

1. Establishment of Replacement Player Pool

- 1.1. Parents of all majors players will be contacted after the player draft regarding interested in being added to the replacement player pool.
- 1.2. Players will be given up until two (2) days prior to Opening Day to notify the Player Agent Manager of their interest in being made available to the player pool.
- 1.3. Player pool list will be compiled prior to Opening Day, organized by age and randomly sorted within each age group.
- 1.4. Pool will be managed by Player Agent Manager per Little League Rule Book.

2. Eligibility and Playing Requirements of Player

- 2.1. Player is the first accepting name contacted by the Player Agent Manager from the player pool list for the specific age group. Team requesting a player cannot hand select their replacement player.
- 2.2. Player must hit last in the batting order
- 2.3. Player must play an outfield position and cannot pitch or catch
- 2.4. Player cannot participate as a replacement player prior to participating in a game for their own team during the same day.
- 2.5. Player must be the same age as or younger than the oldest rostered player anticipated to be missing from the requesting team's roster for that game.
- 2.6. Player may NOT be a player "borrowed" from the opposing team. Player MUST be assigned by the Player Agent Manager per Little League Rule Book.

3. Coach Player Request Process

- 3.1. Coach must reach out to Player Agent Manager a minimum of one (1) day prior to the game where he anticipates being short on players. It is understood that at times coaches are notified shortly before gametime of a player not showing up to the game. Should the notification of being short on players be received the day of a game the Player Agent Manager, if available, may still attempt to fill the empty roster spot but there is no guarantee in finding a replacement player in time for the start of the game.
 - 3.1.1. Being short on players is defined as having less than nine (9) of the team's regularly rostered players. If a team has nine (9) available players no replacement player will be assigned.
 - 3.1.2. If a player is assigned due to the anticipation of being short on players but a 9th rostered player attends the game without the replacement player and Player Agent Manager being notified of the change in player need a minimum of two (2) hours prior to game time, the replacement player MUST play at least nine (9) consecutive outs and bat at least once per Little League Rule Book since they took the time to be committed to the game.
- 3.2. Coach must indicate the names and ages of the regularly rostered players who are anticipated to be missing the game for which the replacement player is being requested. The Player Agent Manager will determine the oldest player anticipated to be missing from the game and will start in that age group's replacement player list.
 - 3.2.1. Should a replacement player not be available from that age group list, a player from the next youngest age group will be contacted.

3.2.2. Should all missing players be nine (9) years old and no replacement player is found, refer to Section 4.7.

4. Player Selection Process

- 4.1. Player Agent Manager will reach out to the first name on the list of eligible players. If the player/parent does not answer the Player Agent Manager will continue reaching out to players until reaching a player willing to play.
- 4.2. Players who participate in a game as a replacement player are moved to the bottom of the eligible player list for future consideration.
- 4.3. Players who respond “no” for any reason will be moved to the bottom of the eligible player list as if their turn has been exhausted.
- 4.4. Players who do not respond to two (2) consecutive attempts by the Player Agent Manager will automatically be moved to the bottom of the list.
- 4.5. Once a player is “committed” as a replacement player they are assigned to that team and specific game. The player will not be considered for additional requests prior to the game they are committed to.
 - 4.5.1. **Example 1:** Monday, Coach A requests a player for a game on Saturday and is assigned Player A. Tuesday, Coach B requests a player for a game on Thursday. Player A is not eligible for consideration for the Thursday game. The Player Agent Manager will select Player B from the player pool list without consideration for Player A.
 - 4.5.2. **Example 2:** Monday, Coach A requests a player for a game on Saturday and is assigned Player A. Tuesday, Coach A realizes that they need a player for their Thursday game as well and requests a player. Coach A will be assigned Player B as Player A is already committed to their Saturday game. Coach A does not get to choose which player plays in which game.
- 4.6. If the game a replacement player is selected for is rained out or cancelled for any reason or the coach establishes prior to two (2) hours before game time that the replacement player is not needed, the player is placed back to the top of the available player pool until they either participate in a game or respond no to a request.
- 4.7. Should a team not be able to obtain a replacement player they may play the game with eight (8) players. The 9th spot in the lineup will NOT be an automatic out. Any number of players less than eight (8) will result in a forfeit.
- 4.8. Coaches will not be permitted to view the player pool list at any point of the season. It is solely the responsibility of the Player Agent Manager to manage the Replacement Player Pool.
- 4.9. Replacement player pool is for regular season games only. Replacement players will NOT be available for league playoff games. Teams may play playoff games with eight (8) players however, the 9th spot in the lineup will be an automatic out in the playoffs. Any number of players less than eight (8) will result in a forfeit.