

2020 SHORELINE LITTLE LEAGUE OPERATING GUIDE/ LOCAL RULES

SHORELINE LITTLE LEAGUE MISSION STATEMENT

Shoreline Little League endeavors to mentor our community's youth in developing the qualities of citizenship, sportsmanship, discipline, teamwork, confidence and physical well-being. We accomplish this through the games of baseball/ softball, by displaying exemplary leadership and respect, and by promoting the following values:

- Fun- We will promote a culture where our players and their families desire to continue with the sport and that will draw the community together
 - Competition- Win or lose, we will always do our best
 - Sportsmanship- We will promote teamwork, fairness, graciousness and respect to all players, coaches and umpires.
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PLAYING RULES

These local league rules for Shoreline Little League (SLL) supplement the Official Regulations and the Playing Rules of Little League Baseball Inc. as established for the current playing year and supplement the inter-league playing rules of Fast Pitch Softball and the Junior/Senior Baseball Division as established for the current playing year.

SOFTBALL RULES

All Softball divisions are regulated by the District 8 rules and regulations.

BASEBALL— AA AND ABOVE

- In the event either team does not have 9 players to start a game, the game may be delayed up to 15 minutes to obtain players. Pool players may be used in accordance with Little League rules and will be assigned accordingly by the Player Agent from a preset list. Coaches are not to choose their pool player. If during the course of a game either team drops below 9 players, the game will be suspended in which case every effort will be made to reschedule the suspended game; or upon agreement the managers from both teams and umpires may proceed with the game borrowing players from the other team. For junior/senior inter-league baseball "pool" players as defined by those rules will apply.
- No make-up of rain outs, except for play-off games. Managers have an option to reschedule games if possible, but they are completely responsible for acquiring fields and umpires.
- The home team, occupying the third base dugout, will be responsible for field preparation and will provide the umpire-in-chief with 2 new game balls plus a used ball in good condition to be used as a reserve. If the home team doesn't have a suitable reserve ball, one will be provided by the visiting team.
- The home team will provide the official scorekeeper. For all divisions AA and above, scoring is to be done utilizing the league provided Gamechanger App. A paper scorebook may be utilized in addition or as backup to the Gamechanger app.
- The visiting team will have infield practice for ten (10) minutes starting thirty (30) minutes before game time. The home team will have infield practice for ten (10) minutes immediately following the visiting team. The pre-game meeting between managers and umpire(s) will take place prior to the start of the game.

- No players may stand in the dugout doorway and must remain in the dugout or field of play at all times.
- In Little League Baseball and Softball Divisions no players, other than the player currently at bat, shall have a bat in his/her hand.
- Coaches may station themselves in the dugout doorway or outside their dugout fence in foul territory but may be called for interference or obstruction for failing to vacate the area.
- Team Managers (AA and above) are required to post scores and their team's pitch counts within 24 hours of their game. Scores and pitch counts tracked accurately via Gamechanger, or another method as defined by Shoreline Little League, to meet this requirement.
- Posting or reporting inaccurate pitch counts by a manager shall result in disciplinary action, for example manager suspension game, by the Board.
- Regular season rules will be used for Shoreline Little League intra-league play-off games.
- For AAA and above seeding for the post season intra-league play-off games will be determined by blind draw prior to the beginning of the year end tournament.

Umpires (AA and above)

Each team must recruit two umpire volunteers who will attend league umpiring clinics. One of these umpire volunteers must be available to perform as an umpire at their team's games. In the event that league umpires are not available, the following procedures will apply.

First, coaches will request trained umpire volunteers to umpire the game. Ideally, one volunteer from each team will have duty, with the home team volunteer calling balls and strikes. Coaches are expected to compromise and agree on umpires. However, if trained volunteers do not become available, then a coach from each team will umpire, with each calling balls and strikes for his own team's pitcher. Coach and volunteer umpires shall call balls and strikes from behind home plate and utilize league provided umpire equipment. If league provided umpire equipment is not available the coach or volunteer shall umpire from behind the pitcher.

Umpires authority shall follow the Little League Official Rules. All ejections must be reported in writing (email acceptable) by the umpire(s) to the league president, chief umpire and/or umpire coordinator within 24 hours of the end of the game.

BASEBALL – T-BALL DIVISION

- Ages/ Cost:** The T-Ball division is strictly an instructional division for boys and girls ages 5 to 7.
- Placement:** Teams are formed by the Player Agent.
- Practices:** Each team will have approximately two 60-minute field practices per week starting around the last week of March. Practices will reduce when games begin.
- Games:** Each team will have approximately two 60 minute games per week, with games during the week and possibly one game on Saturdays starting mid to late April. No records or standings will be kept nor will any runs be recorded.
- Objective:** The goals of our T-Ball division are to have fun, engage in fitness and to introduce the basic fundamentals of baseball/ softball (Fielding, hitting, and throwing).

T-Ball Division Local Rules:

- T-Ball is to be instructional and FUN. No records or standings will be kept nor will any runs be recorded. In order to ensure that each and every player present at their game gets the opportunity to actively participate in every inning played, the following rules will apply:
- Coaches are allowed on the field to instruct the players and move the game along.
- Players will hit off a batting tee.
- At no time will there be live pitching.
- There are no strikeouts.
- There are no walks, bunting or base stealing.
- There is a time limit of 1-hour 15 minutes or four full innings, whichever comes first.
- The half-inning will end once all players present for the game have completed a time at bat. Offensive players may be legally put out but 3 outs shall not end the half-inning.
- To reward defensive play, an offensive player put out on a base shall return to the dugout.
- A coach or league approved parent must be in the dugout any time that players are in the dugout.
- A maximum of 10 players will be assigned to a team.
- All outfielders must start each play at least 12 feet behind any base.
- Defensive players will alternate infield and outfield positions each inning. No player shall play one defensive position more than three innings during a game.
- The defense will consist of 8 to 10 defensive players. The position of catcher will not be used. There will be 5 infielders and up to 4 outfield players (8 players on a team-all play defense, 9 players on a team-all play defense, 10 players on a team-8 play defense and 2 are on the bench). No player will play more than one inning more than any other player unless it is a result of illness or injury.
- Advancement of Runners: Runners may only advance on batted balls and may not advance on overthrows. A batter may advance more than one base ONLY on a ball hit beyond the infield.
- Extra Base Hits: If the ball is hit beyond the infield, a maximum of 2 bases is allowed.

BASEBALL - A DIVISION

Ages/ Cost: The A division is coach pitch and strictly an instructional division for boys and girls ages 6- 8 (6-year olds who have played T ball are allowed with Player Agent approval).

Placement: Teams are formed by the Player Agent.

Practices: Each team will have two or three 60-minute field practices per week starting around the last week of March. Practices will reduce when games begin.

Games: Each team will have one to three games per week, with games during the week and one game on Saturdays starting mid to late April. No records or standings will be kept nor will any runs be recorded.

Objective: The goal of our Baseball – A division is to have fun, engage in fitness and introduce the basic fundamentals of baseball/ softball (Fielding, hitting, and throwing) on a 60-foot diamond.

A Division Local Rules:

- Baseball- A Division Managers and coaches are required to establish a system that will ensure even playing time.
- No player may pitch. Players will receive pitches from a coach or from a machine supplied by the league. It is highly recommended to use the league supplied pitching machine. The pitching machine will be a spring-operated device, and should be set 40'-42' away from home plate.
- No **"lob"** pitches are allowed; all coach pitches must be overhand. In the case a coach much pitch, they must be 36'-46' from home plate.
- For all games prior to Memorial Day, players are to receive a maximum of 5 pitches. If a pitched ball is not put into play then the ball shall be placed on a tee for the batter. After Memorial Day, no tee shall be used and the batter shall be out after three swinging strikes or a maximum of 7 pitches. Only in the case of a foul ball shall the batter receive more than 7 pitches.
- There is a time limit of 1 ½ hours; no more than six innings.
- The continuous batting order under Rule 4.04 is adopted. As such, Rule 7.14, Special Pinch Runner, does not apply.
- There are no walks, bunting or base stealing.
- As with traditional baseball, there will be 9 players on the field. The outfielders must start each play at least 12 feet behind any base. A 4th player may be added to the outfield to encourage player participation with the approval of both Managers.
- Defensive players will alternate infield and outfield positions each inning. No player shall play one defensive position more than three innings during a game.
- A half inning will end when there are three outs or five runs, whichever comes FIRST.
- 5-run rule per inning applies to all innings. Immediately after the fifth run is scored in any half inning, play is stopped and the teams change offensive sides.
- Extra Base Hits: If the ball is hit beyond the infield, a maximum of 2 bases is allowed.
- Runner Advancement on Overthrows: Runners may not advance to another base on an overthrow. We want to encourage the defensive players to attempt to throw runners out.
- There is no stealing or bunting.
- A coach or approved parent must be in the dugout whenever players are in the dugout.

BASEBALL – AA DIVISION

- Ages/ Cost:** This division is available to boys and girls league age 7- 10. (League age 7-year olds that have played at least one year of Baseball – A division are eligible to play in our Baseball – AA division with Player Agent approval but are not guaranteed placement).
- Placement:** Teams are formed by the Player Agent.
- Practices:** Each team will have two to three 90-minute field practices per week starting the last week of March. Practices will reduce when games begin.
- Games:** Each team will have one to three games per week, with at least one game during the week and one game on Saturdays starting mid to late April.
- Objective:** The goal of our Baseball – AA division is to have fun, engage in fitness and expand on the fundamentals of baseball/ softball (Fielding, hitting, pitching and throwing). Baseball - AA is the first introduction to players pitching from a mound, 46' from home plate. After a player pitches a 4-ball count, a coach will pitch to the batter to facilitate the ball being hit into the field of play as much as possible. Scores will be kept and innings will end at the sooner of 3 outs or 5 runs scored.

AA Division Local Rules:

- Baseball- AA Managers and coaches are required to establish a system that will ensure even playing time.
- MANDATORY PLAY REQUIREMENT- All players must play a minimum of 2 defensive innings or 6 defensive outs. Three of these outs must be played in an infield position (positions 1-6). All players shall have an opportunity to play all positions unless there is a safety risk that has been brought to the attention of the Player Agent.
- Players **must** pitch from a 46' rubber and are subject to Little League pitch count rules. (no exceptions)
- Managers must follow Little League Baseball Rulebook regarding pitch count found in the Regulation VI section.
- Once a batter receives 4 pitches called balls by the umpire, the offensive team's coach shall take over the strike count and pitch a **maximum of 5 pitches** to that batter. A batter shall only receive more than 5 coach pitches in the event they foul pitches off. The strike count shall continue from player to coach, the umpire shall call balls and strikes on all pitches, and the batters shall be called out after 3 total strikes, whether coach and/ or player pitched. There will be no base on balls awards. If the batter does not hit, the batter is out, unless either struck by a player pitch or defensive interference is called.
- If the coach pitches, they must be between 36'-46' from home plate. The coach may pitch from standing, kneeling or bucket position as appropriate.
- Time limit: No new inning shall start after 2 hours. No new pitch after 2 hours 15 minutes
- The continuous batting order under Rule 4.04 is adopted. As such, Rule 7.14, Special Pinch Runner, does not apply.
- Bunting and base stealing are allowed on a player delivered pitch only. Stealing is allowed only if the catcher catches the ball and is limited to one base per pitch. Runners may not steal home.
- Runners may advance one base on an overthrow UNLESS the ball is thrown from the catcher. In the case of an overthrow from the catcher, the runner shall obtain that base and may not advance on the overthrow. We want to encourage catchers to attempt to throw runners out.
- A 5-run rule limit applies to all innings. Immediately after the fifth run is scored in any half inning, play is stopped and the teams change offensive sides. The 5-run limit shall not apply to the sixth or declared final inning if a game is shortened due to time or darkness. The final inning ends on 3 outs or after every player in the batting order has batted.
- A coach or league approved parent must be in the dugout when players are in the dugout.
- Defensive coaches are not allowed on the field during play.

- No player shall play one defensive position more than three innings during a game.

BASEBALL – AAA DIVISION

- Ages/ Cost:** This division is available to boys and girls league age 8- 11. (League age 8-year olds that have played at least one year of Baseball – AA division are eligible to play in our Baseball – AAA division with Player Agent approval).
- Placement:** Teams are formed by draft after an individual player assessment. If a player is unable to attend assessments due to illness or hardship the player needs to follow the Waiver process to maintain draft eligibility. League age 8 and 9-year olds are not guaranteed to make a Baseball - AAA team (If not drafted, a player would move to our Baseball – AA division).
- Practices:** Each team will have two to three 90-minute field practices per week starting the first week of March. There may be fewer or more practice sessions held throughout the season at your manager’s discretion.
- Games:** Each team will have two to three games per week, with games during the week and Saturdays starting the first week of April.
- Objective:** The goal of our Baseball - AAA division is to have fun, while refining the fundamentals of baseball (Fielding, hitting, pitching and throwing) and introducing individual (Bunting, etc) and team concepts (Cut-offs, rundowns, stealing, etc). Scores are kept. The season wraps up with an end of season tournament (EOS) amongst all of the AAA teams within our league.

AAA Division Local Rules:

- Baseball- AAA Managers and coaches are required to establish a system that will ensure even playing time during the regular season.
- MANDATORY PLAY REQUIREMENT- All players must play a minimum of 2 defensive innings or 6 defensive outs. Three of these outs must be played in an infield position (positions 1-6). All players shall have an opportunity to play all positions unless there is a safety risk that has been brought to the attention of the Player Agent. This Mandatory Playing Requirement (MPR) shall only be enforced in a complete 6 inning game.
- Penalty if MPR is not met - Player will start next game and play continuously until they have met all defensive outs missed in the previous game and the minimum number of defensive outs in the current game. After the first event the Manager will receive a written warning, the second event the manager will be suspended for a game, and if a third event occurs the manager will be suspended for the season. Time limits: no new inning after 2 hours 30 minutes and no pitch after 2 hours 45 minutes if a game follows or if mandated by field usage.
- The continuous batting order under Rule 4.04 is adopted. As such, Rule 7.14, Special Pinch Runner, does not apply.
- Free substitution of players is allowed with the exception of pitcher. Once the pitcher is removed from the mound, he/she may not return to that position.
- The 5-run rule is in effect and shall apply to all innings EXCEPT the sixth or declared final inning if a game is shortened due to time limits or darkness. Immediately after the fifth run is scored in any half inning, play is stopped and the teams change offensive sides. The 6th or declared final inning ends on the 3rd out or after every player in the batting order has batted.
- Shoreline Little League follows the 15 Run Rule and 10 Run Rule as stated under rule 4.10 in the Little League Baseball Rulebook. If after the 3rd inning one team has a 15-run lead, or if after the 4th inning one team has a 10-run lead, the manager of the team with the least runs shall concede the victory to the opponent. If managers agree to continue the game, they may do so but the official game will have ended. Pitch counts will still apply.

BASEBALL – MAJORS DIVISION

- Ages/ Cost:** This division is available to boys and girls league age 10- 12, provided league age 10-year olds have played at least one year in Baseball- AAA Division.
- Placement:** Teams are formed by draft after an individual player assessment. If a player is unable to attend assessments due to illness or hardship the player needs to follow the Waiver process to maintain draft eligibility. League age 10-year olds are not guaranteed to make a Baseball - Majors team (If not drafted, a player would move to our Baseball – AAA division).
- Practices:** Each team will have two to three 90-minute field practices per week starting the first week of March. There may be fewer or more practice sessions held throughout the season at your manager’s discretion.
- Games:** Each team will have two to three games per week, with games during the week and Saturdays starting the first week of April. Some games will be against teams from neighboring leagues within District 8.
- Objective:** Majors Baseball is the player's first introduction to a competitive level of play. The goal of our Baseball - Majors division is still to have fun, while refining the fundamentals of baseball (Fielding, hitting and throwing) and introducing individual (Bunting, etc) and team concepts (Cut-offs, rundowns, stealing, etc). Scores are kept. The season wraps up with an end of season tournament (EOS) amongst all of the Major teams within our league.

Majors Division Local Rules:

- Major Managers and coaches are required to establish a system that will ensure even playing time for all players during the regular season.
- Shoreline will play Inter League Games (games between different leagues within District 8) with the rules established by the District.
- Intraleague Games (games between Shoreline Little League teams) will follow the rules outlined in this document.
- Prior to May 1st the managers will decide if the game will be with a continuous batting order or a bat 9 order at the plate meeting. If the managers cannot agree then the continuous order will be used. After May 1st the teams will use the bat 9 order. The End of Season Tournament will also use the bat 9 order.
- Shoreline Little League follows the 15 Run Rule and 10 Run Rule as stated under rule 4.10 in the Little League Baseball Rulebook. If after the 3rd inning one team has a 15-run lead, or if after the 4th inning one team has a 10-run lead, the manager of the team with the least runs shall concede the victory to the opponent. If managers agree to continue the game, they may do so but the official game will have ended. Pitch counts will still apply.

PITCH COUNTS-AA, AAA, MAJORS

- AA--Prior to May 15th no pitcher shall pitch more than 30 pitches in a game. If the pitcher starts a batter at less than 30 than he may pitch until that batter’s turn has concluded.
- AAA and Majors—Prior to April 17th no pitcher shall pitch more than 50 pitches in a game. If a pitcher starts a batter at less than 50 pitches than he/she may pitch until the conclusion of that at bat.

BASEBALL – INTERMEDIATE/JUNIOR/SENIOR DIVISIONS

Ages/ Cost: These divisions are available to boys and girls league age 13- 16.

Placement: Teams are formed by draft after an individual player assessment. The Intermediate division may include 12 year olds after the draft has been completed.

Practices: Once teams are established, each team will have two to three 90-minute field practices per week and may start the first week of March. All players in these divisions will practice together at the beginning of the season. There may be fewer or more practice sessions held throughout the season at your manager’s discretion.

Games: Each team will have two to three games per week, with games during the week and weekends starting the first week of April. Some games will be against teams from neighboring leagues within District 8.

Majors & AAA Draft

Assessments Required

All candidates for Majors and AAA must attend the Assessments in order to be drafted onto a Majors or AAA team. If a candidate is unable to attend the Assessment, or makeup session, their only option is to request a waiver in writing to the Player Agent, prior to, or on assessment day. Please see Draft Waiver Process below.

Players league age 12 or under that do not attend the assessment can NOT be placed on a Majors team without an approved waiver. It is to the players' advantage to make every effort to attend Assessments as it gives the player the best visibility to coaches. A makeup is offered but is limited in the slots for players to be assessed and few coaches are able to attend. Players who do not attend assessments and have a waiver will automatically be a hat pick.

Waiver Process

Players league age 9 to 12 who are unable to attend assessments and want to be placed on a draft eligibility list need to submit a waiver request in writing to the Player Agent prior to or at assessments. Please submit player name and reason for the waiver request. Waiver requests will be responded to within 72 hours unless Board discussion is indicated. Waiver process applies to all players, new and returning, including players league age 12.

Late Registration

Any player who has been accepted as a late registration will be placed on a team by the Player Agent with the goal to evenly distribute player talent.

Draft Method

Shoreline Little League has adopted the Alternate Method for Draft Plan B, for existing leagues.

Majors & AAA Local Draft Rules

- The draft is moderated and presided over by the Player Agent whose decisions are final. Draft rules are in accordance with the Little League Operating Manual.
- Shoreline Little League does not return teams from previous years.
- **Coaches-** In accordance with Little League rules, coaches shall not be appointed or approved until after the draft therefore, there shall be no pre-selection or assignment of a coach's child to a Manager's team. Except for their own child, Managers must draft or trade for all players on their team.
- **Draft Attendance-** Division Managers, Player Agent and Board Members (provided they do not have children who may be drafted) may attend the draft. Additionally, Managers may have one person accompany them at the draft (draft helper) provided that person does not have a son/ daughter that is eligible to be drafted in the same division as the Manager they are accompanying, or after their child has been drafted they may enter. Manager shall declare their "draft helper" to the Player Agent no later than the end of player assessments. No Players shall attend the draft.
- **Manager's child (children)-** Prior to the draft, Managers must submit an option in writing to the Player Agent if they intend to select their own child (children), and must exercise that option per Little League guidelines. A Manager's son/ daughter that is; league age 12 shall be selected at or before round 3, league age 11 at or before round 4 and league age 9/ 10 at or before round 5. These provisions also apply to Managers having eligible siblings in the draft.
- All players league age 9 thru 12 should be assessed. In order to be eligible for the Majors division a player has to be assessed, or have had played in the Major division for Shoreline Little League the previous year, or is league age 12.
- A player, league age 12, must play Majors unless there is a safety concern for the player in which case the Player Agent must be notified and the player must be granted a waiver approved by the District 8 Administrator to play in a different division.
- **Confidentiality** shall be maintained by all involved in the draft. No player's skills evaluation score, draft order or involvement in trades may be disclosed at any time per Little League regulation.

Draft Limitations

Before the draft begins, the Player Agent in consultation with the Board of Directors will establish the minimum and maximum number of players a Manager can select, by league age, for the Majors draft and for the AAA draft. The Player Agent will establish and communicate these rules prior to, or at the start of, the draft selection meeting. 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. Should an issue be caught after 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.

- Majors
 - 12 year olds- Establish minimum number of 12 year olds to ensure that all 12 year olds are placed on Majors teams.
 - Remaining slots on roster may be any combination of ages from those available in the draft pool.
- AAA
 - 10 year olds- Establish minimum number of 10 year olds to ensure that all 10 year olds are placed on AAA teams.
 - Remaining slots on roster may be any combination of ages from those available in the draft pool.

Draft Process

The following draft process will be used for each division beginning with Majors, then AAA:

- The Player Agent will call the draft to order.
- A drawing will be conducted to determine the serpentine draft order which shall continue throughout the draft. Managers at each end of the order effectively have two consecutive picks straddling the end and beginning of consecutive rounds.
- A list of all available candidates will be handed out to each Manager and/ or projected on a screen.
 - The first Manager with a draft pick will have 90 seconds to make the selection when the Player Agent states, “(Manager name), you are now on the clock.”
 - If no selection has been made with 15 seconds remaining, the Player Agent will announce the time remaining in the selection, announcing again at the 5 second mark.
 - If no selection was made in the 90 second window, the Player Agent will assign the next oldest player with the highest aggregate assessment score to that team.
 - Managers with two consecutive picks may not combine the 90 second time limit.
- Managers make their selections by announcing the name of the player and the Player Agent shall repeat back the player name and draft number to ensure accuracy.
- Each following selection will have the same 90 second time limit.
- All Managers must select a player in each round and maintain a full roster at all times during the season
- The “official” ongoing draft selections and remaining available players shall be projected throughout the draft.
- At the conclusion of the draft, the Player Agent will review each Manager’s drafted roster to ensure all Managers are in agreement.

Trades

- After the draft has ended, Managers may make trades provided that both Managers shall contact Player Agent for approval.
- Trades shall be deemed “approved” upon both Managers receiving Player Agent approval in writing.
- For 2020, the Trade Deadline is **February 23rd at 10pm.**

Player Notification

When the draft is complete, trading period ends and the Player Agent has finalized the rosters, players will be notified as to what division they were drafted to. Team rosters will then be published at the Parent Meeting. Managers may not contact any drafted player until authorized in writing by the Player Agent.

Refund & Cancellation Policy:

- If cancelling registration before team announcement or assessments: Cancellation fee of 25% of cost of registration.
- If cancelling after team announcement or assessments: Cancellation fee of 50% of cost of registration.
- If cancelling after first practice starts: NO REFUNDS***.

****Extenuating circumstances will be taken under consideration by the Shoreline Little League Board.*

All-Star Selection Process

All-Star Promotion: Managers, coaches and league volunteers shall begin promoting all-star participation to all players AAA and above, once regular season teams have been formed. All eligible players may have an opportunity to be selected for an All-Star team, based on their demonstrated attitude, effort, commitment, sportsmanship and ability, to extend their season well into the summer and play at a higher level of competition.

All-Star Coach Selection

A Manager or coach who wishes to be considered for an All-Star position must fill out an All-Star Coaches Letter of Intent. These will be distributed to all coaches in drafted divisions in April. They must be submitted to the coaching coordinator by May 4

It is a requirement of District 8 that every All-Star Manager and Coach must have completed a league sponsored PCA course, either in person or online, this year prior to coaching an All-Star Team. An All Star Committee will review the applicants. Along with the application, and other sources of information the committee will recommend the managers for all of the teams. The managers will be allowed to select the coaches for a given team with the approval of the committee. All-Star manager and coach candidates are approved by the Board of Directors and then appointed to their specific positions by the President of the League. Managers and coaches must meet the criteria as stated in the Little League Green Book Tournament Guidelines.

All-Star Player Eligibility

Teams are made up of players who:

1. Have been selected as described below and can provide the required documentation.
2. Comply with Little League International Green book rules for Player Eligibility as outlined on page 127.
 - a. Participate in 60% of scheduled regular season games
 - b. Provide proof of residency or school attendance
 - c. If injured and 60% is not met, provide a physicians' note documenting the injury or illness

Shoreline Little League is allowed only one All-Star team in each division. Each team must carry 13 or more players. The final number (13 or 14) is left to the discretion of the team's Manager, with Executive Board approval. On or after June 1st, the All-Star manager is responsible to notify, by phone or in person, all players who were selected for a team. In the event a division does not have enough players wanting to play (e.g. Softball or 90' division) co-leaguings with other local leagues will be pursued to afford as many Shoreline Little League players the All-Star experience as possible.

All-Star Team Selection Method

SLL will strive to field teams in the following divisions:

- 8/9/10 Baseball & Softball
- 9/10/11 Baseball & Softball
- Little League Baseball & Softball
- Intermediate Baseball
- Juniors Baseball & Softball
- Seniors Baseball & Softball

All-Star Team Formation/ Sequence Majors & AAA Baseball

- a.
1. The Major team selection will be through a vote of the Major players, Major Coaches, and Major Umpires.
 - a. Before the EOS Tournament ballots will be brought to all of the Major teams at one of their games.
 - b. Each player, coach and umpire will vote for their top 6 players in the division.
 - c. After all teams have voted the All Star Committee will tally the votes.
 - d. The top 6 players, regardless of league age, will be placed on the Major All Star team.
 - e. The manager of the team will then choose the remaining players with the advice and help of the other Major coaches.
2. The 8,9, 10 team (10's) and the 9,10,11 (11's) team the AAA and Majors Managers provide their recommendations to the All-Star selection panel for who should play on the two different teams –
 - a. The 10's will primarily be AAA players.
 - b. The 11's will primarily be 11 year olds currently playing in Majors or 11 year olds in AAA
3. An All-Star Committee in consultation with the managers of the two teams will select the 10 players for the 10 and 11 teams. The Board of Directors will review the recommendations and ensure the process was fair for all coaches, players and parents.
4. The manager of each team will then select the remaining spots
 - a. Majors-7-8 spots
 - b. 11's—3 to 4 spots
 - c. 10's—3 to 4 spots

All-Star Team Formation/ Sequence Intermediate Baseball

1. Co-leaguings:
 - a. When co-leaguings is necessary, a tryout may occur with multiple leagues. When Shoreline hosts a division, the manager and coaches will select 13-14 players from multiple leagues. When another league hosts a division, players will follow the host leagues selection process.
2. No Co-leaguings:
 - a. If co-leaguings is not necessary, all players who show interest in playing All-Stars will be invited to practice.
 - b. After three practices the players will vote on their choice for the team. Each player will have 5 votes and the top 5 vote getters will be on the team.
 - c. The rest of the roster spots will be filled by the team coaching staff with the approval of the Executive Board and Player Agent.

All-Star Team Formation/ Sequence Junior & Senior Baseball

1. After the first of June, if possible (depending on the Wood Bat Tournament), all players who show interest in playing All-Stars will be invited to practices.
2. Practices will be on Tuesday, Thursday, and Saturday.
3. After three practices the players will vote on their choice for the team. Each player will have 5 votes and the top 5 vote getters will be on the team.
4. The rest of the roster spots will be filled by the team coaching staff with the approval of the Executive Board and Player Agent.

All-Star Team Formation/ Sequence Softball

2. Co-leaguings:
 - a. When co-leaguings is necessary, a tryout may occur with multiple leagues. When Shoreline hosts a division, the manager and coaches will select 13-14 players from multiple leagues. When another league hosts a division, players will follow the host leagues selection process.
3. No Co-leaguings:

- a. If co-leaguing is not necessary, all players who show interest in playing All-Stars will be invited to practice.
- b. After three practices the players will vote on their choice for the team. Each player will have 5 votes and the top 5 vote getters will be on the team.
- c. The rest of the roster spots will be filled by the team coaching staff with the approval of the Executive Board and Player Agent.