



Alvin Little League
PO Box 723
Alvin, Texas 77511

Local League General Bylaws

Bylaw I - The League

1. Alvin Little League Baseball shall hereafter be referred to as ALLB.
2. All amendments to the bylaws, rules, or policies of ALLB must be passed by a majority of the present Board of Directors on the Rules Committee. Amendments presented to the Rule Committee will have a 24-hour discussion period. They must be voted on within 24 hours after the closing of the discussion period. The final version of the changed bylaws will be presented to the Board of Directors for vote and adoption during the last monthly board meeting period to the spring season (typically January)
3. The Little League Rulebook is the governing set of official organizational rules. ALLB bylaws cannot supersede the LL Rulebook. The bylaws are meant to supplement, clarify, or detail league-specific rules where the LL Rulebook either allows local options or is lacking.
4. ALLB shall be organized into the following leagues to provide a system in which youth of proper league age may play organized baseball
 - a. Major League will consist of one or two division(s) with intra-league play determined by the Board of Directions (See Bylaw IV-1)
 - b. Minor League will consist of one or two division(s) with intra-league play determined by the Board of Directors (See Bylaw IV-2)
 - c. Coach Pitch League will consist of one or two divisions(s) with intra-league play determined by the Board of Directors (See Bylaw IV-3)
 - d. Tee Ball League can consist of one or more division with intra-league play determined by the Board of Directors (See Bylaw IV-4)
 - e. Junior Tee Ball League will consist of one division with intra-league play determined by the Board of Directors (See Bylaw IV-5)
 - f. The Junior/Senior League will consist of one or two division(s) with intra-league play determined by the Board of Directors (See Bylaw IV-6)



Bylaw II - League Boundaries

1. Anyone who is between the ages of 4 and 16 on or before August 31st of the year in which the season is being played (consult age chart below) and residing or attending school within the boundaries (generally aligned with Alvin ISD boundaries, see map below) will be eligible to participate in ALLB. Players between the league ages of 4 and 7 are eligible to participate in ALLB without respect to any geography or school-site requirements, including International Tournament Play, as long as they maintain continuous, unbroken participation where initially registered and continue to meet participation eligibility requirements. Consult Little League Regulations II and IV for specifics that govern a player's residence and age eligibility.

2025 Little League® Age Chart



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

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2021	2021	2021	2021	2021	2021	2021	2021	2020	2020	2020	2020	4
2020	2020	2020	2020	2020	2020	2020	2020	2019	2019	2019	2019	5
2019	2019	2019	2019	2019	2019	2019	2019	2018	2018	2018	2018	6
2018	2018	2018	2018	2018	2018	2018	2018	2017	2017	2017	2017	7
2017	2017	2017	2017	2017	2017	2017	2017	2016	2016	2016	2016	8
2016	2016	2016	2016	2016	2016	2016	2016	2015	2015	2015	2015	9
2015	2015	2015	2015	2015	2015	2015	2015	2014	2014	2014	2014	10
2014	2014	2014	2014	2014	2014	2014	2014	2013	2013	2013	2013	11
2013	2013	2013	2013	2013	2013	2013	2013	2012	2012	2012	2012	12
2012	2012	2012	2012	2012	2012	2012	2012	2011	2011	2011	2011	13
2011	2011	2011	2011	2011	2011	2011	2011	2010	2010	2010	2010	14
2010	2010	2010	2010	2010	2010	2010	2010	2009	2009	2009	2009	15
2009	2009	2009	2009	2009	2009	2009	2009	2008	2008	2008	2008	16

NOTE: This age chart is for BASEBALL DIVISIONS ONLY, and only for 2025.



2. Any member of the Board of Directors may request a player's proof of residency for any reason.

Bylaw III - The Teams

1. Teams will be formed in each league according to the registration before the draft. Due to field availability, the total number of teams in any given year may be limited. Leagues may have multiple divisions based on annual enrollment (eg. Coach Pitch may be 7-8 year-olds combined or split into 7s and 8s). Major League teams shall consist of up to 12 players. The Board of Directors will set the size of all Minor League teams (Minor, Coach Pitch, Tee Ball, and Jr. T-Ball) following registration.



2. For divisions with combined ages (eg. Minors 9-10 years old), at no time shall a team have on its roster more than 8 players of any age group (assuming an equal distribution of registered players between the age groups. If a disproportionate number of registered players are of one age, then there shall be at least 3 players from each age division on a team. A 'play-up' player (eg. 8-year-old playing up into Minors 9-10) counts towards the lower age group
3. For more specifics on 'Teams' refer to Little League Regulation III.

Bylaw IV - Players

1. The Major League can consist of players between the league age of 10, 11 and 12. An eligible player is one who has attended the Major League tryout session(s). All 12-year-old players are required to play on a Major League team (i.e. cannot 'play down') unless approved by the Board and by the District Administrator
1. The Minor League organization can consist of players between league ages 8, 9 and 10
2. The Coach Pitch League can consist of players whose league ages are 6, 7 and 8
3. 'Play-up' players (ones requesting to play in a division higher than their age) are discussed in Bylaw XV-6,7
4. The Tee Ball League can consist of players whose league ages are 4, 5, 6 and 7.
5. The Junior Tee Ball League shall consist of players whose league age is 4
6. The Junior/Senior League shall consist of players whose league ages are 13 to 16
7. The Challenger League shall consist of players whose league ages are 6 to 22 with special needs
8. For more specifics of 'Players' refer to Little League Regulation IV

Bylaw V - Games

1. Before the start of any league game, all players must be in uniform with their shirts tucked in.
2. For all Junior division games are 1 hour 45 minutes with a drop dead of 2 hours. For Major and Minor League games, a time limit of 1 hour and 30 minutes will be in effect. No new inning may start after this time has been reached, but the inning in progress shall be completed with the following exceptions: It is understood that an inning begins immediately after the third out is made in the preceding inning. No game shall last more than 1hour 45minutes or continue past 10:30 p.m. Under no circumstances may a new inning start after 10:00 p.m. In these situations, when the game is called because of time, and the game is classified as an 'official game", the score of the game shall revert to the last complete inning with the following exceptions:



- a. The home team is leading during their half of the inning in progress when time is called. In this case, the home team wins the game.
 - b. The home team ties the game in their half of the inning in progress when time is called after being behind in the previous inning. In this case, the game ends in a tie, with each team credited with a half-game win and a half-game loss in the standings.
 - c. If the need to revert to the last complete inning results in a tie, then each team shall be credited with a half-game win and a half-game loss in the standings.
3. For all Coach Pitch League Games, a time limit of 1 hour and 30 minutes will be in effect. No new inning may start after this time has been reached, but the inning in progress shall be completed with the following exceptions: No game shall last more than 1 hour and 45 minutes or continue past 10:30 p.m. Under no circumstance may a new inning start after 10:00 p.m.
4. For all Teeball League games, a time limit of 50 minutes will be in effect. No new inning may start after this time has been reached, but the inning progress shall be completed with the following exceptions: No game shall last more than 1 hour
5. The Umpire will be responsible for the game clock. The Umpire may request the clock be stopped and/or request additional time be added to the clock due to a significant delay due to an injury, weather conditions, or other justifiable reasons.
6. For Coach Pitch and up divisions, an official unbiased scorekeeper will be utilized. This will also satisfy the pitch count requirement
7. For Tee Ball, the 'home' team is the official scorekeeper and recorder of game time. The home team will record the start and end time of the game in GameChanger, scorebook, or League-designated scoring system
8. All Junior, Major and Minor League games, in the case of a tie score at the end of regulation six innings, may play one additional inning to break the tie score. The extra-inning must be completed within the normal time limits established in Bylaw V-1. The score will revert to the last complete inning and remain a tie game. If the extra inning cannot be completed within the normal time limits, the score will revert to the last complete inning and remain a tie game unless the home team is ahead during their half of the extra inning. In this case, the score at the end of the time limit stands
9. The League President or his/her appointed representative will reschedule rain-out games for the first available day. Sunday make-up games will be allowed between 1:00 and 6:00 p.m. Every effort should be made to reach an agreement between the managers of both teams before scheduling a Sunday game
10. Before the start of a game, the League Director or his representative may postpone the game due to unsuitable weather conditions or unfit playing conditions. Once the managers of both teams arrive and the game has not been previously postponed, they may, if agreed, decide to either play or postpone the game. In the event of a



disagreement concerning weather or field playing conditions, the League Director or his/her representative will make the final decision.

11. Once a game has started, the Umpire in charge shall be the sole judge as to whether play shall be suspended during a game due to weather conditions or unfit playing conditions. The Umpire in charge shall be the sole judge as to when play will resume after a game suspension and when the game shall be terminated after such suspension. Refer to Little League Rule 3.10(b)
12. The 10-run rule shall apply to all League games
13. In the Junior/Major League, there is no inning-run rule. In the Minor s divisions, there is a 7 run per inning for the first 3 innings. At the beginning of the 4th inning, there is not an inning run rule. In Coach pitch there is a 7 run per inning for all innings. In the Tee Ball divisions, there is a 5 run per inning for all innings in the game

Bylaw VI - Pitchers

1. Any player on a team may pitch with the following exceptions: a player who has attained the league age of 12 is not eligible to pitch in the Minor League division. A Minor League team that utilizes 11-year-old pitchers is limited to one inning per game, or the league may elect not to allow 11-year-olds to pitch at the beginning of the season
2. If a pitcher hits two batters in an inning, he will be warned along with his manager. Upon hitting the third batter in the same or next inning pitched for the current game, the pitcher shall immediately be removed as a pitcher.
3. Refer to Regulation VI in the Little League Rule Book for a pitching schedule as determined by the number of pitches.
4. Intentional walks are allowed in the Major League as described under rule 4.03(a) of the Official Regulations and Playing Rules.
5. Any part of the pitcher's undershirt or t-shirt exposed to view shall be solid color. The pitcher's undershirt sleeves, if exposed, shall not be white or gray. Neoprene, etc., sleeves, if worn by a pitcher, must be covered by an undershirt. Note: a pitcher shall not wear any items on his/her face, hands, wrists, or arms that may be distracting to the batter.

Bylaw VII - Batters

1. The Minor, Peewee, and Tee Ball leagues' batting order must consist of the roster of the players attending the game. The batting orders may not be changed after the start of the game except if a player shows up late and the team has not batted through its batting order for the first time; in this event, the player may be inserted at the end of the batting order.



2. The Major/Junior League may opt to use a roster batting order and free substitutions on defense OR may opt to bat nine and follow the rules for legal substitution. In any event, every eligible player on an ALLB roster and present for a scheduled game must participate in the game for a minimum of six defensive outs and one at-bat.

Bylaw VIII - Managers

1. Managers are responsible for any action their team or fans take during the game.
2. Managers or coaches may not participate in any Little League activity while under the influence of drugs, alcohol, or any other intoxicating substances. The Umpire and a member of the Board of Directors will make the decision on sobriety.
3. Major and Junior league Managers will be selected following a formal interview with the Board of Directors. The Board of Directors will review and approve the final selection of all managers and head coaches of all leagues. All Managers and Head Coaches are required to submit a signed application form prior to being approved by the Board of Directors. All Managers, Head Coaches, and Assistant Head Coaches are responsible for learning the official Little League Rules and ALLB bylaws.
4. All Managers and Head Coaches automatically resign at the end of the regular season and must reapply for the position the following year.
5. Coaching clinics may be scheduled at the discretion of the Board of Directors. All managers and head coaches are required to attend.
6. All Managers and Head Coaches must remain in the dugout during the play of the game (except when acting as base coaches). If, during play, a Manager or coach exits the dugout, the Umpire will immediately halt the game by calling time. The proper approach for a coach or Manager is to ask for time to be called before leaving the dugout. At Schroeder Field, the fenced-on deck area is considered part of the dugout.

Bylaw IX - Disciplinary Action

1. Any disciplinary action taken against a coach or manager will be made by the Disciplinary Committee appointed by the Board of Directors. If a conflict of interest arises or the Disciplinary Committee cannot agree, or if no committee is formed, then the Board of Directors shall act.
2. Any coach or Manager who is ejected from a game or determined to have behaved in a manner of serious misconduct will be automatically suspended from their team's next physically played game and must immediately leave the field and park. A suspension should be considered the same as an ejection in that the suspended coach or Manager may not be on or in the immediate vicinity of the field where the game is being held and



may not sit in the stands. Generally, this should be interpreted to mean the Manager and coach should not be on Schroeder Field or Lions Park property while the game is in progress.

3. A second offense will result in the suspension of the manager or coach for an indefinite time pending a review by the Disciplinary Committee or the Board of Directors and reinstatement by the Board of Directors. The second offense should be considered a very serious matter, and removal of the offender from their position will be considered.
4. Any disciplinary action taken against a player by the manager or coach will be done only with the approval of the league president and player agent. The manager is required to warn the player and his/her family before seeking disciplinary action by the president and player agent. Written records of discussions concerning disciplinary action issues must be kept. Refer to the Board of Directors approved Player's Disciplinary Policy.
5. Any special team rules in addition to those in the approved Player's Disciplinary Policy that a manager wishes to use must be approved by the Board of Directors and issued in writing to the parents/guardians prior to placing the rule into effect.
6. Any member of the Board of Directors may ask a player, manager, coach, parent, Umpire, or spectator on Little League property to immediately leave the premises, should the situation warrant such action.
7. Repeated violations of any rule by a manager, coach, player, or spectator will be forwarded to the Board of Directors for action. Disciplinary action shall be handled according to the severity of the infraction and not limited to full and complete termination of membership association with Alvin Little League Baseball, Inc.
8. Abusive behavior and foul language toward umpires, players, managers, coaches, or fans will not be tolerated in any way and will be dealt with by the Board of Directors. Managers are reminded that they are ultimately responsible for the behavior of their coaches, players, parents, and spectators. Incidents should be emailed to the league president as soon as possible. An ejection of a player, parent, or spectator may also include the manager being ejected.
9. Spectators, parents, managers, coaches, and/or players of one team shall NOT yell "strike" or "swing" or make other remarks towards players of an opposing team or Umpire. Stomping feet, cadence counting, and clapping hands for the obvious intent of distracting the other team will NOT be permitted. The umpires and Board Member on Duty (BMOD) have the right to rule on any noise they feel is distracting. Noise makers such as bells, whistles, boom boxes, etc., are NOT permitted.

Note: Walk-up music is permitted but must be deemed appropriate



Bylaw X - Umpires

1. The Board of Directors shall be responsible for providing umpires either by assigning paid umpires, volunteer umpires, or requiring ALLB teams to provide umpires as designated by the League Director.
2. An Umpire's decision, which involves judgment, is final. **No protest of a judgment call will be considered during gameplay.**
3. Each umpire has the authority to eject any player, coach, or manager from the playing field and/or premises for objecting to an umpire's decision in an inappropriate manner, including unsportsmanlike conduct or abusive language.
4. The local league will attempt to provide two (2) umpires per game for Peewee (Coach Pitch), Minor, Major, Junior League games and one (1) umpire per game for Teeball games. If for some reason there are not enough umpires for each league to have two (2) umpires per game, then the highest age league will be reassigned two (2) umpires. A volunteer (who has had a background check processed) can be the base umpire for any division except if they are associated with that division. Ex: You cannot umpire in the division your child plays in.
5. The Umpire in Chief (UIC) is responsible for making sure all umpires know the ALLB Bylaws.

Bylaw XI - Field Maintenance

Each team is required to attend scheduled "workdays" at their league's playing field upon the request of the League Director. One adult representing each team must attend a workday to comply with this. It is suggested that this duty be rotated among the parents of the players so as not to burden the Manager and Coaching Staff with this responsibility solely. Failure to comply with this rule will result in disciplinary action against the Manager and Head Coach, including a one-game suspension and reconsideration for future Manager or coaching positions. Team members are encouraged to help on workdays by maintaining and cleaning the fields that they play on.

Bylaw XII - Concession Stands

Concession stands at Schroeder Field are under the operation of the ALLB Board of Directors. The Board of Directors may elect to operate the concession stands using a volunteer or paid Coordinator/workforce or leave the operation on a sealed bid basis. If the Board of Directors elects to lease the operation, the best bid will be awarded the lease for the forthcoming season unless special circumstances arise or the bids do not meet the minimum requirements.



Bylaw VIII - Scorekeeping and Announcing

1. For the spring season, a paid scorekeeper will be used for Peewee (Coach Pitch), Minors, Majors, and Junior division games. In lieu of a physical scorebook, GameChanger will be used to score games and will serve as the official scorebook and pitch count register.
2. The Umpire in Chief (UIC) is responsible for making sure all scorekeepers know the ALLB Bylaws.
3. For Tee Ball division games (or games where a paid scorekeeper is not available), the home team will provide an official scorekeeper who must be at least 16 years of age. Failure to provide a scorekeeper may result in disciplinary action against the managers and coaches, including a one-game suspension.
4. For fields with a scoreboard, the visiting team is responsible for operating the scoreboard.
5. The Board of Directions will schedule scorekeeping clinics. Each ALLB team is required to send at least one person to this clinic. Other interested individuals are encouraged to attend. Failure of a team representative to attend the scorekeeping clinic may result in disciplinary action against the Manager and Head Coach, including a one-game suspension and reconsideration for future Manager or coaching positions.

Bylaw XIV - Game Preparation and Clean-Up

Both teams will work together to see that the playing field is ready to begin play and cleaned up following the game. As a guideline, the following assignments have been made; however, both teams should assist each other in performing the tasks necessary regardless of the assignments. Pre-game activities shall be completed 10 minutes before the first scheduled game starts. The Board of Directions will send game schedules to the City of Alvin to arrange lighting.

1. The home team will perform the following assignments:
 - a. Mark the field and perform any necessary field maintenance
 - b. Install their team's communication requirement to the scorekeeper
 - c. Clean out their dugout and bleacher area after the game
 - d. If necessary, keep the scorebook and sign the scorebook/pitch log after the game
 - e. Put away any checked-out equipment (ex: chalk box, templates, racks, pitching machine, and scorebox)
 - f. Provide an official scorekeeper (if necessary)
2. The visiting time will perform the following assignments:
 - a. Rake and water the field after the game



- b. Install their team's communications equipment to the scorekeeper
- c. Clean out their dugout and bleacher area after the game
- d. If necessary, keep the pitch log and sign the pitch log/scorebook after the game
- e. Put away any checked-out equipment (ex: chalk box, templates, racks, pitching machine, and scoreboard)

In addition to this, teams will have access to the batting cages prior to the game. Starting one hour prior to the game, the home team will have one cage lane for 20 minutes, followed by a 5-minute gap. Then, the away team will have that cage for 20 minutes. For example, for a 6 pm game, this means the home team will be in the cages from 5:00-5:20 pm, then the away team will be in the cages from 5:25-5:45 pm.

Bylaw XV - Player Draft

- 1. ALLB will use a Total Re-draft alternate method.
- 2. The draft will follow the SNAKE DRAFT format as described below (15.10)
- 3. Managers drafting orders will be at random from a hat pick.
- 4. No draft requests: (Parents may request that their child not be drafted by a coach or manager)
 - a. All requests must identify the Coach/Manager by name and must provide a specific reason(s) for the request. Requests will be reviewed by the Board, who will only honor good faith, reasonable, and legitimate requests. The requests will remain confidential.
 - b. If a manager or coach of record has 5 or more non-coaching requests, his right to coach will be forfeited for the season. This can be brought to the Executive Board for an appeal if the Manager or Coach deems it appropriate.
- 5. Personnel allowed in draft rooms: Two staff members from a team are allowed to be present during the Juniors, Majors, Minors, and Coach Pitch draft
 - a. Tee Ball divisions are allowed only one staff member in the draft room
- 6. Play-Ups: Any player choosing to participate in a higher division than their league age MUST do the following (this does not apply to coach holds):
 - a. Be within one (1) year of the division he/she is requesting to play up into.
Example: League age 8 may play up to Minors division, but league age 9 cannot play up to Majors 11-12.
 - b. Request to play up during registration via email to playeragent@alvinlittleleague.org
 - c. Player will need to try out for both divisions.
 - d. The play-up player must be drafted by round 9



7. Sibling Option:

- a. Siblings that are of league age in the same division, are required to be on the same team unless parental permission allows a split of siblings. These siblings MUST be drafted in back-to-back rounds.
- b. How sibling play-ups are handled will be based on a vote by the division managers and coaches, assigned board members, and assigned division coordinators (collectively referred to as Draft Committee) during a discussion immediately preceding the draft.
 - i. If a majority of the Draft Committee agree that the play-up sibling is a round 5 pick or better, the manager MUST select the younger sibling by round 5 if they choose the older sibling.
 - ii. If a majority of the Draft Committee agrees that the play-up sibling is NOT a round 5 pick or better, the manager that selects the older sibling has the option to choose the younger sibling by round 9. If not selected by round 9, the player is sent back down to the normal division.
 - iii. If the play-up sibling is picked before the older sibling, the siblings are required to be drafted back-to-back rounds.

8. Coach Hold: The following applies only to coach holds during the draft. For all other children, this drafting rule does not apply. The coach's children or grandchildren must be drafted within the appropriate rounds and are protected until that round has passed.

- a. Juniors, Majors, Minors Divisions: are allowed two coach holds. This means two (2) total players. The only exception is if a single coach has three children in the same division, then they must be selected in rounds 1-3
- b. In accordance with the Sibling Rule (15.7), sibling coach holds cannot be split up and must be declared as the two coach holds.
- c. TeeBall, Peewee (Coach Pitch) Divisions: are allowed three (3) coach holds
- d. Coach holds must be selected by round(s) according to the following table:

League Age Determines By Which Round A Coach Hold Must Be Drafted By			
	Round 3	Round 4	Round 5
Juniors 13-14	14	13	12
Majors 11-12	12	11	10
Minors 9-10	10	9	8
Minors 10's	10	9	8
Minors 9's	10	9	8
Coach Pitch 7-8	8	7	6
Coach Pitch 8s		8	7
Coach Pitch 7s		7	6

9. For a player to be eligible for the draft, they must participate in a scheduled tryout. Those players who do not attend a tryout will be placed in a Hat Pick (15.13) by the Player Agent and picked once all remaining eligible players are drafted.
10. Snake Draft Example:



The diagram illustrates a snake draft format over 7 rounds for 5 teams (A, B, C, D, E). The draft order alternates between right-to-left and left-to-right. Blue curved arrows indicate the direction of the draft flow between rounds: Round 1 to 2 (right-to-left), Round 2 to 3 (left-to-right), Round 3 to 4 (right-to-left), Round 4 to 5 (left-to-right), Round 5 to 6 (right-to-left), and Round 6 to 7 (left-to-right).

TEAM	ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5	ROUND 6	ROUND 7
TEAM A	Pick 1	Pick 10	11	20	21	30	31
TEAM B	Pick 2	Pick 9	12	19	22	29	32
TEAM C	Pick 3	Pick 8	13	18	23	28	33
TEAM D	Pick 4	Pick 7	14	17	24	27	34
TEAM E	Pick 5	Pick 6	15	16	25	26	35

Trading and Releasing Players

11. Trading of drafted players will be allowed in a 10-minute window immediately following the draft with the approval of the Player Agent, Coaching Coordinator, Division Coordinator, and both Managers. All trades must be completed before anyone leaves the facility. After that time, no further trades will be allowed unless approved by the Board of Directors and Player Agent.
12. No player who is a Hat Pick is eligible for trades.
13. Hat Pick: Players who did not try out cannot be drafted and will be assigned to teams by random drawing after all other players have been drafted.
14. No sibling option is available for trades once placed on a team.

Tee Ball Divisions (Including Junior TBall)

No tryouts will be held for Tee Ball Divisions.

15. ALLB will use Plan C-Blind Draft Method for Tee Ball divisions. The draft will follow the SNAKE DRAFT format (15.10) and (15.3)
16. Trading and Releasing Players: Only one trade per team is allowed.
17. Team Manager, Head Coach, and Assistant Coach's players are protected for Rounds 1-3.



Bylaw XVI - All Stars

The All-Star season is a completely separate season from the regular season. It is an opportunity for a significantly higher level of play within the regional Little League system. Players will have a significantly higher level of commitment, receive a higher level of instruction, and compete against other All-Star teams.

When it comes to All-Star teams, it is the intent of the ALL Board to field a team that will best represent our league in competition and character. ALLB believes that it is important that the process be transparent and fair to all kids. All players in good standing are eligible for their respective age group All-Stars team. For those who are not selected for the team, the details regarding their candidacy shall be held in the strictest confidence and remain private. All selection decisions regarding All-Star teams need to be made with these board-approved ideals in mind. Several characteristics permeate our selection process for players and managers for the All-Star team. These include: skill level and ability to compete, attitude, hustle, team spirit, team leadership, and overall character, integrity, and sportsmanship.

Team Definitions and Age Groups

ALLB has several post-season teams. 'All-Stars' are the traditional teams affiliated with Little League and consist of the best players in the age groups 10U, 11U, and 12U. There also exists a 9U 'All-Star' team that plays in a tournament hosted by Lamar LL. For age groups that do not have an LL All-Star team, ALLB fields teams that play in local post-season tournaments (historically referred to as Blue-Grey). This is also the case for the 10U-12U age groups, where there are sufficient players to make more than one team.

For this reason, ALLB has designated the following teams: The first (or only) team in each age group will be referred to as the Orange team. The second team in each age group will be referred to as the White team.

As a general rule, players will be on the team of their age group. Play-ups will be discouraged and will require ALLB Board approval after careful consideration of what is good for all post-season teams. This is aligned with the goal of the ALLB All-Stars program, which is to develop a winning culture. The only exception that does not require board approval is players who were division play-ups in the regular season. This would be a 6-year-old playing in Coach Pitch, an 8-year-old playing in Minors, or a 10-year-old playing in Majors.



General Selection Process, Timing, and Commitment

The All-Stars team selection process is strictly governed by the Little League. All-Star team CANNOT be announced at any earlier date than is prescribed by Little League Rules each year (usually mid-May). Practices run 2 to 3 hours per day and can be (this is at the discretion of the Manager) up to 7 days a week. The All-Star tournaments typically begin the third week of June. The other post-season tournaments typically begin in late May or early June.

Players who are selected to participate in the program are expected to attend all practice sessions and games unless they have received permission from the Manager for a valid reason, such as illness, injury, or family crisis. Once a child is chosen for the All-Star team, one of their parents or guardians will be asked to sign a commitment format indicating their understanding and agreement with the commitment. A child who cannot meet this commitment because of repeated absences may be removed from the team at the request of the Manager, with the Board of Directors' approval.

Post-Season Team Manager Selection

Any Juniors/Major/Minor League Manager, Head Coach, or Assistant Coach in ALLB and in good standing shall be eligible for the position of managing an All-Star team. Any Juniors/Major/Minor/Coach Pitch League Manager, Head Coach, or Assistant Coach in ALLB and in good standing shall be eligible for the position of managing any other post-season team. Interested candidates for these positions shall notify the League Director in writing no later than the deadline set forth by the Board of Directors (around April 1). Notification shall specify which team (7, 8, 9, 10, 11, or 12) the candidate is interested in managing. Only those Managers and Head Coaches who have not received any disciplinary action against them by the Board are eligible. The manager selection process will be based on a point system, see scale below. Managers will not be selected until rosters are finalized regardless of their points. All candidates will be asked to participate in the player selection process. Selected Managers must submit their coaching staff to the Board of Directors for their approval prior to the beginning of practice.

All Star Manager Selection Process

Point system

1 pt per win

.5 pt per Tie

2 pts per playoff win

Tie goes to:

head to head matchup winner.



2nd tie goes runs allowed

3rd tie runs scored

Post-Season Player Selection

The process for selecting post-season teams will involve several steps. Each interested player will submit their name for consideration by completing the All-Star Commitment Form.

Balloting

Any players who have indicated interest in being considered for post-season team voting shall be placed on the ballot as a candidate. This involves submitting a signed eligibility/release/commitment form, typically administered by the Managers in early April. Every Manager will solicit all of the players on their team to identify those who are interested in having their names considered for the ballots. Every player that completed a commitment/eligibility form will have their name placed on the ballots as eligible for the post-season team(s).

Coach Input and Voting

All coaches in a division will be asked for their input on the candidates. In the past years, this was done in a few different ways. The ballot may be sent to all coaches for voting. In addition, Managers and coaches in a division who are interested in having input into the post-season selection process may be asked to attend a meeting where players are discussed and then voted on. In either case, up to half of the roster may be decided by this method. Pursuant to the approval of the ALLB Board, the top 6 vote-getters receiving more than $\frac{2}{3}$ of the total ballots can be placed on the roster of the corresponding post-season team.

Tryouts & Evaluations

When deemed necessary, ALLB Board of Directors may call for tryouts to manage issues surrounding fielding the most competitive team(s).

With the switch to GameChanger as our scorebook standard and the use of paid, knowledgeable scorekeepers brings a unique opportunity to utilize season-long statistics to make informed roster decisions. Combined with tryout evaluation sheets, this will ensure a fair and transparent selection process.



Final Team Configurations

Manager candidates, assigned Board Members, and assigned Division Coordinators (collectively referred to as All-Star Committee) will meet together to determine the final roster of players. Players are evaluated on multiple criteria, including the player's performance, attitude, sportsmanship, and teamwork. The team is completed on the basis of these criteria and on the needs of the All-Star team (i.e., will there be an adequate number of catchers and pitchers as well as other key positions). Once the All-Star Committee has completed its deliberations, the final recommended slate of players for each team is submitted to the Board and President for final approval. The ALLB President (or Board Representative) shall be involved in the committee deliberations and shall make the final decision to accept the committee-recommended roster on behalf of the ALLB Board unless the President feels that there is sufficient reason to call for a Board meeting to resolve an issue.

Confidentiality and Oversight

The process and meetings are facilitated by the League President and assisted by the Player Agent. The selection results (numbers of votes, selection order, etc.) and committee deliberations about the prospective players are strictly confidential.

Player Notification

Players for the other post-season teams will be notified as soon as possible following the final roster decisions. The All-Star team Managers are asked to notify all team members as promptly as possible on May 15th (this date is subject to change according to the current year's Little League tournament dates). Players not chosen will be notified as soon as possible following the announcement of the roster.

Bylaw XVII - Practice

1. The Board of Directors shall set the date at which league practices may begin.
2. All Managers and coaches are to follow the following time limits for league practice. Special events such as team parties, picture day, parent meetings, etc., are not to be considered a practice session. While these guidelines set a maximum amount of practice, there is an implied minimum amount of practice time that every coach should try to achieve. The Managers and coaches have the obligation to practice enough so that the players will improve their abilities as players.
 - a. Teeball- Prior to opening day games, there is a maximum of 6 hours of practice per week, with a practice session lasting no more than 1 and ½ hours. During the



regular season, a maximum of 3 hours of practice per week with a practice session lasting no more than 1 and ½ hours.

- b. Coach Pitch - Prior to opening day games, there is a maximum of 6 hours of practice per week, with a practice session lasting no more than 1 and ½ hours. During the regular season, a maximum of 3 hours of practice per week with a practice session lasting no more than 1 and ½ hours.
 - c. Minor League- Prior to opening day games, there is a maximum of 8 hours of practice per week, with a practice session lasting no more than 2 hours. During the regular season, there is a maximum of 4 hours of practice per week, with a practice session lasting no more than 2 hours.
 - d. Junior/Major League- Prior to opening day games, there is a maximum of 8 hours of practice per week, with a practice session lasting no more than 2 hours. During the regular season, there is a maximum of 4 hours of practice per week, with a practice session lasting no more than 2 hours.
3. Weekend practice sessions may be held but must be strictly optional and without any disciplinary consequences for the lack of attendance.
 4. Practice sessions over spring break may be held but must be strictly optional and without any disciplinary consequences for lack of attendance. Practice sessions on other generally accepted holidays should be avoided. Limit the practice sessions held during STAAR testing days. Practice on these days must be completed by 8 p.m.

Bylaws XVIII - Rules

1. The Little League Rules, as specified in the current Little League Rulebook, shall be followed by the following local rule options.
2. Safety Rule: During regular season play, a batter may not attempt to bunt the ball, then pull back and take a full swing.
3. A player may warm up the pitcher between innings if the catcher had been at bat or on a base in the previous half-inning (at the discretion of the plate Umpire). Players must wear a face mask with a throat guard at a minimum. Coaches are not permitted to warm up the pitcher.
4. Pitcher warmup between innings shall not exceed 2 minutes or 6 pitches. Home plate umpire and scorekeeper shall monitor this to keep the game pace moving. Time begins when 3rd out is recorded.
5. An illegal bat must be removed. Any bat that has been altered or whose certification marks are not legible cannot be used and shall be removed from the game. If a bat is found to be illegal during a game the preceding play will not count.



6. 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. (Warm-up pitches do not count; only when the ball is live will the pitches count towards innings caught).
7. All catchers must wear a 'dangling' throat guard, regardless of the style of the catcher's helmet. Long or short-style chest protectors are allowed.
8. Courtesy Runners are mandatory for the catcher when there are two (2) outs.
9. Minors, Majors, and Jr./Sr. League games will follow the rules stated in the official Little League Rulebook.
10. Coach Pitch Rules:
 - a. The Coach-Pitcher must be an approved volunteer and will throw in an overhand motion from a standing position or on one (1) knee.
 - b. While on offensive half-innings, the individual occupying the coach-pitcher position may not communicate after an at-bat has begun, signified by a pitch being thrown. Communication can start again after the at-bat is completed, signified by the play being called dead or a new batter coming to bat.
Note: Communication includes non-verbal cues (i.e., hand signals)
 - c. A Coach-Pitcher must be designated before the game starts. Coach-Pitchers may be substituted at any time during a game with the notification and approval of the Umpire. Any Coach-Pitcher of record who is relieved is ineligible to return to the position for the remainder of the game.
 - d. The Coach-Pitcher must give all fielders the opportunity to play the ball by making every effort to stay out of their way.
 - i. If a batted ball hits the Coach-Pitcher before being touched by a defensive player, the ball is dead, considered a no-pitch, and the batter resumes the at-bat.
 - e. If the Coach-Pitcher (in the Umpire's judgment) intentionally touches a legally batted ball or interferes with any defensive play (including blocking the view of any defensive player), then interference will be called, and the batter is out. The Umpire will return all other runners to the last base that was legally touched at the time of interference.
 - f. Catcher must use a catcher's mitt. Catcher must throw back to the pitcher.
 - g. Coach-Catchers (coach standing near backstop) are not permitted.
 - h. At the start of a new play: the pitcher must have possession of the ball. However, if the batter misses the ball or the ball is hit foul, the ball does not have to be returned to the pitcher for the start of the new play. The Umpire will retrieve the ball on these occasions. The pitcher will HAND the ball to the Pitching Coach after receiving it from the catcher. The ball can be thrown back to the pitching coach from the catcher to speed up the game.



- i. The pitcher-player must remain with one (1) foot inside the pitching circle until the ball leaves the pitching coach.
Note: Failure to comply will award the batter first base or wherever he/she reached safely on his/her own, whichever is greater. The umpires will monitor the pitcher for this. However, if the pitcher is in violation and the batter has put the ball in play, the umpires will allow the play to complete. If the batter has reached first base or possibly further, the umpire will issue a warning to the pitcher and respective Manager. If the batter has not put the ball in play, was put out at first base, or fouled out, the batter will be awarded first base ONLY if the pitcher has contacted the ball during the play. In this instance, base runners forced to the next base will be awarded that base.
- j. The batter will be allowed six (6) pitches or three (3) strikes to hit a fair ball. The Umpire will call strikes when swung at and shall keep count of the number of pitches a batter receives. The batter shall be declared out after failing to hit a fair ball after 6 pitches or 3 swings unless the 6th pitch is a foul ball. He/She will then be allowed to continue to foul the ball off or until he/she either hits a fair ball or strikes out.
- k. Base runners may tag up and run at their own risk after a fly ball has been caught if it is not the third out or if the play has been called dead by the Umpire.
- l. No base stealing is allowed.
- m. A base runner must keep at least one (1) foot on the base until the ball is hit. The Umpire will monitor runners and will have the runner return to the base unless the runner is pushed by the batter. The runner will only be able to advance to the next base past the batter.
- n. A base runner is out when he/she passes the preceding runner prior to that runner being put out.
- o. All runners may advance on an overthrown ball until the lead runner is stopped or the play is called dead. If the ball leaves the field of play ('field of play' is defined as the imaginary lines achieved by the extension of the protective fences along first base and third base lines) they can only advance one base at no risk
- p. A play is dead when the lead runner has been stopped on base. This can be accomplished at the base in front of the lead runner or in the baseline in front of the lead runner.
- q. At the time the ball is returned to the pitcher-player, who in turn hands it to the coach-pitcher, no runner may advance on an overthrow to the pitcher-player after the play has been called dead or the runners have stopped on base.
- r. The player must have full control of the ball before the play can be called dead. A play cannot be called dead if the lead runner is more than halfway to the next



base. In this case, the runner may continue to advance to the next base until the runner is stopped.

- s. No bunting. This is an Umpire judgment call. If a violation of this rule occurs, the ball/play will be declared dead; (1) The batter will be called back to the plate, (2) The pitch will cont, and (3) No runners will advance
- t. All infielders must stay on the infield dirt until the batter has hit the ball
- u. All outfielders must stay in the outfield grass until the ball is hit
- v. The defense is allowed ten (10) position players per inning (four (4) outfielders only)
- w. An inning is over after five (5) runs or three (3) outs; whichever comes first
- x. **Run Rule:** Ten (10) runs after four (4) complete innings, the team behind must concede the game

11. Tee Ball Rules:

- a. Spring and General Play Guidelines
 - i. A maximum of two (2) coaches are allowed on the field during gameplay
 - 1. Coaches may only be positioned in the outfield when on defense
 - 2. Home plate, 1st and 3rd base coaches are permitted when on offense; 2nd base may not have a coach positioned by it
 - ii. Coaches on the field **may not** have physical contact with players during a live ball (Rule 7.00 *Little League Rulebook*)
 - iii. The game score is not to be kept on the scoreboard
 - iv. Game time will be kept by Umpires
 - v. 6U Transition Division
 - 1. Games 1-7: 3 Pitches Mandatory if not put in play, there shall be 3 swings taken by placing the ball on the Tee. If a ball is not put in play on the 3rd swing from the Tee (6th pitch), the batter will be called out.
 - 2. Games 8-14 (and playoffs): We shall follow CP rules for batting. 6 pitches thrown to the batter. If 6th pitch is fouled off, the batter stays alive until either a swing and miss takes place or the pitch is taken.
 - 3. Positioning: there shall be an infielder positioned at each position (Catcher with helmet, Pitcher, 1B, 2B, SS, 3B) OF will stand 20' behind each base and a line will be painted on the OF grass to assist identifying proper positioning. OF may not step inside of the line prior to the ball being put in play.
 - 4. "Measuring Up" does not constitute a swing, even if the ball is knocked off the tee
 - vi. 5U Division



1. Games 1-7: Swings taken from Tee until ball put in play.
(Optional: 3 pitches from Coach, then utilize the Tee)
 2. Games 8-14 (Playoffs Included): 6 Swings from the Tee. If 6th swing is not put in play, the batter will be called out. (Optional: 3 pitches from Coach, 3 swings from Tee. Ball not put in play after 3rd T swing, batter will be called out)
 3. Positioning: there shall be an infielder positioned at each position (Catcher with helmet, Pitcher, 1B, 2B, SS, 3B) OF will stand 20' behind each base and a line will be painted on the OF grass to assist identifying proper positioning. OF may not step inside of the line prior to the ball being put in play.
 4. "Measuring Up" does not constitute a swing, even if the ball is knocked off the tee
- vii.
- viii. When a ball is hit into the infield, it will be considered a fair ball only if it travels beyond the bunting circle
- ix. Balls that come to a stop within the ten (10)-foot bunting circle will be considered foul balls
- x. All infielders must stay on the infield until the batter has hit the ball
- xi. All outfielders must stay in the outfield grass until the ball is hit
- xii. The player-pitcher must have both feet touching the pitching rubber (46ft) until the ball is hit
- NOTE:** When the coach elects to pitch to the batter, the player-pitcher does not need to be touching the pitching rubber.
- i. In this scenario, the player-pitcher must remain with one (1) foot inside the pitching circle until the batter puts the ball into fair play
- xiii. The catcher must stand in the catcher's circle on the first base side when a right-handed batter is hitting and in the catcher's circle on the third base side when a left-handed batter is hitting.
- xiv. The catcher must wear a helmet at all times while on the field of play.
- xv. The pitcher is allowed one unassisted out per inning at home plate when the runner on third is forced home.
1. Subsequent attempts by the pitcher will result in the runner being called safe
- xvi. Bunting is not allowed.
1. An intentional bunt is an automatic out.
 2. The batter must take a full swing and full through
 - a. Judgment of a full swing will be the Umpire's decision
 - b. Tapping the ball is not considered a swing and is not a foul



- xvii. All players on a team's defense must be utilized in the outfield
- xviii. The Umpire will call "time" when a defensive player has control of the ball and has stopped the progress of the lead runner, or when no other play is being made.
 - 1. When the Umpire calls "time":
 - a. Any runner who has not completely passed the halfway mark must return to the previous base
 - b. Any runner who has passed the halfway mark will be awarded the next base

xix. **Overthrow Rule**

- 1. The runner(s) will be permitted to advance at their own risk on the first overthrow from the outfield or the infield, but not more than one (1) additional base.
 - a. A second overthrow is irrelevant and does not allow for further additional bases.
- 2. If a runner is tagged out while advancing in any way, then they are out.
- 3. An overthrow is defined as a ball that goes past the fielder at any base the thrower intends to throw, regardless of a misplay by the baseman or the thrower.
- 4. The next base is set when the throw is made, based on where the runners are going at that time. If a runner goes past the furthest base allowed and is not tagged out, they will be allowed to return to the furthest base they achieved.

Example 1: If the shortstop overthrows the first baseman, the batter can advance to second at his own risk

Example 2: If more than one (1) runner is one base, the batter and the other runners can, at most, advance to the base they are in progress of going to and the one (1) after.

Example 3: If a runner is not advancing at the time of an overthrow, at most, they can gain the next base at their own risk

- b. An inning is over after five (5) runs or three (3) outs; whichever comes first

c. Run Rule

- i. In the event of ten (10) runs after four (4) complete innings, the team behind must concede the game
- d. Game balls must be specifically designated by the league for Tee Ball play. No other balls may be substituted

12. Junior Tee Ball Rules:

- a. There will be no strikeouts



- b. Game score is not to be kept on the scoreboard
- c. Only the clock may be utilized on a scoreboard to keep game time
- d. When a ball is hit into the infield, it will be considered a fair ball only if it travels beyond the bunting circle
- e. Balls that come to a stop within the ten (10)-foot bunting circle will be considered foul balls
- f. Up to eight (8) players can be on the field, with no more than (6) infielders (i.e. the traditional infield positions, including catcher)
 - i. All infielders must stay on the infield until the batter has hit the ball
 - ii. One (1) "rover" position can be utilized immediately behind the second base
 - iii. All outfielders must stay on the outfield grass until the ball is hit
- g. While players may stand in the catcher position during play, there is to be no catcher role filled by a player
- h. Both teams should bat through the line-up. If three (3) outs are earned, the batting team should clear the bases and continue through the line-up until complete. Once all players on a team have batted, the half-inning is complete
- i. No batter will advance any further than first base on a hit ball to infield.
- j. No batter will advance any further than second base on a hit ball to the outfield
- k. Player must be removed from the bag if called out
- l. Both teams will bat through the line-up completely, twice. This constitutes a full game
- m. Game balls must be specifically designated by the league for Junior Tee Ball play. No other balls may be substituted.

Bylaws XIX - Game Protest Policy

- 1. Grounds for Protest
 - a. A protest may only be made regarding the interpretation or application of a rule.
 - b. Judgment calls by umpires (e.g., balls and strikes, safe/out calls) are not protestable.
- 2. Timing of Protest
 - a. Any protest must be declared immediately at the time of the questioned action and before the next pitch, play, or game continuation.
 - b. Protests raised after play has resumed will not be considered.
- 3. Stoppage of Play
 - a. Upon a valid protest being declared by manager only:
 - i. The game shall be temporarily stopped
 - ii. The issue shall be resolved at that time

- iii. Once a ruling is made, play will resume from the corrected point, if applicable
- 4. Chain of Command for Resolution
 - a. All protests must follow the chain of command below:
 - i. Umpire(s) – Initial ruling and explanation
 - ii. Umpire-in-Chief (U.I.C.) – If disagreement remains, the U.I.C. will be contacted and will issue a ruling
 - iii. League President – If the U.I.C. cannot be reached in a reasonable timeframe, the League President (Chad Ybarboo) will be contacted
 - iv. If the U.I.C. and League President do not answer the call or return the call within 5 minutes of the call being placed, the umpire(s) decision will be final and the game will continue, no further appeal will be permitted.
- 5. Final Authority
 - a. The ruling issued by the U.I.C. or, if applicable, the League President, shall be final and binding
 - b. No further appeal will be permitted
- 6. Application to Tournament Play
 - a. This protest policy shall apply to:
 - i. All regular season games
 - ii. All league-hosted tournament games
 - iii. All tournament games will be administered in a manner consistent with District and higher-level Little League tournament standards.
 - b. Conduct During Protests
 - i. All managers, coaches, players, and spectators are expected to:
 - 1. Conduct themselves in a calm and respectful manner
 - 2. Refrain from arguing once a final ruling has been issued
 - 3. Failure to do so may result in disciplinary action per league rules.

Amendments and Expiration

These local rules may be amended, repealed, or altered in whole or in part by a majority vote at any duly organized meeting of the present Board of Directors provided notice of the proposed change is included in the notice of such meeting. However, any amendment that is not adopted at least one month prior to the first scheduled game of the regular season will not take effect until the following regular season. These Local Rules will expire at the end of the fiscal year, September 30, 2026.