams are filled to the limits established by the Player Agent for the current season, the Player Agent will declare the Draft to be complete and any surplus players shall be released to the Minor division Draft.
- K. Major division managers will be responsible for contacting each of their players following the Draft, pursuant to the explicit instructions of the Player Agent. In addition, no player should ever be told of their draft position or any designation or ranking given during the Draft process. Moreland Little League considers it inappropriate for anyone involved in the Draft to discuss anything related to the Draft, including the position a player was selected, with anyone outside of the Draft room. Violators of this rule will be subject to disciplinary action by the League's Code of Conduct Committee.

#### 5.1.4 Minor Division Draft

- A. In order to establish an equitable distribution of player talent in the Minor division of play, Moreland Little League has selected to re-pool its returning Minor players in conjunction with the guidelines of Plan B, as outlined in the Little League Rulebook.
- B. The Draft Committee shall be comprised of those in the room during the draft. The Minor division managers, the President, and the Player Agent will be present at the draft. At the Player Agent's discretion and subject to approval by the President, two additional administrators may be present to help facilitate the draft. These additional administrators must be board members and should be knowledgeable about the draft method such as the VP of baseball operations, the Major division commissioner, the Minor division commissioner, or the AA-Ball division commissioner.
- C. Draft order is by lottery for the Minor division.
- D. Prior to the start of the Draft, and prior to the lottery, the Player Agent will instruct the managers to identify a number of players equal to the total of the first two rounds of draft picks. These players shall be identified as either one of the best pitchers available or one of the best overall players in the minors draft. In an effort to ensure that each team has one of

the best pitchers and one of the best overall players, the Minors managers are encouraged, but not required to pick from this pool of players during the first two rounds.

- i. Exception: If a son/daughter of a manager is in the pool of players, he/she is required to pick their son/daughter in the first two rounds.
- j. At this point, the Player Agent will conduct the lottery to determine each manager's draft position. The draft selection will take place in a serpentine manner (example, 1-2-3-4-5-6, followed by 6-5-4-3-2-1 and then repeat the cycle). Once the Draft begins, no manager may leave the room without the approval of the Player Agent. Failure to obtain approval may result in the penalty of sitting out one or more rounds of the Draft. No cell phones may be used during the draft.
- k. Moreland Little League encourages managers, but does not require them, to select eligible players from the pool of returning players first in the draft followed by 11-year-old players, followed by 10-year-old players, down through 8-year-old players. The Player Agent will take extra care to ensure that the Draft proceeds in a manner that ensures that all 11-year-old players and all returning Minor players are selected in the course of the Draft.
- l. A draft round shall be completed when all managers who were eligible to exercise a draft choice have either selected a player or passed. A manager may pass at any point in any round of drafting and will not forfeit his/her right to a draft choice for the next round, unless all managers pass in succession, with the exception that a manager is not allowed to pass in the first two rounds, nor can a manager pass in a round in which an automatic draft is required (for instance: Sons/Daughters and/or Brothers/Sisters).
- m. An eligible player is considered drafted as soon as the manager whose turn it is calls his/her name.
- n. Managers will have a maximum of five minutes in which to make a draft selection for the first sixty minutes of the Draft. After sixty minutes have transpired, and even then, only after the current round is completed, managers will be limited to a maximum of two minutes in which to make a draft selection.
- o. After the assigned Minor division teams are filled to the limits established by the Player Agent for the current season, the Player Agent will declare the Draft to be complete and any surplus players shall be released to the AA-Ball division.
- p. Minor division managers will be responsible for contacting each of their players following the Draft, pursuant to the explicit instructions of the Player Agent. In addition, no player should ever be told of their draft position or any designation or ranking given during the Draft process. Moreland Little League considers it inappropriate for anyone involved in the Draft to discuss anything related to the Draft, including the position a player was selected, with anyone outside of the Draft room. Violators of this rule will be subject to disciplinary action by the League's Code of Conduct Committee.

### 5.1.5 Player Trades

- A. Trades are discouraged. Trades will be considered only for compelling reasons, and shall be conducted within the first 48 hours after the draft.
- B. Possibilities of any trades will be submitted by the Major or Minor division managers, and their recommendation will be submitted to the Player Agent, and then to the Draft Committee for approval.
- C. The Draft Committee shall decide each situation on its own merit. If a trade is not approved, the player remains as previously assigned. Exception: A trade can be made if a newly



appointed manager wants his/her son or daughter to join their team from another team. The Board of Directors does this subsequent to the draft, and subject to approval.

### 5.1.6 Replacement

- A. A team manager who loses a player on the roster during the current season through illness, injury, change of address or for other justifiable reasons, may obtain another player through the Player Agent to replace that player. Such change is subject to Board approval.
- B. If a player misses two consecutive games, the manager of that player shall contact the player's family to determine if the player will miss any future games. If the Player Agent confirms with the player's family that the player is no longer available, that manager has the right to name a replacement player.
- C. If a player misses four consecutive games, the manager must contact the Player Agent within 24 hours after the fourth game. If the Player Agent determines that the player will not be able to play in either the next game or the one after that, the Player Agent shall direct the manager to name a replacement player.
- D. The replacement player must be chosen within 72 hours. If, after this time period, a replacement player is not named, the Board of Directors will choose the replacement player. The Player Agent will contact the manager of the newly named player.
- E. The playing ability of the player shall not be considered a justifiable reason for replacement.
- F. A Major division manager is prohibited from bringing up a replacement from the Minor division during the last 2 weeks of the regular season schedule.

### 5.2 AA-Ball, A-Ball and T-Ball Team Formation

- A. The Player Agent is solely responsible for placing players onto AA-ball, A-Ball and T-Ball teams, but he/she may request help from the President, VP of Operations, a lower division commissioner, or the registrar.
- B. The Player Agent shall consider parent/guardian requests, schools attended by players, and zip codes of players, all in an effort to allow players to play on teams with their friends. However, the Player Agent must attempt to put together teams in such a way as to make each division as well balanced as possible and may not, therefore, be able to honor all requests.
- C. In an effort to decrease the disparities in skill level among teams in the AA-Ball division, the Player Agent will evenly distribute amongst the AA-Ball teams returning AA-Ball players who are league-age-9 or older.
- D. The decision(s) of the Player Agent are final and refunds will be made to those who are dissatisfied so long as the refund is requested before the first scheduled game is played. If the refund is requested after the uniforms have been ordered, the refund amount will be less the amount of the uniform cost for that player.

## 6. GENERAL GROUND RULES FOR ALL DIVISIONS OF PLAY

### 6.1 Game Preliminaries

#### 6.1.1 Uniforms

- A. All players must wear an approved athletic cup and supporter during all games. Girls may wear a soft-cup whereas boys are required to wear a hard-cup. If, in the umpire's judgment, a player is not properly equipped, that player shall be removed from the current game and the issue must be addressed by the manager so it does not occur in future games.

#### 6.1.2 Managers and Coaches Responsibilities

Team managers and coaches at all levels must do the following:

- A. Team Managers are responsible to only allow adults who have been approved to have regular contact with MLL players, to participate at any practice or game. Any adult who is to have any regular contact with MLL players during a practice or a game must go through the required background check before their name will appear on the 'approved list'.
- B. At least one manager or coach is required to remain at the field after a practice or a game until all players are picked up.
- C. All managers and coaches are bound by the League's Code of Conduct. The League will not tolerate any conduct unbecoming to the League, such as the use of profanity, striking, verbal or physical threats towards players, coaches, umpires, volunteers and/or members, negative comments about an opposing player, etc. Violators of this rule will be subject to disciplinary action by the League's Code of Conduct Committee.
- D. Notify the Division Commissioner of any issues involving parents, managers, coaches, or umpires.

#### 6.1.3 Field Setup and Breakdown

The home team sets up the field before game time. The away team breaks down the field at the completion of each game. Each team is responsible for cleaning out their dugout and taking the trash to the dumpster after every game.

- A. It is the responsibility of the home team to prepare the field for play. The field preparation must be complete at least 30 minutes before the scheduled start of the game. Preparing the field includes:
  - i. Dragging and watering the infield dirt,
  - ii. Sweeping out the dugouts,
  - iii. Painting the foul lines (using string guides) and batter's box,
  - iv. Installing the bases, and
  - v. Inspecting the field and repairing any holes in the outfield.
- B. The away team will be given at least 10 minutes of infield practice prior to the start of the game, while the home team may forfeit its infield practice if field preparation is not completed on time.
- C. It is the responsibility of the away team to break down the field. Breaking down the field includes:
  - i. Putting the bases away,
  - ii. Dragging the infield dirt,

- iii. Sweeping out the dugouts,
- iv. Filling in holes around home plate, pitching mound, bullpen, and any other location that is uneven,
- v. Watering and covering the pitcher's mound and batter's box,
- vi. Inspecting the field and repairing any holes in the outfield,
- vii. Hand watering any spots on the infield and outfield as needed,
- viii. The last away team of the day is responsible for taking all trash to the dumpster and replacing the trash bag, and
- ix. Closing and locking fields, sheds, and bathrooms after all games.

#### 6.1.4 Dugouts

- A. AA-Ball field, A-Ball field, and T-Ball field: The home team uses the 3rd base side dugout and the away team uses the 1st base side dugout.
- B. Major Field and Minor Field:
  - i. Regular season games: The home team uses the 1st base side dugout and the away team uses the 3rd base side dugout.
  - ii. Playoff games: The higher seed or the winner of the coin flip chooses their dugout.

#### 6.1.5 Infield Practice

- A. The away team gets infield practice for the first 10 minutes of warm-ups; home team gets last 10 minutes.
- B. For Major and Minor games, infield practice begins 30 minutes prior to game time to allow enough time for the umpire and manager meeting which begins 5 minutes prior to game time.

#### 6.1.6 Bullpens

Either a player wearing a batting helmet and glove or a coach must stand on the field to protect the pitcher and catcher in the bullpen from balls hit or thrown from the playing field.

#### 6.1.7 Playoffs

- A. Major, Minor, and AA-Ball divisions are encouraged to have seeded double elimination style playoffs at the end of the season.
- B. For Major and Minor divisions, seeding is determined in the following order:
  - i. Regular season standings,
  - ii. Head-to-head,
  - iii. Runs allowed (versus all teams played),
  - iv. Runs scored (versus all teams played),
  - v. Coin flip.
- C. For the AA-Ball division, seeding is random since no regular season standings are kept. No exceptions to this rule should be permitted – regular season rankings are inconsistent with the stated mission of AA-Ball at MLL.
- D. In the winner's bracket, the higher seeded team chooses to be the home team or the away team.
- E. In the loser's bracket and the "if needed" championship game, the winner of the coin-flip chooses to be the home team or the away team.

## 6.2 Supplemental Rules for Major and Minor Divisions

### 6.2.1 Common Rules and Regulations

- A. Length of games:
- i. No new inning may begin after 7:30pm.
  - ii. No new batter may come to the plate after 8:00pm.
  - iii. For Minors games: No new inning may begin after two hours have elapsed unless the game is a tie game and not the last inning. If the home team is leading and at bat, and the two-hour limit is reached, the umpire shall end the game and declare the home team the winner.
  - iv. For Majors games: there is no time limit on games aside from bylaws 6.2(A)(i-ii) listed above.
- B. Playing Time: Each rostered player present at the start of the game will participate on defense in each game for a minimum of nine (9) defensive outs. Batting orders will include each rostered player present at the start of the game and will run in continuous order, as per the Little League Rulebook.
- i. If a game concludes after four innings, for instance, by virtue of the 10-run rule, all players are required to have played at least six (6) defensive outs, and to have batted one (1) time.
  - ii. PENALTY: the player(s) involved shall start the next scheduled game, play any previous requirement not completed, and the requirement for this game before being removed. The manager will be subject to disciplinary action by the League's Code of Conduct Committee, in accordance with the official regulations and playing rules of Little League Baseball. If the violation is determined to be intentional, the manager will be subject to more severe disciplinary action by the League's Code of Conduct Committee, also in accordance with the official regulations and playing rules of Little League Baseball. However, forfeiture of a game may not be invoked.
- C. Adult Involvement During Games:
- i. For the benefit of the adults and for the safety of the players, at least two adult coaches must be used during all games and practice games. Managers violating this rule will be subject to disciplinary action by the League's Code of Conduct Committee.
  - ii. As per Official Playing Rule 4.05, at least one adult coach must be present in the dugout at all times. The dugout is defined as the covered bench area. If necessary, a player may serve as a base coach in order to keep an adult coach in the dugout at all times.
  - iii. As per Official Playing Rule 3.17, no one except eligible players in uniform, a manager, and not more than two coaches shall occupy the bench or dugout. However, during pre-game warm-ups, and specifically for the lower divisions, teams are allowed extra adult help in order to conduct timely and efficient warm-ups. The total number of adults participating in the warm-ups shall not exceed 3 for Majors, 5 for Minors, and 7 for AA, A and T-Ball divisions. As always, all adults that expect to be in regular contact with players shall pass the required background checks.
  - iv. Coaches cannot coach outside of the field area – i.e. in the stands or behind the fencing.

**D. Scorekeepers:**

- i. **GameChanger Electronic Scorekeeping:**
    - a. GameChanger shall be used as the official scorebook for all Major and Minor division games, rather than a paper scorebook. The use of GameChanger allows uniform stats to be automatically calculated for players. GameChanger also potentially allows individuals that are not able to attend the game to follow the game live via the internet.
    - b. For Moreland v. Moreland games, the Home team is to use the Head to Head Scoring function (where the scorekeeper is scoring for both teams - see the GameChanger site for more details). Both teams shall not use GameChanger in a Head to Head scoring mode.
  - ii. **Scorekeeping**
    - a. The Home team's scorekeeper keeps the official score of the game.
    - b. Scorekeepers may consult between innings to match scores and pitch counts. If discrepancies arise, the scorekeepers shall attempt to resolve them, but in the event of continued disagreement, the home team scorekeeper shall prevail.
    - c. Scorekeepers should make every effort to record each player's fielding position into GameChanger for each inning.
    - d. Scorekeepers cannot "coach" from the scorekeeper's box.
    - e. Failure to consistently enter games into GameChanger shall be taken into consideration in the selection of post season managers.
  - iii. **Score Revisions:** Revisions to stats may only be made by either the Head Scorekeeper or the Player Agent.
  - iv. **Pitching Affidavit:** At the Majors and Minors division of play, managers shall ensure that pitch count numbers are recorded in GameChanger by the scorekeeper, and these records will be made available to the plate umpire and opposing coaches through the app to ensure that a verifiable record of the eligibility of pitchers is available at the beginning of each game. Managers are responsible for ensuring that the pitch count information recorded on GameChanger is valid. It is recommended that they maintain pitch count numbers of their own during the game so that they can check for discrepancies with those recorded by the scorekeeper after the game has concluded.
- E. In the event of a formal protest, there is a protest fee of \$100.00. The manager makes a formal protest to the umpire. The umpire makes the home scorekeeper aware that there is a protest. The scorekeeper writes down the exact time of the protest, what the protest is, the inning, the player at bat, and how many balls and strikes are recorded at the time of the protest. The manager, the umpire, and the scorekeeper must sign a protest form. The game then proceeds. A protest form should be filled out at the end of the game. The protest is then forwarded to the protest committee. If the manager wins the protest, the \$100.00 protest fee will be returned.
- F. If a team is unable to place eight players on defense it will forfeit the game unless, by 8:00pm the night before, that team's manager:
- i. Contacts the Player Agent to request a player from the player pool and notifies the manager of the opposing team that a pool player has been requested, or
  - ii. Contacts the opposing team manager to reschedule. A team is only allowed to reschedule one game due to a shortage of players. After rescheduling one game due to a shortage of players, the team must use the player pool or forfeit.

- iii. The Board will review all forfeitures to make the final determination whether to reschedule or declare the game a forfeit.
- G. Player pools: The league will provide a player pool to aid teams that are having a difficult time getting enough players for their games and to help prevent game rescheduling or game forfeiture. A pool of players from existing regular season Major division, Minor division, and AA-Ball division teams may be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game.

Guidelines:

- i. The Player Agent will create and run the pool:
    - a. In creating the player pool, the Player Agent may consult with the President, VP of baseball operations, Major division commissioner, Minor division commissioner, AA-Ball division commissioner, Major division managers, Minor division managers, AA-Ball division managers, and player's parents.
    - b. Players should not be forced to participate in the player pool.
    - c. The Major division pool will consist of first year Major division players.
    - d. The Minor division pool will consist of first year Minor division players.
    - e. The player agent will determine the number of players in the player pools based on the number of teams in the Major and Minor divisions and the talent of the eligible players for the pools.
  - ii. The Player Agent, with the assistance of a few volunteers, will use the pool to assign players to teams that are short of players on a rotating basis.
  - iii. Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
  - iv. Players used from the pool will not be allowed to pitch, except during the player's own regular season scheduled games.
  - v. Pool players that are called and show up at the game site, by the scheduled game time, must play at least nine defensive outs and bat once. When playing in interlocking games against leagues that do not have the nine defensive out rule, the Little League Rulebook is followed. The Rulebook stipulates (Rule 3.03) that the pool player must play 6 consecutive defensive outs, but that if a player shows up late to a game, there is no minimum playing time requirement (Reg. IV (i)).
- H. Make-up games:
- i. Games that were not played or completed due to darkness, rain, special circumstances, etc. will need to be rescheduled within 2 weeks of the game. Managers shall notify the division commissioner about any games needing to be rescheduled. If the two managers do not agree upon a new date for the unplayed or unfinished game, the division commissioner may step in and facilitate getting the game rescheduled.
  - ii. Unplayed games and unresolved ties (Majors only) will result in a loss for both teams, so both teams are encouraged to schedule and make-up or complete these games prior to May 15.
  - iii. It is the responsibility of the managers to work with the league's game scheduler and the league's Umpire-In-Chief to schedule the make-up dates.
- I. Player Disciplinary Policy

- i. If a player has failed to show for multiple practices, the manager may bench the player an entire game, but the manager must contact the Player Agent before the game. The manager shall list the player on the game roster and inform the umpires and the opposing manager that the player is benched.
  - ii. If a player is a disciplinary concern for something other than missing practice, the manager shall consult with the player agent about other disciplinary means to correct the situation. If this fails to correct the situation, then the manager must contact the Player Agent, who will issue the player a first warning. If the situation continues, the manager must report again to the Player Agent, who will arrange for the player to come before the Code of Conduct Committee for any additional disciplinary treatment.
  - iii. If a player creates a disciplinary concern during a game, the manager may bench the player for the remainder of the game. The manager must report the situation to the umpires and the opposing manager and notify the Player Agent after the game.
  - iv. All disciplinary issues will be recorded in writing and brought to the attention of the Code of Conduct Committee by the Player Agent.
- J. Slash bunts (i.e., bringing the bat back after showing bunt, and swinging or slapping at the ball) are not allowed in Moreland Little League.
- i. If it is determined by the umpire that a team is executing slash bunts, the manager will be subject to removal from the game and subject to disciplinary action by the League's Code of Conduct Committee.
  - ii. In the case of a slash bunt, the batter may be called out by the umpire. Umpire judgment will determine if a slash bunt affected the advancement of runners and, thus, determine the placement of the runners.
  - iii. Slash bunts should however be taught in practices to prepare players for post-season games and potential interleague games where slash bunts are allowed.
- K. Thrown bats are strictly prohibited. If a bat is thrown, the batter may be called out by the umpire. In the case of a thrown bat, umpire judgment will determine if the thrown bat affected the advancement of runners and, thus, determine the placement of the runners.

### 6.2.2 Supplemental Rules for Major Division

- A. Each Major division team is required to develop at least one (and preferably more than one) under 12-year-old pitcher.
- i. This regulation will be considered to have been followed provided that the combined number of innings pitched by under 12-year-old pitchers for a team in a completed season is greater than 12.
  - ii. Violators of this rule will be subject to disciplinary action by the League's Code of Conduct Committee.
  - iii. Furthermore, the Board will direct that manager, acting manager or new manager to begin immediately pitching at least one under 12-year-old pitcher for a prescribed number of innings.
- B. Batting Order: to ensure additional at-bats for more players and in accordance with the Little League Rulebook, each Major division team must use a continuous batting order at all times, including preseason, regular season, interleague, and playoff games.
- C. As per Official Playing Rule 6.05(b), players may advance on a third strike that is not caught in flight by the catcher when first base is unoccupied or there are two outs.

### 6.2.3 Supplemental Rules for Minor Division

The purpose of the Minor division is to provide training and instruction for those candidates who by reason of age and other factors do not qualify for selection in the Major division. Although more competitive than the AA-Ball division, the Minor division is still a developmental division of play. The manager's responsibility is to develop pitchers and catchers, teach infield and outfield skills to each child, and provide a positive experience that will encourage the child to continue playing Little League.

#### A. Length of a game. (As also stated in bylaws 6.2(A)(i-iii))

- i. No new inning may begin after 7:30pm or after a time as outlined in the field use guidelines, whichever is earlier.
- ii. No new batter may come to the plate after 8:00pm. iii. Games can end in a tie if time restrictions are reached or the last inning has been played.
- iii. As per Official Playing Rule 5.07, the half-inning is over when any of these three occur:
  - a. Three offensive players are legally put out, or
  - b. All players on the roster have batted one time, or
  - c. 5 runs have scored. No runs after five will count towards the final score in any half-inning, even if a home run is involved. If five runs have scored and a play is still in process, the play shall be allowed to continue until it has concluded. However, no additional runs will be counted. If it is discovered that five runs have been scored after a new batter has begun his plate appearance, the play is stopped and the batter leads off the following inning.
  - d. If a Minors game reaches the 6th inning that is the last inning and the 5-run rule is suspended.
  - e. Per the Option for rule 5.07 in the Little League Rulebook, the five-run rule may be suspended in the last half-inning for either team in games that do not reach the 6th inning for Minors division games only. The requirements for suspending the five-run rule in a last inning is that: 1) both managers must agree to declare an inning as a "last inning"; 2) both managers must agree to suspend the 5-run rule in the declared "last inning"; and 3) the declaration of an inning as the "last inning" must be communicated to the umpire prior to a pitcher throwing a pitch to a batter in the top of that inning.
- iv. To declare an inning as a "last inning":
  - a. Both managers must agree that the game shall end at the conclusion of the "last inning" (or half inning if the home team is ahead), and
  - b. At least one manager must inform the umpire of the "last inning". The umpire is responsible for stopping play to confirm the agreement of both managers, and informing the official scorekeeper of the "last inning". If the umpire is unable to confirm agreement of the managers within a reasonable time, there is no declared "last inning".
  - c. Note:
    1. In deciding on the "last inning", both managers should take into consideration the pace of the game, the game time restrictions listed above (i-iii), and the prevailing light conditions based upon the sunset chart which is posted in the score booth.



2. Per rule 4.10 in the Rulebook, a game that is shorter than 6 innings can end without the managers declaring a “last inning” and there is no requirement to suspend the 5-run rule prior to the end of the game.
  3. Minors games can end in a tie.
  4. Nothing in this rule shall limit the umpire’s ability to suspend and/or terminate play at his/her discretion.
- B. During the regular season, each player will play both infield and outfield positions, for at last three consecutive defensive outs, in each game (this must be achieved before the end of the fourth inning), unless the player specifically asks to play 100% of their time in the outfield. Each child should have the opportunity to play each position by the end of the season unless there are legitimate concerns for the safety of the child. This requirement is not applicable in the Minors playoffs.
- C. All players will bat consecutively through the order presented to the umpires and opposing team at the start of the game. Each child should have the opportunity to bat in different spots in the batting order by the end of the season. The manager should avoid using the same batting order every game of the regular season.
- D. During the first half of the regular season, umpires will warn a pitcher if he/she makes an illegal pitch, declare it an illegal pitch, and explain to the pitcher how he/she is making the illegal pitch, before play is resumed. During the second half of the season, the Little League rulebook (Rules 8.01 and 8.02) will apply. Please ask your umpires to remember the advice of the Chief Umpire, and only call flagrant illegal pitches.
- E. During the first half of the regular season, umpires will warn a base runner if he/she leaves the base too early, declare it illegal, and explain to the runner how he/she is making the illegal move before play is resumed. During the second half of the season, the Little League rulebook will apply. Please ask your umpires to remember the advice of the Chief Umpire, and only call flagrant violations.
- F. During the first half of the regular season, umpires will warn a fielder if he/she obstructs a runner, declare it illegal, and explain to the fielder how he/she obstructed the runner before play is resumed. During the second half of the season, the Little League rulebook will apply. Please ask your umpires to remember the advice of the Chief Umpire, and only call flagrant violations. The Commissioner will notify the managers and the Umpire in Chief when this change will take place.
- G. Any Minor player that is suspended by the manager or Player Agent will be ineligible to be brought up to the Major division that season.

### 6.3 Supplemental Rules for AA-Ball Division

The AA-Ball division is an instructional level of Moreland Little League. Its intent is not to cultivate a competitive atmosphere, but to improve players’ skill level and to prepare the children for the more competitive Minor and Major divisions of play. As such, the development of pitchers and catchers should be a primary focus in the division. Counting total runs and winning the game will not be the focus. The manager’s responsibility is to teach the fundamentals of the game, develop pitchers and catchers and to provide a positive experience that will encourage the child to continue playing Little League.

#### 6.3.1 Basic Rules and Regulations

- A. Coach Pitch:

- i. Batter receives 5 pitches from the coach.
  - ii. The batter can be called out on a called or swinging strike 3.
    - a. In the early season, the home and away team managers may agree to waive the swinging strikes rule to ensure each batter sees at least five pitches per at bat. This should only persist for the first few games of the season.
  - iii. After 5 coach pitches, the batter is out, unless:
    - a. The 5th pitch from the coach is out of the strike zone, in which case the coach who is pitching may make an additional pitch to the batter, or
    - b. The player fouls off the fifth (and subsequent) pitches. The batter cannot strike out on a foul ball.
  - iv. Pitches should be flat and hittable.
  - v. Coaches must pitch from the pitching mound having at least one foot on the pitching mound dirt.
- B. Player pitching
- i. Coaches will start pitching from the start of the season. The AA-Ball division commissioner will work with the AA-Ball division managers to determine when to implement the changeover to player pitching.
  - ii. As far as possible, players shall be required to pitch from the rubber. The goal of player pitch in AA-Ball is to prepare pitchers to be able to throw strikes from the mound at the next level, meaning that practice at doing so should be valued over short-term performance (e.g., strikeouts, etc.) within the division. If a player is not able to reach the plate with his/her pitches, the player shall be allowed to pitch from the base of the mound. Managers shall strive to develop their pitchers to eventually be able to pitch from the rubber.
  - iii. To enable at least 4 innings each game, players will pitch for the first 3 innings, then coaches will pitch for the remainder of the game. If both managers agree, coach pitch may begin after the 2nd inning if the game is progressing slowly. Similarly, if both managers agree, player pitch may continue after the 3rd inning if the game is progressing quickly.
  - iv. Start of play: The player pitcher must have one foot on the pitcher's mound dirt to start play.
  - v. No walks: Coach/manager will pitch to a batter after 4 balls are thrown to a batter. When this happens:
    - a. Strike and Ball count will be erased,
    - b. The batter receives 3 pitches from the coach,
    - c. After 3 coach pitches, the batter is out unless
      1. The 3rd pitch from the coach is out of the strike zone, in which case the coach who is pitching may make an additional pitch to the batter, or
      2. The player fouls off the fifth (and subsequent) pitches. The batter cannot strike out on a foul ball.
      3. Pitches should be flat and hittable.
      4. Coaches must pitch from the pitching mound and have at least one foot on the pitching mound dirt.
  - vi. If a team's pitchers throw 4 balls to 4 batters in one inning (total for all pitchers), a coach will pitch for the remainder of that inning.
- C. Ending the play:

- i. Coaches should instruct and encourage players in practices and games to make throws to the lead bag or attempt to make outs directly on runners.
  - ii. A maximum of 1 base advance per runner per overthrow. A maximum of 2 overthrows per at-bat. Runners advance at their own risk.
  - iii. To limit over-aggressive base running, the play is considered “dead” immediately when a second overthrow occurs. The umpire shall call “time” to announce the play is dead at the moment the second overthrow occurs.
    - a. Runners will advance to the next base if they are more than 50% of the way to the next base when time is called.
    - b. Runners will return to the prior base if they are less than 50% of the way to the next base when time is called.
    - c. Hash marks or umpire’s judgment shall be made as to where the runners were in relationship to the 50% point when time is called.
- D. Pace of play: If a catcher is on base with two outs, a pinch runner must be provided for the catcher so he/she can get the gear on for the next inning. The pinch runner must be the player who made the last batted out.
- E. Batting:
- i. All players bat, even though they may not be playing defense.
  - ii. A continuous batting order should be established at the beginning of the season. Each game the lead-off batter should be rotated, giving all players a similar number of at-bats throughout the season.
- F. Base Running and Sliding:
- i. Players should be encouraged to run the bases on balls in play. a. Balls hit to the outfield, the base coaches will have the green light to send kids to second or third.
  - ii. Coaches will not coach “overaggressive” base running, such as sending kids to 2nd base or 1st to 3rd base on infield hits.
  - iii. A maximum of 1 base advance per runner per overthrow. Only 2 overthrows per ball put in play. Runners advance at their own risk.
  - iv. No stealing.
  - v. No advancing on passed balls to the catcher.
  - vi. No infield fly rule.
  - vii. Sliding is not permitted at first, although coaches must teach proper sliding technique in practice. The managers and AA-Ball Commissioner may introduce sliding after the 5th game once they are comfortable that the fundamentals have been taught to every child.
  - viii. No headfirst sliding allowed.
  - ix. Tagging up is allowed if the ball is caught by an outfielder beyond the infield dirt.
- G. Coaching on the field:
- i. Two coaches are allowed to be in the outfield when their team is on defense. Coach must be behind outfielders.
  - ii. Throughout the season, a manager or coach from the defensive team is allowed behind home plate to shag balls in an effort to keep the game moving. The manager/coach will throw the ball back to the pitcher.
- H. Defense:
- i. Teams must field 4 outfielders.
    - a. No “buck” short stops or additional infielders.

- b. Outfielders should be at least 30 feet out from the grass infield edge when the batter swings.
    - ii. Each player should play both infield and outfield positions in each game, unless the player specifically asks to play 100% of their time in the outfield. Each child should have the opportunity to play each position by the end of the season, unless there are legitimate concerns for the safety of the child.
- I. Bunting is not allowed. However, it should be taught in practices to prepare players for the Minor division.
- J. Game time limit:
  - i. No new inning shall start after 75 minutes have elapsed from the start of play.
  - ii. 90 minutes is the ideal time limit guideline for a game at this level. Yet, the bottom half of the last inning shall always be played. The full final inning shall be played regardless of whether the visiting is 'ahead' by more than 5 runs in the unofficial score.
- K. Playoffs: Managers and the AA-Ball Commissioner will determine the playoff structure and schedule. A double elimination tournament is strongly suggested, and all teams must be allowed to participate. Someone outside of AA shall conduct the blind draw for the playoffs. Playoffs shall be in the spirit of AA-Ball.
- L. Thrown Bats:
  - i. 1st time, child will be warned.
  - ii. 2nd time per at bat, the child is out.
- M. Parents: Managers need to communicate to the parents that the goal of AA-Ball is not to win at any cost, but to ensure a positive experience for all players while building their skills for later levels.
- N. Scorekeeping for AA
  - i. Five run rule in effect per inning. After the 5th run has crossed the plate, the inning is stopped.
  - ii. Each AA team is responsible for tracking their offensive activity (to allow no new batters after 5 runs have crossed home plate each half inning), defensive positioning and pitch count.

## 6.4 Supplemental Rules for A-Ball Division

The A-Ball division is the first transitional level of Moreland Little League. Counting total runs and winning the game will not be the focus. The goal of this level is to continue the atmosphere of fun from T-Ball, but to also patiently introduce some of the key foundational aspects of how to think and move as a baseball player. Even during games, instruction is the main emphasis at the A-Ball level. Coaches, on both sides of the ball, are to take time, between plays, to review the previous play in order to guide the players about how to think through and execute the core skills of this level (See 6.4(A)) for a list of these core skills). Instead of cultivating a competitive atmosphere, the goal at this level is to instill in the players the habit of listening and learning from coaches and managers from both teams.

In all of organized youth sports there is a tension for the parents and coaches between stressing, on the one hand, whether a player makes a great play or an error, and on the other hand where the focus is merely on the process of learning and no attention is put on the consequences. Moreland Little League hopes to provide an environment where A-ball players, coaches, and parents can blend both sides of this tension and come to see that errors are not to

be a source of embarrassment or ridicule. In fact, at the A-Ball level errors, mental or physical, are a part of the game that play a key role to improve their players skill level so they can be prepared for the AA-Ball division of play. The manager's responsibility is to teach the fundamentals of the game in a manner that provides all players an opportunity to have a positive experience that will encourage the child to continue playing Little League.

#### 6.4.1 Basic Rules and Regulations

- A. Game time should not exceed one hour and 15 minutes.
- B. No score is kept.
- C. All players on the roster may be given a defensive position as per Official Playing Rule 3.17.
- D. A half-inning is completed when all players on the roster have batted one time.
- E. Base runners must stay in contact with the base until the ball is hit.
- F. No stealing.
- G. No bunting.
- H. No sliding.
- I. A runner, at his own risk, may attempt to advance two bases on a ball hit past the infielders.
- J. Home run hitter:
  - i. The last batter of the half-inning attempts to run all the way <sup>SEP</sup>around the bases.
  - ii. Subject to board approval, the A-Ball division Commissioner will work with the A-Ball division Managers to determine how many regular season games to use a home run hitter.
- K. Manager or coaches will pitch to their respective team:
  - i. Batter receives 5 pitches from the coach.
  - ii. Pitches should be flat and hittable.
  - iii. Coaches can pitch from an area that allows them to throw strikes to the batter.
  - iv. If the 5th pitch from the coach is out of the strike zone, the coach who is pitching may allow 1 more pitch to the batter.
  - v. After 5 coach pitches, a Tee is brought out.
- L. Coaching on the field:
  - i. Coaches are allowed to be on the field to instruct players when their team is on defense.
  - ii. A manager or coach from the defensive team is allowed behind home plate to shag balls in an effort to keep the game moving. The manager/coach will throw the ball back to the pitcher. The manager/coach may have three or more spare baseballs to replace balls that go out of play.

#### 6.4.2 A-Ball Core Skills and Instruction

- A. Core skills:
  - i. Base running (running hard through 1st base and knowing how to react to a line drive and fly ball).
  - ii. Hitting a pitched ball.
  - iii. Fielding a grounder and throwing to first immediately.
  - iv. Fielding a ball hit to the outfield and throwing to the cut off.
  - v. Players playing 2nd or SS learning how to underhand the ball to the one covering 2nd.
  - vi. Learning how to play catch.

- B. Examples of possible game-time instruction:
  - i. Base running: if a batter hits a fly ball that is caught, it is likely that any base runners would be off with the crack of the bat. This would most likely cause mass confusion on the field and much yelling from the base coaches, dugouts and stands. After the play, time is called, and one or more coaches are able to instruct players on both sides of the ball about how to handle this situation.
  - ii. Relaying the ball hit to the outfield: when a ball is hit to the outfield, the batter has the option to try for a double. Early in the season, on a play like this, the team in the field usually has at least one moment when at least two players are fighting for the ball. After time is called. Coaches from each team can alternate instructing their team about how to handle this type of play in the future.
- C. Benefits of game time Instruction for the A-Ball level: Instruction can happen after the roar of the play is over, with the noise level down, coaches can speak to their team in a way that both teams can hear enabling both teams to learn about both sides of the ball from many voices.

## 6.5 Supplemental Rules for T-Ball Division

The T-Ball division is an instructional level of Moreland Little League. Its intent is to provide organized fun where games and practices are geared towards building teamwork, sportsmanship, hand-eye coordination, and a basic understanding of the game. Game scores and win/loss records are not kept. The play in this division is fun and exciting and everybody wins. The manager's responsibility is to teach the fundamentals of the game and to provide a positive experience that will encourage the child to continue playing Little League.

### 6.5.1 Basic Rules and Regulations

- A. Game time should not exceed one hour.
- B. No score is kept.
- C. All players on the roster may be given a defensive position as per Official Playing Rule 3.17.
- D. A half-inning is completed when all players on the roster have batted one time.
- E. No outs. The defense should attempt to make the out, but the runner will stay on the base and not return to the dugout. F. Batters hit off a Tee.
- F. Base runners must stay in contact with the base until the ball is hit.
- G. No stealing.
- H. No bunting.
- I. No sliding.
- J. Home run hitter. The last batter of the half-inning runs all the way around the bases throughout the season.
- K. Coaches are allowed to be on the field to instruct players when their team is on defense.
- L. The managers and T-Ball Commissioner may introduce coach pitching after the 5th game once they are comfortable that hitting fundamentals have been taught to every child:
  - i. The coach may pitch to only the players who are ready for coach pitch.
  - ii. Batter receives 3 pitches (maximum) from the coach.
  - iii. After 3 coach pitches, a Tee is brought out.

## 7. ALL-STAR TEAM RULES AND REGULATIONS

### 7.1 Player Selection Processes

#### 7.1.1 Selection of 12-year-old All-Star Players

- A. This All-Star team shall consist of twelve to fourteen players, selected from eligible players by the All-Star Selection Committee. The committee will consist of the Major division managers. No substitutes or alternates for the above-named members shall be allowed. The Committee will be chaired by the Player Agent and the League President.
- B. During the last three weeks of the regular season, the Player Agent will facilitate an election amongst the Majors division players, allowing them to nominate nine players to this All-Star Team. The Player Agent will provide each Major division player a ballot containing the names of all Majors players ages 12-10 years old. The players shall vote for a maximum of nine players. These votes will be tallied by the Election Verification Committee, consisting of the Player Agent, the League President, and a Board Member who does not have an eligible child on a Major Division team. The Election Verification Committee may disqualify ballots marked with more than nine players. The names of the nine players receiving the most votes shall be delivered to the All-Star Selection Committee for consideration. If there is a tie for the ninth position, the 10th player shall also be given to the Committee. The names of the players and teams from which they belong shall be kept secret by the Election Verification Committee until the All-Star Selection Committee convenes to appoint the players.
- C. The All-Star Selection Committee meeting will be convened prior to the naming of the All-Star manager. Each manager shall submit, prior to the meeting, their list of the top fourteen players that they believe should be on the All-Star Team. Failure to submit the top-14 list shall result in the said representative forfeiting his/her vote in the All-Star selection process. Also, each manager will bring his/her team statistics to the meeting to help the committee evaluate the players considered. The top nine vote getters from the player ballots will be revealed to the group and voted on by the All-Star Selection Committee. Once the top nine players are voted on, the Player Agent will reveal the remaining players to be discussed and voted on coming from the managers' top-14 lists. In the event a player or players named to the team cannot play or cannot at some point continue to play, the All-Star Selection Committee will reconvene to name a replacement. Each Major division team shall be represented by at least one player named to the All-Star Team.
- D. Managers will not contact any All-Star players until after the League makes an official announcement of the team members or the Player Agents gives the managers permission. Per Little League International, Local leagues will be able to announce their tournament teams on June 1, which is the same date the teams can begin to practice.
- E. The All-Star manager will decide how to handle vacation absences. In some instances, the manager may not accept players on an All-Star team due to a lengthy vacation absence.

#### 7.1.2 Selection of 11-year-old All-Star Players

- A. This All-Star team shall consist of twelve to fourteen players, selected from eligible players by the All-Star Selection Committee. The committee will consist of the Major division

managers and coaches and the Minor division managers. No substitutes or alternates for the above-named members shall be allowed. The Committee will be chaired by the Player Agent and the League President.

- B. During the last three weeks of the regular season, the Player Agent will conduct an election amongst the Major and Minor division players, allowing them to nominate nine players to the All-Star Team. The Player Agent will provide each Major and Minor division player a ballot containing the names of all 11-9 years olds in their division. The players shall vote for a maximum of nine players. These votes will be tallied by the Election Verification Committee, consisting of the Player Agent, the League President, and a Board Member who does not have an eligible child on a Major or Minor Division team. The Election Verification Committee may disqualify ballots marked with more than nine players. The names of the nine players receiving the most votes shall be delivered to the All-Star Selection Committee for consideration. If there is a tie for the ninth position, the 10th player shall also be given to the Committee. The names of the players and teams from which they belong shall be kept secret by the Election Verification Committee until the All-Star Selection Committee convenes to appoint the players.
- C. The All-Star Selection Committee meeting will be convened prior to the naming of the All-Star manager. Each representative and the Player Agent will submit, prior to the meeting, their list of the top fourteen or more players that they believe should be on the All-Star Team. Failure to submit the top-14 list shall result in the said representative forfeiting his/her vote in the All-Star selection process. Also, each manager will bring his team statistics to the meeting to help the committee evaluate the players considered. The top nine vote getters from the player ballots will be revealed to the group and voted on by the All-Star Selection Committee. Once the top nine players are voted on, the Player Agent will reveal the remaining players to be discussed and voted on coming from the managers' top14 lists. In the event a player or players named to the team cannot play or cannot at some point continue to play, the All-Star Selection Committee will reconvene to name a replacement.
- D. Managers will not contact any All-Star players until after the League makes an official announcement of the team members or the Player Agents gives the managers permission. Per Little League International, Local leagues will be able to announce their tournament teams on June 1, which is the same date the teams can begin to practice.
- E. The All-Star manager will decide how to handle vacation absences. In some instances, the manager may not accept players on an All-Star team due to a lengthy vacation absence.

### 7.1.3 Selection of 10-year-old All-Star Players

- A. This All-Star team shall consist of twelve to fourteen players, selected from eligible players by the All-Star Selection Committee. The committee will consist of the Major division managers and coaches and the Minor division managers and coaches. No substitutes or alternates for the above-named members shall be allowed. The Committee will be chaired by the Player Agent and the League President.
- B. All Majors Division players who are 10 years old or younger shall be given deference to make this All-Star team.
- C. In the last two weeks of the regular season, the Player Agent will conduct an election amongst the Minor division players, allowing them to nominate nine players to the All-Star team. The Player Agent will provide each Minor division player a ballot containing the names of all players ages 10-8 years old for this All-Star team. The players shall vote for a maximum of nine players. These votes will be tallied by the Election Verification Committee,



consisting of the Player Agent, the League President, and a Board Member who does not have an eligible child on a Major or Minor Division team. The Election Verification Committee may disqualify ballots marked with more than nine players. The names of the nine players receiving the most votes shall be delivered to the All-Star Selection Committee for consideration. If there is a tie for the ninth position, the 10th player shall also be given to the Committee. The names of the players and teams from which they belong shall be kept secret by the Election Verification Committee until the All-Star Selection Committee convenes to appoint the players.

- D. The All-Star Selection Committee meeting will be convened prior to the naming of the All-Star manager. Each representative will submit, prior to the meeting, their list of the top fourteen players that they believe should be on the All-Star Team. Failure to submit the top-14 list shall result in the said representative forfeiting his/her vote in the All-Star selection process. Also, each manager will bring his team statistics to the meeting to help the committee evaluate the players considered. The top nine vote getters from the player ballots will be revealed to the group and voted on by the All-Star Selection Committee. Once the top nine players are voted on, the Player Agent will reveal the remaining players to be discussed and voted on coming from the managers' top-14 lists. In the event a player or players named to the team cannot play or cannot at some point continue to play, the All-Star Selection Committee will reconvene to name a replacement.
- E. Managers will not contact any All-Star players until after the League makes an official announcement of the team members or the Player Agents gives the managers permission. Per Little League International, Local leagues will be able to announce their tournament teams on June 1, which is the same date the teams can begin to practice.
- F. The All-Star manager will decide how to handle vacation absences. In some instances, the manager may not accept players on an All-Star team due to a lengthy vacation absence.

#### 7.1.4 Selection of 9U Tournament Players

- A. Selection of 9U Tournament players shall be made by the Selection Committee. The 9U Tournament team(s) shall consist of twelve to fourteen players, selected from eligible players as appointed by the Selection Committee. The Selection Committee will consist of the Minor division managers and coaches, the AA-Ball division managers, the Minor division commissioner, the AA-Ball division commissioner, the Player Agent, and the President. No substitutes or alternates for the above-named members shall be allowed. The committee will be chaired by the Player Agent and the League President.
- B. All Minors Division players who are 9 years old shall be given deference before AA Ball players to make this Tournament team.
- C. At least six weeks prior to the end of the regular AA-Ball season the Minor Division Commissioner and the AA-Ball Division Commissioner should solicit their Division Managers to submit their top 10 qualified players from their respective divisions and solicit Minor and AA-Ball players interest and availability in participating in the 9U tournament to compile a roster of potential 9U Tournament Team Players.
- D. The Selection Committee meeting will be convened prior to the naming of the 9U Tournament manager(s). Each representative and the Player Agent shall submit, prior to the meeting, their list of the top fourteen players that they believe should be on the 9U Tournament Team. Failure to submit the top-14 list shall result in the said representative forfeiting his/her vote in the 9U Tournament selection process. Also, each manager will bring his team statistics to the meeting to help the committee evaluate the players

considered. The Selection Committee will then be tasked with selecting the roster of the 9U Tournament team(s). In the event a player or players named to the team(s) cannot play or cannot at some point continue to play, the Selection Committee will reconvene to name a replacement.

- E. Since the 9U tournament teams are not official Little League All-Star teams, there is no restriction on when 9U tournament managers can contact the 9U tournament players. Managers are encouraged to begin practices as soon as possible.
- F. The 9U Tournament manager(s) will decide how to handle vacation absences. In some instances, the manager(s) may not accept players on a 9U Tournament team due to a lengthy vacation absence.

#### 7.1.5 Selection of 8U Tournament Players

- A. The 8U Tournament team(s) shall consist of twelve to fourteen players, selected from eligible 7-year-old and 8-year-old players as appointed by the Selection Committee. The Selection Committee will consist of the following Representatives: AA-Ball division managers and coaches, the AA-Ball division commissioner, Minor division managers and coaches, the Minor division commissioner, , the Player Agent, and the President. No substitutes or alternates for the above-named members shall be allowed. Any individual serving two or more roles shall not be entitled to more than one vote in the Selection Committee selection process discussed below. The Selection Committee will be chaired by the Player Agent and the League President.
- B. All Minors Division players who are 8 years old shall be given deference to make this Tournament team prior to AA Ball players.
- C. At least six weeks prior to the end of the regular AA-Ball season the AA-Ball division commissioner should solicit Minor Managers and AA Ball Managers to submit their top 10 qualified players for their division and solicit Minor and AABall player interest and availability in participating in the 8U tournament to compile a roster of potential AA-Ball 8U Tournament Team Players. The AA-Ball division commissioner must convey to AA-Ball player parents that the 8U tournament is a competitive tournament and that AA-Ball player parents should be mindful of: (i) their child's baseball skills; (ii) their child's ability and maturity in performing in a competitive environment such that the experience will not be detrimental to the child; and (iii) commitment to attend the practices and games for the tournament.
- D. The Selection Committee meeting should be convened prior to the naming of the 8U Tournament manager(s). Each representative and the Player Agent shall submit their list of their top fourteen or more that they believe should be on the All-Star Team(s) prior to the selection meeting. Failure to submit the top-14 list shall result in the said representative forfeiting his/her vote in the 8U Tournament Team selection process. The AA-Ball division commissioner shall bring the roster of potential AA-Ball 8U Tournament Team Players to the meeting. The Selection Committee will then be tasked with selecting the final roster of the 8U Tournament team(s). If after 1 hour, the Selection Committee cannot agree on unanimous selection of the entire final roster of the 8U Tournament team(s), the Player Agent shall first fill the final roster of the 8U Tournament team(s) with players that are unanimously selected by the Selection Committee. The Player Agent shall fill any remaining roster positions using a vote of Selection Committee members, where the vote of each Selection Committee member shall be held confidentially by the Player Agent.
  - i. Once the tournament team is established, the Player Agent, in consultation with the 8u Tournament manager, may invite up to 6 additional players to the join a "practice

squad” of players who attend practices and may be called up to play in the event of a shortage of selected players.

- E. The Selection Committee should consider a player’s baseball skills as well as a player’s ability to listen to coaches, behave well, and be a team player. In the event a player or players named to the team(s) cannot play or cannot at some point continue to play, the Selection Committee will reconvene to name a replacement. Best efforts should be made to ensure that each AA-Ball division team is represented by at least one player named to the 8U Tournament Team(s).
- F. Since the 8U tournament teams are not official Little League All-Star teams, there is no restriction on when 8U Tournament managers can contact the 8U tournament players. Managers are encouraged to begin practices as soon as possible.
- G. The 8U Tournament manager(s) will decide how to handle vacation absences. In some instances, the manager(s) may not accept players on an 8U Tournament team due to a lengthy vacation absence.

## 7.2 Selection of All-Star Managers and Coaches

- A. Managers and coaches who wish to be considered for the position of All-Star Manager need to fill out the post season All-Star Manager Application form. The 12/11 All-Star, 11/10 All-Star, 10/9 All-Star, and the 9U & 8U friendship tournament team managers shall be selected by the Executive Committee from the pool of regular season managers and coaches based on the following criteria (items i-iii). below shall all be considered in choosing an All-Star manager):
  - i. Accomplishment of stated goals for the respective division of play,
  - ii. Conduct on and off the field, and
  - iii. Board approval.
- B. Each manager will then select the coaches for their team, subject to Selection Committee and Board approval. Provided they have met league expectations in accordance with criteria i. and ii. above during the regular season, regular season managers shall be given right of first refusal to be assigned as All-Star team coaches.