



*Ontario, California
Since 1979*

Ontario Mountain View Little League

Spring 2024 – Local Rules

All league play is in accordance with the current Little League Regulations as outlined by Little League Incorporated and will apply, including Ontario Mountain View Little League (OMVLL) local playing rules. The following additional rules and clarifications will apply to Senior, Junior, Intermediate, Major, AAA, AA, A, and Tee Ball Divisions, where applicable. Where there is a difference between these and the “Official Regulations and Playing rules” provided by Little League Incorporated, the ones from Little League shall prevail until further notice. No modifications will be made to these rules without written permission by the OMVLL Board.

Adoption of these regulations and rules supersede any regulations or rules previously adopted by the Board of Directors.

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1. OMVLL Local Ground Rules

All League Play is in accordance with the current Little League Regulations and current OMVLL Local Playing Rules.

1.1. Local Rule Applicability

1.1.1. All local rules are applicable to all divisions unless otherwise noted.

1.2. Online Registration

1.2.1. It is the obligation of OMVLL to give each person who indicates a desire to become a candidate of the league a chance to register, providing the requirements of eligibility are met. Sufficient notice of dates for registration must be provided to ensure eligible candidates have been properly advised.

1.3. Eligibility for Regular Season Play

1.3.1. Applicant's eligibility shall be provided in the current Little League Regulation II and IV in conjunction with the league boundaries.

1.3.2. Any applicants registering after the last advertised sign-up date will be placed on a team if space is available or be placed on a waiting list and will remain on said list until an opening becomes available. Position on the waiting list shall be determined on a first- come, first-served basis for the appropriate division.

1.4. Eligibility for All-Stars

1.4.1. A player who does not pay their Spring Season sign up fees in full will not be eligible to qualify for the All-Star selection for that year. Player's that are unable to pay up front for their fees will be offered options for payment, such as working off their fees in the snackbar, payment plan, extra fundraiser.

1.4.2. A player who does not participate fully in Spring Season fundraiser will not be eligible to qualify for the All-Star selection for that year. For this purpose, fully participating constitutes one of the following: a) Selling all candy and/or raffle tickets designated by OMVLL and turning in all money from sales, or b) Using the "Buy Out" option if it is available for the current year as designated by OMVLL.

1.5. Eligibility to Receive Plaques/Trophies/Medal and Pictures

1.5.1. A player who does not pay their Spring Season sign up fees in full will not receive pictures and a plaque/trophy/medal for that season. Player's that are unable to pay up front for their fees will be offer options for payment, such as working off their fees in the snack bar, payment plan, extra fundraiser. The fee must be paid in full the start of the second half of Spring Season as designated on schedule.

1.5.2. A player who does not participate fully in Spring Season fundraiser will not be eligible to receive pictures and a plaque/trophy/medal. For this purpose, fully participating constitutes the following:

1.5.2.1. Selling all candy and/or raffle tickets designated by OMVLL and turning in all money from sales.

1.5.3. Snack Bar Volunteering. Deposit of \$25.00 payable at the time of registration. The League will refund \$25.00 back to the account, once the volunteer has served a snack bar shift.

1.6. Assessments - Senior, Junior, Intermediate, Major, and AAA

Assessments will be held for the Senior, Junior, Intermediate, Major, and AAA divisions. The assessment sessions will be planned with care and conducted in a fair and equal manner under the direction of the Player Agent(s) and Assessment Committee.

1.6.1. Participants - Senior, Junior, Intermediate, Major, and AAA

1.6.1.1. All players of league age 8 through 16 must participate in a scheduled assessment to be eligible for selection in their respective draft.

1.6.1.2. Any applicant who does not participate in a scheduled assessment session will be placed on a waiting list (applies to late sign-ups) and/or placed in a random draw for selection after the Draft.

1.6.1.3. All league ages will be applied as with Little League outlined rules and regulations for divisions.

1.6.2. Assessment Session - Senior, Junior, Intermediate, Major and AAA.

1.6.2.1. Each manager will be supplied with a list of applicants.

1.6.2.2. Applicants will be divided into groups based on league age, to demonstrate their abilities in the following manner:

1.6.2.2.1. Fielding - five (5) balls outfield; five (5) balls infield.

1.6.2.2.2. Batting - five (5) balls pitched.

1.6.2.2.3. Running - run to second base on last pitch.

1.6.2.3. The Assessment Committee may change part of this procedure.

1.7. Late Applications

1.7.1. Those candidates registering after the assessments have been completed will be placed on a waiting list after all the requirements have been met and will remain on the list until an opening exists in their respective divisions. Lists for each division shall be kept by the Player Agent and shared to the Assessment Committee. All placements of players must be approved by the Assessment Committee.

1.8. Player Selection - Senior, Junior, Intermediate, Major, and AAA

- 1.8.1.** A Draft system will be employed to achieve an equitable balance of player talent. The Assessment Committee may implement controls and procedures during the course of the Draft, which in their judgment will ensure good team balance and compliance with the rules.
- 1.8.2.** Draft Attendance - Each Team Manager will attend their Division Draft. Only assigned Board Members may attend the Draft. The Players/parents/guardians may not attend the Draft process at any time.
- 1.8.3.** Draft Order - The Draft Order is established by random selection. This establishes a serpentine order throughout the Draft (1-n, n-1). Teams at each end of the order effectively have two consecutive picks straddling the end and beginning of consecutive rounds.
- 1.8.4.** Draft Pool - The Draft Pools are established by the Player Agent(s) and reviewed by the Assessment Committee.
- 1.8.5.** Draft Pool Candidates - A list containing all candidates for the Division Draft, along with their player number, name, Little League age, will be provided to all Managers prior to the commencement of the Draft.
- 1.8.6.** Managers in AAA and up may lock up to five (5) players in the Draft.
 - 1.8.6.1.** The Manager must give the league a list of the players they are requesting to lock no later than 48 hours before their Draft. The player that is being requested to be locked will be contacted by the Player Agent(s) or President only.
 - 1.8.6.2.** Parents have the right to request siblings to be placed on the same team when playing in the same division. Sibling requirements shall be disclosed to the Managers before the draft. Half-siblings and legal guardians shall be honored. Prior to the draft, siblings who are eligible to play within the same division will be rated under the same system used to rate the Manager's children. Managers will then be told in which round the lower rated siblings have been rated. All Managers will be allowed to choose any sibling as soon as they feel appropriate, but after the first sibling is chosen, the Manager will then automatically receive all other siblings in the rounds in which they have been rated.
 - 1.8.6.3.** At the Draft, a majority vote of the President, Vice President, Upper Division Coordinator, and Player Agent will be used to determine whether or not the Manager's family member (e.g. child) will be a locked player. If deemed not a locked player, the player shall be drafted no later than the fourth round.
 - 1.8.6.4.** Managers do not have to lock any Property Players if they wish, these Managers will still draft in order.
 - 1.8.6.5.** Player Options - Little League rules allow for Player Option arrangements to be made with the Player Agent(s) for specific circumstances including:
 - 1.8.6.5.1.** Drafting siblings - once one sibling is drafted the other sibling will be placed on the same team. The Manager will be skipped on their next round Draft pick.
 - 1.8.6.5.2.** Managers own child(ren) must be drafted onto their team by the Draft round determined ahead of time by the Player Agent(s).
 - 1.8.6.6.** The Player Agent will ensure the Manager selects their child by the specified round.
 - 1.8.6.7.** League does not grant coach request or team player request for Senior, Junior, Intermediate, Major, and AAA divisions.

- 1.8.6.8. Any player desiring not to be drafted by a Manager must request in writing to the Player Agent prior to the Draft. Written requests submitted after the completion of the Draft WILL NOT BE CONSIDERED. No later than 72 hours prior to the Draft the Manager who has a player or players not available to them to draft shall be notified. Only the affected Manager will be notified of the non-availability of a player. Each player is limited to only one (1) Manager block request per division.
- 1.8.6.8.1. If there are two (2) teams or less in the division, this rule will not apply.
- 1.8.7.** Draft Limitations - Rules will establish the minimum and maximum number of players a Manager can select, by Little League Age, for each Division's Draft. The Player Agent(s) will establish and communicate these rules prior to or at the start of, the Draft selection meeting. Draft forms will be distributed which clearly indicate minimums and maximums.
- 1.8.8.** Any Manager in jeopardy of not filling the minimum number of players for an Age will be alerted during the Draft by the Player Agent and required to make selections to come into compliance with the rule. The roster must be filled meeting the minimum or maximum as designated by the Player Agent(s) and Assessment Committee. Should an issue be caught after a selection, the Player Agent may rule that a prior pick be released. The minimum number rule is waived if all players of that age have already been selected.
- 1.8.9.** Major Teams
- 1.8.9.1. League age 12-Year-Old Players: Establish minimum number of 12-year-olds per team to ensure all 12-year-olds are placed on Major teams. No team may have more than eight (8) 12-year-olds, per Little League rules.
- 1.8.9.1.1. If there are two (2) Major teams or less, this rule will not apply.
- 1.8.9.2. Remaining slots on roster may be any combination of ages from those available in the candidate pool.
- 1.8.10.** Draft Process - The draft process will be used for each Division, in the following order: Senior, Junior, Intermediate, Major, and AAA.
- 1.8.10.1. The Player Agent will call the Draft to order.
- 1.8.10.2. If a Manager has more than one child locked on their team, the other Manager will get to pick first.
- 1.8.10.3. If the Draft order has not been determined, a drawing will determine the order.
- 1.8.10.4. All available candidates will be made available for viewing, on paper, projected on a screen, or both.
- 1.8.10.5. The first team with a Draft pick will have one (1) minute to make that selection. The period to make the selection will start when the Player Agent(s) states, "(team name), you are now on the clock."
- 1.8.10.6. If no selection has been made with 15 seconds remaining, the Player Agent(s) will announce the time remaining in the selection, announcing again at the five (5) second mark.
- 1.8.10.7. If no selection is forthcoming at the end of the one (1) minute window, the Player Agent(s) will move to the next Manager.
- 1.8.10.8. Teams with two (2) consecutive selections may not combine the one (1) minute time limits.
- 1.8.10.9. Teams make their selections by announcing the player number and the name of the player. After a selection has been made, the Player Agent will repeat back the number and the name to ensure accuracy.

- 1.8.10.10. Each following selection will have the same one (1) minute time limit.
- 1.8.10.11. All teams must select a player in every round and maintain a full roster at all times during the season.
- 1.8.10.12. The ongoing draft selections and remaining available players will be available for all Managers to view.
- 1.8.11.** Trades - Trades are allowable in the period immediately following the Draft until 10:00 PM the following night. To complete a trade, an e-mail from one Manager to the Player Agent(s) and cc'ing the other involved Manager(s). All teams in the trade must have 12 players on their respective rosters and no trade is final until the Player Agent(s) approves the trade.
- 1.8.12.** Any player whose league age is younger than the specified division league age and is not drafted onto a team shall return to their age-appropriate division.
- 1.8.13.** AA, A, and Tee Ball Divisions - No Draft will be used. League does not guarantee Manager or team player request.
- 1.8.14.** Teams shall contain equitable age and gender assignments.
- 1.8.15.** Player Notification – When the Draft is complete, trading period ends and the Player Agent(s) has finalized the rosters, all Managers will be notified that they may contact the players on their respective rosters. Do not contact any drafted player until you are authorized in writing by the Player Agent(s). Violation of this rule is cause for suspension of the Manager.
- 1.8.16.** Confidentiality - The Draft is kept completely confidential, including skills evaluation, player draft order, and trades. Each individual attending the Draft is responsible for maintaining confidentiality of the Draft and draft materials. All draft materials must be returned to the Player Agent(s) at the conclusion of the draft. Violation of this rule by a Manager or their invited guest is cause for suspension of the Manager.

1.9. Games and Practices

- 1.9.1.** Legal practices:
 - 1.9.1.1. Limited to two (2) hours.
 - 1.9.1.2. Requires five (5) or more players for the same team to be present.
 - 1.9.1.3. Must be supervised by the certified rostered Manager and/or coach(es).
 - 1.9.1.4. Held at times and locations designated by the OMVLL Board.
 - 1.9.1.5. Emergency releases documents MUST be present at ALL practices and games.
- 1.9.2.** Games will be held at Westwind Park unless interlocking with other leagues.
- 1.9.3.** Practices and games are considered a team meeting or event.
- 1.9.4.** Teams are restricted to one (1) practice per day; there will be no practices held on game days. Sunday practices are not advised and should only be held when absolutely necessary.
- 1.9.5.** When there is a female player on the team, an adult family member or another female adult must be present at all practices and games.
- 1.9.6.** Practices shall not begin prior to the date authorized by the OMVLL Board, and any alternatives to foregoing rules must be approved beforehand by the President, Vice-President, and Player Agent(s).
- 1.9.7.** Teams are allowed four (4) meetings per week. Scheduled practices on divisional fields, League batting cages, and scheduled games are considered a team meeting. Pizza parties, birthday parties for the team, etc., are also considered a team meeting.

- 1.9.8.** Insurance - Team meetings (practices on Westwind Park fields and designated schools) are covered by League insurance.
- 1.9.8.1. Any team meeting held at a private residence is not covered by League insurance. Managers and coaches who schedule any team meeting at a private residence take risk against their own homeowner's insurance. If a meeting is scheduled at a private residence, players and parents must be told that League insurance does not cover the meeting.
- 1.9.8.2. Transportation of players also falls under the manager or coach's homeowners or car insurance.
- 1.9.9.** Any meeting held at a facility in which the player or coach must pay a fee is optional. The Rostered Manager, coach(es), or team parent is required to stay present at the end of a practice until all players have been picked up by their guardians.
- 1.9.10.** Cancellation of Games
- 1.9.10.1. If weather conditions or any other condition of the field makes the playing field unsafe, the Safety Officer, Chief Umpire, or President shall cancel the game.
- 1.9.10.2. All cancelled games should be attempted to be replayed, however, only those games that will affect the division championship shall be mandatory.
- 1.9.10.3. No Manager or coach shall have the authority to cancel a game unless directed to do so by the Chief Umpire or President of OMVLL.
- 1.9.10.4. If a Manager is canceling a practice or game for any reason, they must notify the Division Coordinator as soon as possible.

1.10. Volunteer Requirements

- 1.10.1.** All volunteers must complete a background check application and Live Scan. Little League's approved online system will screen for criminal and sex offender backgrounds. Upon confirmation of a cleared background check by Little League, Live Scan, and completed certifications, the approved volunteer will be eligible to receive a league ID badge with the volunteer's basic information.
- 1.10.1.1. The ID badge will identify that this individual has passed a Little League sanctioned background check and completed required certifications and is approved to interact with players.
- 1.10.1.2. The ID badge must be worn at all times when in the presence of players at all league events (i.e., games, practices, snack bar).
- 1.10.1.3. The Board Member on Duty (BMOD) will be instructed to verify that all Managers, coaches, scorekeepers, team moms, etc. have these visible at all times during games.
- 1.10.1.4. Failure to display an approved badge at a league event may be subject to disciplinary action by the Board.
- 1.10.1.5. Managers and two (2) additional volunteers will receive a badge at no cost.
- 1.10.1.6. Additional Parent volunteers who pass a background check may request an ID badge at their own cost.
- 1.10.1.7. Lost or stolen badges must be reported to the league immediately. If reporting prior to a game, it must be reported at least 48 hours prior to game start.
- 1.10.1.8. A replacement badge may be requested. A \$5 charge for all replacement badges will be the responsibility of the volunteer.
- 1.10.1.9. There is absolutely no sharing of badges, they may only be worn by the person

whose name is on the badge.

- 1.10.1.10. Each team in the League shall appoint 1) a team parent; 2) team scorekeeper (Tee Ball and Single A divisions excluded); and 3) pitch count recorder (Tee Ball and Single A divisions excluded).
- 1.10.1.11. Violation of any of the above will subject Manager/coach to disciplinary action by the Disciplinary Committee and /or the OMVLL Board.

2. OMVLL Playing Rules

2.1. Code of Conduct

2.1.1. The actions of players, managers, coaches, umpires, league and district officials must be above reproach. Any player, manager, coach, umpire, or league official who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity, is subject to disciplinary action by the OMVLL board's Discipline Committee, including removal from the league.

This includes, but is not limited to:

- Acts, words, gestures and/or signs of aggression
- Use or under the influence of alcohol, tobacco (in any form) and/or any other controlled substance

2.1.2. It is the Manager's responsibility to control his/her fans. If a fan becomes unruly or abusive, the Umpire and/or Board Member on Duty may warn the Manager that they must control their fans. The Umpire may halt the game until order is restored.

2.1.3. It is the responsibility of the OMVLL Board to provide a Duty Officer at each game. The role of the Duty Officer is to ensure the safety and compliance to the rules of Little League and any special rules or clarifications or those that are unique to the particular division.

2.2. Ejections

2.2.1. Once a Manager, coach, or player has been ejected from a game or practice for any reason, they must leave the game site immediately and take no further action in the game. They may not sit in the stands and will not be recalled (a player must quietly sit in a designated area if his/her parent(s) is/are not present) and not interfere any further with the game. A record of the suspension will be noted in the official scorebook in ink, indication made on the pitching affidavit as well as a written report of the ejection must be completed and submitted to the Division Coordinator within 24 hours. This is in addition to any report required by an umpire association.

2.2.2. Any Manager, coach or player ejected from a game or practice is automatically suspended from his/her team's next physical game played and may not be in attendance at the game site for the team's next game. Second ejection will result in the removal of the individual from the team.

2.3. Use of an Illegal Bat

- 2.3.1.** An illegal bat is defined as a bat that violates any established Little League rule, Regulation or policy including, but not limited to, barrel diameter, length or construction materials.
- 2.3.2.** The use of an illegal bat is defined as the bat leaving the dug-out onto the playing field.
- 2.3.3.** The use of an illegal bat will result with an immediate suspension (ejection) of the manager of the team that the player is a member with.

- 2.3.4.** The manager is automatically suspended from his/her team's next physical game played and may not be in attendance at the game site for the team's next game. Second ejection will result in the removal of the individual from the team.

2.4. Protests

- 2.4.1.** All protests shall be in accordance with the requirements of Little League Rule 4.19
- 2.4.2.** All protests shall be reported to the Division Coordinator and/or designee in writing within 24 hours.
- 2.4.3.** All protests will require a Manager from each team to document their respective case and submit it to the Division Coordinator and/or designee. OMVLL board and/or designee will make the final decision in resolving the protest and shall be considered final and binding.
- 2.4.4.** All protests must be resolved prior to either team's next scheduled game.
- 2.4.5.** Warning: A Manager of a team that excessively either violates a Little League Rule or Regulation including local rules of conduct (including participation, i.e. field, snack bar, and umpiring) and /or utilizes league officials that are not participants of the game (Manager/Coach) in an attempt to influence the game or officials (umpires) may not be approved as a Manager or Coach for any All-Star team in any division of play. Manager may also be suspended/or removed from the team.

2.5. Dress Code

2.5.1. Players

- 2.5.1.1.** Little League Baseball Rule 1.11 will be enforced.
- 2.5.1.2.** Players cannot wear watches, rings, pins, jewelry, and hard cosmetic or hard decorative items.

2.5.2. Adults

- 2.5.2.1.** Please use common sense and courtesy when dressing for League activities. Make sure all undergarments are covered and modest, conservative clothing is worn. Remember, we are working with the youth of our community and need to be a good example in our use of appropriate attire.

2.6. Game Schedule

2.1.1. The Game Schedule will be made and maintained by OMVLL Board. Alterations may only be made with the approval of the OMVLL Board and/or designee.

2.7. Rostered Coaches

2.7.1. Only approved rostered Managers/coaches are allowed to be in the dugouts and on the field during game time. Parents with approved volunteer applications on file are allowed to help with field preparation and warm-ups.

2.7.2. Once the game begins, Junior, Intermediate, Major, and AAA divisions are allowed two (2) rostered coaches and a Manager. If a Manager or a coach will not be present, 24-hour notice must be given to the Division Coordinator to use a temporary replacement. If a 24-hour notice is not achievable, please notify the Division Coordinator as soon as possible so he/she has proper time to verify the replacement. Replacement must have an approved volunteer application on file.

2.7.3. AA, A, and Tee-Ball divisions, please refrain from having more than three (3) rostered Managers/coaches or parents on the field during game time. Having more than three (3) adults on the field creates more confusion for the kids.

2.8. Dugouts and Stands

2.8.1. It is each team's responsibility for maintaining the dugouts and keeping stands clean. Failure to clean up after your game is subject to disciplinary action by OMVLL Board. Sunflower seeds will be allowed with the use of a cup only. Again, failure to comply will result in disciplinary action.

2.9. Age Limits

2.9.1. For clarity, the League Age breakdown for interleague teams will be as follows:

15-16	-	Senior League
13-14	-	Junior League
12-13	-	Intermediate
11-12	-	Major
9-10	-	AAA (a.k.a. Upper Minor)
7-8	-	AA (a.k.a. Lower Minor) (Player Pitch)
5-6	-	A, or Single A (Coach Pitch)
4-5	-	Tee Ball

Exceptions are as follows:

2.9.2. Players league age 13 and 14 are eligible for the Senior League division; will require approval of the OMVLL Board

2.9.3. Players league age 12 are eligible for the Junior League division; will require approval of the OMVLL Board

2.9.4. Players league age 11 who does not wish to be drafted into the Major division may do so by written option of the parent of the candidate and approval from the OMVLL Board.

- 2.9.5.** Players league age 9 and 10 are eligible for Major division, by written option of the parent of the candidate and approval from the OMVLL Board.
- 2.9.5.1. Players league age 9 must also have an assessment in the Major division environment.
- 2.9.6.** Players league age 7 and 8 are eligible for AAA division, by written option of the parent of the candidate and approval from the OMVLL Board.
- 2.9.6.1. Players league age 7 must also have an assessment in the AAA division environment.
- 2.9.7.** Players league age 6 are eligible for AA division, by written option of the parent of the candidate and approval from the OMVLL Board.

2.10. Official Scorekeeping

2.10.1. Scorebook

- 2.10.1.1. The Official score book is league-owned and will be physically stored at Westwind Park. It is the responsibility of the home team to assign an official scorekeeper for each game. The official scorekeeper must sit within speaking distance of the umpire during games. It is the responsibility of the visitor team to assign someone to keep pitch counts and provide them to the scorekeeper and umpire upon request. It is required that the manager of each team signs the book at the end of the game (in ink).

2.10.2. Pitching Affidavit

- 2.10.2.1. Each team is responsible for their Pitching Affidavit. This is an official document so it must be completed in ink, filled out correctly and signed by the official scorekeeper (home team) of each game. A game is not official if the affidavit is missing. Pitching Affidavits (including pitch count) must follow each team to every game and be given to the official scorekeeper before the start of each game (with the line-up card a minimum of 15 minutes prior to the start of the game) so that a determination can be made regarding the eligibility of pitchers. It is the responsibility of the managers to ensure that all required signatures and information are completed and filed correctly. If the affidavit and pitch count records are not provided or are improperly filled out, the responsible manager will be suspended from next physically played game, if properly protested.
- 2.10.2.2. The official pitch count recorder should inform the Umpire when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The Umpire 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, and/or the failure of the Umpire to notify the Manager, does not relieve the Manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

2.10.3. Scorekeeper

- 2.10.3.1. Only the Official and the Team scorekeeper will be allowed to sit behind the backstop.

- 2.10.3.2. Scorekeepers are reminded that they are not to be an active participant or spectator of the game. They are an official record keeper and must remain impartial to the action or results of the game in progress.

2.11. Paid/Volunteer Umpire Service –Junior/ Intermediate/Major/AAA/AA Divisions

- 2.11.1. If a team is unable to field nine (9) players, that team Manager or League representative must notify the opposing team and the Division Coordinator immediately, if possible, within 24-hours prior to the scheduled game time. The OMVLL Board will decide the date of the rescheduled makeup game. Unable to field nine (9) players at the makeup will result in a forfeit.
- 2.11.2. Board Members, volunteers, and relatives shall not umpire in their respective division as a paid umpire.

2.12. Field/Game Preparation

- 2.12.1. The home/hosting team is responsible for the preparation of the playing field prior to each game. **Exception: Interlock Divisions OMV teams are the hosting team.**
- 2.12.2. Visiting/hosting team is responsible for placing field equipment away as well as field maintenance at the end of the last game of the day. **Exception: Interlock Divisions OMV teams are the hosting team.**
- 2.12.3. Pre-game
 - 2.12.3.1. Infield practice will not be permitted between games unless there are at least 15 minutes remaining prior to the next scheduled game.
 - 2.12.3.2. Each team will be restricted to one-half off the available time beginning with the visiting team (teams should warm up outside the fences and be ready to play).
- 2.12.4. Both teams are responsible for their own bleachers and dugouts.
- 2.12.5. The home team will provide two (2) new baseballs for each game and the visiting team will provide one (1) new and one (1) good baseball. League will provide new baseballs at the beginning of the season and mid-season for games only, not for practice.

2.13. Base Coaches

- 2.13.1. Base coaches shall be eligible players in uniform or two (2) adult Managers/coaches of their team.
- 2.13.2. A Manager or coach can be a base coach if there is at least one (1) other adult Manager or coach in the dugout only.

3. Senior and Junior Divisions

A game shall not be started with less than nine (9) players on each team. If a team is unable to place nine (9) players on the field before the game begins, the game may be rescheduled.

3.1. Pool Play

- 3.1.1. If the League has more than one team in the division and are playing interlock, pool players may be used as defined by the Little League playing rules Regulation V.
- 3.1.2. Cap to ten (10) players or roster for said game.

3.2. Minimum Play

- 3.2.1. Every player on a team roster will participate in each game for a minimum of six (6) defensive outs.
- 3.2.2. No more than six (6) may be positioned within the infield.
- 3.2.3. Not every player needs to play in the infield for at least one (1) inning per game.

3.3. Batting Order

- 3.3.1. The umpire must be provided with the batting line-up card prior to start of the game.
- 3.3.2. Must use a continuous batting order.
- 3.3.3. Late arrivals can enter the game at the Managers' discretion only if the lead batter has not started his second at bat. Late arrival will be added to the bottom of the lineup.
- 3.3.4. Any player entering the game late can miss the first at bat and will be designated as an out.
- 3.3.5. Exception: If the game is a resumed /continued, rostered player now present, can enter the game at the Managers' discretion at the end of the batting order.
- 3.3.6. If a batter refuses or is unable to take his/her at-bat, this will result in an automatic out for each occurrence.
- 3.3.7. Batters will be required to keep one foot in the batter's box during his/her at-bat. This is to prepare players for tournament play which will enforce new tournament playing Rule 6.02(c).
 - 3.3.7.1. Penalty: After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.
 - 3.3.7.2. No pitches will be added to pitcher's pitch count.
- 3.3.8. A courtesy runner will be permitted for the catcher and/or pitcher of record when there are two (2) outs. A player whose name is on the team's batting order may not become a substitute runner for another member of the team. Neither the pitcher nor the catcher is subject to removal from the line-up. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game. A courtesy runner must be reported to the plate umpire.
 - 3.3.8.1. Exception: If the continuous batting order is used, the "courtesy runner" may be in the teams batting order and must be the player in the batting order who made the last out.

3.4. Pitching

3.4.1. Pitching Limit

League age 13-16 95 pitches per day

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

- 3.4.2.1. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- 3.4.2.2. If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- 3.4.2.3. If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- 3.4.2.4. If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- 3.4.2.5. If a player pitches 1 - 20 pitches in a day, no (0) calendar day of rest is required.
- 3.4.2.6. The violation of regulation VI including this requirement will result with an immediate suspension (ejection) of the Manager of the team that the pitcher is a member with.
- 3.4.2.7. The Manager is automatically suspended from his/her team's next physical game played and may not be in attendance at the game site for the team's next game. Second ejection will result in the removal of the individual from the team.
- 3.4.2.8. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- 3.4.2.9. Any player on a regular season team may pitch. Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

3.4.3. Rule 6.05(b) the "Dropped third-strike" rule will be in place.

3.4.4. Little League Regulation VI – Pitchers, will be in place.

3.5. Catching

3.5.1. Catchers must wear catchers' helmet (with face mask and throat guard), chest protector and shin guards. Male catchers must wear protective supporter cup at all times.

3.5.2. This applies to warming up the pitchers, in between innings and in the bull pen.

3.6. Game Time Limits

3.6.1. Seven (7) innings is a complete game.

3.6.2. No new inning after 2½ hours if regulation game is official. Regulation game see Rule 4.10.

3.6.3. If tied after seven (7) complete innings, the game continues until either the tie is broken or reaches the drop-dead time limit of three (3) hours.

3.6.4. Exception: LOCAL CURFEW WILL TAKE PRECEDENCE

3.7. Mercy Rule

- 3.7.1.** If after four (4) innings (3½ innings if the home team is ahead), one team has a lead of 15 runs or more the manager of the team with the least runs shall concede the victory to the opponent. If after five (5) innings (4½ innings if the home team is ahead), one team has a lead of 10 runs or more the manager of the team with the least runs shall concede the victory to the opponent.
- 3.7.2.** Note: If the visiting team has a lead of 10 (or 15) runs or more, the home team must bat in its half of the inning.

3.8. Umpire

- 3.8.1.** Minimum - One (1) umpire (a paid umpire service may be used).

4. Intermediate Division

A game shall not be started with less than nine (9) players on each team. If a team is unable to place nine (9) players on the field before the game begins, the game may be rescheduled.

4.1. Pool Play

- 4.1.1. If the league has more than one team in the division and are playing interlock, pool players may be used as defined by the Little League playing rules Regulation V.
- 4.1.2. Cap to ten (10) players or roster for said game.

4.2. Minimum Play

- 4.2.1. Every player on a team roster will participate in each game for a minimum of six (6) defensive outs.
- 4.2.2. No more than six (6) may be positioned within the infield.
- 4.2.3. Not every player needs to play in the infield for at least one (1) inning per game.

4.3. Batting Order

- 4.3.1. The umpire must be provided with the batting line-up card prior to start of the game
- 4.3.2. Must use a continuous batting order.
- 4.3.3. Late arrivals can enter the game at the managers' discretion only if the lead batter has not started his second at bat. Late arrival will be added to the bottom of the lineup.
- 4.3.4. Any player entering the game late can miss the first at bat and will be designated as an out.
- 4.3.5. Exception: If the game is a resumed/continued, rostered player now present, player can enter the game at the Managers' discretion at the end of the batting order.
- 4.3.6. If a batter refuses or is unable to take his/her at-bat, this will result in an automatic out for each occurrence.
- 4.3.7. Batters will be required to keep one foot in the batter's box during his/her at-bat. This is to prepare players for tournament play which will enforce new tournament playing Rule 6.02(c).
 - 4.3.7.1. Penalty: After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.
 - 4.3.7.2. No pitches will be added to pitcher's pitch count.
- 4.3.8. A courtesy runner will be permitted for the catcher and/or pitcher of record when there are two (2) outs. A player whose name is on the team's batting order may not become a substitute runner for another member of the team. Neither the pitcher nor the catcher is subject to removal from the line-up. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game. A courtesy runner must be reported to the plate umpire.
 - 4.3.8.1. Exception: If the continuous batting order is used, the "courtesy runner" may be in the teams batting order and must be the player in the batting order who made the last out.

4.4. Entry

4.4.1. No on-deck batter will be allowed in this division.

4.5. Pitching

4.5.1. Pitching Limit

League age 13-16 95 pitches per day
11-12 85 pitches per day

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

- 4.5.2.1. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- 4.5.2.2. If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- 4.5.2.3. If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- 4.5.2.4. If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- 4.5.2.5. If a player pitches 1 - 20 pitches in a day, no (0) calendar day of rest is required.
- 4.5.2.6. The violation of regulation VI including this requirement will result with an immediate suspension (ejection) of the Manager of the team that the pitcher is a member with.
- 4.5.2.7. The Manager is automatically suspended from his/her team's next physical game played and may not be in attendance at the game site for the team's next game. Second ejection will result in the removal of the individual from the team.
- 4.5.2.8. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- 4.5.2.9. Any player on a regular season team may pitch. Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

4.5.3. Rule 6.05(b) the "Dropped third-strike" rule will be in place.

4.5.4. Little League Regulation VI – Pitchers, will be in place.

4.6. Catching

4.6.1. Catchers must wear catcher's helmet (with face mask and throat guard), chest protector and shin guards. Male catchers must wear protective supporter cup at all times.

4.6.2. This applies to warming up the pitchers, in between innings and in the bull pen.

4.7. Game Time Limits

4.7.1. Follow interlock rules.

4.8. Mercy Rule

4.8.1. Follow interlock rules.

4.9. Umpire

4.9.1. Follow interlock rules.

5. Major Division

A game shall not be started with less than nine (9) players on each team. If a team is unable to place nine (9) players on the field before the game begins, the game may be rescheduled.

5.1. Pool Play

- 5.1.1. If the league has more than one team in the division and are playing interlock, pool players may be used as defined by the Little League playing rules Regulation V.
- 5.1.2. Cap to 10 (ten) players or roster for said game.

5.2. Minimum Play

- 5.2.1. Every player on a team roster will participate in each game for a minimum of six (6) defensive outs.
- 5.2.2. No more than six (6) may be positioned within the infield.
- 5.2.3. Not every player needs to play in the infield for at least one (1) inning per game.

5.3. Batting Order

- 5.3.1. The umpire must be provided with the batting line-up card prior to start of the game
- 5.3.2. Must use a continuous batting order.
- 5.3.3. Late arrivals can enter the game at the managers' discretion only if the lead batter has not started his second at bat. Late arrival will be added to the bottom of the lineup.
- 5.3.4. Any player entering the game late can miss the first at bat and will be designated as an out.
- 5.3.5. Exception: If the game is a resumed/continued, rostered player now present, player can enter the game at the Managers' discretion at the end of the batting order.
- 5.3.6. If a batter refuses or is unable to take his/her at-bat, this will result in an automatic out for each occurrence.
- 5.3.7. Batters will be required to keep one foot in the batter's box during his/her at-bat. This is to prepare players for tournament play which will enforce new tournament playing Rule 6.02(c).
 - 5.3.7.1. Penalty: After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.
 - 5.3.7.2. No pitches will be added to pitcher's pitch count.
- 5.3.8. A courtesy runner will be permitted for the catcher and/or pitcher of record when there are two (2) outs. A player whose name is on the team's batting order may not become a substitute runner for another member of the team. Neither the pitcher nor the catcher is subject to removal from the line-up. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game. A courtesy runner must be reported to the plate umpire.
 - 5.3.8.1. Exception: If the continuous batting order is used, the "courtesy runner" may be in the teams batting order and must be the player in the batting order who made the last out

5.4. Entry

5.4.1. No on-deck batter will be allowed in this division.

5.5. Pitching

5.5.1. Pitching Limit

League age	13-16	95 pitches per day
	11-12	85 pitches per day
	9-10	75 pitches per day

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

- 5.5.2.1. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- 5.5.2.2. If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- 5.5.2.3. If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- 5.5.2.4. If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- 5.5.2.5. If a player pitches 1 - 20 pitches in a day, no (0) calendar day of rest is required.
- 5.5.2.6. The violation of regulation VI including this requirement will result with an immediate suspension (ejection) of the Manager of the team that the pitcher is a member with.
- 5.5.2.7. The Manager is automatically suspended from his/her team's next physical game played and may not be in attendance at the game site for the team's next game. Second ejection will result in the removal of the individual from the team.
- 5.5.2.8. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- 5.5.2.9. Any player on a regular season team may pitch. Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

5.5.3. Rule 6.05(b) the "Dropped third-strike" rule will be in place.

5.5.4. Little League Regulation VI – Pitchers, will be in place.

5.6. Catching

5.6.1. Catchers must wear catcher's helmet (with face mask and throat guard), chest protector and shin guards. Male catchers must wear protective supporter cup at all times.

5.6.2. This applies to warming up the pitchers, in between innings and in the bull pen.

5.7. Game Time Limits

- 5.7.1.** Six (6) innings is a complete game.
- 5.7.2.** No new inning after two (2) hours if regulation game is official. Regulation game see rule 4.10.
- 5.7.3.** If tied after six (6) complete innings, the game continues until the tie is broken or reachesthe drop-dead time limit of 2 hours 15 minutes.
- 5.7.4.** Exception: LOCAL CURFEW WILL TAKE PRECEDENCE.

5.8. Mercy Rule

- 5.8.1.** If after three (3) innings (2½ innings if the home team is ahead), one team has a lead of 15 runs or more, the Manager of the team with the least runs shall concede the victory to theopponent. If after four (4) innings (3½ innings if the home team is ahead), one team has alead of 10 runs or more, the Manager of the team with the least runs shall concede the victory to the opponent.

5.9. Umpire

- 5.9.1.** Minimum - One umpire. (A paid umpire service may be used)

6. AAA Division

A game shall not be started with less than nine (9) players on each team. If a team is unable to place nine (9) players on the field before the game begins, the game may be rescheduled.

6.1. Pool Play

- 6.1.1. If the league has more than one team in the division and are playing interlock, pool players may be used as defined by the Little League playing rules Regulation V.
- 6.1.2. Cap to ten (10) players or roster for said game.

6.2. Minimum Play

- 6.2.1. Every player on a team roster will participate in each game for a minimum of six (6) defensive outs.
- 6.2.2. No more than six (6) may be positioned within the infield.
- 6.2.3. Not every player needs to play in the infield for at least one (1) inning per game.

6.3. Batting Order

- 6.3.1. The umpire must be provided with the batting line-up card prior to start of the game
- 6.3.2. Must use a continuous batting order.
- 6.3.3. Late arrivals can enter the game at the Managers' discretion only if the lead batter has not started his second at bat.
- 6.3.4. Any player entering the game late can miss the first at bat and will be designated as an out.
- 6.3.5. If a batter refuses or is unable to take his/her at-bat, this will result in an automatic out for each occurrence.
- 6.3.6. Batters will be required to keep one foot in the batter's box during his/her at-bat. This is to prepare players for tournament play which will enforce new tournament playing Rule 6.02(c).
 - 6.3.6.1. Penalty: After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.
 - 6.3.6.2. No pitches will be added to pitcher's pitch count.
- 6.3.7. A courtesy runner will be permitted for the catcher and/or pitcher of record when there are two (2) outs. A player whose name is on the team's batting order may not become a substitute runner for another member of the team. Neither the pitcher nor the catcher is subject to removal from the line-up. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game. A courtesy runner must be reported to the plate umpire.
 - 6.3.7.1. Exception: If the continuous batting order is used, the "courtesy runner" may be in the teams batting order and must be the player in the batting order who made the last out.

6.4. Entry

6.4.1. No on-deck batter will be allowed in this division.

6.5. Pitching

6.5.1. Pitching Limit

League age	13-16	95 pitches per day
	11-12	85 pitches per day
	9-10	75 pitches per day
	7-8	50 pitches per day

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

- 6.5.2.1. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- 6.5.2.2. If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- 6.5.2.3. If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- 6.5.2.4. If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- 6.5.2.5. If a player pitches 1 - 20 pitches in a day, no (0) calendar day of rest is required.
- 6.5.2.6. The violation of regulation VI including this requirement will result with an immediate suspension (ejection) of the Manager of the team that the pitcher is a member with.
- 6.5.2.7. The Manager is automatically suspended from his/her team's next physical game played and may not be in attendance at the game site for the team's next game. Second ejection will result in the removal of the individual from the team.
- 6.5.2.8. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- 6.5.2.9. Any player on a regular season team may pitch. Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

6.5.3. Little League Regulation VI – Pitchers, will be in place.

6.6. Catching

- 6.6.1. Catchers must wear catcher's helmet (with face mask and throat guard), chest protector and shin guards. Male catchers must wear protective supporter cup at all times.
- 6.6.2. This applies to warming up the pitchers, in between innings and in the bull pen.

6.7. Game Time Limits

- 6.7.1.** Six (6) innings is a complete game.
- 6.7.2.** No new inning after 1 hour 45 minutes if regulation game is official. Regulation game see rule 4.10.
- 6.7.3.** If tied after six (6) complete innings, the game continues until the tie is broken or reaches the drop-dead time limit of two (2) hours.
- 6.7.4.** The five-run limit will be enforced in all innings except the last inning identified by the umpire.
- 6.7.5.** Open inning to begin on the start of the fourth (4) inning. Both the visiting team and the home team must be allowed to bat with unlimited runs for the game to be considered an official game.
- 6.7.6.** Exception: LOCAL CURFEW WILL TAKE PRECEDENCE.

6.8. Mercy Rule

- 6.8.1.** If after three (3) innings (2½ innings if the home team is ahead), one team has a lead of 15 runs or more, the Manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings (3½ innings if the home team is ahead), one team has a lead of 10 runs or more, the Manager of the team with the least runs shall concede the victory to the opponent.
- 6.8.2.** Note: If the visiting team has a lead of 10 (or 15) runs or more, the home team must bat in its half of the inning.

6.9. Umpire

- 6.9.1.** Minimum - One (1) umpire (a paid umpire service may be used).

7. Lower Minor Division (AA)

A game shall not be started with less than eight (8) players on each team. If a team is unable to place eight (8) players on the field before the game begins, the game shall be rescheduled.

7.1. Field Rules

All teams must hit baseballs away from houses during practices and game warmups. If a baseball goes over the fence into any backyard behind the field the manager of the team must notify the league immediately so we can log what time this occurred. This goes for all/only league authorized practices and games.

7.2. Minimum Play

7.2.1. Every player on a team roster will participate in each game for a minimum of six (6) defensive outs.

7.2.2. No more than six (6) may be positioned within the infield.

7.3. Batting Order

7.3.1. The umpire must be provided with the batting line-up card prior to start of the game.

7.3.2. Must use continuous batting order.

7.3.3. Late arrivals can enter the game at the Managers' discretion.

7.3.4. If a batter refuses or is unable to take his/her at-bat, this will result in an automatic out for each occurrence.

7.4. Entry

7.4.1. No on-deck batter will be allowed in this division.

7.5. Base Running

7.5.1. No stealing allowed. Runners can only advance one (1) base on an over-thrown or passed ball.

7.5.2. Passed balls are defined as any thrown ball that gets behind the intended target/player. Example: If a pitched ball is blocked by the catcher and rolls to the side of the catcher but remains within reach, it will not be considered a passed ball. However, if the catcher makes an attempt to block the pitched ball but the ball rolls to the side and out of reach, that will be considered a passed ball and the runner may advance one base.

7.5.3. Advancing to Home Plate is not allowed on a passed ball. A runner on 3rd base can advance to home if the ball was put in play by the batter or if the batter was hit-by-pitch (player pitch only) with bases loaded.

7.5.4. The five-run limit will be enforced in all innings.

7.6. Pitching

7.6.1. The AA division will be Player Pitch the entire season.

7.6.2. Players that are league age 7-8 are eligible to pitch in AA.

7.6.3. Pitching Limit

League age 7-8 50 pitches per day

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

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

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

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

7.6.4.4. The violation of regulation VI including this requirement will result with an immediate suspension (ejection) of the Manager of the team that the pitcher is a member with.

7.6.4.5. The Manager is automatically suspended from his/her team's next physical game played and may not be in attendance at the game site for the team's next game. Second ejection will result in the removal of the individual from the team.

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

7.6.4.7. Any player on a regular season team may pitch. Exception: Any player, who has played the position of catcher in two (2) or more innings in a game, is not eligible to pitch on that calendar day.

7.6.5. No walks will be allowed unless the batter is hit by the player pitch.

7.6.5.1. The hit batter can choose to receive three (3) pitches from the Manager/coach or take the base.

7.6.6. No base on balls (walks) allowed.

7.6.6.1. Upon ball four (4), the coach will throw a maximum of three (3) pitches in an attempt for the batter to reach base or be put out.

7.6.6.2. The number of strikes will remain on the batter.

7.6.6.3. The umpire will continue to call balls and strikes. A batter may be called out on strikes.

7.6.6.4. Batters and runners may advance a maximum of two (2) bases on a ball put in play when pitched by the coach.

7.6.7. If four (4) balls are thrown by the kid pitcher, the Manager/coach will come in and pitch.

7.6.7.1. Manager/coach is required to pitch from the regulation pitching rubber of choice (minimum or maximum distance allowed). The Manager/coach pitch must be thrown overhand to the batter.

7.6.7.2. The batter will either put the ball in play, strike out, or put out.

7.6.8. If the 3rd strike or last pitch is fouled, an additional pitch is allowed until put in play or strike out. NO walking allowed in AA.

- 7.6.9.** Players pitching on the Minor field are allowed to pitch from the lower (flat) 40ft. mound or the top 46 ft. mound. Guidelines are as follows:
- 7.6.9.1. Pitchers league age 8 are allowed to pitch from the 40 ft. mound for the first half of the Spring Season. These pitchers will be required to pitch from the 46 ft. mound for the second half of the Spring Season.
 - 7.6.9.1.1. NOTE: If the league age 8 pitcher chooses to pitch from the 46 ft. mound earlier than the half-way point of the season, it is acceptable and is at the discretion of the Manager.
 - 7.6.9.2. Pitchers league age 7 are allowed to pitch from the 40 ft. mound for the entire season.
 - 7.6.9.2.1. NOTE: If the league age 7 pitcher chooses to pitch from the 46 ft. mound at any point in the season, it is acceptable and is at the discretion of the Manager.
 - 7.6.9.3. Changing pitching distances in the middle of the game will be allowed only once per pitcher. The pitcher must be eligible to move to said distance and must remain at the changed distance for the remainder of the game.
- 7.6.10.** The lower (flat) mound should be positioned at a minimum of 40 ft. The flat mound on the minor's field is a permanent fixture and will remain in place for the duration of the season.
- 7.6.11.** Coach pitches – Manager or coach is required to pitch from the regulation pitching rubber of choice (minimum or maximum distance allowed). The Manager/coach can crouch, kneel, or stand from the pitching rubber but the pitch must be thrown overhand to the batter.
- 7.6.12.** Little League Regulation VI – Pitchers, will be in place.

7.7. Catching

- 7.7.1. Catchers must wear catcher's helmet (with face mask and throat guard), chest protector, and shin guards. Male catchers must wear protective supporter cup at all times.
- 7.7.2. This applies to warming up the pitchers, in between innings and in the bull pen.

7.8. Fielding

- 7.8.1. Defensive players shall not play in the same defensive positions for more than two (2) innings per game. This shall not apply to pitchers and catchers.
- 7.8.2. Defensive players shall not sit on the bench for more than one (1) inning in a row.
- 7.8.3. Each team shall field ten (10) players defensively. The additional player shall be designated the rover and shall remain 15 ft. behind the baseline in the outfield until the ball is hit. No more than six (6) may be positioned within the infield.

7.9. Game Time Limits

- 7.9.1.** Six (6) innings is a complete game.
- 7.9.2.** No new inning after 1½ hours if regulation game is official. Regulation game see Rule 4.10.
- 7.9.3.** If tied after six (6) complete innings, the game continues until the tie is broken. TIE GAMES WILL HAVE A TIME LIMIT OR DROP-DEAD OF 1 HOUR 45 minutes.
- 7.9.4.** The five-run limit will be enforced in all innings.
- 7.9.5.** Exception: LOCAL CURFEW WILL TAKE PRECEDENCE.

7.10. Umpire

- 7.10.1.** Junior umpires can volunteer to umpire the game. This is a league sponsored program and the umpires must be approved prior to the game starting.
- 7.10.2.** If no umpire is available, a designated Manager/coach will call for their respective team.

7.11. Select Team

- 7.11.1.** In the event District 23 hosts or enters in a 7- and 8-year-old Select Tournament, OMVLL will participate.
- 7.11.2.** Players and Manager will be drafted for this team.

8. Lower Minor Division (aka Single A or A)

Single A is considered an instructional level of play. No official score or standings are kept.

A game shall not be started with less than eight (8) players on each team. If a team is unable to place eight (8) players on the field before the game begins, the game shall be rescheduled.

8.1. Field Rules

All teams must hit baseballs away from houses during practices and game warmups. If a baseball goes over the fence into any backyard behind the field the manager of the team must notify the league immediately so we can log what time this occurred. This goes for all/only league authorized practices and games.

8.2. Minimum Play

- 8.2.1.** Every player on a team roster will participate in each game for a minimum of six (6) defensive outs.
- 8.2.2.** A player must be assigned to play the catcher position. A coach is allowed to stand behind the catcher to assist in retrieving pitches, but a catcher is required. A player is allowed a maximum of two (2) innings at the catcher position.
- 8.2.3.** No more than six (6) may be positioned within the infield.

8.3. Batting Order

- 8.3.1.** Managers must exchange the batting line-up card prior to start of the game.
- 8.3.2.** Must use continuous batting order.
- 8.3.3.** Late arrivals can enter the game at the Managers' discretion.
- 8.3.4.** If a batter refuses or is unable to take his/her at-bat, this will result in an automatic out for each occurrence

8.4. Entry

- 8.4.1.** No on-deck batter will be allowed in this division.

8.5. Base Running

- 8.5.1.** No stealing allowed. Runner can advance one base on an over-thrown or passed ball.
- 8.5.2.** Passed balls are defined as any thrown ball that gets behind the intended target/player. Example: If a pitched ball is blocked by the catcher and rolls to the side of the catcher but remains within reach, it will not be considered a passed ball. However, if the catcher makes an attempt to block the pitched ball but the ball rolls to the side and out of reach, that will be considered a passed ball and the runner may advance one base.
- 8.5.3.** Advancing to Home Plate is not allowed on any passed ball. A runner on 3rd base can advance to home if the ball was put in play by the batter.
- 8.5.4.** Runner must freeze on a base once the ball is thrown into the infield and is received/secured by an infielder.
- 8.5.5.** The five-run limit will be enforced in all innings.

8.6. Pitching

- 8.6.1.** Single A allows coach pitch or Little League approved pitching machine to pitch to a batter. The batter is allowed five (5) pitches to put the ball in play or strikeout, whichever comes first. If the 3rd strike or last pitch is fouled, an additional pitch is allowed until put inplay or strike out. NO walking allowed in Single A.
- 8.6.2.** There is no Player Pitch allowed in Single A.
- 8.6.3.** Manager or coach is required to pitch from the designated distance of 25 ft. or regulation pitching rubber of choice (minimum or maximum distance allowed). The Manager/coach can crouch, kneel, or stand from 25 ft. or the pitching rubber but the pitch must be thrown overhand to the batter.
- 8.6.4.** No tee shall be used in Single A.

8.7. Catching

- 8.7.1.** Catchers must wear catcher's helmet (with face mask and throat guard), chest protector, and shin guards. Male catchers must wear protective supporter cup at all times.

8.8. Fielding

- 8.8.1.** Defensive players shall not play in the same defensive positions for more than two (2) innings per game. This does not include catchers.
- 8.8.2.** Defensive players shall not sit on the bench for more than one (1) inning in a row.
- 8.8.3.** Each team shall field ten (10) players defensively. The additional player shall be designated the rover and shall remain 15 ft. behind the baseline in the outfield until the ball is hit. No more than six (6) may be positioned within the infield.

8.9. Game Time Limits

- 8.9.1.** Six (6) innings is a complete game.
- 8.9.2.** No new inning after 1 hour 15 minutes if regulation game is official. Regulation game see rule 4.10.
- 8.9.3.** If tied after six (6) complete innings, the game continues until the tie is broken. TIE GAMES WILL HAVE A TIME LIMIT OR DROP-DEAD OF 1 HOUR 30 minutes.
- 8.9.4.** The five-run limit will be enforced in all innings.
- 8.9.5.** Exception: LOCAL CURFEW WILL TAKE PRECEDENCE.

9. Tee Ball Division

9.1. Minimum Play

Every player on a team roster will participate in every inning of each game.

9.2. Batting Order

9.2.1. Must use continuous batting order.

9.2.2. Batting tee must be used for the first half of the Spring Season.

9.2.3. Second half of the season – Managers must introduce coach pitch. Only three (3) pitches will be allowed. If batter does not strike out, they will use a tee after their three (3) pitches. Pitches must be thrown overhand from a crouch, kneeling, or standing position and at a minimum distance of 10 ft. from the batter.

9.3. Entry

9.3.1. No on deck batter will be allowed in this division.

9.4. Fielding

9.4.1. Defensive players shall not play in the same defensive positions for more than two (2) innings per game.

9.4.2. Each team shall field all players defensively. No more than six (6) may be positioned within the infield.

9.4.3. NO catcher shall be used in this position.

9.4.4. Runners shall not be designated out.

9.4.5. Ball hit in the infield shall be kept in play and defense may attempt a put out. Runner cannot advance more than one base.

9.4.6. Ball hit in the outfield. Runner/runners may advance more than one base. Defense must throw ball into the pitching circle. Once the ball is in the pitching circle, runners may no longer advance. If runner is not more than $\frac{3}{4}$ of the way, he/she must return to previous base.

9.4.7. Last batter shall run all bases unobstructed.

9.5. Game Time Limits

9.5.1. 1 hour or 4 innings whichever comes first.

9.6. Ball

9.6.1. Little League approved Tee Ball level ball will be used at all times.

10. OMVLL League Champions

10.1. Senior, Junior, Intermediate, and Major Divisions

- 10.1.1.** The team with the best head to head win/loss record in the division for the Spring Season shall be considered League champion and as such will represent OMVLL in the District 23 Tournament of Champions (TOC).
- 10.1.2.** If there is a tie, then run ratio (runs allowed divided by innings played = ratio, lowest ratio is best) will break tie to determine season winner. Games that end in a forfeit will be scored 9 Win-0 Loss for the team that did not forfeit. Games that are rained out will be scored 0-0 for the purpose to determine season winner.
- 10.1.3.** Failure to field a team for a scheduled game will result in a loss. Failure to field a full team of nine players (for any reason) at any time during a game will result in a loss. League champion will be the representative of OMVLL in the District 23 Tournament of Champions (TOC).

10.2. AAA Division

- 10.2.1.** There is no District 23 Tournament of Champions (TOC) for the AAA division.
- 10.2.2.** AAA teams may enter into a Board approved tournament.
- 10.2.3.** Team with the best win / loss records will be the division winner for the Spring Season. Winner is determined by regular season game wins. In the event of tie of Spring Season halves we will use head to head record. If that is a tie then run ratio (runs allowed divided by innings played = ratio, lowest ratio is best) will break tie to determine of season half winner.

10.3. AA Division

- 10.3.1.** There is no District 23 Tournament of Champions (TOC) for the AA division.
- 10.3.2.** AA division will participate in an end-of-season tournament to select a division champion.
 - 10.3.2.1.** Each team will be entered in a double-elimination bracket style tournament to determine the AA division first place team.
 - 10.3.2.2.** Exception: If league fields three (3) teams or less for Spring Season teams will be entered in a single-elimination bracket tournament.
- 10.3.3.** All OMV Local Rules for Minors-AA will be in effect.
- 10.3.4.** Selection will be done in a hat-pick style as there are no standings kept for this division. First selection out of the "hat" will be placed in the top seed, second selection in the #2 spot, and so on until the bracket is filled based on win/loss record for the Spring Season.
 - 10.3.4.1.** Exceptions: If there are only two (2) teams in the division, seeding will be decided by coin flip on game day.
 - 10.3.4.2.** Exceptions: If there are only three (3) teams or less in the division, seeding will be decided by a hat pick of team name.

- 10.3.5.** Bracket will be built with highest seed will play the lowest seeded team, next highest vs. next lowest, repeating format until all teams are placed in the bracket. Once bracket is built, it will be played out as scheduled; NO reseeding will be performed thereafter. If there are an odd number of teams to start the bracket, the highest seed may be awarded a bye to level-set the bracket.
- 10.3.6.** Failure to field a team for a scheduled game will result in a loss. Failure to field a full team of nine players (for any reason) at any time during a game will result in a loss.
- 10.3.7.** Tournament winner is the League champion and will be awarded a 1st place trophy/medal.
- 10.3.8.** The President, Vice President, Player Agent, and Division Coordinator shall decide the dates of all such games.
- 10.3.9.** All tournament games may be played on the Minor or Major field and will be pitched from 40ft. or 46ft. mound (for League Age 8 year olds) only regardless of age.

11. OMVLL All-Stars Selection Process

11.1. General

- 11.1.1. The framework and guidelines for tournament play as established by Little League Baseball Inc. and detailed annually in the “Tournament Regulations” section of the Little League Operating Manual shall be followed by OMVLL.
- 11.1.2. **An All-Star Committee, consisting of the League President, Player Agent(s), Upper Division Coordinator, Lower Division Coordinator and Secretary** will be responsible for overseeing the All-Star team selection (Senior, Junior, Major-12/11/10, 11/10/9, 10/9/8 year-olds). The President of the League will act as Chairperson of the Committee.
- 11.1.3. Age-Eligible player: Player who played in at least 60% regular season games and meets the requirements of the League and Little League Baseball Inc. regulation shall be eligible for All –Star selection.
 - 11.1.3.1. Players that competed in the AAA division, meet minimum play requirements for the season (60% of eligible games), and received a nomination vote to participate in AAA clinic will be eligible for the 10/9/8 year-old team(s) only.
 - 11.1.3.2. AA division and below are not eligible for All-Stars.
- 11.1.4. It is recommended that players be selected by ability and not by position.
- 11.1.5. Predetermined dates will be established by the All-Star Committee for submission of ORIGINAL birth certificates and to confirm proof of residency or school eligibility to assure the eligibility of a candidate. Player Agent(s) will prepare All-Star books for District 23 approval. In the absence of Player Agent(s), the President will prepare all books and submit to District.
- 11.1.6. The President of the League has the responsibility for seeing that the player voting is conducted in a proper and consistent manner. Only members of the All-Star Committee may conduct the actual vote by the individual players and managers.
- 11.1.7. A ballot of eligible players shall be prepared by the All-Star Committee.
 - 11.1.7.1. Senior/Junior/Major (12, 11, 10, 9 year-olds) division ballot will be listed on the ballot by their Little League Age group and team played during the Spring Season. Exception: Players league age 9 years-old will be listed with the 10-year-olds.
 - 11.1.7.2. A meeting will be held for the purpose for AAA division.
 - 11.1.7.2.1. A nomination meeting will be held for the purpose of presenting the nominations and establish the dates of the clinic.
 - 11.1.7.2.2. The Player Agent(s) in conjunction with the All-Star Committee, the Major and AAA coordinator will be responsible for organizing and conducting the meeting.
 - 11.1.7.2.3. The League President or a designate from the All-Star Committee will chair and preside over the meeting.
 - 11.1.7.2.4. In the case of a scheduling conflict, the Manager may designate one representative (preferably a coach) to act in their capacity at the meeting.

- 11.1.7.2.5. In designating such a representative, the Manager assigns all authority that otherwise vest with the Manager to make decisions at the meeting.
- 11.1.7.2.6. If a representative is in attendance in place of a Manager at the start of the nomination meeting, the Manager may not join the meeting in progress at a later time.
- 11.1.7.2.7. The clinic will be organized by the Player Agent with the help of the All-Star Committee, the Major and AAA coordinators.
- 11.1.7.2.8. The clinic will consist of basic drills, which provide a player the opportunity to exhibit skill in batting, fielding, throwing, and running. Scrimmage games are acceptable.
- 11.1.7.2.9. The clinic will consist of one session.
- 11.1.7.2.10. Upon the conclusion of the clinic, the All-Star Committee prepares a ballot consisting of all players who participated in the clinic. The ballot shall be arranged by team.
- 11.1.7.2.11. Team Manager and one (1) coach from each team within the Major and AAA divisions to participate in the evaluation of players during the clinic. Only those who participate in both sessions (nomination meeting and clinic) will be allowed to cast a ballot for the 10/9/8 team. In the event a Manager will be unable to attend both sessions, the Manager may designate a coach to act in their capacity.
- 11.1.7.3. The All-Star Committee will count the ballots.
- 11.1.8. All-Star Manager Selection.**
 - 11.1.8.1. The Managers of the All-Star Teams in Senior/Junior Division shall be the winning Manager from that division. If for any reason they cannot fulfill the duty the All-Star Team will be offered to remaining Managers from within that division in order of finish.
 - 11.1.8.2. The winning Manager in the Major Division will be offered the choice to manage the 12/11/10 or 11/10/9 All-Star Team. If for any reason they cannot fulfill the duty, the All-Star Team will be offered to the remaining Managers from within that division in order of finish (2nd, 3rd, 4th, etc.). Once the first-place team has made his selection, the second-place team will be offered the choice of the remaining All-Star team. If for any reason they cannot fulfill the duty, the All-Star Team will be offered to the remaining Managers from within the division in order of finish (2nd, 3rd, 4th, etc.). Once the first and second place teams have made a selection, the Third-Place team will be offered the remaining All-Star Team. If for any reason they cannot fulfill the duty, the All-Star Team will be offered to the remaining Managers from within the division in order of finish (2nd, 3rd, 4th, etc.).
 - 11.1.8.3. The winning Manager in the AAA Division will be offered the choice to manage the 10/9/8 All-Star Team. If for any reason they cannot fulfill the duty, the All-Star Team will be offered to the remaining Managers from within that division in order of finish (2nd, 3rd, 4th, etc.). Once the first-place team has made his selection, the second-place team will be offered the choice of the remaining All-Star team. If for any reason they cannot fulfill the duty, the All-Star Team will be

offered to the remaining Managers from within the division in order of finish (2nd, 3rd, 4th, etc.). Once the first and second place teams have made a selection, the Third-Place team will be offered the remaining All-Star Team. If for any reason they cannot fulfill the duty, the All-Star Team will be offered to the remaining Managers from within the division in order of finish (2nd, 3rd, 4th, etc.).

- 11.1.8.4. All Managers selected must have managed a Spring Season Major or Junior Division team for a prior year season and be in good standing with the League and Board. All selections are subject to rejection by the Board of Directors. All of this has to be approved by the President.
- 11.1.8.5. All-Star team Manager will select their first assistant coach from their team. Second assistant coach will be the Manager from the second-place team. If for any reason they cannot fulfill the duty, the All-Star coach(es) position will be offered to the remaining Managers from within that division in order of finish (2nd, 3rd, 4th, etc.).
- 11.1.9.** The All-Star Managers will select their coaches (within Little League Regulations) from the rostered managers and coaches in their divisions, subject to rejection by the Board of Directors. One coach for the 10/9/8 year-old All-Star Team may come from the rostered Managers and coaches within the Major, AAA, or AA divisions. Winning Manager from the AAA division may will be offered a coach position on the 10/9/8 year old All-Star Team.
- 11.1.10.**The Manager, subject to the approval by the Board of Directors, shall select a scorekeeper for each team.
- 11.1.11.**Up to fourteen (14) players will be selected for each division's All-Star Team. No substitute players will be selected at this time. It is the Managers choice to roster 12-14 players.
- 11.1.12.**Replacement players, if necessary, will be selected by the All-Star Manager from the "All-Star Player Pool". These replacements will be done in accordance with Little League Tournament regulations and are subject to approval by the Board of Directors.
 - 11.1.12.1. The "All-Star Players Pool" as mentioned in the following section is a group of players who have received at least one (1) vote from the players, Managers and coaches voting ballot having not already been placed on the team.
 - 11.1.12.2. The final rostered players shall be selected by the Manager of the All-Star Team. The Manager shall select these players from the "All-Star Player Pool".
 - 11.1.12.3. The All –Star Committee will be responsible for providing the list of players on "All-Star Players Pool".
 - 11.1.12.4. The All-Star Manager shall have an additional 48 hours (when possible), in which to make their selection and report to All-Star Committee.

11.2. Senior, Junior, and Major (12/11/10) All-Star Selections

11.2.1. Senior and Junior

- 11.2.1.1. A ballot of all eligible players prepared by the All-Star Committee will be given to players. Each player listed on the ballot must vote for five (5) players with-in the division. The four (4) players obtaining the most votes shall be assigned to the All-Star Team.
- 11.2.1.2. A ballot of all eligible players prepared by the All-Star Committee will be given to the Managers and coaches. The Managers and coaches will be given ballots separately to vote complete for ten (10) candidates, minus the four (4) players already selected. The five (5) players receiving the most votes shall be assigned to the All- Star Team. In case of a tie, the player's ballot will be used to break the tie (with the discretion of the All-Star Committee). The final rostered players shall be selected by the manager of the All-Star Team from the All-Star Players Pool.
- 11.2.1.3. In the event there is only one (1) Junior team, the following will apply.
 - 11.2.1.3.1. A ballot of all eligible players prepared by the All-Star Committee will be given to players. Each player listed on the ballot must vote for five (5) players with-in the division. The three (3) players obtaining the most votes shall be assigned to the All-Star Team.
 - 11.2.1.3.2. A ballot of all eligible players prepared by the All-Star Committee will be given to the Managers and coaches. The Managers and coaches will be given ballots separately to vote complete for one (1) candidate, minus the three (3) players already selected. The final rostered players shall be selected by the Manager of the All-Star Team from the All-Star Players Pool.
 - 11.2.1.3.3. The one (1) league age 13-year-old player with the most votes from Intermediate team will be assigned to the Junior All-Star team.

11.2.2. Major (12/11/10 Year-Old)

- 11.2.2.1. A ballot of all eligible players prepared by the All-Star Committee will be given to the players. Each player listed on the ballot must vote for five (5) players in each age group excluding any of his/her teammates. The top four (4) league age 12-year-old age group obtaining the most votes shall be assigned to the All-Star Team.
- 11.2.2.2. In the event there are two (2) or less teams in the Major Division, the following will apply.
 - 11.2.2.2.1. A ballot of all eligible players prepared by the All-Star Committee will be given to the players. Each player listed on the ballot must vote for five (5) players in any team in their division. The top four (24) league age 12-year-olds obtaining the most votes shall be assigned to the All-Star Team.

- 11.2.2.2.2. A ballot of all eligible players prepared by the All-Star Committee will be given to the rostered Managers and coaches. The Managers and coaches will be given ballots separately to vote complete for one (1) candidate, minus the four (4) players already selected. The player with the most votes will be assigned to the team.
- 11.2.2.3. Intermediate Division players vote for five (5) players, the one (1) league age 12-year-old player with the most votes shall be assigned to the Major All-Star team. Rostered Managers and coaches shall nominate one (1) league age 12-year-old player to be assigned to the Major All-Star team.
- 11.2.2.4. A ballot of all eligible players prepared by the All-Star Committee will be given to the nominated Manager for that level and he or she will propose the names of the remaining players to roster up to 14. Meeting to be scheduled by Player Agent for all Managers from the Major division and All-Star Committee to attend. A discussion of nominated players to have a unanimous vote to be final rostered. In the event a unanimous vote is not reached, a vote of 50% +1 will be conducted to be final rostered. A list of all eligible players will be brought by the Player Agent in case the Manager's requested team is not approved. All Managers and All-Star Committee will have a vote in this meeting.

11.3 11/10/9 Year-Old All-Star Selections

- 11.3.1 The completion of the 12/11/10 All-Star Selection, the players' votes will be used to select the top four (4) nominated players.
- 11.3.2 The top four (4) remaining league age 11 players that received the most number of votes from the Major Division player votes will be placed on the 11/10/9 All-Star Team.
 - 11.3.2.1 In the event there are no remaining league age 11-year-olds, Manager and coach's ballots will be used to roster ten (10) players to make the 11/10/9 All-Star Team.
 - 11.3.2.2 A ballot of all eligible players prepared by the All-Star Committee will be given to the nominated Manager for that level and he or she will propose the names of the remaining players to roster up to 14. Meeting to be scheduled by Player Agent for all Managers from the Majors division and All-Star Committee to attend. A discussion of nominated players to have a unanimous vote to be final rostered. In the event a unanimous vote is not reached a vote of 50% +1 will be conducted to be final rostered. A list of all eligible players will be brought by the Player Agent in case the Manager's requested team is not approved. All Managers and All-Star Committee will have a vote in this meeting.

11.4 10/9/8 Year-Old All-Star Selections

- 11.4.1 The completion of the 11/10/9 All Star Selection, the players' votes will be used to select the top four (4) nominated players.
- 11.4.2 The top four (4) remaining league age 10-year-old players that received the most number of votes from the Major division player votes will be placed on the 10/9/8 All-Star Team.

11.4.2.1 All league age 10-year-olds from the Major division will be invited to the AAA clinic.

11.4.3 A player from AAA must be nominated to the clinic according to the following criteria: AAA Managers and coaches shall agree on players from their team to nominate for consideration to participate in the clinic.

11.4.4 AAA players being considered for selection to the 10/9/8 All-Star Team MUST participate in the clinic to be placed on the final All-Star ballot. Upon the conclusion of the clinic, the All-Star Committee will present a final ballot consisting of all players who participated in the clinic and eligible players.

11.4.4.1 A ballot of all eligible players prepared by the All-Star Committee will be given to the Manager for the 10's team and he or she will propose the names of the remaining players to roster up to 14. Meeting to be scheduled by Player Agent for all Managers from the Majors and AAA divisions and All-Star Committee to attend. A discussion of nominated players to have a unanimous vote to be final rostered. In the event a unanimous vote is not reached, a vote of 50% +1 will be conducted to be final rostered. A list of all eligible players will be brought by the Player Agent in case the Manager's requested team is not approved. All Managers and All-Star Committee will have a vote in this meeting.

11.4.4.2 A ballot of all eligible players prepared by the All-Star Committee will be given to the players. Each player listed on the ballot must vote for five (5) players excluding any of his/her teammates. The top three (3) league age 9- or 10-year-olds obtaining the most votes shall be assigned to the All-Star Team.

11.4.4.3 A ballot of all eligible players prepared by the All-Star Committee will be given to the rostered AAA Division Managers and coaches. The Managers and coaches will be given ballots separately to vote for one (1) candidate, minus the three (3) players already selected. The two (2) players with the most votes in the AAA division from the Managers/coaches will be assigned to the team.

11.4.4.4 A ballot of all eligible players prepared by the All-Star Committee will be given to the nominated Manager for that level and he or she will propose the names of the remaining players to roster up to 14. Meeting to be scheduled by Player Agent for all Managers from the Major division and All-Star Committee to attend. A discussion of nominated players to have a unanimous vote to be final rostered. In the event a unanimous vote is not reached, a vote of 50% +1 will be conducted to be final rostered. A list of all eligible players will be brought by the Player Agent in case the Manager's requested team is not approved. All Managers and All-Star Committee will have a vote in this meeting.

11.5 All-Star Teams

- 11.5.1** The All-Star Manager shall have the duty to maintain their selections as well as any other knowledge as to the identity of the players on the All-Star Team, in strict confidence. Violation of this rule shall be grounds for dismissal as All-Star Manager.
- 11.5.2** The up to 14 players selected under these procedures will constitute the All-Star Team. In announcing these selections, the teams will be announced in alphabetical order only. The order of selection shall be known only to the All-Star Committee.
- 11.5.3** The League Secretary shall record the All-Star selections and include the in the League minutes.
- 11.5.4** All Equipment shall be issued by the Equipment Officer, as they deem necessary. Equipment shall be returned at the conclusion of the team's All-Star games.

**This document has been reviewed and approved by the OMVLL Board of Directors
January 3, 2024**