

2026 Manager and Coaches Handbook



Eastview Little League Rules of Operation to not take precedence over Rules and Regulations for Little League®.

The Rules Committee may review and interpret these Rules and make recommended changes or points of discussion for the Board of Directors consideration, which are reviewed annually.

Updated: March 23, 2026

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Introduction

This handbook serves as Eastview Little League's bylaws. Enclosed you will find the most frequently encountered game and local league rules. **Please see www.littleleague.org for full playing rules.**

Manager Selection Process

Applicant Managers must be an adult (18 years old). Anyone that is not an adult but interested in coaching can be considered for an assistant coaching position, however are not allowed to be the Manager of record for the team. Age exceptions will be considered in the lower division levels, however all Managers and Coaches will be subject to Board review and approval.

Each applicant must provide the following information to be considered to Manage a team:

- Completed EVLL Coaches Interest Form
- Copy of valid Driver's License
- Short Resume/Bio on why they would like to Manage

Managers and Coaches shall be reviewed and approved by the Board of Directors.

Managers will be selected based upon:

- Their baseball knowledge
- Past and current support of Eastview Little League
- Ability to develop the skills of the players and any other criteria determined by the Eastview Board of Directors.
- Board Members coaching or with a player in a specific division are excluded from participation in the Manager Selection process if they have a child in the same division.
- Were you a Manager/Coach at Eastview last season? If yes, at what division level? Have you been an active volunteer at Eastview other than coaching?
- Do you have experience as a Manager/Coach?
- Have you been cited or had the Board of Directors talk to you about your conduct? Have there been negative parent comments or other discipline issues against you during your tenure with Eastview?
- Do you have a strong reputation for developing the skills of players you have coached in previous seasons?
- Are you a strong advocate for Eastview Little League?
- Do you possess the leadership and organizational skills promoted by Eastview and Little League?
- Do you have strong morals and the ability to work with/around children?
- Does your work schedule allow you the time to commit to the team (both practices and games)
- Successful completion of JDP Background check, livescan and required training modules.

Manager Agreements

ALL MANAGERS MUST SIGN AN AFFIDAVIT THAT STATES THEY HAVE READ AND AGREE TO ABIDE BY THE CURRENT OPERATING RULES OF EASTVIEW LITTLE LEAGUE. THE DIVISION PLAYER AGENTS SHALL PRESENT SUCH AFFIDAVIT TO THE EXECUTIVE BOARD PRIOR TO THE INDIVIDUAL MANAGER'S CONFIRMATION.

JDP Background Checks and Live Scan

All Team Managers, Coaches and any parent who has interaction with a player: (1) on the EVLL playing fields, (2) during all games, including pre and post-game activities, (3) on the permitted or insured practice areas/fields, (4) at the batting cages, (5) at team workouts must have a Live Scan and JDP background check performed prior to participation in any practices with the players. Live Scans only need to be completed once, the JDP background check must be completed annually.

Manager Responsibilities

As Manager, remember that your responsibilities are more than a coach. These include equipment, and field maintenance. As Manager you must oversee things both on and off the field. Each Manager should appoint an assistant coach, team parent. Each Manager in the Junior, Major, and Minor divisions must appoint at least one official Scorekeeper and Scoreboard Operator. In the Rookie division the Manager must appoint a volunteer to track pitch count.

Each Manager/Coach is responsible for field security and cleanup.

For safety reasons and league rules, the only people allowed in the dugouts during the game are players and coaches. No parents, children, siblings, or pets. No more than three coaches/individuals, including Manager are allowed in the dugout at any one time during a game (Ex: Manager & two Coaches). There must be an adult in the dugout at all times during the game. For Tee Ball and Farm only, additional parents are allowed on the field during defensive play.

Managers MUST meet prior to the start of every game to discuss the pitchers that are ineligible to pitch in that game. Please refer to the Official Scorebooks from each team's prior game to determine whether a particular pitcher is eligible to pitch.

Sportsmanship - Managers, Coaches, Players, Parents and Spectators

The Executive Board of Directors monitor all League activities with respect to sportsmanship and enforce all regulations governing it. All matters of poor sportsmanship by any League member shall be reported to the Player Agent and Board of Directors.

Managers/Coaches

- The Manager is the only person allowed to have contact with the umpires, unless previous arrangements have been made prior to the start of the game that designates that responsibility to an assistant Coach. Managers/Coaches are expected, above all, to set the example of good sportsmanship and self-control.
- Spectator and/or parent conduct in the stands is your responsibility as a Manager. If a spectator or parent in the stands on your side of the field is asked to leave by the umpire, it is your responsibility to see that the parent leaves the Eastview complex.
- In the event a **parent of a child on your team is ejected**, the Manager will serve a suspension as well.
- Shall never be under the influence of alcohol or drinking alcoholic beverages on League premises.
- Shall not smoke or use eCigarettes on the Eastview property. .
- Shall not physically or verbally abuse players.
- Adhere to the minimum play rule
- Adhere to the pitching rules

- Field a team for a scheduled game
- Comply with current operating rules for EVLL
- AT NO TIME SHALL AN UMPIRE BE APPROACHED BY A MANAGER/COACH AT THE CONCLUSION OF A GAME.
- The following is important information on what you can expect in the event your conduct or the conduct of your coaches, players or parents becomes an issue. The Board of Directors, along with District 27 Officials, will support the actions explained below to the full extent of the rules and ethics of Little League Baseball.
 - Managers shall notify the Player Agent of any persons being ejected by an umpire.
 - Any Managers and/or Coaches removed from a game by the umpire **WILL AUTOMATICALLY BE SUSPENDED FROM THE NEXT SCHEDULED GAME** regardless of the reason. Managers and/or Coaches who are removed from a game shall leave the premises **immediately** without incident and not allowed to stay in or around the Eastview complex.
 - You must provide written details of the incident to a Board Member within 24-hours (see paragraph on serving suspensions).
 - Subsequent ejections will require that the Manager/Coach in question appear in person with all parties involved, before the Board of Directors at the next possible meeting. The Board of Directors will initiate the proper discipline, suspensions, etc. A District 27 Official may be brought in to assist in this area.
 - **Continual incidents of Manager/Coach misconduct will subject the Manager/Coach to potential loss of team and could revoke future affiliation with the League.**

Players

- Any player removed from a game by the umpire **WILL AUTOMATICALLY BE SUSPENDED FROM THE NEXT SCHEDULED GAME** regardless of the reason.
- Subsequent ejections will require that the player in question appear in person with all parties involved, before the Board of Directors at the next possible meeting. The Board of Directors will initiate the proper discipline, suspensions, etc. A District 27 Official may be brought in to assist in this area.
- Continual incidents of misconduct will result in removal from your team and further participation in Eastview Little League.

Parents/Spectators

- Will all sign a Sport Parent Code of Conduct at the start of the season.
- Shall not smoke or use eCigarettes on the Eastview property.
- Shall not bring pets to the field.
- Harassment of umpires, players, managers, or coaches will not be tolerated.
- Arguing calls will NOT be allowed. All play calls will stand.
- AT NO TIME SHALL AN UMPIRE BE APPROACHED BY A PARENT, OR SPECTATOR AT THE CONCLUSION OF A GAME.
- Any parent removed from a game by the umpire **WILL AUTOMATICALLY BE SUSPENDED FROM THE NEXT SCHEDULED GAME** regardless of the reason. Your manager will also be suspended from the next game

- Subsequent ejections will require that the parent in question appear in person with all parties involved, before the Board of Directors at the next possible meeting. The Board of Directors will initiate the proper discipline, suspensions, etc. A District 27 Official may be brought in to assist in this area.
- Continual incidents of misconduct will result in removal from your team and further participation in Eastview Little League.

Serving Suspensions

Managers, coaches, parents, or spectators who are serving suspensions are **NOT ALLOWED ANYWHERE ON EASTVIEW COMPLEX DURING THE GAME THEY ARE SUSPENDED FOR**. Eastview Little League retains the right to have anyone arrested for trespassing if this rule is not fully complied with. Violation of this rule will be additional suspensions from subsequent games and/or forfeiture of Managerial or coaching duties and/or denial of any parent to watch games at the Eastview complex.

Progressive Penalty Schedule

For infractions that are **rule and/or behavior violation** related (including but not limited to, pitch counts, pitcher to catcher rules, minimum play requirements, etc) OR infractions that are **behavior related** (including but not limited to, altercations with umpires, altercations with opposing Managers/Coaches, altercations with parents, behavior towards players, etc.) the following penalties shall be imposed at a **minimum**:

- First Infraction = 1 game suspension. The Manager/Coach, Player or Parent must serve the suspension during the next played game (NO EXCEPTIONS).
- Second Infraction = 2 game suspension. The Manager/Coach, Player or Parent must serve the suspension during the next 2 played games (NO EXCEPTIONS).
- Third Infraction = Loss of team and possible forfeiture of affiliation with league in the capacity of a Manager or Coach. The Player or Parent will be removed from the team and further participation in Eastview Little League.

Evaluation and Drafting of Players

All Team Managers will be required to participate in the evaluation of players in their division. Evaluations will be held for all divisions except TeeBall and Farm. All Team Managers will be required to participate in the draft. Dates (and times if available) for both will be provided during the registration process to ensure you will be available on those dates to participate.

Moving a Player Up or Down a Division

A player who requests to “play up” or “play down” a division must make a formal request to the board of directors and evaluate in the division they are eligible for based on their league age. Based on the draft ranking the player receives from the coaches during the evaluation, the board of directors will evaluate the request and place the player in the appropriate division based on their skill set and performance. Players who request to “play up” must evaluate in the first round of the division they are eligible for by their league age and also evaluate as a top first or second round pick or in the top 15 out of all players evaluating in that division.

Draft Rules

- **Managers/Coaches Pairings:** There shall be no pre-draft assignment of coaches and players to particular teams in the competitive divisions other than the assignment of a manager’s child to a manager and the assistant coach’s child to an assistant coach. The manager and assistant coach pick will be selected according to their evaluation ranking and count as draft pick in the round they are placed.
- **Team Notification:** Each manager shall notify the members of his/her team within 72 hours following the player draft. The league drafting process is intended to balance talent and lead to a more competitive league. At no time should managers discuss the draft order or any other information from the player draft meeting with anyone. The only information to be shared is to inform a player/parent of which team he/she was drafted by and the other players on that team.
- **Trades:** There will be no trading of players beyond exiting the draft session.

2026 Little League Age Division Chart

Eastview Little League offers baseball for league ages 4-15 in divisions that are based upon “League Age”. League age is determined by Little League International and can be found by using the age chart attached below. Please note that League Age is not necessarily the same “age” of your player. Little League encourages players to ascend through division play and not skip or “play up” a division.

2026 Little League® Age Chart



Match month (top line) and box with year of birth. League age indicated at right.

| JAN | FEB | MAR | APR | MAY | JUN | JUL | AUG | SEP | OCT | NOV | DEC | AGE |
|------|------|------|------|------|------|------|------|------|------|------|------|-----|
| 2021 | 2021 | 2021 | 2021 | 2021 | 2021 | 2021 | 2021 | 2020 | 2020 | 2020 | 2020 | 5 |
| 2020 | 2020 | 2020 | 2020 | 2020 | 2020 | 2020 | 2020 | 2019 | 2019 | 2019 | 2019 | 6 |
| 2019 | 2019 | 2019 | 2019 | 2019 | 2019 | 2019 | 2019 | 2018 | 2018 | 2018 | 2018 | 7 |
| 2018 | 2018 | 2018 | 2018 | 2018 | 2018 | 2018 | 2018 | 2017 | 2017 | 2017 | 2017 | 8 |
| 2017 | 2017 | 2017 | 2017 | 2017 | 2017 | 2017 | 2017 | 2016 | 2016 | 2016 | 2016 | 9 |
| 2016 | 2016 | 2016 | 2016 | 2016 | 2016 | 2016 | 2016 | 2015 | 2015 | 2015 | 2015 | 10 |
| 2015 | 2015 | 2015 | 2015 | 2015 | 2015 | 2015 | 2015 | 2014 | 2014 | 2014 | 2014 | 11 |
| 2014 | 2014 | 2014 | 2014 | 2014 | 2014 | 2014 | 2014 | 2013 | 2013 | 2013 | 2013 | 12 |
| 2013 | 2013 | 2013 | 2013 | 2013 | 2013 | 2013 | 2013 | 2012 | 2012 | 2012 | 2012 | 13 |
| 2012 | 2012 | 2012 | 2012 | 2012 | 2012 | 2012 | 2012 | 2011 | 2011 | 2011 | 2011 | 14 |
| 2011 | 2011 | 2011 | 2011 | 2011 | 2011 | 2011 | 2011 | 2010 | 2010 | 2010 | 2010 | 15 |
| 2010 | 2010 | 2010 | 2010 | 2010 | 2010 | 2010 | 2010 | 2009 | 2009 | 2009 | 2009 | 16 |

Division Formats & Season Ground Rules

Rules That Apply to All Divisions Tee Ball through Majors:

- Metal cleats may not be worn.
- Bats - only bats with the USA Baseball certification logo are allowed.
- Batters/runners must wear a helmet at all times.
- **IMPORTANT! NO BATTER WARM-UP:** At no time shall a player have possession of a bat until outside the dugout. There is no batter warm-up area! Batter must wait until he/she gets to the plate.
- There are no lead-offs.
- There will be no headfirst sliding when advancing to the next base. Batters sliding headfirst into any base will be called out.
- Music - EVLL does not allow amplified music to be played as walk up songs, between innings, or other times during the game.
- Noise makers are not allowed at Eastview
- In the event of inclement weather, the Board of Directors may reschedule rain-outs.

TEE BALL DIVISION:

Age Requirement:

League age four and five year-olds. No six-year-olds. (Unless approved by Board of Directors)

Description:

Regular Tee Ball/Baseball fundamentals are learned. The main focus of this level is the enjoyment of the game and the fun in being part of a team and sportsmanship. No scores or standings are kept. Tee Ball is the first formal introduction to baseball. All games will be played using the Local League provided leather flexi-ball.

Game Format:

Games will be three innings or one hour whichever comes first.

- Stage 1: Games 1-7
 - All players will use the tee for each at bat.
- Stage 2: Games 8-10
 - **Upon Manager discretion** - Coach pitch may begin
 - Coaches will be allowed to throw five pitches MAX. If after five pitches, the batter does not put a ball in play, the tee will be used. The tee shall be used for this player for the rest of that at-bat.

Offensive Play/Batting:

- All players on the roster shall play defensively every inning.
- Coaches/Dugout
 - One Coach will be positioned at home plate to assist batters.
 - Coaches are permitted on the field (both infield and outfield) to allow on-the-spot coaching. Please limit the amount to four on the field at a time, if possible.

- There should be at least one adult in the dugout area with the players at all times to keep control.
- All players will bat in an inning. The last batter will run all the way around the bases.
 - IMPORTANT! NO PLAYER AT ANY TIME SHALL HAVE A BAT IN THEIR POSSESSION UNTIL THEY HAVE REACHED THE TEE.
 - The batting order should change each inning to avoid the same player batting last for the entire game.
 - There will be no strikeouts, walks, bunting, or stealing of bases.
 - A batted ball should travel at least ten feet in order to be a fair ball. If it does not, re-bat the same player.

Defensive Play:

- No catcher will be utilized at any time.
- You may utilize your full roster of players on defense.

FARM DIVISION:

Age Requirement:

League Age six year-olds and League age five year-olds (who have played at least one year of Tee Ball in the Spring with exceptions approved by the Board of Directors).

Description:

The Farm Division will help players learn the basic fundamentals of baseball. It will consist of machine pitch, proper base running, defensive positions and implementation of outs. The main focus of this level is to introduce the next stage of fundamentals while still providing enjoyment of the game and the fun in being part of a team. No scores or standings are kept.

Game Format:

Games are four innings or one hour and thirty minutes, whichever comes first. All games will be played using the Local League provided leather flexi-ball.

- **STAGE 1: Games 1-4**
 - Batter will receive five pitches from the machine. If the batter does not hit the ball into fair play after the batter receives the fifth pitch (irrespective of pitch quality), then the player shall hit off the tee.
 - If the batter fouls the fifth pitch thrown by the machine or any consecutive pitches thereafter, he/she will continue to receive pitches until the batter swings and misses at a pitch or puts the ball in fair play, whichever comes first.
 - Teams shall bat their entire roster each inning regardless of the number of outs. The batting order shall not be changed during the game, BUT shall change each game.
 - The final batter in each half inning shall run from the batter's box around all bases (Home Run) once they put the ball into play and is not subject to being thrown or tagged out at any base. The defensive team may attempt a play, but the runner will not be out if they are successful.

- **STAGE 2: Games 5-8**
 - Machine pitch (*option* to use a tee after five pitches) with batted outs
 - Teams shall play three outs per inning, resuming the batting order where left off the previous inning. The batting order shall not be changed during the game, BUT shall change each game.
 - The Offensive coach that is operating the machine shall call all plays at home plate.
 - Coaches must adhere to the five pitch rule.

- **STAGE 3: Game 8 through end of season**
 - Machine pitch only, with outs, **no** tee may be used.
 - Coaches must adhere to the five pitch rule.

Offensive Play/Batting:

- The Offensive team shall supply
 - first and third adult base coaches who will assist the runners on base and shall call all plays on the bases.
 - a coach pitcher that will pitch to his/her batters and will protect the defensive pitcher from injury. This coach will make all calls occurring at home plate.
 - a coach, or approved volunteer, in the dugout at all times when the players are present. No player is allowed to hold a bat while in the dugout unless they are moving onto the field of play or returning from the field of play.
- There will be no base on balls or bases awarded as a result of a player being hit by a pitched ball.
- Any batter who throws the bat will be warned that if he/she throws the bat a second time in the game he/she will be called out. The batter shall be called out the first time the bat is thrown if it hits anyone.
- No bunting.
- Stealing bases is not allowed.
- Runners shall not advance to the next base on any passed or overthrown balls.
- When a player hits a ball into the field of play, that player may only advance to 1st base if the ball does not travel past where the defensive infielders are playing. When a player hits a ball into the field of play and the ball travels into the outfield past where the defensive infielders were playing, that batter may advance as far as second (2nd) base, but will do so at the risk of being tagged out at 2nd base.

Defensive Play:

- Up to three adult defensive coaches are permissible on the field to assist defensive players.
- When playing defense, all team members are on the field. Infielders (Pitcher, 1st Base, 2nd Base, Short Stop, and 3rd Base) shall play normal positions. The remaining players will fill the outfield.
- Outfield positions must be played in the outfield. Outfield players shall not be permitted to crowd into the infield and shall not be permitted to run into the infield to field a ball that would normally be handled by an infielder.

- The Pitcher must begin within five (5) feet of the pitching rubber.
- Each Player, in every game, must play at least two defensive innings as an infielder. Infield positions include Pitcher, 1st Base, 2nd Base, Short Stop, and 3rd Base. There will be no exceptions unless a player is injured and leaves the game; or the Manager makes alternative arrangements with the consent of the Vice President of Player Agents and/or Player Agent of Farm division.
- The infield fly rule does not apply.

ROOKIE DIVISION:

Age Requirement:

League age Seven and Eight-year-olds. (Six-year-olds, only upon Board approval after evaluations.) Players who are league age nine-years old may play down to Rookies upon parent request and board approval after evaluations. Players who play down are ineligible to pitch in games or be considered for All-Star participation.

Description:

The Rookie Division is a fundamental division based on a semi-competitive, fun environment with positive coaching and a concentration on sportsmanship. The purpose is to continue to teach the basic fundamentals of baseball and the understandings of playing the game in an effort to be ready, when able, to participate at the Minor League level. Players should learn to hit a moving ball properly, run the bases correctly and make outs defensively. No scores are kept. Teams shall play 3 outs per inning, resuming the batting order where left off the previous inning. The batting order shall not be changed during the game, BUT shall change each game. At the end of the season a short exhibition tournament will take place. Seedings will be drawn from a hat.

Game Format:

The Rookie Division will play five innings but no new inning may start after one hour and thirty minutes with a drop dead after one hour and forty-five minutes. Umpires, when properly equipped, will call games from behind home plate. In the absence of an Umpire a Coach will call balls and strikes from behind the pitcher's mound.

The Rookie Division will utilize a two-stage approach advised by the Rookie Player Agent:

- **STAGE 1:** (duration determined by player agent)
 - A Player will pitch to the opposing team
 - Umpire/Coach will record all swinging and called strikes
 - No walks. After a fourth ball is recorded, the offensive Coach will pitch to the batter for the remaining strikes of the count. (Example: Count is 3 balls and 1 strike and ball 4 is delivered. The hitter will have 1 strike to put the ball in play from the Coach pitch). The batter will assume the count. The batter cannot get out on a foul ball unless it is caught by the opposing team.
 - Coach pitch will be limited to 5 pitches. If the batter does not hit, he/she is out.
 - On a batted ball pitched from the coach, the batter can only advance a single base and any runners on base can advance as many bases as the play allows. This is in an effort to promote the batters from trying to hit kid-pitch pitches. Coaches should pitch either from a knee or standing no further than 7 feet from the pitcher's rubber.

- **STAGE 2:** (duration determined by player agent)
 - Walks are now in play.
 - In the event of bases loaded, Coach pitch shall take the place for the remaining strikes of the count, for a maximum of 5 pitches. All prior coach pitch rules apply.

Offensive Play/Batting:

- One base advancement by the runner will be allowed on errant throws made after fielding a batted ball; runners cannot advance to home. Base runners will be allowed to
- advance one base on a pitched ball, but cannot advance further on an overthrow. Base runners will be permitted to advance on fair hit balls when pitched by another player until the play is declared dead by the Umpire/Coach.
- No bunting
- All runners may steal 2nd or 3rd base only.
 - There will be no stealing home or advancing home from 3rd base on a throw from the catcher to any base or a passed ball. The runner on 3rd base must be walked in when permitted or batted in.
- No in-field fly rule.

Defensive Play:

- Infield shall be standard baseball positions. Outfield shall be limited to 4.
- Adult coaches may not coach out on the playing field (fair territory) during play. They must call time out to approach the pitcher or batter. Standard time out rules apply.
- Each player must play at least 2 innings (6 defensive outs) as an infielder unless there is an exception. Furthermore, the 2 innings (6 defensive outs) must take place prior to the start of the 5th inning. No player shall play any position for more than 2 innings with the exception of a pitcher if they have remained under the 50 pitch per game limit.
- No player shall serve on the bench more than two innings per game.

MINOR DIVISION:

Age Requirement:

League age nine and ten years old. *No eleven-year olds (see Drafting Up of Players/ Special Age Considerations section). Any eleven-year olds participating in the Minor division will not be eligible to pitch or participate in Minor All-Stars.

Description:

Minor division is competitive play. The purpose of the Minor League is to build the player's skill level, understanding of rules and regulations, teach teamwork, good sportsmanship, build character, and self-esteem. This is a full season of competitive baseball. Standard baseball positions shall be utilized. There is no fourth outfielder. Season scores are kept and determine placement for the year-end single elimination tournament. Managers are encouraged to develop players, so they are ready for the Major division.

Game Format:

Minor division will play six innings, but no new inning may start after one hour forty five minutes with a drop dead at two hours. Any inning that is incomplete at the two hour mark will revert to the last completed inning. There is NO Five-Run Rule for any inning. If the previous game extends beyond its regular game time, the following game must still start at the designated time or immediately thereafter, if scheduled time has expired. Due to this event, warm-up time may not be possible in order to make up time.

Winter rules will be in effect until daylight savings time changes. The umpire's decision to end the game due to darkness is final. A called game ends at the moment the umpire terminates play. If a game is called due to darkness or time limits before an inning is completed, the game score will revert back to the last completed inning to determine the winner.

If a game is to be protested, the following must be observed: Managers must give written details of the protest to the Player Agent within 24-hours of the incident or protested game. A meeting with the protesting Manager, Player Agent, and the Board of Directors will be scheduled as soon as possible.

Minor League Division regular season games that end in a tie will remain a tie.

Offensive Play/Batting:

- The Minor Division will be "Round Robin" batting. Every player will be in the batting order whether or not he/she is in the game defensively. A player arriving late and misses his/her first regular "at bat" must be inserted at the bottom of the batting lineup. The Manager is to notify the Scorekeeper and the opposing Manager.

Defensive Play:

- It is required to adhere to all pitching rules and regulations. Please refer to the Little League Pitching Rules section at the back of this book. It is your responsibility as Manager to understand and abide by these pitching rules. Also, please see current years Official Little League Rule Book. Violations of the pitching rules may subject Managers and/ or Coaches to games suspensions.
- There is no dropped third strike rule at the Minor League level.

TEN RUN RULE (Slaughter Rule): If after three innings (two and one half innings if the home team is ahead) and one team has a lead of fifteen runs or more, or if at four innings (three and one half innings if the home team is ahead) and one team has a lead of ten runs or more, the Manager of the team with the least runs shall concede the victory to the opponent. NOTE: If the visiting team has a lead of fifteen runs or more for third inning or ten runs or more for fourth inning, the home team must bat in its half of the inning.

MAJOR DIVISION:

Age Requirement:

All league age eleven and twelve-year-olds.

Description:

This is a full season of competitive baseball, with two finalists playing in a championship series. The series is based on the standing of teams in the Major division for that year.

Game Format:

Major games will be six innings but no new inning may start after one hour forty five minutes with a drop dead at two hours. Any inning that is incomplete at the two hour mark will revert to the last completed inning. There is NO Five-Run Rule for any inning. If the previous game extends beyond its regular game time, the following game must still start at the designated time or immediately thereafter, if scheduled time has expired. Due to this event, warm-up time may not be possible in order to make up time.

Offensive Play/Batting:

- The Major Division will be “Round Robin” batting. Every player will be in the batting order whether or not he/she is in the game defensively. A player arriving late and misses his/her first regular “at bat” must be inserted at the bottom of the batting lineup. The Manager is to notify the Scorekeeper and the opposing Manager.

Defensive Play:

- It is required to adhere to all pitching rules and regulations. Please refer to the Little League Pitching Rules section at the back of this book. It is your responsibility as Manager to understand and abide by these pitching rules. Also, please see current years Official Little League Rule Book. Violations of the pitching rules may subject Managers and/ or Coaches to games suspensions.
- Dropped third strike rule in effect.
- Infield fly rule in effect

If a team loses a player refer to the **Drafting up of Players** section of this handbook.

The minimum roster for a Major Division team is twelve. No Major division team shall have a roster of less than twelve players unless 75% of the scheduled games have been completed. There shall be no drafting up of players after 75% of the schedule is played.

TEN RUN RULE (Slaughter Rule): If after three innings (two and one half innings if the home team is ahead) and one team has a lead of fifteen runs or more, or if at four innings (three and one half innings if the home team is ahead) and one team has a lead of ten runs or more, the Manager of the team with the least runs shall concede the victory to the opponent. NOTE: If the visiting team has a lead of fifteen runs or more for third inning or ten runs or more for fourth inning, the home team must bat in its half of the inning.

Adult coaches may be used as base coaches at both 1st and 3rd base at the same time during an inning. The third Coach or Manager must be in the dugout. Base coaches and dugout

coaches count as three coaches per dugout per game. You may still use a player in substitute for an adult base coach.

If a game is to be protested, the following must be observed: Major Managers must give written details of the protest to the Majors Player Agent within 24-hours of the incident or protested game. A meeting with the protesting Manager, Majors Player Agent, and the Board of Directors will be scheduled as soon as possible.

Additional Minor and Major Rules

- All games on the competitive level may not be started with less than nine (9) players on each team.
- If a game cannot be played because of the inability of either team to: (a) place nine players on the field before the game begins, and/or, (b) place at least one adult in the dugout as manager or acting manager, this shall be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision as to forfeiture or reschedule. The team manager shall report in writing (email only) to the Board of Directors within 24 hours of the game start time the reason.
- The Umpire in Charge will report to the Chief Umpire any game that is unable to be started.
- The Chief Umpire will then report to the League President

Note: An unofficial game may be played with the players present but will not be counted as an official game.

Each Manager is required to follow the mandatory Play Rule, found in the Little League Playing Rules. Each player must play defensively for six outs. A player not playing the minimum requirement will start the next game and play any previous requirement not met plus the minimum for the current game. This also applies to games called due to weather, darkness, or time limits. Violation of these rules will subject the violating Manager and/or coach to disciplinary action.

Only the Manager or acting Manager is allowed to approach an umpire from the dugout to dispute a call. Coaches are not allowed to approach the umpire at any time unless a Manager is absent and they are filling in as acting Manager. Permission to leave the dugout to approach the umpire must be granted by the umpire before leaving the dugout.

With two outs in an inning only and if the catcher from the previous inning is a base runner and will be the catcher of record for the next inning, a Manager may elect to replace the catcher on the base paths with the last recorded, batted out. This will allow the catcher to gear up for the next inning in an attempt to expedite the flow of the game.

While on defense, one coach is allowed to sit on a bucket at the opening of the dugout to signal pitches to the catcher.

JUNIOR DIVISION:

Age Requirement:

All league age thirteen through fifteen-year-olds. Only league age players of thirteen and fourteen-years-old may pitch.

Description:

This is a full season of competitive baseball, with two finalists playing in a championship series. The series is based on the standing of teams in the Junior division for that year. Juniors will play on a field with ninety-foot base paths and a 60-foot six-inch distance from the pitcher's rubber to home plate. Metal cleats will be allowed.

Game Format:

Junior games will be six innings but no new inning may start after one hour forty-five minutes. **Any inning that begins before the one hour forty five minute mark must be completed regardless of time.** There is NO Five-Run Rule for any inning. If the previous game extends beyond its regular game time, the following game must still start at the designated time or immediately thereafter, if scheduled time has expired. Due to this event, warm-up time may not be possible in order to make up time.

Offensive Play/Batting:

- The Junior Division will be "Round Robin" batting. Every player will be in the batting order whether or not he/she is in the game defensively. A player arriving late and misses his/her first regular "at bat" must be inserted at the bottom of the batting lineup. The Manager is to notify the Scorekeeper and the opposing Manager.

Defensive Play:

- It is required to adhere to all pitching rules and regulations. Please refer to the Little League Pitching Rules section at the back of this book. It is your responsibility as Manager to understand and abide by these pitching rules. Also, please see current years Official Little League Rule Book. Violations of the pitching rules may subject Managers and/ or Coaches to games suspensions.
- Dropped third strike rule in effect.
- Infield fly rule in effect

If a team loses a player refer to the **Drafting up of Players** section of this handbook.

The minimum roster for a Junior Division team is twelve. No Junior division team shall have a roster of less than twelve players unless 75% of the scheduled games have been completed. There shall be no drafting up of players after 75% of the schedule is played.

TEN RUN RULE (Slaughter Rule): If after three innings (two and one half innings if the home team is ahead) and one team has a lead of fifteen runs or more, or if at four innings (three and one half innings if the home team is ahead) and one team has a lead of ten runs or more, the Manager of the team with the least runs shall concede the victory to the opponent. NOTE: If the visiting team has a lead of fifteen runs or more for third inning or ten runs or more for fourth inning, the home team must bat in its half of the inning.

Adult coaches may be used as base coaches at both 1st and 3rd base at the same time during an inning. The third Coach or Manager must be in the dugout. Base coaches and dugout coaches count as three coaches per dugout per game. You may still use a player in substitute for an adult base coach.

If a game is to be protested, the following must be observed: Junior Managers must give written details of the protest to the Juniors Player Agent within 24-hours of the incident or protested game. A meeting with the protesting Manager, Juniors Player Agent, and the Board of Directors will be scheduled as soon as possible.

Additional Junior Rules

- All games on the competitive level may not be started with less than nine (9) players on each team.
- If a game cannot be played because of the inability of either team to: (a) place nine players on the field before the game begins, and/or, (b) place at least one adult in the dugout as manager or acting manager, this shall be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision as to forfeiture or reschedule. The team manager shall report in writing (email only) to the Board of Directors within 24 hours of the game start time the reason.
- The Umpire in Charge will report to the Chief Umpire any game that is unable to be started.
- The Chief Umpire will then report to the League President

Note: An unofficial game may be played with the players present but will not be counted as an official game.

Each Manager is required to follow the mandatory Play Rule, found in the Little League Playing Rules. Each player must play defensively for six outs. A player not playing the minimum requirement will start the next game and play any previous requirement not met plus the minimum for the current game. This also applies to games called due to weather, darkness, or time limits. Violation of these rules will subject the violating Manager and/or coach to disciplinary action.

Only the Manager or acting Manager is allowed to approach an umpire from the dugout to dispute a call. Coaches are not allowed to approach the umpire at any time unless a Manager is absent and they are filling in as acting Manager. Permission to leave the dugout to approach the umpire must be granted by the umpire before leaving the dugout.

With two outs in an inning only and if the catcher from the previous inning is a base runner and will be the catcher of record for the next inning, a Manager may elect to replace the catcher on the base paths with the last recorded, batted out. This will allow the catcher to gear up for the next inning in an attempt to expedite the flow of the game.

While on defense, one coach is allowed to sit on a bucket at the opening of the dugout to signal pitches to the catcher.

Pitching Rules

The number of pitches a player can throw is based upon their league age (as indicated on the Eastview application/roster) AND NOT their actual age. For Little League purposes, there could be a difference between the league age and the actual age of the player. Pitch counts based on league age will be strictly enforced.

Managers MUST meet prior to the start of every game to discuss the pitchers that are ineligible to pitch in that game. Pitcher eligibility and days rest will be communicated to coaches prior to games. Pitch count for Rookies will be logged by the official pitch counter for the home team using a pitch log which can be found in the snack shack. Minor, Major and Junior pitch counts will be tracked in GameChanger.

Rookies Division Only - Any pitcher who hits three (3) batters with a pitch must be removed from the position of pitcher

Pitch count violations regarding days rest or pitch count violations will result in the following:

Rookie Division - first offense will be a written warning, second offense will result in the suspension of the offending manager for one (1) game. Further offenses will result in a board review and assessment of punitive measures.

Minor Division - first offense will be a written warning, second offense will result in the forfeit of the game in which the offense took place and the suspension of the offending manager for one (1) game. Further offenses will result in a board review and assessment of punitive measures.

Regular Season Pitching Rules - Baseball VI - PITCHERS

Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)

A pitcher once removed from the mound cannot return as a pitcher.

Junior Division only: A pitcher remaining on defense in the game, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.

The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

| League Age | Number of Pitches per Day |
|------------|---------------------------|
| 13-14 | 95 pitches per day |
| 11-12 | 85 pitches per day |
| 9-10 | 75 pitches per day |
| 7-8 | 50 pitches per day |

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base;
2. That batter is put out;
3. The third out is made to complete the half inning.

A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter.

Note 1: Pitch count will be held at maximum for days rest when completing the final batter.

Note 2: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

Additionally, if you have a catcher that catches any part of 4 innings (it does not have to be 4 full innings, it could be a batter in 1 inning and 3 complete innings thereafter), that catcher is no longer available to pitch.

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

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- Under NO Circumstances shall a player pitch in three (3) consecutive days.

Each league must designate the Scorekeeper or another game official as the official pitch count recorder.

The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed, not the umpire.

(g) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI: (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with

Regulation VI(c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

(h) Violation of any section of this regulation in the Major division can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

(j) A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League. (See Regulation V – Selection of Players)

(k) A player may not pitch in more than one game in a day.

NOTES: The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.

Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.

In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches at the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days. Note: The use of this regulation negates the concept of the “calendar week” with regard to pitching eligibility.

Drafting Up of Players

If a division team loses a player to injury or any reason and that player will miss 25% of the season (based upon consecutive games missed), the Manager must inform the Player Agent that a player has been lost and the reason why within 24 hours. The Player Agent will, upon notice from the Manager, immediately notify the Board of Directors. The Major team must draft up a player under this circumstance. A Major team is not allowed to call up a player from the Minor divisions if there are less than 4 games remaining in the season. The drafting up of a player from a lower division team must be made within 7 days or 2 games from when the player was first lost. If a Manager fails to advise the Player Agent of a player selection within the specified time period, the Player Agent will select a player to fill the vacancy.

AT NO TIME SHALL A MANAGER CONTACT ANOTHER MANAGER, THE PLAYER TO BE DRAFTED OR THE PARENTS OF THE CHILD THEY WISH TO DRAFT UP.

This is handled only by the Board of Directors only.

Violation of this rule will constitute a forfeiture of the Manager's right to draft up this player. The Manager wishing to draft up a player shall notify the Player Agent of his selection and the Player Agent will then contact the player, player's parents and the lower division Manager. As soon as the Player Agent informs the player that he/she has been drafted up, the player becomes a new member of the team. If the injured player is able to resume playing during the latter part of the season, the Major team in question will continue playing with both players for the remainder of the season. In the event a Major team with both players advances to the District 27 Tournament of Champions, the Eastview Board will attempt to arrange for a special waiver to allow more than 12 players to compete, if necessary.

IF A PLAYER REFUSES TO BE DRAFTED UP, BUT THE PLAYER AGENT AND BOARD OF DIRECTORS DETERMINES THAT THE PLAYER DOES INDEED HAVE THE ABILITY TO PLAY SAFELY IN THE HIGHER DIVISION, THAT PLAYER MAY NOT BE PERMITTED TO BE DRAFTED UP FOR THE REMAINDER OF THE SEASON.

Refusals to be drafted to the assigned division will be handled by the Player Agent. The drafting up of lower division players will be limited to a maximum of 1 player per Minor/Rookie team per season.

Being called up during the season does not guarantee an All-Star Selection. In the Major Division, if they are determined to impact the end of the season playoffs, the Board of Directors shall have the final authority on this decision.

Special Age Considerations

Parents/Guardians of a player may request to have a player stay down in the lower divisions by submitting a letter to the Player Agent for approval by the Board of Directors. If the player in question is a 12-year-old requesting to play Minors, the District Administrator must then approve the request. All requests must be approved prior to draft. Players must participate in evaluations in order to request to be reviewed by the Board of Directors. If a request is disapproved, the player must play in the division drafted.

Fill in Players

A qualified 9th player may play for an opposing team, if mutually agreed upon. Players will be designated from an opposing team, if available, or in advance from a pool of player volunteers. He/She may NOT pitch as a fill in. 24 hours notice is required to division Player Agent.

Playoffs for Minor and Major

This is a full season of competitive baseball. The minor and major division playoffs consist of a single elimination tournament for all teams at the completion of the regular season games. Tournament seeding will be established from the regular season standings. Playoff games will be for a full six innings unless a Ten Run (Slaughter Rule) is in effect. Final standings for the season are those after the tournament – not the regular season games. Top two teams in the tournament will receive first and second place trophies respectively. All other teams will receive a league participation trophy. This format is subject to change and all Managers will be notified.

Tie-Breaker Rules for all competitive divisions (play-off standings only).

Two (2) teams tied with identical records:

- A. Head-to-Head games. Team with the best record for the 2026 season wins the tiebreaker. If still tied, go to B.
- B. Least runs allowed in games played against each other for the 2026 season. If still tied, go to C.
- C. Coin toss.

Three (3) or more teams tied with identical records:

Best record in games played against the teams involved in three-way tie for the 2026 season wins tiebreaker.

If two of the three teams have identical records for the 2026 season, refer to the tiebreaker for two (2) teams described above.

If all three (3) teams have identical records:

- A. Least runs allowed in games played against each other for the 2026 season wins tiebreaker.
- B. Most runs scored in games played against each other of the 2026 season in question wins the tiebreaker.
- C. Least runs allowed for the 2026 season wins tiebreaker (if all played equal number of games).
- D. Most runs scored for the 2026 season in question wins tiebreaker (if all played equal number of games).

This format is subject to change and all Managers will be notified.

Preliminary Playoff Format

- Full six innings unless a Ten Run Rule (Slaughter Rule) is in effect. If a new inning starts just prior to two hours, that inning must be completed regardless of time.
- All regular season games will count toward Eastview Playoff Standings.

- At the completion of all regular season games the team with the most wins will be seeded first for the playoffs. The team with the second most wins will be seeded second, third most third place seeding and fourth most will be in the fourth place seeding position.

- The higher seed team is the Home team.

The play of brackets will be announced at the postseason Managers meeting. Bracketing will be determined by the number of teams in the division.

Volunteer Roles and Snack Shack Obligation

Roles Eligible for Volunteer Deposit Refund

- Board Members
- Manager
- Coach
- Team Parent
- Pitch Counter (Rookie Division Only)
- Scorekeeper for home games
- Scoreboard Operator for away games

Each family will be required to volunteer in the Snack Shack in order to assist Eastview Little League with the operations of the Snack Shack. Each family will be obligated to provide a check/cash payment as a deposit for their commitment to volunteer during the season. The amount and days required to volunteer will be determined each season by the Board of Directors. For the 2026 Spring Season, each family will be required to provide a payment in the amount of \$200.00 per child (up to 3 children). Should you choose to volunteer, the following requirement must be met in order to be refunded your payment:

1 Child = 2 shifts
2 Children = 3 Shifts
3 Children = 4 Shifts

Shift times and dates will be determined once a final game schedule is available. Cancellation must be made within the provided link 24 hours prior to shift selection or deposit shall be forfeited. The entire shift must be covered in order to be deemed complete. Late arrival and/or early departure shall forfeit volunteer obligation commitment.

Minors are NOT allowed to help in the snack shack even if accompanied by an adult.

Only those over eighteen can volunteer and work in the snack shack to fulfill the volunteer obligation.

Team Responsibilities

Home Team

- **DRAGGING THE FIELD** (Pre-Game)
- Prepare field for play: open all gates, put out bases and batting helmets. Groom field if needed.
- **SCOREKEEPER** - Minor, Major and Junior Divisions must provide the official Scorekeeper for each game. Scores will be kept using the GameChanger application on the official Scorekeeper's phone or tablet. The coach or head Scorekeeper for the league will add their official Scorekeeper to the team's GameChanger account before the beginning of the season. Gamechanger will allow 4 official users who can keep score within the application. In the event that the official Scorekeeper cannot be present for the game, the coach will have to assign scorekeeping to another volunteer for that game by either adding that user or sharing their device. If GameChanger cannot be used, scorebooks will be available in the snack shack and the head Scorekeeper must be notified if the scorebook was used to keep score in a game. Any games left unscored will result in forfeiture of the game by the home team. A Scorekeeper's clinic will be held prior to the beginning of the season hosted by the head Scorekeeper.
- **PITCH COUNTER** - Rookie division requires that each team have a volunteer to track pitch count for both teams. The home team will be responsible for tracking the number of pitches each player on both team throws. Pitch count journals are available in the snack shack.
- **50/50** - Team Parent will be responsible for ensuring that the 50/50 raffle is done once per game. Raffle tickets and instructions will be obtained at the snack-shack. Team Parent and Manager, please make sure this gets done!
- **TRASH DUTY** - Following the game, clean your dugout, pick-up and empty trash under and around the stands on your side of the field. Lock and secure all gates and Scorekeeper's booths if the last game of the day.
- **SECURITY** - All home teams that play the last game of the day will be responsible for security and clean-up for their respective field. Duties include: empty all trash cans in large dumpsters, clean-up trash around complex and grandstands, lock all gates, Scorekeepers' booths, bathrooms, and batting cages. The Home Team is responsible to stay until Snack Shack is closed and locked up. Any questions can be directed to the Security/Safety Officer.

Visiting Team

- **SCOREBOARD OPERATOR** - Major and Minor teams must provide an adult volunteer to operate the scoreboard when playing at Eastview Fields A and B.
- **DRAGGING THE FIELD** (Post-Game) - After the game: drag field, groom mound and around home plate. When dragging the field, try to keep brick dust off grass and try not to tear up the edge of grass with the drag.
- **EQUIPMENT** - Put away bases and any other equipment used.
- **TRASH DUTY** - Clean dugout and pick-up trash under and around stands on your side of the field. Make sure the equipment gate is completely locked up.

All-Star Information

The All-Star Committee will be formed by the Board of Directors and shall include: Vice President of Player Agents, Secretary and two active Board of Directors.

- A member of the All-Star Committee cannot serve as an All-Star Coach. If a Board member holding an All-Star Committee position wishes to be considered for an All-Star Coach, the Board of Directors shall approve a Board member replacement.
- If a board member's spouse, parent, child or sibling is an All-Star coach, they shall also concede the position of the All-Star committee due to conflict of interest.
- No parent of a child who is eligible for All-Stars shall be on the committee for, or involved in any way with, the selection of the teams or the evaluation of players.
- The All-Star committee shall hold an initial meeting with all coaches on May 16th annually. Should that day fall on a weekend, the meeting will occur on the Monday immediately following the date of the sixteenth. Said meeting will be mandatory for all coaches from each qualifying division. Should additional time be needed, another meeting time must be mutually agreed-upon on all coaches, but should not take place more than 72 hours after the initial meeting.

All-Star Player Candidacy

- ALL Junior, Intermediate, Major, and Minor players will be required to complete the Player Commitment Form. All forms need to be signed and returned or the player will not be eligible.
- Candidates must meet Little League age and residency (or school) eligibility requirements. Proof of eligibility will be required.
- Poor sportsmanship, attitude and behavior will not be tolerated and is the reason to reject a candidate's nomination at the Board's discretion.
- All candidates must be available to play in all District 27 Tournament games. Players not meeting this commitment will not be qualified for the following year's All-Star team.
- Playing Up: A 9U player may elect to be considered for the 10U team. An 11U player may elect to be considered for the 12U team. However, a player can only fill out a Player Commitment Form for ONE All-Star team.

All-Star Player Selection Process

- The League will have one All-Star team each for the Junior and Intermediate Divisions. The Major Division may have up to two All-Star teams – a 12U and an 11U team. The Minor Division may have up to two All-Star teams – an ‘A’ team consisting of the top 12 balloting players and a ‘B’ team consisting of the players who ballot 13-25 in votes received.
- Each team will have eleven to twelve rostered players and no alternates.
- From the Player Commitment Forms, the All-Star Committee will compile ballots with a list of all eligible candidates by division and team.
- ALL Managers will receive one ballot to vote for up to twelve candidates for each All-Star team in their division.
- Instructions will be provided on the ballot and monitored and enforced by the All-Star Committee.
- Players will be given ballots with the names of all players who have filled out a Player Commitment Forms, and will be allowed to cast votes for their top 9 selections to aid in any tie-breakers and to confirm a league consensus among coaches. In the Major division with separate teams determined by age, two separate ballots will be provided based on player League Age.
- Coaches are allowed to vote for their own child.
- All votes will be collected and tallied by the All-Star Committee. Any tie breakers after the Manager and player votes will be sent to a secondary vote facilitated by the All-Star Committee.
- Final All-Star player rosters need to be approved by the Board of Directors.

All-Star Voting Guidelines

- All ballots will be reviewed for legitimate submission.
- Coaches will meet before ballots are cast to discuss player performance, behavior, sportsmanship, to ensure that the strongest team possible that will represent Eastview is constructed.
- Coach voting will be individual with no collaborative process amongst other coaches. Coaches caught colluding will be disciplined with action up to or including removal and disqualification as a coach at EV Little League.
- Eastview All-Star committee reserves the ability to create B teams, age level specific teams.

- No official announcement of the final roster will be made, and no parent or child shall be informed of selection, until an official announcement is made by the Board of Directors. If any parent or child is informed prior to official announcement, said child will not be guaranteed a position on the team.
- Any coach who discusses players, or the draft process, outside of official All-Star committee meetings, is subject to disciplinary action by the board. Any board member who discusses players, or the draft process, to any non-board member will be subject to immediate removal of their position on the board.

All-Star Coach and Assistant Coach Selection Process

Candidates must be in good standing with the League, have excellent knowledge of Little League rules, be able to meet extensive time commitments, and have coached or assisted coached a team within the division that season.

- All coaches interested in coaching a EVLL All-Star Team will be required to fill out the All-Star Coach Commitment Form and return it to the All-Star Committee.
- The All-Star Committee will review the completed forms and approve all eligible candidates.
- During the All-Star player selection meeting, the All-Star Coach from this list for each All-Star team will be selected. The selected All-Star Coach will select the two Assistant Coaches.
- The All-Star Committee will evaluate each interested coach and selection will be made based on commitment through the season, knowledge of the sport and rules, and coaching ethic.
- Final All-Star coaches and assistant coaches need to be approved by the Board of Directors and shall be announced once EVLL playoffs have commenced.

The Board of Directors can correct gross imbalances to pre-announced All-Star teams and remove any player or coach for improper behavior or conduct deemed not in the best interest of Eastview Little League.

PLEASE SIGN AND RETURN TO EASTVIEW LITTLE LEAGUE

Eastview Little League Manager and Coach Handbook

I have been provided an Eastview Little League Manager and Coach Handbook. I understand it is my responsibility to read and adhere to the information listed in this handbook. I agree to follow these rules and ensure that my team understands and follows the rules. I understand that my participation in Eastview Little League is a privilege and failure to abide by the rules set in this handbook can result in removal.

Signature

Print Name

Date