2025 OPERATING INSTRUCTIONS

Adopted December 18, 2014
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These are provided to assist in the effective and efficient running of the 4S Ranch Little League. A knowledge and thorough understanding of the items and issues discussed herein is recommended for all individuals, youth or adult, who participate in the League or related activities. The statement, interpretation and application of these guidelines are the domain and the responsibility of the 4S Ranch Little League Board of Directors.

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GENERAL OPERATING INSTRUCTIONS

1.0 League Administration

1.1 League (4SRLL) will be governed by a volunteer Board of Directors (the "Board"), who are elected annually. The Board will endeavor to provide a safe, fun atmosphere for the youth of the community to play Little League baseball.

1.1 4SRLL will have eight(8) Divisions:

- Juniors: League ages 13-15
- Intermediates: League age 12-13
- Majors: League ages 10-12
- Triple A: League ages 8-11
- Double A: League ages 7-10
- Single A: League ages 6-8
- Tee-ball: League ages 5-7
- Little Sluggers ages 4-5*

1.2 *Except where otherwise noted, Tee-ball and Little Sluggers are collectively the "Tee-Ball Divisions." All divisions will be governed by the applicable current year edition of the *Official Regulations and Playing Rules of Little League Baseball*, unless otherwise specified in these General Operating Instructions and/or one of the 4SRLL Division Operating Instructions. In cases where the LL Rulebook is referenced, quoted, or paraphrased, the wording in the current year version of the LL Rulebook will be the ultimate reference.

1.3 Code of Conduct [See LL Rule 9.02]

1.3.1 All participants in 4SRLL will, at all times, conduct themselves with proper decorum, integrity, and sportsmanship. This applies to managers, coaches, players, umpires, league officials, and spectators.

1.3.2 Any umpire's decision which involves judgment (e.g., balls, strikes, outs, etc.) is final. No player, manager or coach may object to or question any such judgment decision [LL Rule 9.02(a)].

1.3.2.1 If there is reasonable doubt that an umpire's decision may be in conflict with the rules, the manager will first ask an umpire for permission to leave the dugout or coaches box. The manager may then appeal the decision and ask that a correct ruling be made. [Note: **Only** the manager or acting manager if the manager is absent, will have the right to initiate such an appeal.] [LL Rules 9.02(b) and 4.19(b)]

1.3.2.2 Any appeal will be made only to the umpire who made the protested decision, and it must include the specific rule in question and any supporting facts. [LL Rule 9.02(b)]

1.3.2.3 When a decision is appealed, the umpire who made the original decision may ask another umpire for additional information before making a final decision. [LL Rule 9.02(c)]

1.3.2.4 At no time will a manager, coach, player, or spectator verbally or physically

abuse an umpire.

1.3.3 At no time will a team employ tactics designed to delay or shorten a game.

1.3.3.1 The manager of a team who employs such tactics will receive a warning for the first offense.

1.3.3.2 A second offense in the same calendar year will result in the forfeiture of the game in which the tactics were employed and the manager will receive a minimum suspension of at least one game.

1.3.3.3 A third offense will result in forfeiture of the game and an indefinite suspension of the manager until the Board reviews such actions. The Board may invoke a multi-game suspension, and even the possible dismissal of the manager.

1.4 Disciplinary Action

1.4.1 A player may be suspended for disciplinary reasons by the team's manager providing the Division Director and Player Agent are notified within 24 hours of such action and given cause for the suspension.

1.4.2 Suspension for more than one game, or multiple suspensions over the course of a single season, will come before the 4SRLL Board for review and action.

1.5 Ejection [See LL Rule 4.07]

1.5.1 Any manager, coach or player ejected from a game must leave the playing field upon request and may not remain within sight or sound of the immediate playing area, the bleachers or the spectator area. Any player ejected must remain under the supervision of an adult until the player's parent/guardian assumes responsibility.

1.5.2 The manager must notify the Division Director and Player Agent within 24 hours of ejection. The ejected manager, coach or player is automatically suspended for his or her team's next physically played game, and will be subject to review and consultation with selected Board members (i.e. Division Director, Player Agent, Umpire-in-Chief and President). Based on the severity of the cause of (and reaction to) the ejection, the Board members may suspend the ejected manager, coach or player for more than one game.

1.6 Protests [See LL Rule 4.19]

1.6.1 No protests are allowed in the Tee-Ball, A, Double A or Triple A Divisions.

1.6.2 A protest will only be considered when based upon a violation or interpretation of a playing rule. No protest will be considered on an umpire's judgment (see also Rule 1.4.2). [LL Rule 4.19(a)]

1.6.3 Only the manager, or acting manager, if the manager is absent, will have the right to protest an umpire's decision in regard to a playing rule. [LLRule4.19(b)]

1.6.4 All protests must be presented in writing to the League President within 24 hours and it must include the rule in question as well as all supporting facts. [LL Rule 4.19(e)]

1.6.5 The League President will meet with the Vice President, UIC, applicable Division Director and applicable Player Agent (the “Protest Committee”) (comprised of

appropriate Board members) to review the protest. The respective managers will be informed of any action taken against the protest. [LL Rule4.19(f)]

1.7 Umpires

1.7.1 Subject to the exceptions noted below, 4SRLL will operate an all-volunteer umpire program. After the selection of the President at the annual Board meeting, the new President will nominate an Umpire in Chief (UIC). Once confirmed by the Board, the UIC will have a dual "chain of command" to both the League President, and to the District UIC. The District UIC will be the final authority in all matters relating to the play of the game. All references to decisions will be based solely upon the current season rules as published by Little League International. There will be no appeals to these decisions.

1.7.1.1 The UIC cannot be a manager or coach of any Majors team.

1.7.1.2 The UIC will be responsible for selecting, training and supervising all umpires in 4S Ranch Little League.

1.7.1.3 Umpires will be required to attend training either at district clinics or 4SRLL clinics prior to calling games.

1.7.1.4 The UIC may nominate one or more individuals as umpire schedulers to ensure that umpires are available for all games.

1.7.1.5 Once approved by the 4SRLL Board, these schedulers will be responsible for schedules in the divisions assigned by the UIC. The UIC may choose to complete the schedules by him/herself.

1.7.1.6 There will be no umpires in the Tee-ball or Single A Divisions. Youth umpires may be recruited and trained by the UIC from the Majors, Intermediate, and Juniors Divisions (League Age 11 and above). Youth umpires must be paired with at least one adult umpire or adult Game Coordinator.

1.7.1.7 Youth Umpires may be reimbursed for expenses, on a *per diem* basis, at the discretion of the Board.

1.7.1.8 Youth Umpires who play in the Majors or above divisions may be field or plate umpires in the Double A and Triple A divisions at the discretion of the UIC.

1.7.1.9 Independent, paid umpires may be used for post-season tournaments at the discretion of the Board, if necessary to fully staff postseason games.

1.7.1.10 The UIC will be the chair (or league member) of the Protest Committee (Majors and above, no protests are allowed below the Majors Division.)

1.7.1.11 Umpire scheduling: The UIC or the designated scheduler will make every attempt to ensure that the plate umpire in each game is a fair and dispassionate umpire.

1.7.1.11.1 Plate umpires will not have a child in the game they are calling.

1.7.1.11.2 Additionally, plate umpires should not be calling games

within the division that they manage, coach, or play.

1.7.2 Any of the above limitations on umpires may be waived, in advance, by the UIC to ensure that at least one qualified/trained umpire is present for each scheduled game.

2.1 **Team Administration**

2.2 Managerial Responsibilities

2.2.1 Managers for each team in 4SRLL will be approved by the Board. Except in Tee-Ball, Division Directors will not manage a team within the Division of which they are Director, but may manage a team in any other Division.

2.2.2 The manager must provide the Division Director a list of no more than two coaches (three coaches in A, Double A and Tee-Ball) who will be assisting with the team for the season. All team managers and coaches are subject to approval of the Board.

2.2.2.1 Prior to player selection, Double A, and Triple A managers may select one "designated" coach, whose child will be placed on the manager's team in accordance with the applicable Divisional Operating Instructions. Designated coach selection in Majors and above divisions will be as determined by the Majors Division Director.

2.2.2.2 Coaches under the age of eighteen (18) may be approved by the Board. However, an adult (18+) must be present during any League sanctioned practice or scheduled game.

2.2.3 Immediately following the finalization of rosters by the Division Director, Player Agent and President, the manager will notify all players selected. As soon as possible, the manager should hold a team parents meeting to acquaint them with the team expectations, pertinent League rules and applicable volunteer opportunities.

2.2.4 The manager is responsible for the proper use, care and return of all equipment issued by the League. Equipment is the property of the League and must be returned on the date as directed by the League's equipment manager.

2.2.5 In the case of injury during Little League activities, the Manager will see that the injured player is given appropriate treatment, and will notify the Safety Director and League President within 48 hours.

2.2.6 The Manager will schedule any additional practice time (beyond that which is assigned by the League) through the Division Director and Field Scheduler. The following are the maximum limits for Practice Time that a Manager may schedule, including "optional" practices:

2.2.6.1 From February 1st to Opening Day

2.2.6.1.1 Juniors, Intermediates and Majors: no more than 8 hours per week. (Note: a "week" is from Sunday to Saturday.)

2.2.6.1.2 Triple A and below: no more than 6 hours per week

2.2.6.2 From opening day to the end of the season, including League/Interleague Tournament play,

2.2.6.2.1 All Divisions: No more than 4 hours per week, exclusive of 1-hour warm-up prior to any scheduled game.

2.2.7 On game days, the manager must submit lineup cards to the Official Scorekeeper, the plate umpire and the opposing team's manager. This will be done at least ten (10) minutes prior to the scheduled start of the game. This is not applicable in the Little Sluggers, Tee-Ball, or Single A Divisions.

2.1.8.1 All players on a team's roster must be listed by first and last name, uniform number with pitchers and catchers position noted. All players beginning the game as substitutes should be so indicated.

2.1.8.2 Players not available for play (injuries, absence, suspension, etc.) must be listed on the lineup card with an indication as to why the player cannot participate.

2.1.9 Each manager will designate a team parent to coordinate the administrative needs of the team.

2.1.10 The manager who has his team listed as "Home Team" will supply the Official Scorekeeper, Pitch Counter, game balls, and a scoreboard operator (where applicable).

2.1.11 Managers are responsible for seeing that the dugout their team has occupied is clean following completion of their game.

2.1.11.1 For the first (or only) game on any given day, the Home team is responsible for setting up the bases and other required equipment prior to the game.

2.1.11.2 For the last (or only) game on any given day, the Visiting team is responsible for putting away the bases, equipment, scoring tables and controllers and locking them up following the game, as well as dragging the field and raking the home plate area.

2.1.12 During practices and games, the manager is responsible and held accountable for the conduct of players and coaches.

2.1.13 Except in Little Sluggers, Tee-Ball and A, each manager is responsible for reporting the final score of the game and all relevant pitching information to the League as specified by the Division Director. This should be done within 24 hours after the game, preferably immediately following the conclusion of the game. A team may not start its next game until it has reported the score and pitch counts for the prior game, unless the game is the second part of a doubleheader.

2.2 Uniforms and Equipment

2.2.1 Managers will be responsible for ensuring that all players wear adequate and appropriate equipment at all times.

2.2.2 Only players in full uniform will be allowed on the playing field. For all players in the Junior, Intermediates, Majors, Triple A, Double A and A Divisions, this includes a jersey, hat, socks, and belt as provided by 4SRLL, and baseball pants which the League does not provide. For all players in the Little Sluggers and Tee-Ball Division, this includes their team jersey and hat as provided by 4SRLL and baseball pants (NO

shorts) which the League does not provide.

2.2.3 The jersey, belt, hat and socks provided to the players are theirs to keep. All other equipment and components supplied by the League must be returned to the Equipment Manager.

2.2.4 Shoes with metal spikes or cleats are not permitted in the Tee-Ball through Majors Divisions or on 4S Sports Park fields. Baseball shoes with molded cleats, or an all-purpose athletic shoe are recommended. Metal spikes or cleats **are** permitted in the Junior Division but may only be used on clay mounds. No metal spikes are allowed on portable mounds or 4S artificial grass fields.

2.2.5 All male players **MUST** wear a protective cup to all practices and games. If a supporter/cup is not worn, the player must be benched until the situation is corrected. Minimum play rules do not apply to a player benched under this rule.

2.2.6 All catchers must wear appropriate protective equipment during ANY activity with a pitcher. This includes a helmet with mask and throat guard (including all "hockey style" masks), and a catcher's mitt. Catchers are not permitted to use any other type of glove.

2.2.7 Any equipment which does not meet official Little League specifications (for the specific Division) cannot be used in any game. Each manager must ensure that any personal bats used by his/her players meet Little League specifications and keep a list of approved bats with them during game play.

2.3 Game Times and Schedules

2.3.1 All League games will be played only on the field indicated on the official schedule, unless otherwise directed by the Division Director and/or Field Scheduler.

2.3.2 All games will be competed at the time indicated in the published schedule, except if one or both teams have an insufficient number of players at the scheduled game start time. In this instance, the umpire will allow a delay of no more than 15 minutes of game time to see if additional players arrive. The scheduled start time still governs the stop time. No rescheduling of games will occur, except because of weather, field conditions, or when one or both teams are unable to field enough players (see Guideline 2.4.6).

2.3.3 Postponed games will be rescheduled through the Division Director and the Field Scheduler in accordance with Guideline 2.4.5.

2.3.4 When more than one game is scheduled on a calendar day, Divisional Operating Instructions will impose a game time limit. The Instructions will state that no new inning may start after a specified time period from the scheduled starting time of the game, and will state a maximum playing time from the scheduled starting time of the game. If this time limit is reached, the score will be determined in accordance with Little League rules for defining a Regulation Game. [Note: For purposes of this rule, a new inning is considered to be started as soon as the home team has made its third offensive out in the previous inning. For example, the 2nd inning will begin the moment the third out is recorded in the bottom of the 1st inning.]

2.3.5 Little League practices will not be held on Sunday. Make-up games and Intermediate/Junior Division games may be scheduled on Sunday, if deemed

absolutely necessary by the Division Director and/or Field Scheduler.

2.3.6 In the divisional schedule, the Scheduler will insert a time for game termination based on the expected time of sunset. The game will be called at this time and game outcome determined in accordance with LL Rules 4.10, 4.11, and 4.12. This time will be rounded to the nearest 15-minute increment for administrative ease. The game stop time does not affect the UIC's judgment to call the game earlier, if darkness or other conditions warrant.

2.4 Playing Rules

2.4.1 Pre-Game Practice

2.4.1.1 The Visiting team will have field practice rights from thirty-five (35) to twenty (20) minutes prior to the scheduled game time.

2.4.1.2 The Home team will have field practice rights from twenty (20) minutes to five (5) minutes prior to the scheduled game time.

2.4.1.3 The Home Plate umpire will halt all practice time five (5) minutes prior to the scheduled start of the game.

2.4.1.4 If the field is not available thirty-five (35) minutes prior to the scheduled game time, the time available will be equally shared between the two teams.

2.4.1.5 If no time is available prior to the scheduled game time, no practice will be allowed.

2.4.1.6 **Under no circumstances will "live" batting practice be allowed on, or in the vicinity of, the playing field prior to a game.** Batting practice will, however, be allowed when using foam or plastic wiffle balls, baseballs into a pop-up net, or in the batting cages provided at 4S Sports Park. Batting helmets must be worn during any and all batting practice.

2.4.1.7 The **"Must-Play-Rule"** is enforced to ensure that all players participate in every game in which they are eligible. Individual Divisional Operating Instructions will specify Must-Play-Rules which are at least as stringent as those specified by Official Little League rules.

2.4.1.8 Unless superseded by a division interleague operating instruction, interleague games will follow the local operating instructions of the host league with an exception for minimum play. 4S Ranch Little League minimum play requirements will still apply.

2.4.2 Substitutions

2.4.2.1 Individual Divisional Operating Instructions will specify substitution rules which are at least as stringent as those specified by Official Little League rules.

2.4.3 Pitching [See LL Regulation VI]

2.4.3.1 Individual Divisional Operating Instructions (except Tee-Ball and A) will specify and enforce pitching restrictions which are at least as stringent as those specified by Official Little League rules.

2.4.3.2 As per LL Regulation Vl(b), a player once removed as a pitcher may not

pitch again in the same game. Exception: In the Junior Division or Intermediates Division a player may return as pitcher so long as he has not left the game defensively since he last pitched. [LL Regulation Vl(b) for Intermediate/Jr/Sr/Bigs]

2.4.3.3 Players may not be placed into the catcher's position if they have delivered more than 40 pitches in that game, nor can they pitch after catching any part of 4 innings.

2.4.3.4 The withdrawal of an ineligible pitcher after that pitcher has been announced but before a ball is pitched will not be considered a violation. All game participants are urged to try to avoid violations by notifying potential offenders when a potential violation is imminent.

2.4.3.5 Pitchers will warm up in designated areas only. If the warm up area is in foul territory of a field in use, a helmet-wearing protector player must accompany the pitcher and catcher.

2.4.3.6 **Violation of any section of this rule is a serious matter, and can result in disciplinary action against the team manager.**

2.4.4 The ***"Collision-Avoidance-Rule"*** is intended to ensure spirited, safe competition around the bases and home plate (see LL Rule 7.08(a)(3)).

2.4.4.1 Any inadvertent excessive force (throwing elbow, pushing hands, or body blocks) or intentional collision may be judged by the umpire to be unsportsmanlike conduct. Under LL Rule 9.01(d), the umpire may eject any player for unsportsmanlike conduct.

2.4.5 If either team is unable to field a sufficient number of players to begin (or continue) a game, that game will be postponed (or suspended) after the specified time period as defined by 2.3.1. <u>If possible</u>, the postponed (or suspended) game will be rescheduled to (or completed at) a later date. Each team will be allowed one (1) such possible rescheduling during the regular season. However, for any subsequent occurrences of the same team being unable to field a sufficient number of players, the postponed (or suspended) game may be rescheduled **<u>only</u>** with the approval of the Board. If the Board does not approve the rescheduling, the team who failed to field a sufficient number of players will forfeit the game. In all cases, those games which are postponed (or suspended) due to an insufficient number of players will have a lower priority for rescheduling than those games which are postponed (or suspended) for weather, field conditions or light related reasons. Therefore, if rescheduling is not feasible, the team who failed to field a sufficient number of players will forfeit the game. The appropriate Division Director and Field Scheduler will determine if and when a game can be rescheduled or completed (pending Board approval, if needed). Ideally, teams should use the Pool Players to avoid player shortages (see 2.4.7).

2.4.6 A maximum of three adults is permitted in a dugout for Triple A, Majors, and Junior. A maximum of four adults are permitted in Little Sluggers, Tee-Ball, Single A, and Double A Divisions. This may include the team manager, registered coaches, and/or a team parent. Adults not previously registered with Little League are NOT permitted on the playing field or in the dugout.

2.4.6.1 During games, the team manager, a registered coach, and/or a registered team parent(s) must be in the dugout to maintain order and safety for the players.

2.4.6.2 Dugouts are closed to all other adults (except Tee-Ball). [see LL Rule 3.17]

2.4.6.3 Adults may be used to coach first and/or third base in any Division, provided ALL of the following conditions are met: a) Any adults used on the field to coach first and/or third base MUST be either the team manager or one of the 2 official coaches registered with Little League. A volunteer parent from the sideline or an assistant coach is NOT allowed to coach either base. b) One adult must remain in the dugout (i.e., on the bench) at all times. The adult in the dugout may be a registered manager/coach, or a volunteer adult. c) If only one registered manager/coach is present at a game, a player(s) must be used to coach first and/or third base, and must wear a batting helmet.

2.4.7 In the event a team anticipates that it will not be able to field a sufficient number of players, it will request pool players from the Player Agent (see LL Reg V(c) and Upper Division Pool Player Program for full rules).

2.4.8 LL Rule 4.16 (Nine players minimum is required to start or continue a game) applies to Majors, Intermediates, and Junior Divisions. Since Little Sluggers, Tee-ball, Single A, Double A, and Triple A are instructional divisions; these games may start or continue with fewer players per Division Operating Instructions.

2.4.8.1 Under no condition are players to be “borrowed” from the opposing team. This does not apply to A or Tee-ball.

2.4.9 Except in the Tee-ball and Single A Division, managers and coaches will not position themselves within the field of play. The only exceptions are when they have requested and been granted time out by an umpire, when they are coaching first and/or third base while their team is at bat or in the Double A Division when it is time for the coach to pitch, feed the machine, or retrieve pitched balls from behind home plate.

3.1 **Team Selection**

3.2 Attempts will be made to assemble as many complete teams as possible to accommodate all registrants for 4SRLL consistent with the Division Ops.

3.3 Player Try-outs and Draft

3.3.1 All players participating in the League (except Tee-ball and Single A) will attend try-out sessions.

3.3.1.1 Except in the Majors Division, the Player Agent will place players unable to attend try-outs into the draft.

3.3.1.2 Try-out rules and ratings apply to all players in the League, including those having a manager/player relationship.

3.3.1.3 A list of players in the try-out will be distributed to the managers prior to the try-out session. Players signing up after the printing deadline will be announced and "written in" at the try-out session.

3.3.1.4 Players will try out to the best of their ability. No one may ask players to underperform at tryouts.

3.3.2 Except in Little Sluggers, Tee-ball and Single A division, all team rosters will be initially determined by a draft of eleven (11) to twelve (12) eligible, appropriate aged players. Double A, Triple A, Majors, Intermediates and Juniors Divisions will establish a written draft methodology within the Divisional Operating Instructions. All teams within a Division should have the same number of players, if possible. In the Majors Division draft, the following additional rules will apply: No team will draft more than eight (8) 12 year olds [LL Reg III(c)]; each team must have the same number of players. Any deviation from these rules will be at the discretion of the Board.

3.3.3 **Under no circumstances should parents or players be made aware of any draft positions. Violation may result in suspension or dismissal of the offending manager.**

3.4 Player Assignments

3.4.1 The Player Agent will maintain a waiting list of those candidate players who are available for play, but signed up after the try-out session(s). The Player Agent, Division Director and President will be the only persons with knowledge of who is on the waiting list.

3.4.2 Each team is expected to retain the required number of players on their roster. Any deviation must be approved by the Board on the recommendation of the Player Agent and Division Director.

3.4.3 Any player that misses three (3) consecutive games ***must be reported*** to the Player Agent by the manager.

3.4.4 **For Tee-Ball, Single A, Double A, Triple A, Intermediates and Juniors:** If a team loses a player, the manager **must** notify the Player Agent within 48 hours. A replacement player will be assigned by the Player Agent from the waiting list within seven (7) calendar days from the team manager's notification of the loss to the Player Agent.

3.4.5 **For Majors:** If a team loses a player, the manager must notify the Player Agent within 48 hours.

3.4.5.1 The Majors manager will replace the lost player with an 11-year-old currently playing in the Triple A Division.

3.4.5.2 If the manager requests, the Player Agent will arrange a tryout for 11-year-old players currently playing in the Triple A Division.

3.4.5.3 The replacement player will be selected within seven (7) calendar days from the team manager's notification of the loss to the Player Agent. If the manager does not select a player within the seven (7) day period a qualified “willing” player will be assigned to that team

3.4.5.4 Under no circumstances will any Triple A Division team be required to give up more than one replacement player to the Majors Division.

3.4.6 Two weeks prior to the last regularly scheduled game will be the cut-off date for adding replacement players. Emergencies involving the loss of two (2) or more players from any team after that date will be referred to the Board for special action.

3.4.7 If a Majors player does not complete the season for any reason other than illness, injury, or family move, that player will not automatically be considered a "titled" Majors player the following year.

3.5 High School Players

3.5.1 Players attending high school who are league age thirteen (13) to fourteen (14) may register to play in 4SRLL. They will go through the try-out sessions and be drafted to a team.

3.5.2 Any players who make a high school team remain on the roster of the 4SRLL team to which they were drafted. They can return to the team as an active player as soon as their high school season has ended. They will be eligible for All Star consideration if they have played a minimum of sixty percent (60%) of the games for which they are eligible (i.e., post their high school season).

3.5.3 Players who do not make a high school team and who have not previously registered and gone through the regular try-out and draft process may register and be placed on a team if there is room (subject to Guideline 3.3).

3.5.4 Players on a high school team who have not gone through the regular registration try-out and draft process may register at a later date and be placed on a team if there is room (subject to Guideline 3.3).

4.1 **Standings/Tournaments**

4.2 Double A (optional), Triple A, Majors, Intermediates and Juniors Divisions will establish a method for determining regular season standings, as well as tie-breaking criteria, within the Divisional Operating Instructions. Participation trophies will be awarded to all Tee-ball and A players.

4.1.1 Following the conclusion of the regular season, each Division (except Tee-ball and Single A) may have a post-season tournament. Time permitting, the tournaments will follow a double elimination format; otherwise the tournaments will be a single elimination (or modified single elimination) format. Trophies or medallions will be awarded for first place in the tournaments. Tournament formats and schedules will be the responsibility of the Division Director and Field Scheduler with Board approval. Seeding will be determined as defined in division guides.

5.1 **All Star Teams**

5.2 At the end of the regular season, 4SRLL All Star teams will be formed to compete in tournaments sponsored by Little League Baseball, Inc. The Player Agents and Division Directors will coordinate the All Star player selection process. Every attempt will be made to select the All Star teams based on the players' ability consistent with the wishes/limitations stated in the All Star eligibility forms. Every All Star player must meet the eligibility requirements as specified in the applicable current year edition of the Official Regulations and Playing Rules of Little League Baseball. Specific All Star player

selection procedures will be specified in the Triple A, Majors, Intermediates and Juniors Divisional Operating Instructions.

5.3 Prior to June 7th the Division Directors of the Triple A, Majors, Intermediates and Juniors division will survey the families of each all-star eligible player. The purpose of the survey will be to obtain a commitment from the family for participation in All-Star play. Players whose families decline to commit for All-Star play will not be placed on to All-Star teams. Under no circumstances should commitment information be released beyond the Division Director, Player Agent and other Board and league members responsible for selecting the All-Star teams.

5.4 Selection of All-Star Team Manager: Each registered manager and coach in the Triple A, Majors, Intermediates and Juniors Divisions will be asked if they would like to be considered for appointment as an All-Star manager. It is important to ensure that the candidates can make the necessary time commitment. By majority vote the Board will select the All-Star Team Manager from the available candidates. The Board may, at its discretion, request a secret ballot from each of the Managers and/or Coaches in the division to help in this process. This ballot might be helpful to the Board in making its selection; however the ballot will not bind the Board to a specific candidate. The All-Star Team Manager may be selected before or after the selection of the All-Star Team, as determined by the applicable Player Agent, Division Director and President.

5.5 Selection of All-Star Team Coaches: Each registered manager and coach in the Triple A, Majors, Intermediates and Juniors Divisions will be asked if they would like to be considered for appointment as an All-Star Coach. By majority vote the Board will approve each candidate into a coach's pool. The All-Star manager may then select up to two coaches from this pool. The Board may also, at its discretion, request a secret ballot from each of the Managers and/or Coaches in the division to help in this process. This ballot might be helpful to the Board in making its selection; however the ballot will not bind the Board to a specific candidate.

5.6 Selection of Replacement Players: In the event a player chosen to an All Star team is unable to perform due to injury or illness, is not available to practice or play, or declines interest in playing on a team that the player was voted to play on, that player may be released from the team. In the event a player is released, the All Star Manager will be empowered to select a replacement player providing that player meets all eligibility requirements and was previously nominated on the initial vote.

5.7 Release of Information Restrictions: Under ***no conditions*** will the following occur:

- Release of any information as to the number of votes a player receives in the balloting of either the players or managers, including but not limited to how the player was selected by the players voting, managers voting or All Star manager appointment.
- Disclosure (including but not limited to family members or other coaches) as to the names of players selected to the All Star Team prior to the posting date (i.e., the date stated in the current Little League Rule Book.)

5.8 **In the event the voting information is released or Team Appointments are released prior to the date of formal announcement, it may result in the suspension or termination of the offending manager or coach, elimination of future manager or coaching assignments by the offending manager or other punishment as determined**

by the Board. It may also result in the revocation of tournament privilege for the entire All Star team by the Little League Tournament Committee.

TEE-BALL DIVISION

Including Little Sluggers

1.0 Introduction

1.1 The 4S Ranch Little League (4SRLL) Tee-Ball Division will consist of players league age four (4) through seven (7) [league age 8 only allowed by exception].

1.2 Tee-Ball is divided into two subdivisions that follow the same rules. Unless specifically noted, the only difference between the subdivisions is the age and experience of the player. 4 year olds and five year olds that have not played Tee-Ball before may be in the Little Sluggers subdivision; 5 year olds with one year of Tee-Ball and all 6 and 7 year olds will be in the Tee-Ball subdivision. Collectively they are the "Tee-Ball Divisions."

1.3 The Tee-Ball director may craft sibling of manager options consistent with the goals of attracting and retaining the most participants and the best managers balanced with the goal of providing consistent maturity levels within a team.

1.4 The Tee-Ball Divisions will be governed by the applicable current year edition of the *Official Regulations and Playing Rules of Little League Baseball*, unless otherwise specified in the 4SRLL General Operating Instructions and/or the 4SRLLTee-Ball Division Operating Instructions. In cases where the LL Rulebook is referenced, quoted, or paraphrased, the wording in the current year version of the LL Rulebook will be the ultimate reference.

2.0 Team Selection

2.1 Attempts will be made to field as many complete teams as necessary to accommodate all registrants for the Tee-Ball Divisions. Teams may carry up to 12 players, but efforts will be made by the Division Director and Player Agent to have no more than 10.

2.2 There will be no try-outs or draft in the Tee-Ball Divisions. The teams will be assembled at the discretion of the Tee-Ball Division Director and/or Player Agent.

2.3 Prior to player selection, Tee-Ball managers may select two "designated" coaches.

3.0 Tee-Ball Expectations

3.1 Managers and Coaches are encouraged to teach the game of baseball to each child.

3.2 By the end of the season, players should be able to:

3.2.1 Hit the ball off the batting tee.

3.2.2 Throw the ball in a controlled manner from point A to B.

3.2.3 Understand the concept of using the glove to catch the ball.

3.2.4 Understand where 1st base, 2nd base, 3rd base, and home base are.

3.2.5 Understand where left field, left center field, right center field, and right field are.

3.2.6 Understand where infielders are positioned

3.2.7 Understand what the base line is.

3.2.8 Understand what foul balls are.

3.2.9 Understand multiple base running.

3.2.10 Understand outs (how many and how to get them)

4.0 Playing Rules

4.1 Tee-Ball games consist of three full innings. Managers may agree to play additional innings if time and attention allow.

4.2 The maximum playing time is 1:15 for Tee Ball from the scheduled starting time of the game, regardless of the number of innings.

4.3 During each half inning, every offensive player bats once, until the whole team has batted, then the half inning is over regardless of the number of outs recorded by the defense.

4.4 All players on the roster will play defense each inning, regardless of the number of players. This includes four (4) infielders (i.e., 1st base, 2nd base, 3rd base and shortstop) and a "pitcher". The remaining players are positioned in the outfield.

4.5 LL Rule 4.16 is amended for the Tee-Ball Division such that the minimum number of players required starting and/or continuing a game is eight (8). However, the Managers from both teams have the discretion to play with a minimum of 5 (five) players (all infielders).

4.6 All players must rotate positions each inning. One player cannot play the same position more than once during the same game.

4.7 Managers and Coaches will umpire their own games. An official umpire is not provided.

4.8 First half of the season

4.8.1 During the first half of the season, batters hit off a batting tee. If the batter cannot hit the ball in play after 5 swings, the batter is called out. However, the Manager, Coaches and participants are encouraged to be lenient with this rule - the objective is to allow the batter to keep trying until he/she hits the ball into play.

4.8.2 Each base runner is allowed only 1 base for each hit.

4.8.3 Multiple base running is not allowed during the first half of the season in consideration of the maturity level and sensitivity of the young players.

4.9 Second half of the season (following the mid-season break, around the first Saturday in May)

4.9.1 At the discretion of the Division Director, during the second half of the season, batters hit off "friendly" coach pitching, tossed from just in front of and to either side of the "mound". If the batter cannot hit the ball into play after 5 pitches, then the batter must hit off the batting tee. If after 5 (five) swings, the batter cannot hit the ball into play, the batter is called out. This rule is optional for the Little Sluggers.

4.9.2 During the second half of the season, players should understand and experience multiple base running. Each batter is allowed up to two bases (a double) for any ball hit past the infield. Any base runner is allowed up to two bases for any ball hit past the infield (i.e. a runner at first can advance to third, but no further, and a runner at second can advance to home). This rule is optional for the Little Sluggers subdivision and up to the discretion of the Division Director.

4.10 A hit ball by the batter must travel a minimum distance of 10 feet to be called fair.

4.11 Failure of batted balls to travel past the 10 foot “arc” are considered dead or "foul."

4.12 Stealing of bases is not permitted.

4.13 Leading off from a base is not permitted.

4.14 After the ball is hit, base runner can run.

4.15 Managers are encouraged to call runners out upon a successful defensive play. Managers will explain to the runner why they were called out. In the first half of the season runners called out will remain on base. In the second half of the season runners called out will be removed from the base. Play will continue even after there have been three outs until all offensive players have batted once in the inning.

4.16 Managers and coaches from both teams should encourage limited base running. Having runners on base teaches better infield skills and having players take bases "just because they can" teaches bad habits.

4.17 Immediately following each game, Managers and coaches are responsible for cleaning the field of debris, restoring the field to playable conditions, retrieving and storing all baseball equipment to the proper storage area.

4.18 Managers and Coaches, for the defensive team, are encouraged to be on the field actively teaching the game to their players.

5.0 Safety Practices

5.1 Prior to the start of each game, Managers and Coaches are responsible and must retrieve the league-provided First Aid kit.

5.2 The Managers have the discretion to cancel a game if the field is not playable due to rain, fog, or the presence of other player safety hazards. Cancelled games are not rescheduled, replayed, or revisited during the same season.

5.3 Prior to the start of the game, each child playing must have a glove and boys must wear a cup. A child is not allowed to play without these mandatory protections.

5.4 Play must stop if any child, object, or person, besides Tee-Ball players, and coaches, are on the field, sidelines, or foul ball territory.

5.5 Prior to each batter hitting, the pitcher must stand within 10 feet in radius of the “mound”.

5.6 Prior to each batter hitting, all players must be either on the field or behind the backstop. No one is allowed in foul ball territory or inside the backstop, with the exception of the Catcher and the Batter.

5.7 Batters are not allowed to practice swinging their bats while the game is active. [LL Reg XIV(b)]

5.8 All batters must wear Little League approved batting helmets.

5.9 Managers and Coaches are not allowed to hand the ball to the child, or place the ball on the Tee until the child is ready to hit the ball.

6.0 Scorekeeping and Standings

6.1 Score is not kept in Tee-Ball games.

6.2 All games officially end in a "tie."

6.3 There will be no regular season standings in the Tee-Ball Division.

6.4 The Tee-Ball Division will not have a post-season.

7.0 Responsibilities

7.1 The Team Manager is responsible for the overall management and dynamics of the team. This includes addressing all Little League and parental issues, &/or player issues, as well as, teaching the game of baseball to players.

7.2 The Team Managers will ensure each volunteer has the following on file with the local Little League:

7.2.1 A signed Parent/Volunteer Code of Conduct

7.2.2 A signed Little League Volunteer Application

7.3 The Team Manager will deliver a list of all volunteers which consists of the following, to the Division Director:

7.3.1 Each Volunteer name

7.3.2 Two (2) contact phone numbers of each volunteer

7.3.3 E-mail address(es)

7.3.4 Residential address of each volunteer

7.4 The Team Manager will deliver the list of volunteers and contact information for each volunteer to the Division Director prior to the start of the season. Failure to do so prevents the team from starting (this list is forwarded to the Little League division and is required by the Little League Association of America).

7.5 Designated coach will address all Team issues when the Manager is unavailable.

7.6 At the end of the season, the Manager is responsible for returning all Tee-Ball equipment to the Equipment Director.



SINGLE A DIVISION

1.0 Introduction

1.1 The 4S Ranch Little League (4SRLL) Single A Division will consist of player's league age seven (7) and eight (8). Six (6) year olds with one year of Tee-ball experience may also participate.

1.2 The Single A Division will be governed by the applicable current year edition of the *Official Regulations and Playing Rules of Little League Baseball*, unless otherwise specified in the 4SRLL General Operating Instructions and/or the 4SRLL Single A Division Operating Instructions. In cases where the LL Rulebook is referenced, quoted, or paraphrased, the wording in the current year version of the LL Rulebook will be the ultimate reference.

2.0 Team Selection

2.1 Attempts will be made to field as many complete teams as necessary to accommodate all registrants for the Single A Division.

2.2 There will be no try-outs or draft in the Single A Division. The teams will be assembled at the discretion of the Single A Division Director and/or Player Agent.

2.3 Prior to player selection, Single A Managers may select up to two "designated" coaches.

3.0 Playing Rules

3.1 During each half inning, if the whole team has batted once before 3 outs have been recorded by the defense, or four (4) runs have scored then the half inning is over regardless of the number of outs.

3.2 Game Time Limits

3.2.1 Game "start" times will be published in the official game schedule. The game clock starts at the published start time regardless of whether or not play commences and regardless of the reason that play has not commenced. The clock does not stop and time may not be added for ANY reason.

3.2.2 No new inning may start one and three quarter (1:45) hours after the published start time of the game. For purposes of this rule, a new inning is considered to be started as soon as the home team has made its third offensive out, scored four (4) runs pursuant to guideline 3.1, or batted once through the entire batting order pursuant to guideline 3.1, in the previous inning. The current game MUST conclude by or be stopped at 6 innings or no later than two (2) hours after the published start time of the game.

3.2.3 To ensure safe play for all participants, the Managers may determine that the game should be stopped early due to darkness or weather conditions.

3.2.4 NOTE: We cannot play past 10:00 pm on our lighted fields per our field use permit. Therefore, all play on these fields must cease at 9:30 pm regardless of the situation.

3.3 The **"Must-Play-Rule"** is enforced to ensure that all players participate in every game in which they are eligible.

3.3.1 Each player is required to play a minimum of nine (9) defensive outs. The only exceptions will be if a player is absent, injured, on disciplinary action, or if a Regulation Game is completed in less than five (5) innings. If a player is listed as absent and then arrives late, the Manager may accept his/her reason for tardiness at the end of the batting order – see Guideline 3.3.2, or place the player on disciplinary action. Late arriving players who are placed on the batting order are subject to the following "Must-Play" rules for defensive play:

3.3.1.1 Players arriving prior to the completion of the first (1st) defensive inning must play the minimum nine (9) defensive outs.

3.3.1.2 Players arriving after the first (1st) defensive inning, but prior to the completion of the third (3rd) defensive inning must play a minimum of six (6) defensive outs.

3.3.1.3 Players arriving after the third (3rd) defensive inning, but prior to the completion of the fourth (4th) defensive inning must play a minimum of three (3) defensive outs.

3.3.1.4 NO mandatory defensive play is required for players arriving after the completion of the fourth (4th) defensive inning. The Manager will decide whether or not the player will play defense in the game.

3.3.1.5 In the event that a Regulation Game is completed in fewer than five (5) defensive innings, the defensive "must play" requirements of Guidelines 3.3.1.1 through 3.3.1.4 will each be reduced by three (3) defensive outs.

3.3.1.6 In addition to the above, the following rules will apply**:** No player will sit out two defensive innings, until all players have sat out at least one defensive inning. No player will sit out two (2) consecutive defensive half innings.

3.3.2 **"**Bat-Around Rule**"**: Unless absent, injured, or on disciplinary action, every player on a team roster will be included in the team lineup, and will bat in his/her respective position during the entire game whether or not playing in the field. Unless injured or on disciplinary action, late arrivals, as defined as arriving after the first pitch delivered to the visiting team's batter, must be placed in the last batting position in the lineup immediately upon arriving at the playing field (regardless of the inning during which the player arrives).

3.3.3 While not always possible, every attempt will be made to complete the requirements of the Rule by the end of the fifth inning.

3.3.4 Failure to meet the requirements of the "Must-Play-Rule" is **NOT** grounds for protest. If a violation is committed, the following will occur:

3.3.4.1 The Manager must report the violation to the Division Director and the Player Agent within 24 hours. The Division Director and the Player Agent will determine what action, if any, to impose on the offending

Manager. Subsequent violations will be reported to the League President for consideration.

3.3.4.2 The player(s) who did not meet the requirements of the Rule must start the next regularly scheduled game and fulfill the minimum playing requirements for **both** games before being removed.

3.4 Player positions and rotation

3.4.1 A maximum of nine (9) defensive players can be used at all times. This would include up to four (4) outfielders and up to five (5) infielders.

3.4.2 Four (4) Outfielders are defined as a Left Fielder, Left Center Fielder, Right Center Fielder and Right Fielder. The outfielders must be positioned in fair territory at least forty (40) feet behind the baselines. No outfielder will be positioned or used as an extra infielder.

3.4.3 Infielders are Pitcher, 1st Baseman, 2nd Baseman, 3rd Baseman, and Shortstop.

3.4.4 All players are required to play six (6) defensive outs or two (2) complete defensive half innings at one (1) of the infield positions. (See 3.4.3) During the course of the season, all players should play approximately the same number of infield innings. Exception: The only reason(s) for a player to not play any infield positions is a parent's signed letter asking that he or she not play at those positions. A copy of this letter, signed by The Single A Division Director, The League Player Agent and The League President, must be maintained by the team Manager and available for inspection at all games.

3.4.5 Managers are required to ensure that every member of the team bats in the "lead off" position for at least one game during the course of the season.

3.4.6 All players must rotate positions at least once every two innings. One player cannot play the same position more than twice during the same game.

3.5 Substitutions

3.5.1 Any defensive player, starter or substitute, may re-enter a game at any time, at any defensive position.

3.5.2 In case of injury to a runner, a substitute runner may be used. This substitute runner must have made the last recorded out for the injured player's team.

3.5.3 In case of injury to a batter (before the batter has legally completed a time at bat by being put out or becoming a runner), a substitute batter may be used. This substitute batter must have made the last recorded out for the injured player's team. The substitute batter will inherit the count of balls and strikes at the time the batter was injured.

3.5.4 Should the same player require a substitute due to injury a second time during a game, that player must be removed from the game and cannot return, either offensively or defensively.

3.5.5 If a player is removed from a game due to injury (or for disciplinary or other

reasons), and the team is left with less than nine (9) players, then Guideline 2.4.6 of the General Operations Instructions will apply.

3.6 Pitching Machine

3.6.1 The pitching machine will be used for all six innings of each game that the pitching machine is available. The home team is responsible for setting up the pitching machine 15 minutes prior to game time. The visiting team is responsible for putting away the pitching machine if there is no A or Double A game immediately following the game on the same field.

3.6.2 The batter will get five (5) pitches of which to hit a fair ball. The batter will receive additional pitches after five if the player hits an uncaught foul ball on their otherwise last pitch.

3.6.3 The Manager or coach of the team at bat will feed the pitching machine.

3.6.4 Bunting is not allowed; the batter must take a full swing. If in the Managers' judgment the ball is placed into play without a full swing the Managers will stop play. No runners may advance. The pitch will be charged to the batters pitch count.

3.6.5 Balls being returned from the catcher to the coach at the pitching machine are not in play, and base runners may not advance under any circumstances.

3.6.6 The pitching machine will be placed directly behind the pitching rubber. It will not be placed on top of pitching mounds. The distance to the release point of the machine from the point of the plate will be as near to **46 feet** as possible and the speed set to 40 mph.

3.6.7 The machine will be at the center of a circle with a diameter of ten (10) feet. No fielder will intentionally enter this circle.

3.6.7.1 Any batted ball which comes to rest anywhere in the circle without first being touched by a defensive player will be considered a "dead ball". The batter will be awarded first base. Only forced runners advance.

3.6.7.2 Any thrown or dropped ball which comes to rest within the circle will be considered a dead ball, and the Managers will award all base runners one base beyond the one they had reached at the time the throw or error was made.

3.6.7.3 Any thrown ball which hits the pitching machine or equipment necessary to make the pitching machine operate will be considered a "dead ball". The Managers will award all base runners one base beyond the one they had reached at the time of the throw.

3.6.7.4 Any batted ball which hits the pitching machine or equipment necessary to make the pitching machine operate will result in a dead ball with the batter awarded first base. Only forced runners will advance.

3.6.7.5 The coach running the pitching machine will try and defend the area within the circle from inadvertent entry by fielders, calling "dead ball" if he/she deems there to be an imminent safety issue. Should the situation arise where a fielder does make a play while touching the area within the circle, the batter is awarded first base. Only forced runners advance.

3.6.7.6 Changes to the setup of the pitching machine should only occur at the end of a half inning and with both Managers participating unless both Managers consider it unusable. Batters may be moved towards the pitcher's mound or towards the backstop as required without regard for any drawn batter's box to compensate for player height variations and machine variations rather than trying to continuously adjust the pitching machine.

3.6.8 Should the pitching machine malfunction or become inoperable, the Managers will immediately require that a coach from each team at bat pitch for the remainder of the machine pitch innings and 3.6.2 above will apply. The current batter will remain at bat and start to face the pitcher with a new pitch count. The Managers must inform the Division Director and field maintenance director of the malfunction immediately after the game.

3.6.9 There will be no reversion back to the prior completed full inning before the pitching machine malfunction. Time spent diagnosing or attempting to repair the pitching machine will be included in the game time limits defined in Guideline 3.3.

3.7 Pitching [See LL Regulation VI]

3.7.1 There is no pitching in the Single A Division.

3.7.2 The Pitcher position will be a defensive position only. During the aforementioned innings, the pitcher will assume a position adjacent to the outside of the circle surrounding the pitching machine on the first base side of the field, and offset slightly to the rear of the Coach feeding the pitching machine.

3.8 Base Stealing and Base Running

3.8.1 Stealing of bases is NOT permitted. Leading off from a base is not permitted until after the ball reaches the batter. This rule is in effect whether there is live pitching, i.e. Coach Pitch, or the pitching machine is in use. Base runners may not attempt to advance on the catcher's throw back to the coach. There is no advance on passed balls.

3.8.2 Once a ball is thrown from the outfield to the infield, there will be no further runner advancement and the runner must stop at the base to which they are advancing when the ball is thrown. A throw is defined by the act of any player in the outfield attempting to throw the ball to the infield and occurs as soon as the ball leaves the players hand regardless of where the ball ends up.

3.8.3 If the ball is overthrown at any base, there will be no advance by the runner(s). The runners will advance to the base they were attempting to run to and no further. The objective is to teach the fielders to finish every play with no penalty.

3.9 All teams are responsible for clean-up following the game.

3.10 LL Rule 4.16 is amended for the Single A Division such that the minimum number of players required to start and/or continue a game is six (6).

3.11 Coaching on the field is limited to one coach in the outfield playing behind the outfielders. They are there for instructional purposes only. They may coach while the ball is not in play, but should refrain from coaching when the ball is in play.

3.12 Managers and Coaches will umpire their own games. An official umpire is not provided for Single A games.

4.0 Scorekeeping and Standings

4.1 Score is not kept in Single A games.

4.2 All games officially end in a "tie."

4.3 There will be no regular season standings in the Single A Division.

4.4 The Single A Division will not have a post-season unless the Board specifically approves one.



DOUBLE A DIVISION

1.0 Introduction

1.1 The 4S Ranch Little League (4SRLL) Double A Division will consist of player's league age eight (8) through ten (10). Seven-year olds with one year of "A" experience may also participate.

1.2 The Double A Division will be governed by the applicable current year edition of the *Official Regulations and Playing Rules of Little League Baseball*, unless otherwise specified in the 4SRLL General Operating Instructions and/or the 4SRLL Double A Division Operating Instructions. In cases where the LL Rulebook is referenced, quoted, or paraphrased, the wording in the current year version of the LL Rulebook will be the ultimate reference.

2.0 Team Selection

2.1 Attempts will be made to suit-up as many complete teams as necessary to accommodate all registrants for the Double A Division.

2.2 The Double A Division draft of the 4S Ranch Little League will take place as soon after the tryouts as possible. The Majors draft is held first, then the Triple A followed by the Double A draft. Only the Player Agent, President, Double A Division Director, selected Board Members and Managers are allowed in the Draft room. A manager's meeting will proceed the draft session.

2.3 Prior to player selection, Double A managers may select one "designated" coach. The manager and coach's children will be placed on the team as follows:

2.3.1 Before the draft occurs Manager's and Coach's sons/daughters will be discussed by the managers and they will determine where they will be placed on the draft Board. The Division Director will initiate this discussion by providing a proposed positioning of each Manager's and Coach's son / daughter. At least half of the managers must agree to the draft placement. If an agreement cannot be reached then the Player Agent and Division Director will place them on the draft Board. It is recommended that each manager have a list of ranked players to make this go smoothly. Input from the Player Agent, Division Director is encouraged. Where players are placed on the draft Board is to stay within the confines of the draft room.

2.3.2 The "sibling option" rule will apply to children of managers and coaches.

2.4 At the draft, the Player Agent will post all eligible names, that is, those league age 7 through 10-year olds not drafted into the Triple A or Majors Division, who have completed the player evaluation (try-out) alphabetically by age. The Player Agent may limit the number of 7-year olds drafted into the Double A Division in order to ensure that all 9-10-year olds and 3rd grade 8 year olds are drafted. Eight-year olds in the 2nd grade and seven-year-old players must try out to be eligible for the Double A draft. Players who did not try out will be placed on teams by the Player Agent and Division Director.

2.5 "Sibling Options" and special circumstance applications will be designated and discussed prior to the draft.

2.6 Draft Position

2.6.1 A number representing each team will be written on individual pieces of paper and then placed in a box for managers to draw their position in the draft (which may be determined at the pre-Draft managers meeting).

2.6.2 Managers should be sitting opposite the draft Board in order of their pick.

2.6.3 Drafting begins with the first position and continues to the end of the table then serpentines back and forth so that the last pick in the first round gets the 1st pick in the second round, etc. In all cases, the last round will be picked in reverse order such that the team with the first pick in the first round will pick last in the last round.

2.6.4 Sibling options, where both siblings are designated to play Double A (8, 9, or 10-year-old players), will be drafted in back-to-back rounds. If either sibling is not designated to play Double A (7-year-old players) and the first sibling picked is already designated to play Double A, then the manager must immediately choose to honor the sibling option or not. If he chooses to honor it, then the non-designated sibling will be placed on the draft Board as his next round choice (back-to-back). If he chooses not to honor the sibling option, then the non-designated sibling is pulled off of the Board and placed in "A." If the non-designated sibling is picked first, then the sibling option is automatically honored and the designated sibling is placed on the draft Board as his next round choice (back-to-back).

2.6.5 A number representing each team will be written on individual pieces of paper and then placed in a box for managers to draw their position for specific team name selections. This process will occur at the League Manager's meeting.

2.6.6 Age 8, 9, and 10 players who did not participate in evaluations (try-outs) will be placed on teams at the end of the draft by the Division Director and Player Agent.

2.7 After completion of the draft there will be a brief time period for managers to trade players. Trades will not be allowed once managers leave the draft room.

2.8 Post-Draft Follow Up

2.8.1 Managers will call team members as soon as possible after finalization of rosters and notification by the Division Director. If contact is made by email, managers will be required to receive an email response of acknowledgement from the parent or player.

2.8.2 **Under no circumstances should parents or players be made aware of any draft positions.** No draft sheets or any information showing draft placement will be allowed to leave the draft room with a manager.

2.8.3 Practice schedules will be distributed prior to the commencement of Spring Season practice.

2.8.4 Managers will be provided with the player's registration, parent code of conduct form and medical release form, which must be physically present at team practices,

games or any other team function.

2.9 Practice Time Limits: Before the regular season starts there are 6 hours of practices allowed per week. A week is defined as Sunday through Saturday. Once the regular season starts there are 4 hours of practices allowed per week. See General Ops for more details.

3.0 Playing Rules

3.1 During innings one (1) through five (5), a team may not score more than four (4) runs. If this limit is reached, play is stopped and the offensive team will take the field to start a new half inning. This rule does not apply in the sixth inning.

3.2 If a team is leading its opponent by fifteen (15) or more runs after four (4) or more innings (3-1/2 innings if the home team has the lead) the game will be terminated and the team ahead declared the winner. [LL Rule 4.10(e) with 15 run lead, not 10]

3.3 Game Time Limits

3.3.1 For purposes of this rule, a new inning is considered to be started as soon as the home team has made its third offensive out, or scored four (4) runs pursuant to guideline 3.1, in the previous inning.

3.3.2 If there is a game that follows, the game MUST conclude by or be stopped at no later than two (2) hours and fifteen (15) minutes after the published start time of the game. If there is no game that follows, then the game may exceed the two (2) hours and fifteen (15) minutes, but only to conclude the inning that started prior to two (2) hours.

3.3.3 To ensure safe play for all participants, the senior umpire on the field may determine that the game should be stopped early due to darkness or weather conditions. If the time limit is reached or the umpire stops the game, the outcome will be determined in accordance with guideline 3.4.4 below

3.3.4 A game will be considered a **REGULATION GAME** as defined in LL Rules 4.10, 4.11 and 4.12.

3.4 Player positions and rotation

3.4.1 A maximum of ten (10) defensive players may be used during each inning consisting of four (4) outfielders, five (5) infielders and a Catcher.

3.4.2 The four (4) outfielders are defined as a Left Fielder, Left Center Fielder, Right Center Fielder, and Right Fielder. The outfielders must be positioned in fair territory at least forty-five (45) feet behind the baselines, to the extent possible and practical. To the extent forty-five (45) feet is not possible then within 10 feet of the outfield fence, No outfielder will be positioned or used as an extra infielder.

3.4.3 The five (5) infielders are defined as a 1st Baseman, 2nd Baseman, 3rd Baseman, Shortstop, and Pitcher. If there are thirteen (13) or more players on the active roster (which means 13 players are playing in a game) the Catcher position will count as an infield position for the purpose of rule 3.4.7. If the same player is positioned at catcher two or more innings only the first inning played will be applied to rule 3.4.7.

3.4.4 Mandatory play requires that each player must be in a defensive position for at least nine (9) defensive outs or three (3) complete defensive half innings.

3.4.5 No player will sit out a second defensive half inning until all players have sat out at least one defensive half inning.

3.4.6 No player will sit out two (2) consecutive defensive half innings.

3.4.7 All players are required to play six (6) defensive outs or two (2) complete defensive half innings at one (1) of the five (5) infield positions. (See 3.4.3). Managers are strongly encouraged to exceed this minimum requirement and rotate players evenly during the regular season. Exception: The only reason(s) for a player to not play any infield positions is a parent's signed letter asking that he or she not play at those positions. A copy of this letter, signed by The Double A Division Director, The League Player Agent and The League President, must be maintained by the team manager and available for inspection at all games**.**

3.4.8 In a game shortened by time or other reasons, the above requirements may be reduced by three (3) defensive outs or one (1) complete defensive half inning.

3.4.9 Requirements for players arriving late may be reduced by three (3) defensive outs or one (1) defensive half inning for players arriving after the start of the first or second inning and by six (6) defensive outs or two (2) defensive half innings for players arriving after the start of the third or fourth inning. There will be no mandatory play requirements for players arriving after the start of the fifth inning. (See 3.3.1)

3.4.10 All players present will be placed in the batting order ("Bat Around"). Players arriving to the game site after the start of the game (as defined by the first pitch delivered to the visiting team's batter) must be placed at the bottom of the teams batting order.

3.4.11 Managers are strongly encouraged to ensure that every member of the team bats in the "lead off" position for at least one game during the course of the season.

3.4.12 During machine pitch innings (innings 1, 2, and 3) the Pitcher position will be a defensive position only. During the aforementioned innings, the pitcher will assume a position adjacent to the outside of the circle surrounding the pitching machine on the first base side of the field, and offset slightly to the rear of the Coach feeding the pitching machine. The Coach feeding the pitching machine will defend the pitching circle against incursions by any player, particularly the Pitcher. Any incursions will be subject to rule 3.5.7.5 below.

3.4.13 Players may not pitch in consecutive games during the regular season unless prior approval is received from the Division Director or the player agent.

3.5 Base Stealing and Running

3.5.1 Stealing of bases or leading off is NOT permitted. Base runners must maintain contact with the base until the ball is hit. This rule is in effect whether there is live pitching or the pitching machine is in use. Base runners may not attempt to

advance on the catcher's throw back to the coach feeding the pitching machine or the pitcher. Base runners may not advance on passed balls or wild pitches.

3.5.2 Once a ball is put in play, all runners may advance at their own risk until the ball is secured by one of the players at the five infield positions or the catcher while in the infield. If an infielder secures the ball outside of the infield, the infielder must return to the infield before the rule takes effect. If a base runner is in between bases at the time the ball is secured by an infielder in the infield, they may advance to the base to which they were advancing at the time the ball is secured at their own risk but no further even if an attempt is made to throw them out. The expected impact of this rule, together with Rule 3.5.3, is that extra-base hits will generally only result from a ball hit into the outfield.

3.5.3 The following rule is meant to eliminate the negative defensive consequences of an overthrow, so that defensive players will be encouraged to attempt to make a play on a batter/base runner. If, prior to an overthrow, the ball had been secured by one of the players at the five infield positions, plus the catcher, Rule 3.5.2 applies and the runner may not advance to the next base following the overthrow. If the runner nevertheless attempts to advance and is tagged out, the out stands.

3.6 Pitching Machine.

3.6.1 The pitching machine will be used for the first three innings for each game that the pitching machine is available. The distance to the release point of the machine from the point of the plate will be as near to 46 feet as possible and the speed set to 42 mph. If the pitching machine is not available, a coach from the team at bat will pitch. The home team is responsible for setting up the pitching machine at least 15 minutes prior to game time and setting it in accordance with rules outlined in 3.6.7. The visiting team is responsible for putting away the pitching machine if there is no Double A or A game immediately following the game on the same field.

3.6.2 The batter will get four (4) pitches to hit a fair ball. The batter will receive additional pitches after four if the player hits an uncaught foul ball on their otherwise last pitch.

3.6.3 A coach from the team at bat will feed the pitching machine. The coach will ensure that the Pitcher and Catcher are ready prior to feeding the machine. The pitching machine will always be fed, adjusted or moved by an adult manager or coach.

3.6.4 The batter must take full swings against balls from the pitching machine. If in the umpires' judgment the ball is placed into play without a full swing the umpire will stop play. Base runners may not advance. The pitch will be charged to the batters pitch count. Bunting is not allowed.

3.6.5 Balls being returned from the catcher to the coach operating the pitching machine are not in play. Base runners may not advance during this evolution.

3.6.6 The pitching machine will be removed from the field of play after the completion of three full innings.

3.6.7 The machine will be at the center of a circle with a diameter of ten (10) feet. No

fielder will enter this circle.

3.6.7.1 Any batted ball which comes to rest anywhere in the circle without first being touched by a defensive player will be considered a "dead ball" with the batter awarded first base and only forced runners advancing.

3.6.7.2 After a ball is successfully put into play, any thrown or dropped ball which comes to rest within the circle will be considered a "dead ball".

3.6.7.3 After a ball is successfully put into play, any thrown ball which hits the pitching machine or equipment necessary to make the pitching machine operate will be considered a "dead ball."

3.6.7.4 Any batted ball which hits the pitching machine, equipment necessary to make the pitching machine operate or the coach running the pitching machine will be considered a dead ball with the batter awarded first base and only forced runners advancing.

3.6.7.5 The coach, while running the pitching machine, will defend the area within the circle from inadvertent entry by fielders calling "dead ball" if he/she deems there to be an imminent safety issue. Should the situation arise where a fielder does make a play while touching the area within the circle as determined by the umpires, the play will be called dead, the batter will be awarded first base and only forced runners advance.

3.6.7.6 Changes to the setup of the pitching machine should normally only occur at the end of a half inning and with both managers participating. Changes to the setup of the pitching machine may occur however at any time both managers and the umpire consider it unusable. Batters may be moved towards the pitcher's mound or towards the backstop as required without regard for any drawn batter's box to compensate for player height variations and machine variations rather than trying to continuously adjust the pitching machine.

3.6.8 Should the pitching machine malfunction or in any way become inoperable, the umpire will immediately require that a coach from the team at bat pitch for the remainder of the machine pitch innings and 3.5.2 above will apply. The current batter will remain at bat and face the pitcher with a fresh pitch count. The game will continue from that point keeping the score and game situation accomplished to that time. Managers will notify the Division Director and the Field Maintenance Director with the specifics of the malfunction following the completion of the game.

3.6.9 There will be no reversion back to the prior completed full inning before the pitching machine malfunction. Time spent diagnosing or attempting to repair the pitching machine will be included in the game time limits defined in Guideline 3.3.

3.7 Pitching [See LL Regulation VI]

3.7.1 Under Little League rules, the delivery of a ball to the batter is considered a pitch regardless of the outcome (ball, strike, fair or foul).

3.7.2 Players age 9-10 may not pitch more than seventy-five (75) pitches in a game. Players age 7-8 may not pitch more than fifty (50) pitches in a game.

3.7.3 Pitchers must adhere to the following rest requirements:

a. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

b. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.

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

d. If a player pitches 21-35 pitches in a day, one (1) calendar day or rest is required before pitching again.

e. If a player pitches 1-20 pitches in a day, no calendar day or rest is required before pitching again.

3.7.4 If a pitcher delivers more than forty (40) pitches then he/she cannot play the catcher position for the balance of the game (but they can play catcher before they pitch).

3.7.5 Pitches in games declared "no contest" or "Regulation Drawn Games" will be charged against a pitcher's eligibility. If the game is resumed at a later date, pitchers of record may continue up to the extent of remaining eligibility, subject to the rest restrictions above as they apply to the date the game is being resumed.

3.7.6 A player may play the position of pitcher during the machine pitch portion of the game and be permitted to pitch during kid pitch innings of the same game.

3.7.7 The withdrawal of an ineligible pitcher after that pitcher has been announced but before a ball is pitched will not be considered a violation. (All game participants are urged to try to avoid violations by notifying potential offenders when a potential violation is imminent.)

3.7.8 Violation of any section of this rule is a serious matter, and can result in disciplinary action as directed by the Board.

3.7.9 All teams must maintain an accurate pitch count on all pitchers from both teams and report it to the scorekeeper at the end of the game or each time a pitching change is made. Scorekeeper will record the count in the official scorekeeper's book to maintain the integrity of the pitch count.

3.7.10 There will be no walks off the pitcher. Once a pitcher has thrown four (4) balls to a batter:

3.7.10.1 The manager or coach from the batting team must come out and deliver up to three (3) pitches to the batter from just in front of [within 2-3 feet] the mound.

3.7.10.2 These pitches must be delivered with an overhand motion and with the coach or manager standing upright.

3.7.10.3 At no time may the manager or coach obstruct the pitcher's view of the batter or catcher.

3.7.10.4 If a batted ball strikes the manager/coach it will be considered a dead ball and base runners may not advance. The pitch will not be counted

against the batter.

3.7.10.5 The Defensive Pitcher will be in contact with the pitching mound when the manager/coach delivers the pitch.

3.7.10.6 If the batter fails to place the ball in play with the three pitches, the batter will be declared out. The batter will receive additional pitches after three (3) if the player hits an uncaught foul ball on their otherwise last pitch.

3.7.10.7 If the batter puts the ball in play, he/she may advance past first base at their own risk consistent with Rule 3.7.2.

3.7.10.8 All other base runners may advance an unlimited number of bases at their own risk consistent with Rule 3.7.2.

3.8 Both teams are responsible for clean-up following the game.

3.9 LL Rule 4.16 is amended for the Double A Division such that the minimum number of players required to start and/or continue a game is seven (7).

4.0 End of Season Team Standings

4.1 All teams in the Double A Division will comprise one league.

4.2 Winning percentage will be used to determine standing order. Standing tie breakers (in descending order of criteria):

- Most regular season wins (10-6-0 beats 9-5-2)
- Head-to-head win/loss record between teams
- Least Runs Against
- Random Draw

4.7 Trophies will be awarded to the first place team.

4.8 Following the conclusion of the regular season, the Double A Division will have a post-season tournament. Time permitting, the tournament will follow a true double elimination format; otherwise the tournament will be a single elimination or modified double elimination format. Seeding and bracket placement for this tournament will be based on standings.

5.0 The Classic/Slugfest Game

5.1 Following the conclusion of the tournament, an optional Double A Classic/Slugfest Game may be played, consisting of selected players from each team.

5.2 The top 2 winning managers from the regular season will manage the teams playing in this game and may select three coaches from their bracket.

5.3 A managers meeting will be held to select the players with the managers from each bracket selecting that team. Each team will be represented by three players to the extent there are at least 3 interested/available players from a team.

5.4 All information concerning nominations, voting, etc. must remain private and should never be discussed outside of the managers meeting.

Violation of this rule will be considered a serious offense and may result in the elimination of future manager or coaching assignments by the offending manager.



TRIPLE A DIVISION

1.0 Introduction

1.1 The 4S Ranch Little League (4SRLL) Triple A Division will consist of players league age eight (8) through eleven (11). With proper waivers in place 12-year olds may also play but are not allowed to pitch.

1.2 The Triple A Division will be governed by the applicable current year edition of *the Official Regulations and Playing Rules of Little League Baseball*, unless otherwise specified in the 4SRLL General Operating Instructions and/or the 4SRLL Triple A Division Operating Instructions. In cases where the LL Rulebook is referenced, quoted, or paraphrased, the wording in the current year version of the LL Rulebook will be the ultimate reference. Managers and coaches must be familiar with the above instructions.

2.0 Team Selection

2.1 Attempts will be made to suit-up as many complete teams as necessary to accommodate all registrants for the Triple A Division.

2.2 Per the *Official Regulations and Playing Rules of Little League* all league age twelve (12) must be drafted into the Majors Division. “Exceptions can only be made with written approval from the District Administrator, and only if approved at the local league level by the Board and the parent of the candidate.” – Regulation V(a)

2.3 The Triple A Division draft of the 4S Ranch Little League will take place as soon after the tryouts as possible. The Majors draft is held first, prior to the Triple A and Double A draft. Only the Player Agent, President, Triple A Division Director, Selected Board Members and Managers are allowed in the Draft room. A manager's meeting will proceed the draft session.

2.4 At the draft, the Player Agent will post all eligible names: 8, 9, and 10-year olds who have completed a player evaluation, returning Triple A players and 10 and 11-year olds not drafted into the Majors Division alphabetically by age. For an 8-year-old to be eligible to play in the Triple A Division, the player must try out and parents must request that they play in Triple A.

2.5 "Sibling Options" and special circumstance applications will be highlighted and discussed prior to the draft.

2.6 Prior to player selection, Triple A managers may select one "designated" coach. The manager's and coach's children will be placed on the team as follows:

2.6.1 Before the draft occurs Manager's and Coach's sons/daughters will be discussed by the managers and they will determine where they will be placed on the draft Board. The Division Director will initiate this discussion by providing a proposed positioning of each Manager’s and Coach’s son / daughter. At least half of the managers must agree to the draft placement. If an agreement cannot be reached then the Player Agent, Division Director and Draft Administrator will place them on the draft Board. It is recommended that each manager have a list of ranked players to make this go smoothly. Input from the Player Agent and Division Director is encouraged. Where players are placed on the draft Board is to stay within the confines of the draft room.

2.7 Draft Position

2.7.1 Managers should be sitting opposite the draft Board in order of their pick.

2.7.2 Drafting begins with the first position and continues to the end of the table then

serpentines back and forth so that the last pick in the first round gets the 1st pick in the second round, etc. In all cases, the last round will be picked in reverse order such that the team with the first pick in the first round also gets the last pick of the last round.

2.7.3 Sibling options: where both siblings are designated to play Triple A (10 or 11-year-old players), the remaining sibling(s) will be drafted into the team selecting the first sibling in each subsequent round. If any sibling is not designated to play Triple A (9-year-old players) and the first sibling picked is already designated to play Triple A, then the manager must immediately choose to honor the sibling option or not. If he chooses to honor it, then the non-designated sibling(s) will be drafted into his team. If he chooses not to honor the sibling option, then the non- designated sibling(s) is (are) pulled off of the Board and held for the Double A draft. If a non-designated sibling is picked first, then the sibling option is automatically honored and the designated sibling(s) is (are) drafted onto that team. In all cases, the placement of the sibling(s) on that team's draft Board is immediately open for discussion. At least half of the Managers must agree to the placement. If an agreement cannot be reached then the Player Agent, Division Director and Draft Administrator will place them on the draft Board.

2.7.4 Note: A number representing each team will be written on individual pieces of paper and then placed in a box for managers to draw their position for specific team name selections. This process will occur at the League Manager's meeting.

2.7.5 The Player Agent or Division Director may intervene in the interest of creating competitive teams. The Player Agent/Division Director will assign untitled players that did not try out to whichever team they see fit. The Player Agent/Division Director may veto or reassign the round of any draft selection that is more than one round too early. The Player Agent may advise managers of suggested draft picks.

2.8 After completion of the draft there will be a brief time period for managers to trade players. *Once managers leave the draft room no more trades will be allowed. All trades will be reviewed by the Little League President, Vice President, Player Agent, or Division Director***.**

2.9 Post-Draft Follow Up

2.9.1 Managers will call or email team members as soon as possible, following notification from the Division Director that the rosters are finalized. If contact is made by email, managers will be required to receive an email response of acknowledgement from the parent or player.

2.9.2 **Under no circumstances should parents or players be made aware of any draft positions**. No draft sheets or any information showing draft placement will be allowed to leave the draft room with a manager. **Violation may result in suspension or dismissal of the offending manager.**

2.9.3 Practice schedules will be distributed prior to the commencement of Spring Season practice and after all of the division managers have returned their Team's uniform information (player name spelling, number assignments and sizes) and Manager / Coach Volunteer Forms.

2.9.4 Managers will be provided with the player's registration and medical release form, and sports parent code of conduct, which must be physically present at team

practices, games or any other team function.

2.9.5 Practice Time Limits

2.9.5.1 Before the regular season starts there are 6 hours of practices allowed per week. A week is defined as Sunday through Saturday.

2.9.5.2 Once the regular season starts there are 4 hours of practices allowed per week.

2.9.5.3 See General Ops for more details

3.0 Playing Rules

3.1 Minimum Play

3.1.1 Each player must play a minimum of 9 defensive outs and play six (6) defensive outs or two (2) complete defensive half innings in the infield. An inning that ends pursuant to Rule 3.2 will be considered to have lasted 3 outs.

3.1.2 No player will sit out a second defensive half inning until all players have sat out at least one defensive half inning. This continues in that a player cannot sit a third defensive inning until everyone else has sat two defensive innings and so forth. This includes pitchers. They must follow the same rules as defined above.

3.1.3 No player will sit out two (2) consecutive defensive half innings.

3.1.4 All players are required to play six (6) defensive outs or two (2) complete defensive half innings at one (1) of the infield positions; pitcher, catcher, 1B, 2B, SS, 3B. Exception: The only reason(s) for a player to not play any infield positions is a parent's signed letter asking that he or she not play at those positions. A copy of this letter, signed by The Triple A Division Director, The League Player Agent and The League President, must be maintained by the team manager and available for inspection at all games.

3.1.5 In a game shortened by time or other reasons the above requirements may be reduced by three (3) defensive outs or one (1) complete defensive half inning.

3.1.6 Requirements for players arriving late may be reduced to a player just playing six (6) defensive outs OR two (2) defensive half innings. The minimum play for infield is reduced to just three (3) defensive outs OR one (1) defensive half inning. If a player arrives too late to meet these minimum requirements then the manager must not insert the player into the line-up. Players arriving late do not have to be inserted into the line-up.

3.1.7 Batting Order: All players present will be placed in the batting order ("Bat Around"). Players arriving to the game site after the start of the game (as defined by the first pitch delivered to the visiting team's batter) must be placed at the bottom of the teams batting order.

3.2 During innings one (1) through five (5), a team may not score more than five (5) runs. If this limit is reached, play is stopped and the offensive team will take the field to start a new half inning. This rule does not apply after the fifth (5) inning.

3.3 If a team is leading its opponent by fifteen (15) or more runs after three (3) innings (2-1/2 innings if the home team has the lead) the game will be terminated and the team ahead declared

the winner. If a team is leading its opponent by ten (10) or more runs after four (4) innings or more (3-1/2 innings if the home team has the lead) the game will be terminated and the team ahead declared the winner.

3.4 Game Time Limits

3.4.1 Game "start" times will be published in the official game schedule. The game clock starts at the published start time regardless of whether or not play commences and regardless of the reason that play has not commenced. The clock does not stop and time may not be added for ANY reason.

3.4.2 No new inning may start two (2) hours after the published start time of the game. For purposes of this rule, a new inning is considered to be started as soon as the home team has made its third offensive out or scored its 5th run in the previous inning. If there is a game that follows, the game MUST conclude by or be stopped at no later than two (2) hours and fifteen (15) minutes after the published start time of the game. If there is no game that follows, then the game may exceed the two (2) hours and fifteen (15) minutes, but only to conclude the inning that started prior to two (2) hours.

3.4.3 To ensure safe play for all participants, the umpire in chief may determine that the game should be stopped early due to darkness or weather conditions. If the time limit is reached or the umpire stops the game, the outcome will be determined in accordance with guideline 3.4.5 below.

3.4.4 NOTE: We cannot play past 10:00 pm on 4SRLL lighted fields per our field use permit. Therefore, all play on these fields must cease at 9:45 pm regardless of the situation.

3.4.5 A game will be considered a REGULATION GAME as defined in LL Rules 4.10, 4.11 and 4.12. If, by these rules, the game is not considered a REGULATION GAME, the game will be completed at a later date.

3.5 Base Stealing

3.5.1 Stealing of bases starts at the beginning of the season.

3.5.2 Stealing of all bases, including Home Plate, is permitted. Leading off from a base is not permitted until after the pitch has been delivered and reaches the batter. [LL Rule 7.13]

3.6 Pitching [See LL Regulation VI]

3.6.1 Any player, ages 8-11, on a team roster may pitch, 12-year olds in the Triple A division are not eligible to pitch.

3.6.2 The number of pitches allowable is based on the pitcher's age. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a day. The table below gives an overview of the number of pitches that will be allowed per day for each age group during the regular season.

League Age	Pitches allowed per day
11 Year Olds	85
9 & 10Year Olds	75
8 Year Olds	50

Pitchers must adhere to the following rest requirements.

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no calendar day or rest is required before pitching again.

3.6.3 Any player who plays all or parts of four (4) innings at the position of catcher is not eligible to pitch on that calendar day. A pitcher who throws more than 40 pitches in a day may not catch. The rule is only in effect after the limit has been reached. For example, player A can catch 2 innings, pitch 39 pitches, then catch 2 more innings.

3.6.4 All teams must maintain an accurate pitch count on all pitchers from both teams and report it to the scorekeeper at the end of the game or each time a pitching change is made. Scorekeeper will record the count in the official scorekeeper's book to maintain the integrity of the pitch count.

3.6.5 Pitches delivered in games declared "Suspended Games" or "Regulation Tie Games" will be charged against a pitcher's pitch eligibility. In suspended games resumed at a later date, pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

3.6.6 A player once removed as a pitcher may not pitch again in the same game.

3.6.7 The withdrawal of an ineligible pitcher after that pitcher has been announced but before a ball is pitched will not be considered a violation. (All game participants are urged to try to avoid violations by notifying potential offenders when a potential violation is imminent.)

3.6.8 **Violation of any section of this rule is a serious matter, and can result in disciplinary action against the team manager.**

3.6.9 Both teams are responsible for preparing the field for the game and cleaning up

following the game, including dragging the infield and raking the batter's boxes.

3.6.10 LL Rule 4.16 is amended for the Triple A Division such that the minimum number of players required to start and/or continue a game is eight (8).

4.0 End of Season Team Standings

4.1 The Triple A Division may consist of a Single or Two Division league. Awards will be given to the first place team(s). League standings are determined by winning percentage for all games. (Regulation regular season games which end in a tie remain a tie). If two or more teams finish the regular season tied with the same winning percentage, final standings will be determined in this order:

> Most wins (10-6-0 beats 9-5-2)

> Head to Head regular season records

> Least runs against

> Random drawing.

4.2 Following the conclusion of the regular season, the Triple A Division will have a post- season tournament. Teams will be seeded into the tournament based on the final regular season standings. Time permitting, the tournament will follow a double elimination format; otherwise the tournament will be a single elimination or modified single elimination format.

4.3 All regular season rules apply except that game time limits are not enforced and it is up to the umpire in chief to end the game based on regular rules including the 15 run mercy rule.

4.4 The 4SRLL Triple A team with the best record at the conclusion of the season will be the 4SRLL Triple A representative for any end of season Little League Minors Division Tournaments to which they may be invited to participate.

5.0 9-10 All Star Team

5.1 At the end of the regular season, a 9/10 All Star team will be formed to compete in tournaments sponsored by Little League Baseball, Inc. The Player Agent, Triple A Division Director, and a Draft Administrator will coordinate the All Star player selection process.

5.2 Player Eligibility Requirements: League-age nine (9) and ten (10) year old players are eligible for the 9/10 All-Star team provided they meet Little League criteria for residence (or have the appropriate waiver), and have participated as an eligible Triple A or Majors Division player in one-half (1/2) the regular season games. In addition 10-year old players are also eligible for the 10/11 year old All-Star team.

5.3 All 10-year-old players playing in the Majors Division are automatically nominated for the 9/10 All-Star Team. In the event a Majors-drafted 10-year-old player is recommended by 50% or more of the Majors Division Managers, the player is elected to the 9/10 All-Star Team (unless there are more such players than the roster allows, in which case the Majors managers will vote via the process outlined in 5.4). Players not drafted in Majors (coach or manager son, or call-up) must be unanimously recommended by the Major's managers. If any such player is not recommended by enough of the Majors Division Managers, it is at the discretion of the Triple A Managers to vote them onto the team.

5.4 Minors All Star Team Selection

5.4.1 “Player Voted" All Star Team Members. Each Player will be given a ballot containing all eligible 9 and 10-year-old players from the Minors Division. The ballot for each individual team will have that voting team’s players in the first position. Each Player will be given the following instructions.

- No Player will vote for himself
- No Player will vote for more than three (3) players from his/her regular season team.
- No player will vote for more than ten (10) players.

5.4.2 As each player hands in the ballots, the league official administering the vote will check the ballot only to see if the above criteria are followed. If one of the above rules were not adhered to the player will have the option of changing their ballot.

5.4.3 If a ballot is found in error at a later time, the ballot will be disposed of and not counted.

5.4.4 Once teams have voted, a committee of Board Members appointed by the Player Agent will tally the ballots. This committee will record the number of votes cast for each player. The top voted players, as determined by the Natural Break point, will be automatically elected to the team as a result of the player’s vote (this is in addition to any Majors 10-year olds who are already voted in per paragraph 5.3 above). The Natural Break Point will be determined by a sizeable drop in number of votes between players and will not be more than seven (7) players. These players (in addition to the 10-year-old Majors players (elected pursuant to 5.3) will be elected to the All Star Team “Player Voted”.

5.5 "Manager Voted" All Star Team Members. A division manager's meeting will be held to select additional players to the 9/10 All Star team. The managers, by secret ballot, will select additional players to be named to the All Star team to reach a full team of twelve (12). The procedures by which this will be accomplished are as follows:

1) Each Manager will be given a list of eligible players for their own reference purposes.

2) The Player Agent will post the “Player Voted” All Star Team members and the Majors players pursuant to Section 5.3. Those players will be listed alphabetically, not by number of votes. The number of votes for these players will not be disclosed.

3) The Player agent will then alphabetically list the next top ten (10) to twelve (12) vote getters, as voted by the players. Explain to the Managers these players have been nominated by the players due to the amount of votes received.

4) The Player Agent will ask each Manager if they wish to nominate any players from their own team and will post them. Each manager will be limited to nominating no more than three (3) players from his own team. The Player Agent will then post these names.

5) The Player Agent will then ask each manager if there is any other player from

any other team (other than his own) that he wishes to nominate. The Player Agent will post these nominations for consideration.

6) At this point all nominations are closed.

7) Each Manager will be asked to discuss each player nominated from his own team. Other managers will be allowed to briefly comment.

8) The Player Agent will disclose comments from the player eligibility form, such as vacation schedule and team preference.

9) First Secret Written Ballot - The Managers will be asked to vote for as many remaining positions as needed to make up a team of 12 players after the consideration of those "Player Voted" Team members. Those players receiving 75% or more of the votes will be considered voted on the team. The exact vote counts will not be released to the managers.

10) Further discussion will be appropriate for the remaining nominated players. After each voting round, players not selected but receiving votes will be listed (shared verbally) in order of votes received. The number of votes cast for each player will not be disclosed.

11) Second Secret Written Ballot - The Managers will be asked again to vote for as many remaining positions as needed to make up a team of 12 after considering those players "player voted" and elected in the first secret Ballot. Those players receiving 75% of the vote or more will be considered voted on the team. The exact vote counts will not be released to the Managers.

12) Possible further discussion and a third and/or fourth secret ballot may take place if there are ties or a need to continue the voting procedure until 12 team members have been selected.

13) If the team is still not filled with 12 players after the fourth ballot that does not elect a player to the team, the ballot will be deemed deadlocked. One final ballot will be taken. If that ballot does not complete the roster of 12, then the top vote getter(s) will be voted to the team. Ties will be resolved by awarding the All Star Manager the tie breaking vote(s).

5.6 All Star Manager Option; once a total of 12 players have been elected the All Star Manager will have the option to choose any one or two players for any reason he deems appropriate at his sole discretion providing the player meets all eligibility requirements. (It is strongly suggested that these players be selected from the list of previously nominated players.) These players may be any eligible 9 or 10-year-old, or a manager or coach child, even if that player has already been player voted to the Majors all-star team. In that case, the player(s) are removed from the Majors All Star Team roster. The All Star Managers selection(s) will be placed on the team with the same rights and honors of all other players.

5.7 Selection of Replacement Players. In the event a player chosen to the All Star team is unable to perform due to injury or illness and/or is not available to practice or play that player will be released from the Team. In the event a player is released, the All Star Manager will be empowered to select a replacement player providing that player meets all eligibility requirements and was previously nominated on the initial vote.

5.8 Release of Information Restrictions

- Under ***no conditions*** will the following occur:
- Release of any information as to the number of votes a player receives in balloting of the players or the balloting of the managers, including but not limited to if the player was selected by the players voting or the managers voting or All Star Manager appointment.
- No Information will be released (including but not limited to family members or other coaches) as to the names of Players selected to the All Star Team prior to the posting date. (*The date stated in the Current Little League Rule Book, or the date set forth by the Board so long as that date is after the Little League date*.)

In the event the voting information is released or Team Appointments are released prior to the date of formal announcement, it may result in the elimination of future manager or coaching assignments by the offending manager. It may also result in the revocation of tournament privilege for the entire All Star team by the Little League Tournament Committee.

6.0 The Classic Game

6.1 Following the conclusion of the post season tournament, an optional Triple A Classic Game(s) may be played. Whether this game is held or not will be decided by the Board each year.

6.2 All players, managers, and coaches associated with the 9/10, 10/11 and Majors All Star Teams are not eligible for participation in the Classic Game.

6.3 Subject to Rule 6.2, the most winning manager from the regular season will be the manager for that division and may select two coaches from his division. If there is more than one Classic game, then the losing managers for their respective divisions will be the manager.

6.4 Players will be selected at the managers All Star meeting after the All Star selection is finished with the managers from each division selecting that division's team. To the extent possible, each team will be represented by at least two players.

6.5 All information concerning nominations, voting, etc., must remain private and should never be discussed outside of the managers meeting. Violation of this rule will be considered a serious offense and may result in the elimination of future manager or coaching assignments by the offending manager.



MAJORS DIVISION

1.0 Introduction

1.1 The 4S Ranch Little League (4SRLL) Majors Division will consist of players league age ten (10) through twelve (12).

1.2 The Majors Division will be governed by the applicable current year edition of the *Official Regulations and Playing Rules of Little League Baseball*, unless otherwise specified in the 4SRLL General Operating Instructions and/or the 4SRLL Majors Division Operating Instructions. In cases where the LL Rulebook is referenced, quoted, or paraphrased, the wording in the current year version of the LL Rulebook will be the ultimate reference.

2.0 Team Selection

2.1 Attempts will be made to field as many complete teams as necessary to accommodate all registrants for the Majors Division.

2.2 Per the *Official Regulations and Playing Rules of Little League* all league age twelve (12) must be drafted into the Majors Division. "Exceptions can only be made with written approval from the District Administrator, and only if approved at the local league level by the Board and the parent of the candidate." – Regulation V(a).

2.3 The Majors Division draft of the 4S Ranch Little League will take place as soon after the tryouts as possible. The Majors draft is held first, prior to the Triple A and Double A draft. Only the Player Agent, President, Majors Division Director, Selected Board Members and Managers are allowed in the Draft room. A manager's meeting will be held before the draft session.

2.4 At the draft, the Player Agent will post all eligible names, that is, those league age 12, and 11-year olds that tried out, as well as any 10-year olds that meet the following criteria. For any 10-year-old to be eligible to play in the Majors Division, the player must tryout and the parents of the player must request that they play in the Majors Division. The names of all eligible players should be posted alphabetically by age. The only exception that would allow a player to be eligible for the Majors Division without actually trying out is an injury certified by a Board member. In this case, all efforts will be made to make the capabilities of the player known to all managers (video, discussion, etc.).

2.5 Highlight those who must be drafted into the Majors Division: League age twelve (12) per section 2.2 and titled players who played in the majors division the previous spring season. Players who are not league age twelve (12) and are titled must try out (except for injury as cited in 2.4) to be eligible for the Majors Division.

2.6 During or after the Managers' meeting and before the draft, the Majors managers will have the opportunity to vote if they can protect a coach. A majority of Majors managers must approve whether to protect a coach in the draft or not.

2.7 Before the draft occurs, Manager's and Coach's sons/daughters will be discussed by the managers and they will determine where they will be placed on the draft Board. The Division Director or Player Agent will initiate this discussion by providing a proposed positioning of each Manager's and Coach's son / daughter. At least half of the managers must agree to the draft placement. If an agreement cannot be reached then the Player Agent and/or Division Director will place them on the draft Board. It is recommended that each manager have a list of ranked players to make this go smoothly. Input from the Player Agent and Division Director is encouraged. **Where players are placed on the draft Board is to stay within the confines of**

the draft room.

2.8 Draft Position

2.8.1 A number representing each team will be written on individual pieces of paper and then placed in a box for managers to draw their position in the draft (which may be determined at the pre-Draft managers meeting).

2.8.2 Managers should be sitting opposite the draft Board in order of their pick.

2.8.3 Drafting begins with the first position and continues to the end of the table then serpentines back and forth so that the last pick in the first round gets the first pick in the second round, etc. In all cases, the last round will be picked in reverse order such that the team with the first pick in the first round also gets the last pick of the last round.

2.8.4 Sibling options: where both siblings are designated to play Majors (i.e. titled players), the remaining sibling(s) will be drafted into the team selecting the first sibling... If any sibling is not designated to play Majors and the first sibling picked is already designated to play Majors, then the manager must immediately choose to honor the sibling option or not. If he chooses to honor it, then the non-designated sibling(s) will be drafted into his team. If he chooses not to honor the sibling option, then the non-designated sibling(s) is (are) pulled off of the Board and held for the Triple-A draft. If a non-designated sibling is picked first, then the sibling option is automatically honored and the designated sibling(s) is (are) drafted onto that team. In all cases, the placement of the sibling(s) on that team's draft Board is immediately open for discussion. At least half of the Managers must agree to the placement. If an agreement cannot be reached then the Player Agent, Division Director and Draft Administrator will place them on the draft Board.

2.8.5 Note: A number representing each team will be written on individual pieces of paper and then placed in a box for managers to draw their position for specific team name selections. This process will occur at the League Manager's meeting.

2.9 After completion of the draft there will be a brief time period for managers to trade players. ***Once managers leave the draft room no more trades will be allowed.***

2.10 Post-Draft Follow Up

2.10.1 Managers will call team members as soon as possible following notification from the Division Director that the rosters are finalized.

2.10.2 **Under no circumstances should parents or players be made aware of any draft positions, trades or other discussions occurring in the draft room. Violation may result in suspension or dismissal of the offending manager**.

2.10.3 Practice schedules will be distributed prior to the commencement of Spring Season practice and after all of the division managers have returned their Team's uniform information (player name spelling, number assignments and sizes) and Manager / Coach Volunteer Forms.

2.10.4 Managers will be provided with the player's registration, and sports parent code of

conduct, and medical release form, which must be physically present at team practices, games or any other team function.

2.11 If a Majors player does not complete the season for any reason other than illness, injury, or family move, that player will not automatically be considered a "titled" Majors player the following year. The Player Agent will send a release letter to the player stating that the player is not titled and stating the reason(s) the decision was made.

3.0 Playing Rules

3.1 Game Time Limits

3.1.1 For purposes of this rule, a new inning is considered to be started as soon as the home team has made its third offensive out in the previous inning.

3.1.2 If there is a game scheduled after the current game, no new inning may start after two hours and thirty minutes (2:30) from the scheduled starting time of the game, and the maximum playing time is two hours and forty-five minutes (2:45) from the scheduled starting time of the game. The start/stop times of these games will be included on the official game schedule. If this time limit is reached, the score will be determined in accordance with guideline 3.1.3 below.

3.1.3 A game will be considered a REGULATION GAME as defined in LL Rules 4.10, 4.11 and 4.12.

3.2 Pitching [See LL Regulation VI]

3.2.1 Any player on a team roster may pitch.

3.2.2 The number of pitches allowable is based on the pitcher's age. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a day. The table below gives an overview of the number of pitches that will be allowed per day for each age group during the regular season.

League Age	Pitches allowed per day
11& 12	85
10	75

Pitchers ages must adhere to the following rest requirements.

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.

- If a player pitches 1-20 pitches in a day, no calendar day or rest is required before pitching again.

3.2.3 Any player who plays in any part of four (4) innings at the position of catcher is not eligible to pitch on that calendar day. A pitcher who throws more than 40 pitches in a day may not catch. The rule is only in effect after the limit has been reached. For example, player A can catch 2 innings, pitch 39 pitches, then catch 2 more innings.

3.2.4 Although there is an official pitch counter at each game each manager is responsible for making sure that pitch count rules are followed. The official pitch counter should inform the umpire when a pitcher reaches their pitch count limit but it is still the manager's responsibility to make sure the rules are followed. The scorekeeper will record the count in the official scorekeeper's book to maintain the integrity of the pitch count.

3.2.5 Pitches delivered in games declared "Suspended Games" or "Regulation Tie Games" will be charged against a pitcher's pitch eligibility. In suspended games resumed at a later date, pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

3.2.6 A player once removed as a pitcher may not pitch again in the same game.

3.2.7 There is no limit to the number of pitchers per team that can be used in one game.

3.2.8 The withdrawal of an ineligible pitcher after that pitcher has been announced but before a ball is pitched will not be considered a violation. (All game participants are urged to try to avoid violations by notifying potential offenders when a potential violation is imminent.)

3.2.9 Violation of any section of this rule is a serious matter, and can result in disciplinary action against the team manager and/or protest of the game in which it occurs. Any such protest will be made in accordance with Guideline 1.7 of the 4SRLL General Operating Instructions and LL Rule 4.19.

3.3 On game days, the Home Team manager is responsible for prepping the infield area between games. Prepping includes dragging the field and raking around the mound and batter's boxes.

3.4 All teams are responsible for clean-up following the game. Cleanup includes raking around home plate; dragging the infield; securing equipment and batting cages; and picking up trash in dugouts. Please verify the snack bar front and back rooms are secure.

3.5 Field preparation and clean-up are mandatory requirements. If these rules are not followed, a penalty of suspension for at least one game can be imposed by the Board.

3.6 In addition to the Playing Rules noted in Guideline 2.4 of the 4SRLL General Operating Instructions, the following player substitution rules will also apply:

3.6.1 4SRLL expands the minimum defensive outs from six (6) to nine (9) defensive outs. If the game is shortened for any reason, then the minimum play reverts to six (6) defensive outs and at least one (1) at-bat.

3.6.2 Players must be substituted at the beginning of an inning and must remain on the field

for that complete inning. The exceptions are if a player is being removed for disciplinary reasons, because of injury or as a result of a pitching change.

3.6.3 Bat around / free substitution will be used.

3.7 Base Stealing

3.7.1 Stealing of bases starts at the beginning of the Majors Division season.

3.7.2 Stealing of all bases, including Home Plate is permitted. Leading off from a base is not permitted until after the pitch has been delivered and reaches the batter. [LL Rule 7.13]

3.8 Uncaught Third Strike

The Majors division will be implementing the uncaught third strike rule in accordance with the Little League Rule book and will not be opting to play by Minor League or Tee ball rules. [LL Rule 6.05(b2)]

4.0 End of Season Standings and Tournament.

4.1 All teams will be "seeded" into tournament play based upon the regular season final standings. Standings are determined by winning percentage. (Regulation regular season games which end in a tie remain a tie). Inter-League games will count only if each Majors team plays against the same opponents. Otherwise, only games played against 4SRLL teams will count.

4.2 If two or more teams finish the regular season tied with the same winning percentage, final standings will be determined in this order:

- Most wins (10-6-0 beats 9-5-2)
- Head to Head regular season records
- Least runs against.
- Random drawing.

4.3 Following the conclusion of the regular season, the Majors Division will have a post-season tournament. Time permitting, the tournament will follow a double elimination format; otherwise the tournaments will be a single elimination format.

4.4 The 4SRLL Majors team with the best record at the conclusion of the regular season will be the 4SRLL Majors representative for any end of season tournaments, including the District 31 Tournament of Champions.

5.0 All Star Teams

5.1 At the end of the regular season, a Majors Division (11/12) All-Star team and a 10/11 All- Star team will be formed to compete in tournaments sponsored by Little League Baseball, Inc. The Player Agent and Majors Division Director will coordinate the All-Star player selection process.

5.2 Player Eligibility Requirements; League-age eleven (11) and twelve (12) year old players are eligible for the Majors All-Star team provided they meet Little League criteria for residence, and have participated as an eligible Majors Division player in one-half (1/2) the regular season games. All league-age ten (10) and eleven (11) year old players are eligible for the 10/11-Year-Old All-Star team provided they meet Little League criteria for residence (or have secured the appropriate waiver), and have participated as an eligible Majors or Triple A

Division player in one-half (1/2) the regular season games. Once the 4SRLL President and District Administrator sign the All-Star affidavit, the players listed on the affidavit are not eligible to participate on any other All-Star team for the current year.

5.3 Majors All-Star Team

5.3.1 "Player Voted" All Star Team Members. Each Player will be given a ballot containing all eligible 11 and 12-year-old players from the Majors Division. Each Player will be given the following instructions:

- No Player will vote for him/herself.
- No Player will vote for more than three (3) players from his/her regular season team.
- No Player will vote for more than ten (10) players

5.3.1.1 As each player hands in the ballots, the league official administering the vote will check the ballot only to see if the above criteria were followed. If one of the above rules were not adhered to the player will have the option of changing their ballot.

5.3.1.2 If a Ballot is found in error at a later time, the ballot will be disposed of and not counted.

5.3.1.3 Once all teams have voted a committee of Board Members appointed by the Player Agent will tally the ballots. This committee will record the number of votes cast for each player. The top voted players, as determined by the Natural Break point, will be automatically elected to the team as a result of the player's vote. The Natural Break point will be determined by a noticeable drop in the number of votes between players and will not be more than seven (7) players. These players will be determined to be on the All Star Team "Player Voted".

5.3.2 "Manager Voted" All Star Team Members

5.3.2.1 A Division manager's meeting will be held to select additional players to the Majors All Star team.

5.3.2.2 The managers, by secret ballot, will select additional players to be named to the All Star team. The procedures by which this will be accomplished are as follows:

1) Each Manager will be given a player's voting ballot for their own reference purposes.

2) The Player Agent will post the "Player Voted" All Star Team members. Those players will be listed alphabetically, not by number of votes. The number of votes for these players will not be disclosed.

3) The Player Agent will then alphabetically list the next top ten (10) to twelve (12) vote getters, as voted by the players. Explain to the Managers these players have been nominated by the players due to the amount of votes received.

4) The Player Agent will then ask each Manager if they wish to nominate

any other players from their own team. Each Manager will be limited to nominating no more than three (3) additional players from his own team. The Player Agent will post these players.

5) The Player agent will then ask each manager if there is any other player from any other team (other than his own) that he wishes to nominate. The Player Agent will post these nominations.

6) At this point all nominations are closed.

7) Each Manager will be asked to discuss each player nominated from his own team. Other managers will be allowed to briefly comment.

8) The Player Agent will disclose comments from the player eligibility form, such as vacation schedules, or team preference.

9) First Secret Written Ballot - The Managers will be asked to vote for the number of players for as many remaining positions as needed to make up a team of 12 after consideration of those "Player Voted" Team members. Those players receiving 75% or more of the votes will be considered voted on the team. The exact vote counts will not be released to the Managers.

10) Further discussion will be appropriate for the remaining nominated players. After each voting round, players not selected but receiving votes will be listed (shared verbally) in order of votes received. The number of votes cast for each player will not be disclosed.

11) Second Secret Written Ballot - The Managers will be asked again to vote for as many remaining positions as needed to make up a team of 12 after considering those "Player Voted" Team members and those elected in the first secret Ballot. Those players receiving 75% or more of the vote will be considered voted on the team. The exact vote counts will not be released to the Managers.

12) Possible further discussion and a third and/or fourth secret ballot may take place if there are ties or a need to continue the voting procedure until 12 team members have been selected.

13) If the team is still not filled with 12 players after the fourth ballot that does not elect a player to the team, the ballot will be deemed deadlocked. One final ballot will be taken. If that ballot does not complete the roster of 12, then the top vote getter(s) will be voted to the team. Ties will be resolved by awarding the All Star Manager the tie-breaking vote(s).

5.4 10/11-Year-Old All-Star Team

5.4.1 "Manager Voted" All-Star Team Members; There are no player voted 10/11 All Stars. A Majors and Triple A Division manager's meeting will be held to select players to the 10/11-Year Old All-Star team. The managers, by secret ballot, will select up to 12 players to be named to the All-Star team. The procedures by which this will be accomplished are as follows:

Each Manager will be given a list of eligible players for their own reference purposes.

1) The Player Agent will ask each Majors and Triple-A manager if they wish to nominate any players from their own team and will post them. Each manager will be limited to nominating no more than three (3) players from his own team.
2) The Player Agent will then ask each manager if there is any other player from any other team (other than his own) that he wishes to nominate. The Player Agent will post these nominations.
3) At this point all nominations are closed.
4) Each Manager will be asked to discuss each player nominated from his own team. Other managers will be allowed to briefly comment.
5) First Secret Written Ballot - The Managers will be asked to vote for 12 players. Majors' 11-year olds receiving 50% of the vote will be placed on the team, Triple A players receiving 75% or more of the votes will be considered voted on the team. The exact vote counts will not be released to the managers.
6) Further discussion will be appropriate for the remaining nominated players.
7) Second Secret Written Ballot - The Managers will be asked again to vote for as many remaining positions as needed to make up a team of 12 after considering those players elected in the first secret Ballot. Those players receiving 75% of the vote or more will be considered voted on the team. The exact vote counts will not be released to the Managers.
8) Possible further discussion and a third and/or fourth secret ballot may take place if there are ties or a need to continue the voting procedure until 12 team members have been selected.

5.5 Selection of Replacement Players

5.5.1 In the event a player chosen to the All Star team is unable to perform due to injury or illness and/or is not available to practice or play that player will be released from the Team. In the event a player is released, the All Star Manager will be empowered to select a replacement player providing that player meets all eligibility requirements and was previously nominated on the initial vote.

5.6 All Star Manager Option

5.6.1 Once a total of 12 players have been elected by the Players and Managers, the All Star Manager will have the option to choose any one or two players for any reason he deems appropriate in his sole discretion providing the player meets all eligibility requirements. These players may be any eligible 10 or 11-year-old, or a manager or coach child, even if that player has already been player voted to the Majors all star team. In that case, the player(s) are removed from the Majors All Star Team roster.

5.6.2 It is strongly suggested that these players be selected from the list of previously nominated players.

5.6.3 The All Star Managers selection(s) will be placed on the team with the same rights and honors of all other players.

5.7 Release of Information Restrictions

5.7.1 Under ***no conditions*** will the following occur:

5.7.1.1 Release of any information as to the number of votes a player receives in the balloting of either the Players or Managers, including but not limited to if the player was selected by the Players voting, Managers voting or All Star Manager appointment

5.7.1.2 No Information will be released (including but not limited to family members or other coaches) as to the names of Players selected to the All Star Team prior to the posting date. (The date stated in the Current Little League Rule Book, or the date set forth by the Board if that date is after the Little League date.)

In the event the voting information is released or Team Appointments are released prior to the date of formal announcement, it may result in the elimination of future manager or coaching assignments by the offending manager. It may also result in the revocation of tournament privilege for the entire All Star team by the Little League Tournament Committee.



INTERMEDIATES DIVISION

1. Introduction

1.1. The 4S Ranch Little League (4SRLL) Intermediates Division will consist of players league age twelve (12) and thirteen (13).

1.2. The Intermediates Division will be governed by the applicable current year edition of the *Official Regulations and Playing Rules of Little League Baseball*, unless otherwise specified in the 4SRLL General Operating Instructions and/or the 4SRLL Intermediates Division Operating Instructions. In cases where the LL Rulebook is referenced, quoted, or paraphrased, the wording in the current year version of the LL Rulebook will be the ultimate reference.

2. Team Selection

2.1. Attempts will be made to field as many complete teams as necessary to accommodate all registrants for the Intermediates Division.

2.2. The Intermediates Division draft of the 4S Ranch Little League will take place as soon after the tryouts as possible, preferably on the following Friday. Only the Player Agent, President, Intermediates Division Director, Selected Board Members and Managers are allowed in the Draft room. A Manager's meeting will be held before the draft session.

2.3. At the draft, the Player Agent will post all eligible names, that is, those league ages 12-13 who tried out. The names of all eligible players should be posted alphabetically by age. The only exception that would allow a player to be eligible for the Intermediates Division without actually trying out is an injury certified by a Board member. In this case, all efforts will be made to make the capabilities of the player known to all Managers (video, discussion, etc.).

2.4. During or after the Managers' meeting and before the draft, the Intermediates Managers will have the opportunity to vote if they can protect a coach. A majority of Intermediates Managers must approve whether to protect a coach in the draft or not.

2.5. Before the draft occurs Manager's and Coach's sons/daughters will be discussed by the managers and they will determine where they will be placed on the draft Board. The Division Director will initiate this discussion by providing a proposed positioning of each Manager's and Coach's son / daughter. At least half of the managers must agree to the draft placement. If an agreement cannot be reached then the Player Agent, Division Director and Draft Administrator will place them on the draft Board. It is recommended that each manager have a list of ranked players to make this go smoothly. Input from the Player Agent and Division Director is encouraged. Where players are placed on the draft Board is to stay within the confines of the draft room.

2.6. Draft Position

- 2.6.1. A number representing each team will be written on individual pieces of paper and then placed in a box for Managers to draw their position in the draft (which may be determined at the pre-Draft Managers meeting).
- 2.6.2. Managers should be sitting opposite the draft Board in order of their pick.
- 2.6.3. Drafting begins with the first position and continues to the end of the table then serpentines back and forth so that the last pick in the first round gets the first pick in the second round, etc. In all cases, the last round will be picked in reverse order such that the team with the first pick in the first round also gets the last pick of the last round.
- 2.6.4. Sibling options, where both siblings are designated to play Intermediates (i.e., league age 12 and 13 year-old players), will be drafted in back-to-back

rounds.

2.6.5. Note: A number representing each team will be written on individual pieces of paper and then placed in a box for managers to draw their position for specific team name selections. This process will occur at the League Manager's meeting. The Division Director may conduct other business at this meeting, such as assigning team names.

2.7. After completion of the draft there will be a brief time period for Managers to trade players.

Once Managers leave the draft room no more trades will be allowed.

2.8. Post-Draft Follow Up

2.8.1. Managers will call team members as soon as possible, but in no event more than 48 hours after the draft ends.

2.8.2. ***Under no circumstances*** should parents or players be made aware of any draft positions.

2.8.3. Practice schedules will be distributed prior to the commencement of Spring Season practice and after all of the division managers have returned their Team's uniform information (player name spelling, number assignments and sizes) and Manager/Coach Volunteer Forms.

2.8.4. Managers will be provided with the player's registration, sports parent code of conduct, and medical release form, which must be physically present at team practices, games or any other team function.

3. Playing Rules

3.1. Game Time Limits

3.1.1. For purposes of this rule, a new inning is considered to be started as soon as the home team has made its third offensive out in the previous inning.

3.1.2. No new inning may start after two hours and thirty minutes (2:30) from the scheduled starting time of the game, and the maximum playing time is two hours and forty-five minutes (2:45) from the scheduled starting time of the game. The start/stop times of these games will be included on the official game schedule. If this time limit is reached, the score will be determined in accordance with guideline 3.1.3 below.

3.1.3. A game will be considered a REGULATION GAME as defined in LL Rules 4.10, 4.11 and 4.12.

3.2. Pitching

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

3.2.2. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

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

League Age 12: 85 pitches per day

League Age 13: pitches per day

3.2.4. Exception: If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until one of the following conditions occurs: The batter reaches base; that batter is put out; the third out is made to complete the half-inning.

3.2.5. Note: A pitcher that delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A player catching any part of 4 innings in a game, may not pitch for the remainder of that day.

3.2.6. Pitchers league age 12 and under must adhere to the following rest requirements :

3.2.6.1. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

3.2.6.2. If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.

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

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

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

3.3. All other playing rules will be in accordance with the current year's edition of the *Official Regulations and Playing Rules of Little League Baseball*.

3.4. On game days, the Home Team Manager is responsible for prepping the infield area between games. Prepping includes watering and raking the mound and batter's boxes. Failure to do so could result in repercussions.

3.5. All teams are responsible for clean-up following the game.

3.6. Field preparation and clean-up are mandatory requirements. If these rules are not followed, a penalty of suspension for at least one game can be imposed by the Board.

3.7. 4SRLL expands the minimum defensive outs from six (6) to nine (9) defensive outs. If the game is shortened for any reason, then the minimum play reverts to six (6) defensive outs and at least one at bat.

3.8. Bat around / free substitution will be used.

4. End of Season Standing and Tournament

4.1. Standings are determined by winning percentage. (Regulation regular season games which end in a tie remain a tie).

4.2. If two or more teams finish the regular season tied with the same winning percentage, final standings will be determined in this order:

- Most wins (10-6-0 beats 9-5-2)
- Head to Head regular season records.
- Least runs against.
- Random drawing.

4.3. Ties will be resolved in ascending order (? To 1) if combined records or random drawings are

necessary.

4.4. Following the conclusion of the regular season, the Intermediates Division will have a post-season tournament. Time permitting, the tournament will follow a double elimination format; otherwise the tournaments will be a single elimination format. The Tournament may also optionally be an interleague format determined by the interleague committee.

5. All Star Teams

5.1. At the end of the regular season, a Intermediates Division All-Star team will be formed to compete in tournaments sponsored by Little League Baseball, Inc. The Player Agent and Intermediates Division Director will coordinate the All-Star player selection process.

5.2. Player Eligibility Requirements: League-age twelve (12) and thirteen (13) year old players are eligible for the Intermediates All-Star team provided they meet Little League criteria for residence, and have participated as an eligible Intermediates Division player in 60% of the regular season games. Once the 4SRLL President and District Administrator sign the All- Star affidavit, the players listed on the affidavit are not eligible to participate on any other All-Star team for the current year.

5.3. Intermediates All-Star Team Selection

5.3.1. "Player Voted" All Star Team Members

5.3.1.1. Each Player will be given a ballot containing all eligible 12 and 13 year-old players from the Intermediates Division. Each Player will be given the following instructions:

- No Player will vote for him/herself.
- No Player will vote for more than a maximum number set by The Division Director of players from his/her regular season team.
- No Player will vote for more than ten (10) players

5.3.1.2. As each player hands in the ballots, the league official administering the vote will check the ballot only to see if the above criteria were followed. If one of the above rules were not adhered to the player will have the option of changing their ballot.

5.3.1.3. If a ballot is found in error at a later time, the ballot will be disposed of and not counted.

5.3.1.4. Once all teams have voted a committee of Board Members appointed by the Player Agent will tally the ballots. This committee will record the number of votes cast for each player. The top voted players, as determined by the Natural Break point, will be automatically elected to the team as a result of the player's vote. The Natural Break point will be determined by a noticeable drop in the number of votes between players. These players will be determined to be on the All Star Team "Player Voted".

5.3.2. "Manager Voted" All Star Team Members

5.3.2.1. A Division Manager's meeting will be held to select additional players to the Intermediates All Star team.

5.3.2.2. The Managers, by secret ballot, will select additional players to be

named to the All Star teams. The procedures by which this will be accomplished are as follows:

5.3.2.2.1. Each Manager will be given a player's voting ballot for their own reference purposes.

5.3.2.2.2. The Player Agent will post the "Player Voted" All Star Team members. Those players will be listed alphabetically, not by number of votes. The number of votes for these players will not be disclosed.

5.3.2.2.3. The Player Agent will then alphabetically list the next top ten (10) to twelve (12) vote getters, as voted by the players. Explain to the Managers these players have been nominated by the players due to the amount of votes received.

5.3.2.2.4. The Player Agent will then ask each Manager if they wish to nominate any other players from their own team. Each Manager will be limited to nominating no more than three (3) additional players from his own team. The Player Agent will post these players.

5.3.2.2.5. The Player agent will then ask each Manager if there is any other player from any other team (other than his own) that he wishes to nominate. The Player Agent will post these nominations.

5.3.2.2.6. At this point all nominations are closed.

5.3.2.2.7. Each Manager will be asked to discuss each player nominated from his own team. Other Managers will be allowed to briefly comment.

5.3.2.2.8. First Secret Written Ballot - The Managers will be asked to vote for the number of players for as many remaining positions as needed to make up a team of 12(or fewer if the process does not yield 12) after consideration of those "Player Voted" Team members. Those players receiving 66.67% or more of the votes will be considered voted on the team. The exact vote counts will not be released to the Managers.

5.3.2.2.9. Further discussion will be appropriate for the remaining nominated players. After each voting round, players not selected but receiving votes will be listed (shared verbally) in order of votes received. The number of votes cast for each player will not be disclosed.

5.3.2.2.10. Second Secret Written Ballot - The Managers will be asked again to vote for as many remaining positions as needed to make up a team of 12 after considering those "Player Voted" Team members and those elected in the first secret Ballot. Those players receiving 66.67% or more of the vote will be

considered voted on the team. The exact vote counts will not be released to the Managers.

5.3.2.2.11. Possible further discussion and a third and/or fourth secret ballot may take place if there are ties or a need to continue the voting procedure until 12 team members have been selected.

5.3.3. Selection of Replacement Players

5.3.4. In the event a player chosen to the All Star team is unable to perform due to injury or illness and/or is not available to practice or play that player will be released from the team. In the event a player is released, the All Star Manager will be empowered to select a replacement player provided that player meets all eligibility requirements and was previously nominated on the initial vote. If there are no nominated players, the manager may select any 12 or 13 year old, as long as they meet the eligibility requirements.

5.4. All Star Manager Option

5.4.1. Once a total of 12 players have been elected (or fewer, if the election process does not produce 12) by the Players and Managers, the All Star Manager will have the option to choose any one or two players for any reason he deems appropriate in his sole discretion provided the player meets all eligibility requirements.

5.4.2. It is strongly suggested that these players be selected from the list of previously nominated players.

5.4.3. The All Star Managers selection(s) will be placed on the team with the same rights and honors of all other players.

5.5. Release of Information Restrictions

5.5.1. Under ***no conditions*** will the following occur:

5.5.1.1. Release of any information as to the number of votes a player receives in the balloting of either the Players or Managers, including but not limited to if the player was selected by the Players voting, Managers voting or All Star Manager appointment.

5.5.1.2. No Information will be released (including but not limited to family members or other coaches) as to the names of Players selected to the All Star Team prior to the posting date. (The date stated in the Current Little League Rule Book, or the date set forth by the Board if that date is after the Little League date.)

In the event the voting information is released or Team Appointments are released prior to the date of formal announcement, it may result in the elimination of future Manager or coaching assignments by the offending Manager. It may also result in the revocation of tournament privilege for the entire All Star team by the Little League Tournament Committee.



JUNIORS DIVISION

1. Introduction

1.1. The 4S Ranch Little League (4SRLL) Juniors Division will consist of players league age thirteen (13) and fourteen (14). Fifteen year olds are permitted to participate in the Juniors Division for the regular season only.

1.2. The Juniors Division will be governed by the applicable current year edition of the *Official Regulations and Playing Rules of Little League Baseball*, unless otherwise specified in the 4SRLL General Operating Instructions and/or the 4SRLL Juniors Division Operating Instructions. In cases where the LL Rulebook is referenced, quoted, or paraphrased, the wording in the current year version of the LL Rulebook will be the ultimate reference.

2. Team Selection

2.1. Attempts will be made to field as many complete teams as necessary to accommodate all registrants for the Juniors Division.

2.2. The Juniors Division draft of the 4S Ranch Little League will take place as soon after the tryouts as possible, preferably on the following Friday. Only the Player Agent, President, Juniors Division Director, Selected Board Members and Managers are allowed in the Draft room. A Manager's meeting will be held before the draft session.

2.3. At the draft, the Player Agent will post all eligible names, that is, those league age 13 - 15 who tried out. The names of all eligible players should be posted alphabetically by age. The only exception that would allow a player to be eligible for the Juniors Division without actually trying out is an injury certified by a Board member. In this case, all efforts will be made to make the capabilities of the player known to all Managers (video, discussion, etc.).

2.4. Players who wish to participate in CIF (High-School) baseball may be drafted onto a team refer to 4S Ranch Little League General Operating Instructions section 3.4 for more information on High School Players.

2.5. During or after the Managers' meeting and before the draft, the Juniors Managers will have the opportunity to vote if they can protect a coach. A majority of Juniors Managers must approve whether to protect a coach in the draft or not.

2.6. Before the draft occurs Manager's and Coach's sons/daughters will be discussed by the managers and they will determine where they will be placed on the draft Board. The Division Director will initiate this discussion by providing a proposed positioning of each Manager's and Coach's son / daughter. At least half of the managers must agree to the draft placement. If an agreement cannot be reached then the Player Agent, Division Director and Draft Administrator will place them on the draft Board. It is recommended that each manager have a list of ranked players to make this go smoothly. Input from the Player Agent and Division Director is encouraged. Where players are placed on the draft Board is to stay within the confines of the draft room.

2.7. Draft Position

2.7.1. A number representing each team will be written on individual pieces of paper and then placed in a box for Managers to draw their position in the draft (which may be determined at the pre-Draft Managers meeting).

2.7.2. Managers should be sitting opposite the draft Board in order of their pick.

2.7.3. Drafting begins with the first position and continues to the end of the table then serpentines back and forth so that the last pick in the first round gets the first pick in the second round, etc. In all cases, the last round will be picked in reverse order such that the team with the first pick in the first round also gets

the last pick of the last round.

2.7.4. Sibling options, where both siblings are designated to play Juniors, will be drafted in back-to-back rounds.

2.7.5. Note: A number representing each team will be written on individual pieces of paper and then placed in a box for managers to draw their position for specific team name selections. This process will occur at the League Manager's meeting. The Division Director may conduct other business at this meeting, such as assigning team names.

2.8. After completion of the draft there will be a brief time period for Managers to trade players. ***Once Managers leave the draft room no more trades will be allowed.***

2.9. Post-Draft Follow Up

2.9.1. Managers will call team members as soon as possible, but in no event more than 48 hours after the draft ends.

2.9.2. ***Under no circumstances*** should parents or players be made aware of any draft positions.

2.9.3. Practice schedules will be distributed prior to the commencement of Spring Season practice and after all of the division managers have returned their Team's uniform information (player name spelling, number assignments and sizes) and Manager/Coach Volunteer Forms.

2.9.4. Managers will be provided with the player's registration, sports parent code of conduct, and medical release form, which must be physically present at team practices, games or any other team function.

3. Playing Rules

3.1. Game Time Limits

3.1.1. For purposes of this rule, a new inning is considered to be started as soon as the home team has made its third offensive out in the previous inning.

3.1.2. No new inning may start after two hours and thirty minutes (2:30) from the scheduled starting time of the game, and the maximum playing time is two hours and forty-five minutes (2:45) from the scheduled starting time of the game. The start/stop times of these games will be included on the official game schedule. If this time limit is reached, the score will be determined in accordance with guideline 3.1.3 below.

3.1.3. A game will be considered a REGULATION GAME as defined in LL Rules 4.10, 4.11 and 4.12.

3.2. Pitching

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

3.2.2. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

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

League Age 13-95 pitches per day

3.2.4. Exception: If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until one of the following conditions occurs: The batter reaches base; that batter is put out; the third out is made to complete the half-inning.

3.2.5. Note: A pitcher that delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A player catching any part of 4 innings in a game, may not pitch for the remainder of that day.

3.2.6. Pitchers league age 13 and under must adhere to the following rest requirements :

3.2.6.1. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

3.2.6.2. If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.

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

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

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

3.3. All other playing rules will be in accordance with the current year's edition of the *Official Regulations and Playing Rules of Little League Baseball*.

3.4. On game days, the Home Team Manager is responsible for prepping the infield area between games. Prepping includes watering and raking the mound and batter's boxes. Failure to do so could result in repercussions.

3.5. All teams are responsible for clean-up following the game.

3.6. Field preparation and clean-up are mandatory requirements. If these rules are not followed, a penalty of suspension for at least one game can be imposed by the Board.

3.7. 4SRLL expands the minimum defensive outs from six (6) to nine (9) defensive outs. If the game is shortened for any reason, then the minimum play reverts to six (6) defensive outs and at least one at bat.

3.8. Bat around / free substitution will be used.

4. End of Season Standing and Tournament

4.1. Standings are determined by winning percentage. (Regulation regular season games which end in a tie remain a tie).

4.2. If two or more teams finish the regular season tied with the same winning percentage, final standings will be determined in this order:

- Most wins (10-6-0 beats 9-5-2)
- Head to Head regular season records.
- Least runs against.
- Random drawing.

4.3. Ties will be resolved in ascending order (? To 1) if combined records or random drawings are

necessary.

4.4. Following the conclusion of the regular season, the Juniors Division will have a post- season tournament. Time permitting, the tournament will follow a double elimination format; otherwise the tournaments will be a single elimination format. The Tournament may also optionally be an inter-league format determined by the inter-league committee.

5. All Star Teams

5.1. At the end of the regular season, a Juniors Division All-Star team will be formed to compete in tournaments sponsored by Little League Baseball, Inc. The Player Agent and Juniors Division Director will coordinate the All-Star player selection process.

5.2. Player Eligibility Requirements; League-age thirteen (13) and fourteen (14) year old players are eligible for the Juniors All-Star team provided they meet Little League criteria for residence, and have participated as an eligible Juniors Division player in 60% of the regular season games. Once the 4SRLL President and District Administrator sign the All- Star affidavit, the players listed on the affidavit are not eligible to participate on any other All-Star team for the current year.

5.3. Juniors All-Star Team Selection

5.3.1. "Player Voted" All Star Team Members

5.3.1.1. Each Player will be given a ballot containing all eligible 13 and 14-year-old players from the Juniors Division. Each Player will be given the following instructions:

- No Player will vote for him/herself.
- No Player will vote for more than a maximum number set by The Division Director of players from his/her regular season team.
- No Player will vote for more than ten (10) players

5.3.1.2. As each player hands in the ballots, the league official administering the vote will check the ballot only to see if the above criteria were followed. If one of the above rules were not adhered to the player will have the option of changing their ballot.

5.3.1.3. If a ballot is found in error at a later time, the ballot will be disposed of and not counted.

5.3.1.4. Once all teams have voted a committee of Board Members appointed by the Player Agent will tally the ballots. This committee will record the number of votes cast for each player. The top voted players, as determined by the Natural Break point, will be automatically elected to the team as a result of the player's vote. The Natural Break point will be determined by a noticeable drop in the number of votes between players. These players will be determined to be on the All Star Team "Player Voted".

5.3.2. "Manager Voted" All Star Team Members

5.3.2.1. A Division Manager's meeting will be held to select additional players to the Juniors All Star team.

5.3.2.2. The Managers, by secret ballot, will select additional players to be

named to the All Star teams. The procedures by which this will be accomplished are as follows:

5.3.2.2.1. Each Manager will be given a player's voting ballot for their own reference purposes.

5.3.2.2.2. The Player Agent will post the "Player Voted" All Star Team members. Those players will be listed alphabetically, not by number of votes. The number of votes for these players will not be disclosed.

5.3.2.2.3. The Player Agent will then alphabetically list the next top ten (10) to twelve (12) vote getters, as voted by the players. Explain to the Managers these players have been nominated by the players due to the amount of votes received.

5.3.2.2.4. The Player Agent will then ask each Manager if they wish to nominate any other players from their own team. Each Manager will be limited to nominating no more than three (3) additional players from his own team. The Player Agent will post these players.

5.3.2.2.5. The Player agent will then ask each Manager if there is any other player from any other team (other than his own) that he wishes to nominate. The Player Agent will post these nominations.

5.3.2.2.6. At this point all nominations are closed.

5.3.2.2.7. Each Manager will be asked to discuss each player nominated from his own team. Other Managers will be allowed to briefly comment.

5.3.2.2.8. First Secret Written Ballot - The Managers will be asked to vote for the number of players for as many remaining positions as needed to make up a team of 12(or fewer if the process does not yield 12) after consideration of those "Player Voted" Team members. Those players receiving 66.67% or more of the votes will be considered voted on the team. The exact vote counts will not be released to the Managers.

5.3.2.2.9. Further discussion will be appropriate for the remaining nominated players. After each voting round, players not selected but receiving votes will be listed (shared verbally) in order of votes received. The number of votes cast for each player will not be disclosed.

5.3.2.2.10. Second Secret Written Ballot - The Managers will be asked again to vote for as many remaining positions as needed to make up a team of 12 after considering those "Player Voted" Team members and those elected in the first secret Ballot. Those players receiving 66.67% or more of the vote will be

considered voted on the team. The exact vote counts will not be released to the Managers.

5.3.2.2.11. Possible further discussion and a third and/or fourth secret ballot may take place if there are ties or a need to continue the voting procedure until 12 team members have been selected.

5.3.3. Selection of Replacement Players

5.3.4. In the event a player chosen to the All Star team is unable to perform due to injury or illness and/or is not available to practice or play that player will be released from the team. In the event a player is released, the All Star Manager will be empowered to select a replacement player provided that player meets all eligibility requirements and was previously nominated on the initial vote. If there are no nominated players, the manager may select any 13 or 14-year-old, as long as they meet the eligibility requirements.

5.4. All Star Manager Option

5.4.1. Once a total of 12 players have been elected (or fewer, if the election process does not produce 12) by the Players and Managers, the All Star Manager will have the option to choose any one or two players for any reason he deems appropriate in his sole discretion provided the player meets all eligibility requirements.

5.4.2. It is strongly suggested that these players be selected from the list of previously nominated players.

5.4.3. The All Star Managers selection(s) will be placed on the team with the same rights and honors of all other players.

5.5. Release of Information Restrictions

5.5.1. Under ***no conditions*** will the following occur:

5.5.1.1. Release of any information as to the number of votes a player receives in the balloting of either the Players or Managers, including but not limited to if the player was selected by the Players voting, Managers voting or All Star Manager appointment.

5.5.1.2. No Information will be released (including but not limited to family members or other coaches) as to the names of Players selected to the All Star Team prior to the posting date. (The date stated in the Current Little League Rule Book, or the date set forth by the Board if that date is after the Little League date.)

In the event the voting information is released or Team Appointments are released prior to the date of formal announcement, it may result in the elimination of future Manager or coaching assignments by the offending Manager. It may also result in the revocation of tournament privilege for the entire All Star team by the Little League Tournament Committee.