SWEETWATER VALLEY

LITTLE LEAGUE

LOCAL RULES

2026 SPRING SEASON

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1) **Manager and Coach Requirements and Responsibilities**
   a) During the registration process, all interested volunteers shall complete a volunteer form and add their name to a list for Manager and Coach consideration. Qualified Managers and Coaches must possess leadership ability, the know-how to work with children and be skilled at training in the fundamentals of teamwork and good sportsmanship.
      i) The Coaching Director reviews all names to be included and prepares a list, by division, of prospective Managers. The list is presented to the Executive Board for approval prior to assessments.
      ii) Coaches will be selected by Managers, and names will be provided to Division Directors and Executive Board for approval. Volunteer applications are to be turned in for all Managers and Coaches for each team.
      iii) Managers will be responsible for providing coaches, team parent, scorekeepers, and parent support for snack bar assignments, field preparation and maintenance and providing umpires if required by that Division. Failure to comply with scorekeeping duties, snack bar assignments, and field preparation and maintenance is subject to disciplinary action.
      iv) Managers and Coaches will participate in league sponsored clinics and field maintenance days. Failure to participate could affect eligibility for postseason manager or coach position, i.e. All Stars and TOC.
      v) Equipment will be dispersed by the Equipment Manager. Each Division Director will assist the Equipment Manager with the return of their Division's equipment and verify it against the equipment inventory list. Failure to return equipment assigned may result in disqualification from future Manager consideration.
      vi) It will be the responsibility of the Manager to ensure that there is no food on the field or in the dugout while playing; this includes chewing gum and sunflower seeds.
      vii) Managers are responsible for ensuring all players comply with uniform, equipment, and safety rules for each game as outlined by Little League.
      viii) Failure to comply with cleaning the dugout, bleachers, and adhering to uniform, equipment, and safety guidelines is subject to disciplinary action.
      ix) Managers and Coaches are not permitted to hold team practices off-site, except for facilities which carry their own liability insurance, as opposed to public parks and other public facilities. Violation of this may result in disciplinary action.
      x) All Managers and Coaches are required to read the current official Little League Rulebook and adhere to the guidelines and rules therein. Managers and Coaches are also required to read and abide by the SVLL Local Rules and Safety Plan.
      xi) The Disciplinary Committee (President, Vice Presidents and applicable Executive Board Member(s)) will review each violation of rules and code of conduct on a case-by-case basis and will determine disciplinary action for all incidents and/or conduct violations. Penalties can range from a verbal warning through removal/suspension for the entire season and disqualification for post season and future play, management and/or coaching for the league. Conduct while engaging in any Little League activity on or off the field is of the utmost importance. Players, Managers, Coaches and Parents are expected to exhibit the highest level of respect for the game, the facility, the umpires, and their fellow members.
      xii) All Managers and Coaches must have the required training completed prior to the first practice. All team parents must have the required training completed before the first game.

2) Team Selection, Assessments, Draft, Lost Player(s) Guidelines, and Pool Players

a) Upon determining the dates of registration and gathering all required documentation, the SVLL Player Agents will conduct assessments.
   i) Assessments will be in January and all players (Minor B and above) must assess. A schedule will be provided during registration, and the assessments will be conducted according to league age and division. Players who fail to assess may be disqualified, placed on the waiting list, or at the discretion of the Player Agents be placed in the blind draw or the regular draft. Players must be fully verified by a Board Member prior to participating in assessments.
   ii) All Board members will be present with prospective Managers to prepare the field and coordinate the assessments.
   iii) All players wishing to assess for a higher division will assess in both their appropriate league age group and for the higher division. An assessment does not guarantee team placement in the higher division. There must be available roster spots in the higher division, and the player must be drafted by a Manager in the higher division by the designated round.

b) Draft will be attended by Player Agents, the President, and Managers. The Manager may forfeit their draft seat to a potential Coach if they are unavailable.
   i) Draft will be conducted according to the Little League Operating procedures and will be outlined the night of the draft. SVLL will redraft annually and use the serpentine method. Draft order is determined the night of the draft.
   ii) Players Little League age (LLA) 10, 11 and 12 years old are eligible for the Majors Division draft. In order for a LLA 9-year-old player to be considered for the Majors Division, the Board of Directors must receive in writing from the parent during registration the request of intent. The player will be allowed to assess; however, assessing for the Majors Division does not guarantee a player will be drafted to the Majors Division.
   iii) Majors teams will attempt to draft 12 players to each team. Eligible LLA 10-year-old players can be drafted to the Majors Division based on availability and skill to complete teams. The exception to this rule is if the parent has notified the Board at registration that they do not want their player to be considered for Majors.
   iv) A Majors Manager's LLA 12-year-old player will be drafted in the 3rd round, their LLA 11-year-old player will be drafted in the 4th round, and their LLA 10-year-old player will be in the 5th round. Any LLA 10-year-old drafted to the Majors division must be drafted by the 6th round.
   v) A Minor A Manager's LLA 10-year-old player will be drafted in the 4th round, their LLA 9-year-old will be drafted in the 5th round, and their LLA 8-year-old player will be drafted in the 6th round. Any LLA 8-year-old drafted to the Minor A division must be drafted by the 6th round.
   vi) A Minor B Manager's LLA 8-year-old player will be drafted in the 4th round, their LLA 7-year-old player will be drafted in the 5th round, and their LLA 6-year-old player will be drafted in the 6th round.
   vii) All trades must be equitable and completed the night of the draft or within the number of days set by the Player Agents for each division draft. All trades must be approved by the Player Agents. Rosters will not be distributed to any Managers until all trades have been completed.
   viii) Once team rosters are finalized by the Player Agents, there will be no changes.

NOTE: NO ELECTRONICS WILL BE ALLOWED IN ROOM ON DRAFT DAY AND A CONFIDENTIALITY FORM MUST BE SIGNED BY ALL PARTICIPANTS.

c) **Vacancy**

i) Lost Player(s) must be reported by Managers to the Player Agents after two consecutive unreported absences (practices and/or games). Failure of a Manager to notify the Player Agents of a vacancy within the specified time may result in suspension and loss of post season team management eligibility. The Player Agents will attempt to ascertain if the player has decided to discontinue participation in the current season and if so, remove them from the team roster.

ii) If a player is removed from a team roster, the Player Agents will notify the Manager if a player is available from the waitlist. If a player is available, the Manager is required to add that player to their roster.

iii) In accordance with Little League Regulation III (d) Note 2 when a player misses seven (7) continuous days of participation (practices and/or games) for an illness or injury, a physician or other accredited medical provider must give written permission for a return to full baseball activity. This written release should be given to the Division Director and Player Agents.

iv) Injured players who miss 41% or more of the games may be released and a replacement player will be obtained according to the above procedures at the discretion of the Player Agents.

v) Players are required to participate in at least 60% of the Spring regular season games and 100% of end-of-season tournament games in order to be eligible for postseason team selection and participation.

EXCEPTION: The local league board of directors may permit a player to be eligible for selection, who does not meet the 60% requirement, if they provide a physician's note documenting an injury or illness prior to or during the current season prohibiting participation and such note releases the player for the balance of the Spring Season and/or Tournament Play.

d) **Pool Players**

i) Player Agents will invite all registered players in the Minor B through Majors divisions to participate in the player pool at the beginning of the season.

ii) Managers who require pool players to meet their minimum player requirements will notify the Player Agents ASAP.

iii) Player Agents will assign available players from the pool at their discretion.

iv) Pool players shall not pitch. If the pool player is scheduled to play for his/her regular team the same day, they also cannot catch. If they have already played, and did not throw more than 40 pitches, then they are eligible to catch as a pool player.

v) Pool players should bat last in the lineup.

vi) Pool players are expected to play in their own scheduled game in order to be eligible to pool play.

vii) There will be no pool players for playoffs.

3) Schedules and Field Assignments

a) SVLL has seven fields and three batting cages.

i) Four (4) standard little league fields for Majors, Minor A, Minor B and CAPS

ii) One (1) field for T-Ball

iii) Two (2) fields for Upper Division

iv) All fields are subject to be scheduled for practice as well as the batting cages.

b) The master game schedule will be created by the VP of Administration, and the practice schedules will be created by each Division Director or an assigned Board Member.

c) Proper field maintenance during practices and games are required. Failure to care for the field will result in a loss of field practice time. Repeated neglect to care for the field may result in suspension.

4) Game Policies and Procedures

A Season will consist of up to 20 games in Spring season (depending on Division and weather conditions).

a) **REGULAR SEASON**

i) Tiebreakers – All tied Teams
   (1) Head-to-Head (Wins – Losses)
   (2) Head-to-Head Runs given up (Lowest)
   (3) Head-to-Head Runs scored (Highest)
   (4) Total runs given up (Lowest)
   (5) Total runs scored (Highest)

ii) Game tiebreakers will be handled according to Little League Rulebook.

iii) Games called for darkness and rain will be handled according to Little League Rulebook.

iv) The home team sets up the field.

v) The visiting team cleans, drags/waters the field, places all equipment in the score booth or equipment room and covers the mound/home plate.

vi) Both teams are responsible for cleaning up their respective dugout and bleacher area.

vii) If it is the last game of the day at the complex (on any/all fields) – both teams are responsible for ensuring all doors, gates and restrooms are locked, including both exit gates to the complex.

viii) SVLL will adopt Pitching Rules in accordance with the Official Little League Rulebook, Regulation VI. (Refer to Little League Rulebook for details).

ix) The start time must be noted in the official pitch count log.
   (1) The start of the game is upon commencement of the Pledge of Allegiance, not the scheduled game time. The Scorekeeper and Umpire will note the game start time in the pitch count log and tell the Managers what the no new inning time will be at the start of the game.
   (2) It is the responsibility of the Umpire and Managers to begin games on time and keep games moving.

x) Time limit of game will vary by Division.
   (1) Majors will not have a time limit.
   (2) Minor A will not start a new inning after 1 hour and 45 minutes and will complete the inning that is in play at that point. If a game is tied at the end of the 6th inning and the 1 hour and 45 minutes time limit has not been reached, the game should continue into extra innings to determine a winner.
   (3) Minor B will not start a new inning after 1 hour and 30 minutes and will complete the inning that is in play at that point.
   (4) CAPS will not start a new inning after 1 hour and 15 minutes and will complete the inning that is in play at that point.
   (5) Four completed innings will be considered a game, and the score will be final.

xi) There is a limit of five runs per ½ inning for Minor A, Minor B, and CAPS.
   (1) The exception is a ground-rule double or a home run over the fence, both instances will allow more than 5 runs to score and will be counted.
   (2) The sixth inning (and any subsequent innings) shall be an open inning in which you may score as many runs as possible until three outs are made. The trailing team has the option to declare an inning open prior to the sixth inning if they believe they will not have a legitimate path to winning the game due to time running out. Once an inning is declared open, the game will be final at the end of that inning, unless there is a tie and time permits for extra innings. Time limit

and darkness may determine the ability to play the open inning. Failure to announce the open inning may result in the open inning reverting to the ½ inning run maximum.

xii) Run Rules for Majors and Minor A divisions**:**
   (1) 15 runs (or more) after three completed innings
   (2) 10 runs (or more) after four completed innings
   (3) 8 runs (or more) after five completed innings

xiii) All Majors players present and at the game, must play for six defensive outs and one at bat in accordance with Official Little League Regulation IV (i). All substitutions must be made by the top of the 4th inning.
   (1) Per Rule IV (i) if a player does not play their minimum requirements, that player must start the next game, complete their prior games requirements, and play their minimum requirements for the current game before being removed. The Manager shall for the:
      (i) First Offense – receive a written warning.
      (ii) Second Offense – a suspension for the next scheduled game.
      (iii) Third Offense – a suspension for the remainder of the season.
      NOTE 1: If the violation is determined to have been intentional, a more severe penalty may be assessed by the disciplinary board. However, forfeiture of a game may not be invoked.
      NOTE 2: There is no exception to this rule unless the game is shortened for any reason, at which time the local league may elect not to impose a penalty on the manager/coach. However, the penalty in this regulation regarding the player who did not meet the mandatory play cannot be reduced or waived in a shortened game.

xiv) If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off. NOTE: All records, including pitching, shall be counted.

xv) Games called for darkness, rain, or time expired and have not reached four completed innings will be resumed within 2 weeks.
   (1) Both teams must ensure the umpire who was at your game is aware of this so the game can be finished.
   (2) If these games are not made up within two weeks, the game will be ruled final with the team ahead determined as the winner. This will avoid making up several games at the end of the season.

xvi) At the beginning of the game Managers, Coaches and Players will be reminded by the Umpire of the code of conduct and warned about throwing of any items, inappropriate language or conduct. Such conduct will result in ejection from the game. Little League Rulebook rules apply to all ejections. However, the Disciplinary Committee, at their discretion, reserves the right to impose a more severe penalty.
   (1) When a Manager, Coach, or Player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. A Manager or Coach ejected from a game must not be present at the game site for the remainder of the game. When a fan is ejected from a game, they must leave the game site immediately.
   (2) First Violation: Any Manager, Coach, Player, or fan ejected from a game will be suspended for the next physically played game. This includes pregame or postgame activities. If the Manager or Coach is a Manager, Coach, or fan of another team, they are also suspended from that team's activities until their full suspension is served. If they are seen at the game site before, during or after the game from which they are suspended, it will be considered as a Second

Violation.

(3) Second Violation: Any Manager, Coach, Player, or fan ejected from a second game in the same season will be suspended for the next three physically played games. This includes pregame or postgame activities. If the Manager or Coach is a Manager, Coach, or fan of another team, they are also suspended from that team's activities until their full suspension is served. If they are seen at the game site before, during or after any game from which they are suspended, it will be considered as a Third Violation. The Manager, Coach or Player will also be considered as potentially ineligible for any postseason team placement.

(4) Third Violation: Any Manager, Coach, Player, or fan ejected from a third game in the same season will be suspended for the remainder of the season, including the postseason. This includes pregame or postgame activities.

(5) Managers who fail to report any Coach's, Player's, or fan's ejection to the Board member on Duty will be subject to review by the Disciplinary Committee.

xvii) All Managers shall do everything possible to avoid a protest. Refer to Little League Rulebook for how to handle a protest. Failure to comply with these procedures nullifies such protest as invalid.

(1) Protest committee: The League President/Vice President of Admin/Umpire and Division Director. If the League President/Vice President of Admin or Division Director is a Manager/Coach in that Division, the board will appoint another protest committee member, as needed.

xviii) All Managers will be responsible for making sure that only Little League Approved Bats are used for practice and games. If a player is observed using a non-approved Composite Bat in a game the penalties are as follows:

1. **First Violation**: The Player will receive an automatic out and the Manager will be suspended for the remainder of the game.
2. **Second Violation**: The Player will be ejected from the game and the Manager will be suspended for one week.
3. **Third Violation**: The Player and Manager will be suspended for the remainder of the season and declared ineligible for post season play.

NOTE: No illegal bat may be used for any Little League activity (i.e., assessments, practice, batting cages, games, etc.). This is a safety issue!

xix) Umpire precedence shall be Majors, Upper Division, Minor A, Minor B, and CAPS.

xx) There will be no noisemakers permitted.

b) **END OF SEASON TOURNAMENT**

i) At the conclusion of the regular season (schedule and weather permitting), SVLL will hold a tournament to determine the SVLL Tournament Champion for each Division.

ii) In each Division, teams will be placed in a double elimination bracket.

iii) Minor B and CAPS will have random draw for seeding in the end of season tournament. The Home team will be determined by a coin toss prior to the start of the game. The higher seeded team will be responsible for GameChanger, and the lower seeded team will be responsible for pitch count/scoreboard regardless of the result of the coin toss.

iv) Time limits for all games will still apply during the post-season tournament, with the only exception being games tied after regulation, which will continue until a winner is determined. For Majors division, the 8th and subsequent innings will begin with a runner on second base. That runner will be the player who precedes the lead-off batter that inning in the batting order. For Minor A and below, if a game has exceeded the time limit but is continuing to determine a winner, a runner will be

placed on second base at the beginning of each half inning as above until winner is determined.

v) The Winner's bracket winner will be the Home team for the Championship game, regardless of the seed number. "If game" Home/Away assignments will be determined by a coin flip.

vi) Run Rules:
   (1) 15 runs (or more) after three completed innings
   (2) 10 runs (or more) after four completed innings
   (3) 8 runs (or more) after five completed innings

vii) Awards will be given to the 1st and 2nd place finishers of the tournament for every division (Majors through CAPS).

viii) There will be no noisemakers permitted.

5) Division Rules

a) **TBALL** – T-Ball is an instructional division. General guidelines are as follows for this age group:

i) Manager and Coaches: There can be one manager and an unlimited number of coaches on the field/dugout per game. All must be board approved and have approved volunteer applications on file.

ii) T-Ball games will be limited to one hour of play time. Outs are not to be recorded. The Managers of both teams are responsible for making their best attempt at giving all players an equal amount of playing time and an equal amount of at-bats each game. Games will start at the designated start time and will not run past the start time of any following scheduled game. All games should start with the Pledge of Allegiance and Little League Pledge.

iii) At the discretion of the Managers and T-Ball Director, players may begin to hit from soft tosses from Managers and Coaches. Consideration will be given to the speed of the game and fair playing time for all. If a player fails to hit from a soft toss after three attempts, a tee will be immediately utilized.

iv) It is the Manager's responsibility to ensure that batting helmets are always used for batters and base runners. Catchers will always wear the appropriate safety gear to include a helmet with face mask, dangling throat guard, and a cup.

v) At the discretion of the Managers and the T-Ball Director, the games will be conducted as follows:
   (1) Each inning, all players from each team will be given one chance to bat with the final batter of each half of inning given the chance to run all bases to home plate (home run). Or:
   (2) Each inning, half of the players from each team will be given one chance to bat with the final batter of each half of inning given the chance to run all bases to home plate (home run). In this case, the Managers from both teams will make all attempts to play an even numbered inning game to allow for an equal number of at-bats for each player.

vi) No parents (other than the Manager, Coaches, and team parent) are allowed to sit in the dugout.

vii) At least one parent or family member is required to stay at the games/practices while their child is participating.

b) **CAPS** – CAPS is an instructional division. General guidelines for this age group are stated below:

i) Manager and Coaches: No more than one (1) Manager, three (3) Coaches (3rd

coach can be a Team Parent) are permitted in the dugout for games (4 total). There must always be one (1) adult in the dugout during games with no exceptions.

ii) The players will stay in continuous batting order throughout the season after the 3rd game.

iii) Managers are encouraged to rotate every player between infield and outfield each game to give them the opportunity to play various positions.

iv) Games will start at the designated start time and no new inning after 1 hour and 15 minute limit or six (6) innings (whichever comes first). No game will run past the start time of any following scheduled game. All games should start with the Pledge of Allegiance and Little League Pledge.

v) The Managers from both teams will make sure that an even number of ½ innings are played to allow for equal play time and equal at-bats for each team in the time allowed.

vi) At least one parent or family member is required to stay at the games/practices while their child is participating.

vii) Game and Safety Rules:

(1) Machine pitch will be utilized in this division.

(a) Note: At the discretion of the Managers, coach pitch and/or a batting tee may be utilized to support player development during regular season play only.

(2) At-bats will be six (6) pitches total per player. An at-bat will not end on a foul ball. If a player fails to hit after six (6) pitches (unless a foul ball), they are out. There is no umpire or called strikes. There are no walks.

(3) In anticipation for the end of season tournament and post-season play, the last four games of the regular season will use the three swinging strikes rule and will continue through the end of season tournament.

(4) Coaches will pitch with both feet in the dirt. The catapult pitching machine should be set at five (5) and adjusted only for accuracy if necessary.

(5) Any ball hit into play that hits the pitching machine or coach is deemed to be a dead ball. The batter is given first base. Forced runners will advance one (1) base. If a thrown ball hits the Manager/Coach operating the machine or machine, the ball is live.

(6) The Manager/Coach for the team batting will operate the pitching machine. The Manager/Coach operating the pitching machine will also be the field umpire and will call outs on the bases. There is a five (5) run rule per ½ inning.

(7) The defensive player in the 'pitcher' position will have one foot in the dirt and one foot on the turf on the opposite side of the batter when the ball is pitched. Special attention will be made to ensure the safety of the defensive pitcher player. The player is not to step in front of the machine between pitches.

(8) Two (2) Coaches will be allowed in the outfield. No defensive Coach is allowed in the infield. This will be allowed throughout the end of season tournament.

(9) If a team has nine (9) or more players present, each position must be assigned including the catcher's position wearing the proper safety gear. There will be 10 players on the defensive field when possible. There should be no more than six (6) players in the infield including the catcher. The remaining players will be in the outfield turf (not on the dirt – both feet in the grass).

(10) Every player must play ½ the game.

(11) Scorekeeping can be kept for batting order purposes. If there is no scorekeeper, the Managers and Coaches must keep track of outs and runs per inning.

(12) An overthrow at any base on the original play results in a one base advancement by the runner involved in the play. A runner may not advance home on an

overthrow. *When bases are loaded, no runners will advance on the overthrow.

(13) If a ball is hit to the outfield, the batter/runner can continue to advance until the ball enters the infield (control of the ball is not required). The runner may advance to the next base if they are more than half of the way to the next base. For the end of season tournament, a line will be drawn at the halfway point between first and second base, second and third base, and third base and home to mark the halfway point between bases. The umpire will determine if the runner was beyond the halfway point.

c) **MINOR B** - Minor B is an instructional division. Specific guidelines are as follows for this age group as stated below:

i) Manager and Coach: No more than one (1) Manager and three (3) Coaches are permitted in the dugout. One (1) Coach should remain in the dugout at all times.

ii) At least one parent or family member is required to stay at the games/practices while their child is participating.

iii) Game and Safety rules:

(1) Minor B Division will use coach pitch for at least the first four (4) games of the season. Starting the 5th game, Minor B teams may use player pitching. The Managers of the Minor B teams are required to develop their pitchers through significant bullpen and game scenario practice prior to implementing player pitch. If insufficient time is dedicated to developing players, the Board of Directors may extend the number of games using coach pitch to a maximum of eight (8) games. During coach pitch, the maximum number of pitches a player will receive during an at-bat is five (5) pitches or three swinging strikes, whichever comes first. The last pitch will not end on a foul ball.

(2) If a hit ball hits the Manager/Coach pitching, the ball is live.

(3) When Player pitching begins, the pitching plate will be set at 42 feet from the back of home plate.

(4) The permanent pitching plate (42') will be used for the remainder of the season the season and end of season tournament.

(5) There will be no "walks." After a pitcher throws four (4) balls, a Manager/Coach will come in to complete the count (up to three pitches). When a Coach is pitching, only swinging strikes will be called. The Coach must deliver the pitches with both feet completely in the pitching circle (dirt area). The last strike will not end on a foul ball. If the batter is hit by a player pitch, the batter has the option to take first base or go immediately to coach pitch.

(6) In anticipation for the end of season tournament and post season play, walks will be allowed in the last four (4) regular season games and no coach pitch will be utilized to finish the at bat. Walks will be allowed during the end of season tournament.

(7) A Manager/Coach from each team will serve as umpire for their team's defensive half of the inning. The umpire will be responsible for calling balls and strikes and plays at each base. The umpire will be positioned behind the mound in the infield. The umpire has the ultimate decision-making authority. At their discretion, the umpire may ask assistance from the other team's Manager.

(8) The batting roster will be fixed after the third (3rd) game played of the season. Once submitted, batting orders cannot be changed. Batting order will be continuous and may not start at the top of the line for each game. (The player following the last batter of a game will be the first batter in the next game).

(9) The batting order may be adjusted for the end of season tournament and may be

changed each game throughout the entire tournament.

(10) There will be 10 players on the defensive field when possible. Four (4) players on the field will be in the outfield turf.

(11) Every player must play ½ of the game. Each player must play two innings out of 4/5 and 3 innings out of 6.

(12) Two defensive Coaches will only be allowed on the playing field for the first four (4) games.

(13) The ball is live if it hits the Manager or Coach calling balls and strikes from behind the mound.

(14) An overthrow at any base on the original play results in a one base advancement by the runner involved in the play. A runner may not advance home on an overthrow. *When bases are loaded, no runners will advance on the overthrow.

(15) There will be no base stealing allowed in the first half of the season. At the halfway point of the season, base runners will be allowed to advance to the next base (base stealing). Runners may advance only after a pitch is delivered by the pitcher and the baseball has crossed home plate. Stealing home base is not allowed. There will be no stealing when a Manager/Coach assumes the position of pitcher (to complete a pitch count). The ball is dead and a runner may not advance to the next base when an infielder has both feet on the infield dirt in fair play, has controlled possession of the ball, and the runner is not at least halfway to the next base. The runner may continue to advance to the next base if the infielder throws the ball in an attempt to get the runner out. For the end of season tournament, a line will be drawn at the halfway point between first and second base, second and third base, and third base and home to mark the halfway point between bases. The umpire will determine if the runner was halfway.

(16) Minor B will not start a new inning after 1 hour and 30 minutes and will complete the inning that is in play at that point. No game will run past the start time of any following scheduled game. All games should start with the Pledge of Allegiance and Little League Pledge.

(17) Scorekeeping will be kept for batting order, catcher play and pitching count purposes.

d) **MINOR A** - Minor A is an instructional division. Specific guidelines are as follows for this age group as stated below:

i) Manager and Coach: No more than one (1) Manager and three (3) Coaches are permitted in the dugout.

ii) The batting roster will be continuous throughout the season.

iii) The batting roster will be fixed after the third (3rd) played game of the season.

iv) Minor A will not start a new inning after 1 hour and 45 minutes and will complete the inning that is in play at that point. No game will run past the start time of any following scheduled game. All games should start with the Pledge of Allegiance and Little League Pledge.

v) The batting order may be adjusted for the end of season tournament and may be changed each game throughout the entire tournament.

vi) Every player must play ½ of the game. Each player must play 2 innings out of 4/5 and 3 innings out of 6.At least one parent or family member is required to stay at the games/practices while their child is participating.

e) **MAJORS** - Majors division is a competitive division. Specific guidelines are as followed for this age group as stated below:
   i) Manager and Coach: No more than one (1) Manager and two (2) Coaches are permitted in the dugout.
   ii) A continuous batting order will be used for each game.
   iii) Mandatory play in the field is six (6) outs. All players must play their required six outs in the first four innings. If a game ends in three innings, each player must play at least three (3) outs.

f) **UPPER DIVISION** – Upper division is for players LLA 13-16 years old and is inter-league play between teams designated by District 42. Our participating teams will adopt and abide by agreed upon supplemental playing rules.

6) All-Stars and Tournament of Champions Managers/Players Selection

a) **Manager Selection Process**

The SVLL Executive Board will meet to discuss candidates to manage the All-Star and TOC teams prior to the conclusion of the end of the regular season tournament. Criteria for post season team management will be determined and discussed by the Board prior to voting. All Managers should request their name be included for consideration in writing to the Player Agents. The Player Agents will present the names to the board for consideration. Once a Manager has been selected, he/she will be notified after the selection of the teams with the exception of the Seniors, Juniors, Intermediate, and Majors team as there is a coach's pick. If the Manager declines, the Board will go to the second Manager selected and so forth until all teams have a Manager in place. All-Star and TOC Managers must submit the names of two (2) Coaches to assist them in coaching their post season team for board review and approval.

b) **All-Star Player Selection Process**

All-Star player selections will be chosen as through a combination of Player Vote (as specifically outlined below) and Division Manager nomination and selection. Player Vote will take place before the Manager meeting and ballots will be distributed and recorded by the Player Agents for each All-Star Team. The Player Agents facilitate and run the voting process for each Post Season Team where voting applies. (Note: Each player will not be allowed to vote for their own teammates.)

i) **Seniors All-Star Team**

(1) If combining with other leagues for a combined All-star team, we will host a tryout amongst all eligible players, and "kid vote" will not be utilized. Otherwise, we will use the following rules.

(2) Upper Division Players can vote for up to seven (7) players. The seven (7) players with the most kid votes will be placed as the first seven (7) players on the team for consideration by the Managers, President, and Player Agents. If there is a two-thirds concern for any of those players, then that player can be taken off the top seven (7) list voted by kids.

(3) Upper Division Managers will nominate and vote for the remaining players.

(4) The Seniors All-Star Manager selected may be allowed to submit one (1) Manager Pick to fill the last spot. The name(s) submitted by the Manager must have a Manager majority vote for the player to be selected on the same day. The President and Player Agents will also approve the Manager Pick for final approval.

(5) If an agreement cannot be met by all present, then the Player Agents will present the scenario to the Executive Board for review.

ii) **Juniors All-Star Team**

(1) If combining with other leagues for a combined All-star team, we will host a tryout amongst all eligible players, and "kid vote" will not be utilized. Otherwise, we will use the following rules.

(2) Upper Division Players can vote for up to seven (7) players. The seven (7) players with the most kid votes will be placed as the first seven (7) players on the team for consideration by the Managers, President, and Player Agents. If there is a two-thirds concern for any of those players, then that player can be taken off the top seven (7) list voted by kids.

(3) Upper Division Managers will nominate and vote for the remaining players.

(4) The Juniors All-Star Manager selected may be allowed to submit one (1) Manager Pick to fill the last spot. The name(s) submitted by the Manager must have a Manager majority vote for the player to be selected on the same day. The President and Player Agents will also approve the Manager Pick for final approval.

(5) If an agreement cannot be met by all present, then the Player Agents will present the scenario to the Executive Board for review.

iii) **Intermediate All-Star Team**

(1) If combining with other leagues for a combined All-star team, we will host a tryout amongst all eligible players, and "kid vote" will not be utilized. Otherwise, we will use the following rules.

(2) Upper Division Players can vote for up to seven (7) players. The seven (7) players with the most kid votes will be placed as the first seven (7) players on the team for consideration by the managers, President, and Player Agents. If there is a two-thirds concern for any of those players, then that player can be taken off the top seven (7) list voted by kids.

(3) Upper Division Managers will nominate and vote for the remaining players.

(4) The Intermediate All-Star Manager selected may be allowed to submit one (1) Manager Pick to fill the last spot. The name(s) submitted by the Manager must have a Manager majority vote for the player to be selected on the same day. The President and Player Agents will also approve the Manager Pick for final approval

(5) If an agreement cannot be met by all present, then the Player Agents will present the scenario to the Executive Board for review.

iv) **12U All-Star Team**

(1) Majors Players can vote for up to seven (7) players. The seven (7) players with the most kid votes will be placed as the first seven (7) players on the 12U All-Star team for consideration by the Managers, Player Agents, and President. If there is a two-thirds concern for any of those players, then that player can be taken off the top seven (7) list voted by kids.

(2) Majors Division Managers will nominate and vote for the remaining players.

(3) The 12U All-Star Manager selected may be allowed to submit one (1) Manager Pick to fill the last spot. The name(s) submitted by the Manager must have a Manager majority vote for the player to be selected on the same day. The President and Player Agents will also approve the Manager Pick for final approval.

(4) If an agreement cannot be met by all present, then the Player Agents will present

the scenario to the Executive Board for review.

v) **11U All-Star Team**
   (1) Majors Players can vote for up to seven (7) players. The seven (7) players with the most kid votes will be placed as the first seven (7) players on the All-Star team for consideration by the Managers, Player Agents, and President. If there is a two-thirds concern for any of those players, then that player can be taken off the top seven (7) list voted by kids.
   (2) Majors Division Managers will nominate and vote for the remaining players.
   (3) There will be no Manager pick for the 11U All-Star Team.
   (4) If an agreement cannot be met by all present, then the Player Agents will present the scenario to Executive Board for review.

vi) **10U All-Star Team**
   (1) Majors Players and Minor A Players can vote for up to seven (7) players. The seven (7) players with the most kid votes will be placed as the first seven (7) players on the 10U All-Star team for consideration by the Managers, Player Agents, and President. If there is a two-thirds concern for any of those players, then that player can be taken off the top seven (7) list voted by kids.
   (2) Majors and Minor A Managers will nominate and vote for the remaining players.
      (a) Note: Managers will be involved in the voting process for each age group if during the regular season any players of that age group were playing in their division.
   (3) There is no Manager pick for the 10U All-Star team.
   (4) If an agreement cannot be met by all present, then the Player Agents will present the scenario to Executive Board for review.

vii) **Majors TOC Team**
   (1) Only players participating in the Majors Division for the Spring season and those not selected for the All-Star teams are eligible for the Majors TOC Team.
   (2) Majors Division Managers will meet to discuss the nomination and selection of players for the Majors TOC Team. The meeting will be held in the presence of the President and Player Agents.
   (3) There is no Manager Pick for the Majors TOC Team.
   (4) If an agreement cannot be met by all present, then the Player Agents will present the scenario to Executive Board for review.

viii) **Minors TOC Team**
   (1) Only players participating in the Minor A Division for the Spring season and those not selected for an All-Star team are eligible for the Minors TOC Team.
   (2) Minor A Division Managers will meet to discuss the nomination and selection of players for the Minors TOC Team. The meeting will be held in the presence of the President and Player Agents.
   (3) There is no Manager Pick for the Minors TOC Team.
   (4) If an agreement cannot be met by all present, then the Player Agents will present the scenario to Executive Board for review.

ix) **8U TOC Team**
   (1) Minor A and Minor B Division Managers will meet to discuss the nomination and selection of players for the 8U TOC team. The meeting will be held in the presence of the President and Player Agents.
      (a) Note: Managers will be involved in the voting process for each age group if

during the regular season any Players of that age group were playing in their division.

(2) There is no Manager Pick for the 8U TOC Team.

(3) If an agreement cannot be met by all present, then the Player Agents will present the scenario to Executive Board for review.

x) **7U TOC Team**

(1) Minor B and CAPS Division Managers will meet to discuss the nomination and selection of players for the 7U TOC team. The meeting will be held in the presence of the President and Player Agents.

(a) Note: Managers will be involved in the voting process for each age group if during the regular season any Players of that age group were playing in their division.

(2) There is no Manager Pick for the 7U TOC Team.

(3) If an agreement cannot be met by all present, then the Player Agents will present the scenario to Executive Board for review.

xi) **CAPS (6U) TOC Team**

(1) Minor B and CAPS Division Managers will meet to discuss the nomination and selection of players for the 6U TOC team. The meeting will be held in the presence of the President and Player Agents.

(a) Note: Managers will be involved in the voting process for each age group if during the regular season any Players of that age group were playing in their division.

(2) There is no Manager Pick for the 6U TOC Team.

(3) If an agreement cannot be met by all present, then the Player Agents will present the scenario to Executive Board for review.

Once a player accepts their invitation to participate on a postseason team, they will be required to place a specified monetary deposit per player. This deposit can/will be refunded if the player's family fulfills the required volunteer hours during the postseason tournaments hosted by Sweetwater Valley Little League. There will be no partial refunds.