

Santa Teresa Little League

Baseball Bylaws 2023/24

Little League Baseball/Softball Mission Statement

Little League Baseball, Inc. is a non-profit organization whose mission is "to promote, develop, supervise, and voluntarily assist in all lawful ways, the interest of those who will participate in Little League Baseball and Softball." Through proper guidance and exemplary leadership, the Little League program assists youth in developing the qualities of citizenship, discipline, teamwork and physical well being. By espousing the virtues of character, courage and loyalty, the Little League Baseball program is designed to develop superior citizens rather than superior athletes.

Santa Teresa Little League Baseball and Softball Mission Statement

As a charter member of Little League Baseball Inc., Santa Teresa Little League is in full agreement with the above mission statement. Furthermore, Santa Teresa Little League endeavors to provide a safe, affordable, well organized program through which boys and girls can learn and enjoy the game of baseball. In addition, we aspire towards an environment of community in which children, parents and volunteers can participate freely and work towards our common goal of becoming responsible adults.

General League Policies

Board Meetings

- a. Meetings of the Board of Directors are held on the 3rd Tuesday of the month. A notice of the meeting will be posted on the local league's website at least one (1) week in advance. Other methods to communicate the meeting can be utilized as well. These can include emails, voice messages/and or text messages, social media, etc. The general membership is invited to attend any regularly held meeting.
- b. In the case of a special board meeting at least one (1) day's notice will be given before the meeting is called to order. The Executive Committee members need to be in attendance before business can be transacted.
- c. Board Members must attend each meeting. A board member who misses two (2) consecutive meetings will have their membership under review. If a Board Member misses three (3) consecutive meetings, their membership may be terminated.
- d. Confidentiality is a must when conducting Little League business. Therefore, if this policy is violated, the Board Member will be subject to disciplinary review, including termination from the board and any and all manager/coaching obligations.

- e. Occasionally, a Board Meeting Day must be changed for a valid business reason (holiday schedule, etc.) In these cases, the new date will be posted on the calendar on the League Website.

Softball Team Supervision

- a. There will be a "Team Chaperone" position, female, whose job it is to be present at all team events (practices & games), or to make sure another team adult female, with background check completed, will be present.
- b. A team Chaperone must be present, at the field, before any softball players can be dropped off by parents, unless the parents stay at the field.
- c. At the conclusion of any practice or game, the female chaperone must stay at the field, with at least one other Manager/Coach, until the last softball player is picked up by the parents (or approved guardian / other team parent).
- d. The girls cannot participate in any practices or games without an approved female present (Chaperone, other fingerprinted team female).

Child Custody Protocol

- a. Upon the occurrence of any Santa Teresa Little League (STLL) event in the state of California, in the event that a child is left at the designated site without adequate parental or guardian supervision, apart from the presence of the required two STLL coaches, and all reasonable efforts to contact the individuals listed on the emergency contact list have been exhausted, a time period of 60 minutes from the conclusion of said event shall transpire. Subsequent to the expiration of this specified time period, the local law enforcement agency possessing jurisdiction over the area shall be expeditiously notified, and custody of the child shall be relinquished to the aforementioned law enforcement agency, as mandated by applicable laws and regulations.
- b. Tball, A, and AA Divisions a Parent/Guardian must to be on site for ALL baseball and softball events

Uniforms

- a. (1) jersey and (1) hat will be issued to all players. Pants, belts and socks are to be furnished by the player's parents/guardians in conjunction with managers' decisions based on color. Should any additional hat or jersey be required to be furnished will be subject to an additional cost to the player's family/guardian.
- b. The league will provide each team in AAA and up with (3) coaches hats and (3) coaches jerseys per season. Teams in the Pre-T thru AA Divisions will receive (4) coaches hats and (4) coaches jerseys per season. Any additional hats/jerseys will be provided at a cost to the team.
- c. No Santa Teresa Little League uniform can be altered in any capacity.
Exception: Names and/or uniform numbers can be embroidered on

uniform hats if agreed to by the entire team at no additional cost to the league.

Equipment and Keys

- a. League issued equipment and keys will be signed out by the manager at the beginning of the season and must be returned within seven (7) days from the date of the team's last regular season game.
- b. Managers who fail to turn in equipment or keys will be subject to disciplinary action, up to and including exclusion from managing a team in the future.
 - i. *Exception: Managers of TOC, All-Star, Jamboree and Super 8's teams must return equipment within seven (7) days of their final game.*
- c. Equipment should be cleaned and sanitized before being returned.

Baseball Event Frequency & Practice/Game Time Limitations

Baseball Event

- a. A baseball event is defined as either an officially scheduled game, a make-up game, or a team practice. This excludes "optional" or "volunteer" practices that may be called. Players not attending "optional" or "volunteer" practices are NOT subject to penalty for non-attendance. Teams are not allowed to conduct more than one practice on the same calendar day, nor are teams allowed to schedule a practice on game day (except in the Tee Ball division/PreT).
- b. Team managers and coaches must understand that this limitation is designed to give the players three days of rest in any calendar week. Violators of this rule will be subject to disciplinary action by the Board of Directors of Santa Teresa Little League.
- c. Teams in AA, AAA, Majors, Intermediate, Junior and Seniors divisions of play are expected to have a minimum of 3 scheduled baseball events and a maximum of 4 scheduled baseball events per calendar week (Sunday through Saturday, weather permitting).
- d. Teams in T-Ball and A divisions of play are expected to have a minimum of 2 scheduled baseball events and a maximum of 3 scheduled baseball events per calendar week (Sunday through Saturday, weather permitting).
- e. Teams in the Pre-T division will have one Practice/Game per week for a total of ~one hour on Saturdays only. The first 30 minutes of the event will be practice and the second 30 minutes will be a scrimmage/game with the other team.

Practice Time Limitations

- a. Majors, Intermediate, Junior, Seniors: are restricted to a maximum baseball practice time limit of 2.5 hours.
- b. AAA/AA; 2 hours
- c. A: 1.5 hrs
- d. Tee Ball: 1 hour
- e. PreT: 1hr (Saturday)

Game Time Limitations

- a. Majors & Above: Umpire will have the discretion when to end/suspend a game due to darkness.
- b. AAA: No new inning may begin after two hours have elapsed unless the game is a tie game.
- c.
 - i. *(Exception: Games scheduled for Friday/Saturday evening play at artificially lit facilities.) If the home team is leading and at bat, and the two hour time limit is reached, the umpire shall end the game and declare the home team the winner.*
- d. AA: New innings should not start after 75 minutes have elapsed from the start of play Monday through Friday. New innings should not start after 105 minutes for Saturday games.
 - i. *(Exception: Games during tournament play will follow tournament play rules)*
- e. A: New innings should not start after 75 minutes have elapsed from the start of play.
- f. Tee Ball/Pre-Tee Ball: Games will not exceed 60 minutes. (Pre-Tee Ball has a combo practice/game once per week that will not exceed 60 minutes)

Player Tryouts

- a. All children ages 7-16 who wish to participate in the AA through Senior divisions of play are required to attend the league scheduled tryout. This includes children of potential managers who have applied to take a team.
- b. Players league age 8 who wish to be considered for the AAA draft must try out with the 9-year-old age group.
- c. Tryouts do not guarantee you will play within your core age division. Players will be designated to the division they qualify for based on their tryout scores by Division Directors and Player Agent(s).
- d. Any child (family) whose league age is 12 and chooses not to play in the Major division, or if the Safety Officer and Safety Committee feel there is a safety risk, must sign a waiver, which will allow the 12 year old to play in the Minor (AAA) division.

- e. All children league age 10 who participate in player tryouts are eligible for the Major division draft, unless they elect to not be eligible for the Major Division draft by filling out a written request with the Player Agent(s) , no later than the date of the Major Division draft.
- f. Tryouts will be coordinated and managed by the Player Agent(s). The Player Agent(s) will assign tryout times for the eligible candidates.
- g. All candidates must be both registered and verified prior to attending tryouts. This will include all outstanding paperwork and payment.
- h. The candidates will try out in groups, the size of which will be determined by the Player Agent(s) . These groups, regardless of size, will be organized by age group. The Player Agent(s) has the authority to re-class a child from his/her league age group to a different group based upon safety or other reasons.
- i. Managers who cannot attend a tryout must inform the Player Agent(s) prior to that date. The Player Agent(s) may either give permission to receive ratings and notes from the other managers that are attending tryouts or name a proxy for the manager.
- j. Managers are NOT allowed to name their own proxy except an assistant coach who they have partnered with, prior to the start of Tryouts, who is paired up with the Manager, may serve as the proxy for the Manager during the Tryouts.
- k. All candidates, including managers and potential coaches' children, must attend 50% of tryouts in order to be eligible for the draft. If there is any indication that a rostered manager/coach or potential manager/coach interfered in the tryout process, (i.e. telling a candidate not to come to tryout or to "throw" the tryout) disciplinary action will be taken against that manager or coach (potential or otherwise). Disciplinary action will be determined by the Board of Directors of the local league and may include being removed as manager. (In regular and postseason)
- l. Tryouts will be conducted over a one or two-day period per age which will be determined by the Player Agent(s). A rain make-up date will be determined by the Player Agent(s) in conjunction with the Major and Minor Division Directors. All Managers are required to attend each age group tryout that may affect their team roster.
 - 1. *Example: AAA Manager must attend an 8 year old age group try out to view any potential players that may be deemed fit.*
- m. If a candidate has not attended tryouts, that candidate is not eligible for the draft and will be a hat pick, no exceptions.
- n. If a manager has partnered up with an assistant coach for the season, the assistant coach may attend the tryout and assist the manager with player evaluations. The assistant coach may not attend the draft.

Selection of Players

- a. Santa Teresa Little League understands that the entire premise of the selection of players is to balance player talent so that every team and every player has an equal opportunity to experience a winning season.

- b. It is also Santa Teresa Little League's intention to promote an enhanced spirit of cooperation and camaraderie among its managers and coaches.
- c. . The Player Agent(s) is responsible for coordinating and conducting the league's player selection draft for each division pursuant to the terms contained herein.
- d. Santa Teresa Little League has selected to redraft its players every season, in the Senior through AAA Divisions as outlined in Alternate method for Plan B of the Little League Operating Manual.

Seniors Division Draft

- a. The Seniors Division consists of players league age 13-16 years old. Players who played in the Juniors Division are also available to play Seniors Division (Green book page 33).
- b. Draft order will be selected by random selection from a hat. The team with the first pick will pick first in the draft, the team with the second pick will draft second, and the team with the third pick will select third. In the second round, it goes in reverse order, 3-2-1, and continues in a 1-2-3, 3-2-1 serpentine order throughout the draft. The draft will continue until all Senior teams reach a roster size determined appropriate by the Player Agent(s) based upon the number of teams and number of players available.
- c. The draft will continue until all Intermediate teams reach a roster size determined appropriate by the Player Agent(s) based upon the number of teams and number of players available.
- d. The Player Agent(s) will conduct the Senior draft with the Senior managers in attendance along with the Upper Division Director, League President and/or Vice President(s). No other people will be allowed in the room. Once the draft begins, no manager may leave the room. Player allocation and draft order is considered confidential and should not be discussed after the close of the draft. Players are not to be contacted by the manager or any coaches until Player Agent(s) releases the rosters.
- e. Santa Teresa Little League will allow a manager to choose an assistant coach for the season. The Division Director must be notified prior to manager elections. In a draftable division the division director and managers in that division will determine the draft position of the assistant coaches player after tryouts but before the draft.

Sibling Options

- a. In the Majors Division and Up, parents may request that a sibling be drafted to the same team, however, the manager drafting the 1st sibling may decide whether or not to exercise this option. If exercising this option, the Player Agent(s) will announce the automatic draft of the other sibling by the manager on his/her next draft turn.

Replacement Players

- a. A team manager who loses a player on the roster during the current season through illness, injury, change of address or for other justifiable reasons, must notify the Player Agent(s).
- b. If a player misses three (3) consecutive practices or games, the manager of that player must, within 24 hours of the 3rd missed practice or game, contact both the player's family to determine if the player will miss any future games and notify the Player Agent(s) of this potential problem. The Player Agent(s) may choose to replace the player on that team from a waiting list, if applicable.
- c. A team manager's failure to report absences to the Player Agent(s) in above mentioned time requirements may be subject to disciplinary action.

Sons/Daughter of Managers

- a. If a manager has an eligible son or daughter the manager is required to exercise his/her draft option prior to the close of the specific draft round depending on the league age of the player as outlined below.

Draft Round	League Age
6	13
5	14
4	15
3	16

Juniors Division Draft

- a. The Juniors division consists of players league age 13-14 years old.
- b. Draft order will be selected by random selection from a hat. The team with the 1st pick will pick 1st in the draft. The team with the 2nd pick will draft 2nd, and the team with the 3rd pick will select 3rd. In the second round, it goes in reverse order, 3-2-1, and continues in a 1-2-3, 3-2-1 serpentine order throughout the draft. The draft will continue

until all Junior teams reach a roster size determined appropriate by the Player Agent(s) based upon the number of teams and number of players available.

- c. The draft will continue until all Intermediate and Juniors teams reach a roster size determined appropriate by the Player Agent(s) based upon number of teams and number of players available.
- d. The Player Agent(s) will conduct the Junior draft with the Junior managers in attendance along with the Upper Division Director, League President and/or Vice President(s).
- e. No other people will be allowed in the room. Once the draft begins, no manager may leave the room.
- f. Player allocation and draft order is considered confidential and should not be discussed after the close of the draft.
- g. Players are not to be contacted by the manager or any coaches until Player Agent(s) releases the rosters.
- h. Santa Teresa Little League will allow a manager to choose an assistant coach for the season. The Division Director must be notified prior to manager elections. In a draftable division the division director and managers in that division will determine the draft position of the assistant coaches player after tryouts but before the draft.

Sibling Options

- a. In the Majors Division and Up, parents may request that a sibling be drafted to the same team, however, the manager drafting the 1st sibling may decide whether or not to exercise this option. If exercising this option, the Player Agent(s) will announce the automatic draft of the other sibling by the manager on his/her next draft turn.

Replacement Players

- a. A team manager who loses a player on the roster during the current season through illness, injury, change of address or for other justifiable reasons, must notify the Player Agent(s).
- b. If the player misses three (3) consecutive practices or games, the manager of that player must, within 24 hours of the 3rd missed practice or game, contact both the player's family to determine if the player will miss any future games and notify the Player Agent(s) of this potential problem.
- c. The Player Agent(s) may choose to place a player on that team from a waiting list, if applicable.
- d. A team manager's failure to report absences to the Player Agent(s) in above mentioned time requirements may be subject to disciplinary action.

Sons/Daughter of Managers

- a. If a manager has an eligible son or daughter the manager is required to exercise his/her draft option prior to the close of the specific draft round depending on the league age of the player as outlined below.

Draft Round	League Age
4	13
3	14

Intermediate Division Draft

- a. The Intermediate division consists of players league age 11-13 years old.
- b. The Intermediate draft will include all registered intermediate players. Draft order will be selected by random selection from a hat. The team with the 1st pick will pick 1st in the draft; the team with the 2nd pick will draft 2nd, and the team with the 3rd pick will select 3rd. In the second round, it goes in reverse order, 3-2-1, and continues in a 1-2-3, 3-2-1 serpentine order throughout the draft.
- c. The draft will continue until all Intermediate teams reach a roster size determined appropriate by the Player Agent(s) based upon number of teams and number of players available.
- d. The Player Agent(s) will conduct the Intermediate draft with the Intermediate managers in attendance along with the Upper Division Director, League President and/or Vice President(s). No other people will be allowed in the room.
- e. Once the draft begins, no manager may leave the room.
- f. Player allocation and draft order is considered confidential and should not be discussed after the close of the draft.
- g. Players are not to be contacted by the manager or any coaches until Player Agent(s) releases the rosters.
- h. Santa Teresa Little League will allow a manager to choose an assistant coach for the season. The Division Director must be notified prior to manager elections. In a draftable division the division director and managers in that division will determine the draft position of the assistant coaches player after tryouts but before the draft.

Sibling Options

- a. In the Majors Division and Up, parents may request that a sibling be drafted to the same team, however, the manager drafting the 1st sibling may decide whether or not to exercise this option. If exercising this option, the Player Agent(s) will announce the automatic draft of the other sibling by the manager on his/her next draft turn.

Replacement Players:

- a. A team manager who loses a player on the roster during the current season through illness, injury, change of address or for other justifiable

reasons, must obtain another player through the Player Agent(s) to replace the player.

- b. If the player misses three (3) consecutive practices or games, the manager of that player must, within 24 hours of the 3rd missed practice or game, contact both the player's family to determine if the player will miss any future games and notify the Player Agent(s) of this potential problem.
- c. The Player Agent(s) may choose to place a player on that team from a waiting list, if applicable.
- d. A team manager's failure to report absences to the Player Agent(s) in above mentioned time requirements may be subject to disciplinary action.

Sons/Daughter of Managers

If a manager has an eligible son or daughter the manager is required to exercise his/her draft option prior to the close of the specific draft round depending on the league age of the player as outlined below.

Draft Round	League Age
5	11
4	12
3	13

Major Division Draft

- a. The Major division consists of players ages 10-12.
- b. The Major draft will include all returning majors players and new potential players eligible to be drafted. All returning majors players and eligible 12-year-old eligible players must be drafted into the Majors division.
- c. Draft order will be selected by random selection from a hat. The team with the 1st pick will pick 1st in the draft; the team with the 2nd pick will draft 2nd; and the team with the 3rd pick will select 3rd. In the second round, it goes in reverse order, 3-2-1, and continues in a 1-2-3, 3-2-1 serpentine order throughout the draft.

- d. The Player Agent(s), President, Vice President, Coaching Director(s), and Division Director, and Major managers will conduct the draft and are considered the Draft Committee.
- e. The Draft Committee will take into consideration that no more than eight 12 year olds are on a selected team.
- f. The Draft Committee will decide how many eligible 10 year olds can be drafted in Majors.
- g. No other people will be allowed in the room. Once the draft begins, no manager may leave the room.
- h. Player allocation and draft order is considered confidential and should not be discussed after the close of the draft.
- i. Players are not to be contacted by the manager or any coaches until Player Agent(s) releases the rosters.
- j. The draft will continue until all Major teams reach a roster size of 12.
 - i. The rest of the candidates will be eligible for the Minor (AAA) draft.
 - ii. No more than two 10 year olds will be placed on any 1 Major team.
- f. Santa Teresa Little League will allow a manager to choose an assistant coach for the season. The Division Director must be notified prior to manager elections. In a draftable division the division director and managers in that division will determine the draft position of the assistant coaches player after tryouts but before the draft.

Sibling Options

- a. In the Majors Division and Up, parents may request that a sibling be drafted to the same team, however, the manager drafting the 1st sibling may decide whether or not to exercise this option. If exercising this option, the Player Agent(s) will announce the automatic draft of the other sibling by the manager on his/her next draft turn.

Replacement Players

- a. A team manager who loses a player on the roster during the current season through illness, injury, change of address or for other justifiable reasons, must obtain another player through the Player Agent(s) to replace the player.
- b. If the player misses three (3) consecutive practices or games, the manager of that player must, within 24 hours of the 3rd missed practice or game, contact both the player's family to determine if the player will miss any future games and notify the Player Agent(s) of this potential problem.
- c. The Player Agent(s) may choose to place a player on that team from a waiting list, if applicable.
- d. A team manager's failure to report absences to the Player Agent(s) in above mentioned time requirements may be subject to disciplinary action.

Sons/Daughter of Managers

If a manager has an eligible son or daughter the manager is required to exercise his/her draft option prior to the close of the specific draft round depending on the league age of the player as outlined below.

Draft Round	League Age
6	9
5	10
4	11
3	12

Declining Majors Division Placement on a Team via Draft

- When a candidate declines Major placement (including not attending tryouts with the express intent of staying in the Minor division), that player is no longer eligible for consideration to a Major team for the rest of that season.
- In addition, the 10 year old candidate who declines placement on a Majors team without notifying the Player Agent(s) in writing prior to the draft will not be eligible for postseason play at any level (12, 11, or 10 All Star teams) including TOC.
- 11-year-old candidates who decline placement on a Majors team will not be eligible for postseason play at any level (12, 11, or 10 All Star teams) including TOC.

Minor Division (AAA) Draft

- The Minor AAA division is open to players league age 8-11 with 12 year olds eligible when the family signs a district safety waiver to play in Minor division instead of the Major division.
- No more than 2 league age 8 year olds may play per 1 AAA team.
- The draft shall take place following the Major draft at a date and time determined by the Player Agent(s).
- Draft order will be selected by random selection from a hat and will continue in a serpentine fashion (1,2,3-3,2,1) until each team reaches a roster size determined appropriate by the Player Agent(s) based upon number of teams and number of players available.
- There are no exceptions to the age alignment implemented in the Minor division.
- The Player Agent(s) will conduct the draft with the Draft Committee. The Draft Committee consists of the President, Vice President, Player

Agent(s), Coaching Director(s), and Division Director. No one else may be in the room.

- g. Once the draft begins, no manager may leave the room.
- h. Player allocation and draft order is considered confidential and should not be discussed after the close of the draft.
- i. Players are not to be contacted by the manager or any coaches until Player Agent(s) releases the rosters.
- j. After the assigned Minor division teams are filled to the limits set by the Player Agent(s) for the current season, the Player Agent(s) will declare the draft to be complete and any surplus players, including undrafted 9 year olds, shall be released to the AA Division.
- k. All players age 10-11 must be selected into the AAA division unless a safety risk exists.
- l. Santa Teresa Little League will allow a manager to choose an assistant coach for the season. The Division Director must be notified prior to manager elections. In a draftable division the division director and managers in that division will determine the draft position of the assistant coaches player after tryouts but before the draft.

Replacement Players

- a. A team manager who loses a player on the roster during the current season through illness, injury, change of address or for other justifiable reasons, must obtain another player through the Player Agent(s) to replace the player.
- b. If the player misses three (3) consecutive practices or games, the manager of that player must, within 24 hours of the 3rd missed practice or game, contact both the player's family to determine if the player will miss any future games and notify the Player Agent(s) of this potential problem.
- c. The Player Agent(s) may choose to place a player on that team from a waiting list, if applicable.
- d. A team manager's failure to report absences to the Player Agent(s) in above mentioned time requirements may be subject to disciplinary action.

Sons/Daughters of Managers

- a. If a manager has an eligible son or daughter the manager is required to exercise his/her draft option prior to the close of the specific draft round depending on the league age of the player as outlined below.

Sibling Options

- a. In the AAA Division and below parents/guardians shall have the option before tryouts to request that a brother or sister be automatically drafted to the same team.
- b. If exercising this option, the Player Agent(s) will announce the automatic draft of the other sibling by the manager on his/her next draft turn. When the option has been submitted and when the first player of the same family regardless of age level is drafted by a manager, the Player Agent(s)

will announce the automatic draft of the other sibling by the manager on his/her next draft turn in AAA and below

Draft Round	League Age
5	8-9
4	10
3	11

Minor Division (AA) Team Formation

- All players ages 7-8 will be evaluated by an independent committee determined by the Player Agent. The evaluations will be used to create balanced teams.
- All players age 7-8 should be selected into the AA division unless drafted into the AAA division, or a safety risk exists.
- Santa Teresa Little League will allow a manager to choose an assistant coach for the season. The Division Director must be notified prior to manager elections. In a draftable division the division director and managers in that division will determine the draft position of the assistant coaches player after tryouts but before the draft.

Sibling Options

- In the AAA Division and below parents/guardians shall have the option before tryouts to request that a brother or sister be automatically drafted to the same team.
- If exercising this option, the Player Agent(s) will announce the automatic draft of the other sibling by the manager on his/her next draft turn. When the option has been submitted and when the first player of the same family regardless of age level is drafted by a manager, the Player Agent(s) will announce the automatic draft of the other sibling by the manager on his/her next draft turn in AAA and below.

Single A, Pre-Tee Ball, and Tee Ball Team Formation:

- The Player Agent(s) is solely responsible for placing players onto A, Pre-Tee Ball and Tee Ball teams.
- The Player Agent(s) shall consider parent/guardian input of up to 5 friends per team and will take into consideration schools, requests and zip codes of players all in an effort to allow players to play on teams with their friends. However, the Player Agent(s) must attempt to put together teams in such a way as to make each division as well balanced as possible and may not, therefore, be able to honor all requests.
- The decision(s) of the Player Agent(s) are final.

- d. Santa Teresa Little League will allow a manager to choose an assistant coach for the season. The Division Director must be notified prior to manager elections. In a draftable division the division director and managers in that division will determine the draft position of the assistant coaches player after tryouts but before the draft.

Sibling Options

- a. In the AAA Division and below parents/guardian shall have the option before tryouts to request that a brother or sister be automatically drafted to the same team.
- b. In the Majors Division and Up, parents may request that a sibling be drafted to the same team, however, the manager drafting the 1st sibling may decide whether or not to exercise this option. If exercising this option, the Player Agent(s) will announce the automatic draft of the other sibling by the manager on his/her next draft turn. When the option has been submitted and when the first player of the same family regardless of age level is drafted by a manager, the Player Agent(s) will announce the automatic draft of the other sibling by the manager on his/her next draft turn in AAA and below.

Trades

- a. Trades are discouraged.
- b. Any trade after the draft shall be put forth to the Draft Committee for approval.
- c. There will be a 30 minute time limit for managers to discuss possible trades.
- d. The Board shall decide each situation on its own merit. If a trade is not approved, the player remains as previously assigned.
 - i. *Exception: If a new manager has been appointed (after the draft) and wants his/her son or daughter to join their team from another team. The Board of Directors does this subsequent to the draft, and subject to approval.*

Multiple Division Play

The player's family must notify the Player Agent(s) prior to the draft which division of play they wish to play in. NOTE: If the division of play only has one team the player agent will have the discretion to make changes as to which division to place the player as they best see fit.

Temporary Replacement Players

Seniors, Juniors, Intermediate, Majors

- a. If a team is unable to place nine players on defense, the manager should contact the Player Agent(s) as soon as possible in an attempt to replace the missing player with an eligible player from the "Replacement Player Pool."

Replacement Player Pool

- a. A list of age-eligible pool of players from existing regular season teams created from players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players in advance of a regular season game.
- b. The list of Pool Players will be managed and run by the league's Player Agent(s) (Regulation V section c). *See STLL Pool player document for more detail.*
- c. If after attempting to leverage the Replacement Player Pool policy a team is still unable to place nine players on defense they may forfeit the game unless that team's manager contacts the opposing team manager by 8:00 pm the night before in order to reschedule (In League Only).
- d. The Board will review all forfeitures to make the final determination whether to reschedule or declare the game a forfeit.

Majors

- a. A team manager who loses a player on the roster during the current season through illness, injury, change of address or for other justifiable reasons, must obtain another player through the Player Agent(s) to replace the player. If the player misses three (3) consecutive games, the manager of that player must, within 24 hours of the 3rd missed game, contact both the player's family to determine if the player will miss any future games and notify the Player Agent(s) of this potential problem.
- b. If the Player Agent(s) confirms with the family that the player is no longer available, that manager must add a player to the roster.
- c. If an injured player is expected to miss more than four 4 weeks, the team with an injured player may be required to call up a replacement player from the eligible players.
- d. Managers must choose replacement players from the eligible players in the AAA division. Three (3) names must be submitted to the Player Agent(s) with 24 hours of manager's notice of vacancy and all told, the replacement process must be concluded in 72 hours. If the manager fails to comply with any step in the replacement process, there will be a 1 game suspension for every one day that the deadline is missed.
- e. If after this time period a replacement player is not named, the Player Agent(s) will make player recommendations to the Board of Directors for a vote by them.
- f. The Player Agent(s) will notify the manager of the newly named player.

Minors

- a. If a team is unable to place nine players on defense it is allowable to borrow players from the opposing team in order to have 9 players on the field. However, this will not be allowed in postseason play.
- b. The opposing manager will choose the players that are borrowed by the team with less than nine.
- c. The borrowed players can only play in the outfield and will bat last in the batting order.
- d. Mandatory playing time must still be followed. If neither team can field nine players, managers should make every effort to play the game then

- have both teams provide outfielders for each other and rotate out as the replacement player gets up to bat for their respective team.
- e. All regular season games are considered exhibitions so this does not affect any "standings".

General Ground Rules at Santa Teresa Little League

Safety

- a. All male players should wear an approved athletic cup and supporter during all games.
- b. Catchers must wear a hard cup.
- c. If, in the umpire's judgment, a player is not properly equipped, that player shall be removed from the current game and the issue must be addressed by the manager so it does not occur in future games.
- d. There will be no on-deck batters in Minors through Majors Divisions. There is an on deck batter for Intermediate, Juniors, and Seniors Divisions.

Scorekeeping

- a. Seniors, Juniors, Intermediate, Majors and AAA: Home teams must keep the official scorebook using the league provided app.
- b. Scorekeepers cannot "coach" from the scorekeeper's box.
- c. At the conclusion of the game, signatures are to be obtained from both the managers on the pitching affidavit.

Live Streaming/Photography of Games

- a. Parents/fans are allowed to live stream games with their own equipment.
- b. Those who wish to live stream games should be aware that conversations may be picked up by live streaming equipment.
- c. Streamers should be conscious of how conversations may be interpreted by others. Streamers have the option to turn off their audio, should they choose to do so.
- d. Those who wish to stream/photograph games must follow the rules below:
 - i. Only one camera per team may be affixed to the backstop at or near the scoring table.
 - ii. Cameras must be set up prior to the mound meeting.

- iii. No maintenance of cameras or equipment affixed to the backstop can be done until the game is over.
- iv. All cameras must remain on the outside of the field of play/fence, whether they are mounted to fencing, on a tripod, handheld, or otherwise used.
- v. At no time is a streamer/photographer allowed on the field of play.

Field Prep

- a. It is the responsibility of both teams to complete preparation of the field for play (at least 30 minutes prior to the scheduled start of the game.)
 - i. Preparing the field includes setting out the trash cans from the snack shack or shed, watering the infield dirt, chalking the foul lines, batter's box and base coach boxes, filling in holes around home plate, the pitching mound, bullpen and any other location that is uneven.
- b. The last teams of the day are responsible for taking all trash to the dumpster, replacing the trash bags, dragging the field, raking the mound, base paths and home plate.
- c. If there is a portable outfield fence available, both the home and visiting teams have the responsibility to put it up/take it down.
- d. Each team is responsible for cleaning out their dugout after every game.
- e. Gates to fields and sheds and porta potties are to be locked after the last game of the day.
- f. Field tarps need to be removed and stored out of play and returned to the mound and home plate after the last game of the day.

Infield/Outfield Warm Ups

- a. All Levels: The teams will be given the option of at least 10 minutes of infield practice prior to the start of the game, unless field preparation is not completed on time.
- b. The away team gets infield practice for the first 10 minutes of warm-ups and the home team gets the last 10 minutes.
- c. Teams may forfeit their infield practice if field preparation is not completed on time.

Snack Shack

- a. Each Senior, Junior, Intermediate, Majors and AAA home team is required to provide two (2) parents to work in the snack shack.
- b. Home teams for AA and below are required to provide one (1) parent to work in the snack shack.
- c. In the event that the team does not provide a parent, the manager will be notified and asked to cover that requirement.

Assistant Coaches

- a. 1st and 3rd base coaches will be outside the dugout while the game is being played.
- b. One coach must be in the dugout at all times with the players.
- c. In AAA, Majors, Intermediate, Juniors, and Seniors only two (2) coaches and a manager are allowed on the field and in the dugout.
 - 1. If necessary, a player may serve as a base coach in order to keep an adult coach in the dugout at all times.
 - 2. Such players MUST wear a helmet while serving as base coach.
- d. In AA, A, Tball and PreT only (3) coaches and a manager are allowed on the field and in the dugout.
- e. Coaches cannot coach outside of the field~ i.e. from the stands or behind the fencing. Except for AA and down. AA only at the start of the season.
- f. No additional persons may be on the field or in the dugout area. The penalty for this offense is the manager may serve a one (1) game suspension which will be the next scheduled game.

Team Managers and Coach Responsibilities

- a. Dress Code: Managers and coaches MUST wear an official league provided shirt and provided hat during games.
- a. At least two adults with approved volunteer applications are required to remain at the field after a practice or a game until all players are picked up.
- b. All managers and coaches are bound by the League's Code of Conduct.
- c. The league will not tolerate any conduct unbecoming to the league, such as the use of negative comments, profanity, striking, verbal or physical threats towards any teams players, coaches, parents, volunteers, members, and umpires.
 - 1. Violators of this rule will be subject to disciplinary action by the League's Board of Directors.
- d. Alcohol and smoking are strictly prohibited on any field where Santa Teresa has a permit to play.
 - 1. If a violation to this policy occurs, the manager will serve a one (1) game suspension.

2. If it is a parent or spectator, they will be asked to leave the field. Oak Grove School District has a zero tolerance policy for alcohol and other drugs, including tobacco.
- e. All Managers & Assistant Coaches must complete the USA Baseball Abuse Awareness for Adults Training and submit a certificate of completion.
- f. All Managers & Assistant Coaches must complete the CDC Heads-UP Concussion Training and submit a certificate of completion.
- g. Notify the Division Director and/or Coaching Director of any issues involving parents, managers, coaches or umpires.
- h. Do not engage in player vs. parent games at any time. This is a direct violation of Little League insurance regulations.

Umpire Duties

- a. All managers and coaches will each be required to umpire games in either the Major or Minor division during the season.
- b. NO manager or coach may umpire their own game in Majors and above or for Minor Tournament Play.
- c. Scheduling of umpires for games will be set by the Umpire-In-Chief. All managers and coaches will receive umpire training at the start of the season of which attendance is mandatory.
- d. Umpire training and pre-season games shall be scheduled on non-conflicting dates.

Player Disciplinary Policy

- a. If a player has failed to show up for 3 consecutive events, the manager may bench the player for an entire game if the manager has contacted and received approval from the Player Agent(s) before the game of their intention.
 - i. The manager shall list the player on the game roster and inform the umpires and the opposing manager that the player is benched.
- b. If a player is a disciplinary concern for something other than missing practice, the manager shall use other disciplinary means to correct the situation. If this fails to correct the situation, then the manager must contact the Player Agent(s), who will issue the player a first warning. If the situation continues, the manager must report again to the Player Agent(s), who will arrange for the player and his/her family to meet with the Player Agent(s).
- c. If the player creates a disciplinary concern during a game, the manager may bench the player for the remainder of the game. The manager must report the situation to the umpires and the opposing manager immediately and notify the Player Agent(s) immediately after the game.

- d. All disciplinary issues will be recorded in writing and brought to the attention of the Board of Directors by the Player Agent(s).
- e. In the event of a situation not covered in this document, the manager will refer to the Little League rule book.

Mandatory Minimum Playing Time

Majors, Intermediate, Juniors & Seniors

- a. Each player must play nine (9) defensive outs and have one (1) at bat. Starting players are not required to fulfill the nine (9) defensive outs consecutively.
- b. Substituting players must fulfill the nine (9) outs consecutively. The starting player and substitute player are married.
- c. There is a penalty for a nine (9) defensive outs and one (1) at bat violation regardless of the reason the prior game ended, per Little League rules with the exception of the game being called due to darkness or the mercy rule.
- d. For any violation, the player will start the following game.
- e. If the player did not complete one (1) at bat in the previous game, they must complete two (2) at bats in the next game.
- f. The player(s) involved shall start the next scheduled game, play any previous requirement not completed for Section (i) and the requirement for this game before being removed.
- g. In the event there is a game between STLL and a non-STLL opponent there is potential for the two leagues to have different MPT. STLL's requirement is that the MPT shall be the same for both teams. (Prior to the start of the game, the 2 managers will meet and make a decision together to agree on MPT. Six (6) defensive outs and one (1) at-bat, or nine (9) defensive outs and one (1) at-bat).
- h. Any manager circumventing the minimum playing time rules is subject to discipline up to and including removal from the coaching staff.
(Regulation IV (i) of Green Book)

Penalty

The manager found in violation will receive:

- 1.) First offense- Written warning
- 2.) Second offense- Suspension for next scheduled game
- 3.) Third offense- Suspension for remainder of season

Supplemental Rules

Srs, Jrs, and Intermediate Divisions

See Green book for all playing rules

- a. In the event of a formal protest, the manager makes the protest to the umpire.
 - i. The umpire makes the home scorekeeper aware that there is a protest.
 - ii. The scorekeeper makes a note of the exact time of the protest, what the protest is, the inning, score at time of protest, runners on base, the player at bat and how many balls and strikes.
 - iii. The game then proceeds. If there is a protest form available, it should also be used.
 - iv. The protest will be forwarded to the protest committee and a decision will be made from there. All interested parties will be notified of the outcome of the protest.

Major Division

Continuous Batting Order

- a. All players will bat consecutively through the order presented to the umpires and opposing team at the start of the game.

Forfeit

- a. If a team is unable to place nine players on defense, it may forfeit the game unless that team's manager contacts the opposing team manager by 8:00 pm the night before in order to reschedule.
- b. The Board will review all forfeitures to make the final determination whether to reschedule or declare the game a forfeit.

Protest

- a. In the event of a formal protest, the manager makes the protest to the umpire.
- b. The umpire makes the home scorekeeper aware that there is a protest.
- c. The scorekeeper makes a note of the exact time of the protest, what the protest is, the inning, score at time of protest, runners on base, the player at bat and how many balls and strikes.
- d. The game then proceeds.
- e. If there is a protest form available, it should also be used.
- f. The protest will be forwarded to the protest committee by the manager(s) and a decision will be made from there.
- g. All interested parties will be notified of the outcome of the protest.

Make Up Games

- a. Games that were not played or completed due to darkness, rain, special circumstances etc. will need to be rescheduled and played on the next available date.

- b. Ties or unplayed games will result in a loss for both teams so both teams are encouraged to schedule and make up or complete these games on next available (Monday -Saturday) in which both teams do not have games scheduled.
- c. It will be the responsibility of the Division Director to schedule the make-up dates.

Declaring a Champion

- a. The Major division teams' season-long records will determine the seeding for a season-end tournament.
- b. The tournament schedule/format will be decided by the Player Agent(s), President, Vice President, and Division Director, based on the number of teams.
- c. The winner of the tournament will represent the League in the District Tournament of Champions tournament.
 - i. Tie-breaking procedure
 - 1. In the event teams are tied in W-L for the season, the following tiebreaker will be used. 1) Head-to-head against STLL teams; 2) Fewest runs allowed in all games in question; 3) Run differential in all games in question; 4) Runs scored.

Slugfest

- a. The Majors team with the best overall regular season (winning percentage) will be allowed to represent Santa Teresa LL in the annual Slugfest tournament.
- b. If a second team is allowed to enter Slugfest, the team with the 2nd best record will also be allowed to represent Santa Teresa LL. If that team does not wish to participate, the team with the next best record will have the opportunity, followed by the team with the next best record.
- c. If the District allows substitute players, the first place team will select players first to complete their roster. The second place team will choose their substitute players after the first place team is complete.

Minor (AAA) Division

Mandatory Minimum Playing Time

- a. All players in the AAA division should play a minimum of three (3) innings in a five (5) inning game, and four (4) innings in a six (6) inning game.
- b. Players will not sit on the bench in consecutive innings.
- c. Managers are encouraged to rotate players defensively (giving players chances to play infield).
- d. Managers who fail to comply with playing time rules may be subject to discipline by the league's Board of Directors.

Continuous Batting Order

- a. All players will bat consecutively through the order presented to the umpires and opposing team at the start of the game.

5 RunRule/10 Run Mercy Rule

- a. There is a five (5) run limit in effect all season including the end of season tournament.
 - 1. However, if a home run is hit by a batter all runs will count including any runners on base.
 - 2. This must be an "over the fence" home run.
- b. If there is a ten (10) run differential after the 4th inning the game will be stopped after the 4th inning.

Post Season

- a. The Minor (AAA) division will have a tournament at the end of the season.
- b. The tournament schedule/format will be decided by the Player Agent(s), President, Vice President, and Division Director, based on the number of teams.

AA Division

Mandatory Minimum Playing Time

- a. All players in the AA division should play a minimum of three (3) innings in a five (5) inning game, and four (4) innings in a six (6) inning game.
- b. Players will not sit on the bench in consecutive innings.
- c. Managers are encouraged to rotate players defensively (giving every player at least 1 inning to play infield).
- d. Managers who fail to comply with playing time rules may be subject to discipline by the league's Board of Directors.

Defense

- a. Teams will field four (4) outfielders. (unless there are less than ten (10) players in attendance, at which time three (3) outfielders will be permitted)

Pitching

- a. The AA division is primarily a player pitch division. (supplemented w/Coach Pitch)

Continuous Batting Order

- a. All players will bat consecutively through the order presented to the umpires and/or opposing team at the start of the game.

3 Run Rule/10 Run Mercy Rule

- a. There is a three (3) run limit in effect all season including the end of season tournament. If there is a ten (10) run differential after the 5th inning the game will be stopped after the 4th inning.

Post Season

- a. The Minor (AA) division will have a tournament at the end of the season.
- b. The tournament schedule/format will be decided by the President, Player Agent(s), Vice President, and Division Director based on the number of teams.

A Division

Mandatory Minimum Playing Time

- a. All players in the A division should play a minimum of three (3) innings in a five (5) inning game, and four (4) innings in a six (6)inning game.
- b. Players will not sit on the bench in consecutive innings.
- c. Managers are encouraged to rotate players defensively (giving every player at least one (1) inning to play infield).
- d. Managers who fail to comply with playing time rules may be subject to discipline by the league's Board of Directors.

Defense

- a. Teams will field four (4) outfielders. (unless there are less than ten (10) players in attendance, at which time three (3) outfielders will be permitted).
- b. All Single A teams will field a player at the catching position when on defense during games

Pitching

- a. The A division is a 100% coach pitch division

Continuous Batting Order

- a. All players will bat consecutively through the order presented to the umpires and/or opposing team at the start of the game.

3 Run Rule

- a. There is a three (3) run limit in effect all season.

Post Season

- a. In the A-division there is no post season play

Tee Ball Division

Overview

The T-Ball division is an instructional level of Santa Teresa Little League. Its intent is to provide organized fun where games and practices are geared towards building teamwork, sportsmanship, hand-eye coordination and a basic understanding of the game. The play in this division is the fundamentals of the game and everybody wins. The manager's responsibility is to teach the

fundamentals of the game and to provide a positive experience that will encourage the child to continue playing Little League.

Defence

- a. All players on the roster will be given a defensive position. These do not have to be traditional baseball positions but should be spread out across the baseball field.
- b. It is encouraged that coaches rotate the players' defensive positions from inning to inning, and even within the inning.

Coaching on the Field

- a. Managers and coaches need to be in the field teaching and instructing the players on the proper technique and correct baseball play during the game.
- b. There will be at least one (1) coach in the outfield and at least one (1) on the infield. (It is encouraged that there be as many coaches/parent volunteers as possible to assist with keeping the players engaged)
- c. Only Players and approved volunteer Coaches/Parents will be allowed in the dugout.
- d. There must be at least one (1) coach in the dugout if there are any players in the dugout.

Coach Pitch

- a. Coach pitch will begin after completing the first half of the regular season with four (4) pitches to the batters.
- b. If the batter does not make contact, then the batter will move to a tee until their turn is complete.

Game Play

- a. Base runners must stay in contact with the base until the ball is hit.
- b. A half-inning is completed when all players on the roster have batted one time.
- c. No outs. The defense should attempt to make the out, but the runner will stay on the base and not return to the dugout regardless of the outcome of the play.

Everybody wins!

Batting

- a. Batters hit off a tee.
- b. Once everyone on the roster has batted their turn the teams will switch sides (from offense to defense, and defense to offense.)
- c. Home run hitter. The last batter of the half-innings runs all the way around the bases.
- d. Thrown Bats and subsequent penalty.
 - i. 1st time, a child will be warned
 - ii. 2nd time, the child will be warned and the manager will explain to them the dangers of throwing the bat.

- iii. Every other subsequent At Bat where the batter has thrown the bat they will be susceptible to being placed on the bench for the remainder of their At Bats. (at the discretion of the manager)
- e. There are no on deck batters and warming up batters behind the dugout is not permitted.
- f. Only the batter may have a bat in their hand. All other bats should be idle.

Umpires

- a. Since every batter is allowed to remain on the base, outs are not tracked nor called.

Scorekeeping

- a. Game scores and win/loss records are not kept.

Post Season

- a. In the Tee Ball division there is no post season play

Parents

- a. Managers need to communicate to the parents that the goal of Tee ball is to teach and expose the kids the game of baseball. Winning is not emphasized at this level.

Pre-Tee Ball Division

Overview

The pre-tee ball division will only consist of players League age 4. The Pre-Tee Ball division is an introduction to baseball at Santa Teresa Little League. Its intent is to provide organized fun where events are geared towards building teamwork, sportsmanship, hand-eye coordination and a basic understanding of the game. The manager's responsibility is to teach the fundamentals of the game and to provide a positive experience that will encourage the child to continue playing Little League.

Scrimmage/Game Play

Defense

- a. All players on the roster will be given a defensive position. These do not have to be traditional baseball positions but should be spread out across the baseball field.
- b. It is encouraged that coaches rotate the players' defensive positions from game to game and within the inning.

Coaching on the Field

- a. Managers and coaches need to be in the field teaching and instructing the players on the proper technique and correct baseball play during the game.
- b. There will be at least one (1) coach in the outfield and at least one (1) on the infield. (It is encouraged that there be as many coaches/parent volunteers as possible to assist with keeping the players engaged)
- c. Only Players and approved volunteer Coaches/Parents will be allowed in the dugout.
- d. There must be at least one (1) coach in the dugout if there are any players in the dugout. Base runners must stay in contact with the base until the ball is hit.
- e. A game is not complete unless all players on the roster have batted once.
- f. No outs. The defense should attempt to make the out, but the runner will stay on the base and not return to the dugout regardless of the outcome of the play.

Everybody wins!

Batting

- a. Batters hit off a tee.
- b. Once everyone on the roster has batted their turn the teams will switch sides (from offense to defense, and defense to offense.)
- c. Home run hitter. The last batter of the half-innings runs all the way around the bases.
- d. Thrown Bats and subsequent penalty:
 1. 1st time, a child will be warned
 2. 2nd time, the child will be warned and the manager will explain to them the dangers of throwing the bat.
 3. Every other subsequent At Bat where the batter has thrown the bat they will be susceptible to being placed on the bench for the remainder of their At Bats. (at the discretion of the manager)
 4. There are no on deck batters and warming up batters behind the dugout is not permitted.
 5. Only the batter may have a bat in their hand. All other bats should be idle.

Umpires

- a. Because every batter is allowed to remain on the base, outs are not tracked nor called.

Scorekeeping

- a. Game scores and win/loss records are not kept.

Post Season

- a. In the Pre-Tee Ball division there is no post season play.

Parents

- a. Managers need to communicate to the parents that the goal of Tee ball is to teach and expose the kids the game of baseball. Winning is not emphasized at this level.

All Stars

All Star Eligibility

Players must meet the following criteria to be eligible for Tournament Play:

- a. Furnish original birth certificate
- b. Met and proved residency and school attendance player eligibility requirements
- c. Regular season spring registration paid in full, OR payment plan fulfilled by the time of the ballot creation OR financial aid program approved and in good standing.
- d. Participated in 60 percent of the regular season games by the start of Tournament Play
- e. Commit to the additional practices and games.
- f. Having already played on a previous year's Postseason team does not guarantee you a spot on another year's Postseason team.
- g. Families/Guardians of players on Postseason teams are REQUIRED to cover Host Tournament Game Assignments.
- h. Players' families/guardians are responsible to pay a Postseason fee which will help cover expenses including but not limited to uniforms, field materials, baseballs, etc. These fees DO NOT cover the full cost of postseason play for each player.

All Star Selection - Upper Division

Selection of Seniors, Juniors and Intermediate All Star Players

- a. The Board will determine if the league will participate in Postseason play at each division.
- b. If approved, the Seniors, Juniors and Intermediate All Star teams shall consist of 12 to 14 players, selected from the eligible players within their division as appointed by the All Star committee.
- c. The All Star Committee will be comprised of:
 - i. Seniors: Seniors manager(s), President, Vice President, Division Director and Player Agent(s) .
 - ii. Juniors: Juniors managers, President, Vice President, Division Director and Player Agent(s) .
 - iii. Intermediate: Intermediate managers, President, Vice President, Division Director and Player Agent(s).
- d. No substitutions or alternates for the above named committee members shall be allowed.

- e. In the last two weeks of the regular season, the Player Agent(s) shall conduct an election amongst the Seniors, Juniors and Intermediate division players, rostered coaches and managers, allowing them to select five (5) players to the All Star Team.
- f. The Player Agent(s) will provide each Seniors, Juniors, and Intermediate division player, coach and manager a ballot containing the names of all players eligible for the All Star Team.
- g. The players, coaches and managers shall vote for a maximum of five (5) players, selecting no more than two (2) players from any one team.
- h. These ballots will be tallied by the All Star Counting Committee is made up of a combination of Player Agent(s), President, Vice President, and Secretary where 3 of the above will count the ballots.
- i. Player Agent(s) and another designated representative with each vote for a nominated player by a player counted as one (1) vote and each vote for a nominated player by a coach or manager counted as two (2) votes.
- j. The Player Agent(s) and representative may disqualify ballots marked with more than five (5) players or more than two (2) selected from any one team.
- k. The five (5) players with the most votes as selected by their peers, managers and coaches are automatically selected to the All Star team. The remaining players will be selected by the All Star Committee.
- l. In the event of a tie in the fifth (5th) spot, those names will be submitted to the All Star Committee to break the tie.
- m. After the team roster has been formed, the selected All Star Manager will work with the Player Agent(s) to identify eligible alternate players, who may be eligible to join the team should a circumstance occur where a rostered player is removed from the team.
- n. In the event a player or players named to the team cannot play or cannot at some point continue to play, the All Star Manager will choose a replacement from the alternate pool, and notify the Player Agent(s) that a change to the roster needs to be made.
- o. Each Intermediate, Juniors and Seniors division team shall be represented by at least one player named to the All Star Team. If there is only one (1) regular season team in Seniors, Juniors or Intermediate all players on the team will be included on the All-Star team, up to 14 players. If the team has more than 14 players the All Star Committee will select the 14 players.
- p. Managers will not contact any All Star player until after the League makes an official announcement of the team members.
- q. No player may be contacted regarding the All Star team prior to the date prescribed by Little League Inc.

All Star Selection - Major Division

- a. The Board will determine if the league will participate in Postseason play at each division.

- b. If approved, the Major All Star team shall consist of twelve (12) to fourteen (14) players, selected from the eligible Majors players.
- c. It is the desire of Santa Teresa Little League to field the strongest possible All-Star Majors team as possible.
- d. In the last two weeks of the regular season, the Player Agent(s) shall conduct an election amongst the Major division players, rostered coaches and managers, allowing them to select five (5) players to the All Star Team.
- e. The Player Agent(s) will provide each Major division player, coach and manager a ballot containing the names of all players eligible for the All Star team.
- f. The players, coaches and managers shall vote for a maximum of five (5) players, selecting no more than two (2) players from any one team.
- g. These ballots will be tallied by the All Star Counting Committee made up of a combination of Player Agent(s), President, Vice President, and Secretary where 3 of the above will count the ballots.
- h. Each vote for a nominated player by a player counted as one (1) vote and each vote for a nominated player by a coach or manager counted as two (2) votes.
- i. The Player Agent(s) and representative may disqualify ballots marked with more than five (5) players or more than two (2) selected from any one team.
- j. The five (5) players with the most votes as selected by their peers, managers and coaches are automatically selected to the All Star team.
- k. The remaining players will be selected by the All Star Committee. The All Star Committee will be composed of the Majors managers, President, Vice President, Division Director and Player Agent(s).
- l. In the event of a tie in the fifth (5th) spot, those names will be submitted to the selection committee to break the tie.
- m. After the team roster has been formed, the selected All Star Manager will work with the Player Agent(s) to identify eligible alternate players, who may be eligible to join the team should a circumstance occur where a rostered player is removed from the team.
- n. In the event a player or players named to the team cannot play or cannot at some point continue to play, the All Star Manager will choose a replacement from the alternate pool, and notify the Player Agent(s) that a change to the roster needs to be made.
- o. Each Major division team shall be represented by at least one player named to the All Star Team.
- p. Managers will not contact any All-Star player until after the League makes an official announcement of the team members.
- q. No player may be contacted regarding the All Star team prior to the date prescribed by Little League Inc.

All Star Selection - 11 Year Old Division

- a. The Board will determine if the league will participate in postseason play at each division.
- b. If approved, the 11 year old All Star team shall consist of twelve (12) to fourteen (14) players, selected from eligible 11, 10, and 9 year old Major players as appointed by the All Star Committee.
- c. The committee will consist of the Major division managers, Player Agent(s), President, Vice President, and Division Director.
- d. No substitutions or alternates for the above-named committee members shall be allowed. The Committee will be chaired by the Player Agent(s)
- e. In the last two weeks of the regular season, the Player Agent(s) shall conduct an election amongst the Major division players, rostered coaches and managers, allowing them to select five (5) players to the 11 year old All Star Team.
- f. The Player Agent(s) will provide each Major division player, coach and manager a ballot containing the names of all players eligible for the 11's All Star team.
- g. The players, coaches and managers shall vote for a maximum of five (5) players, selecting no more than two (2) players from any one team.
- h. These ballots will be tallied by the All Star Counting Committee made up of a combination of Player Agent(s), President, Vice President, and Secretary where 3 of the above will count the ballots.
- i. Each vote for a nominated player by a player counted as one (1) vote and each vote for a nominated player by a coach or manager counted as two (2) votes.
- j. The Player Agent(s) and representative may disqualify ballots marked with more than five (5) players or more than two (2) selected from any one team.
- k. The five (5) players with the most votes as selected by their peers, managers and coaches are automatically selected to the 11's All Star team. The remaining players will be selected by the All Star Committee.
- l. In the event of a tie in the fifth (5th) spot, those names will be submitted to the selection committee to break the tie.
- m. After the team roster has been formed, the selected All Star Manager will work with the Player Agent(s) to identify eligible alternate players, who may be eligible to join the team should a circumstance occur where a rostered player is removed from the team.
- n. In the event a player or players named to the team cannot play or cannot at some point continue to play, the All Star manager will choose a replacement from the alternate pool, and notify the Player Agent(s) that a change to the roster needs to be made.
- o. Each Major division team shall be represented by at least one player named to the All Star team.
- p. Managers will not contact any All-Star player until after the League makes an official announcement of the team members.
- q. No player may be contacted regarding the All Star team prior to the date prescribed by Little League Inc.

- r. The All Star manager will decide how to handle vacation absences. In some instances the manager may not accept players on an All-Star team due to a lengthy vacation absence.
- s. In the event that two teams are selected, team A will be created prior to team B.

All Star Selection - 10 Year Old Team

- a. The Board will determine if the league will participate in postseason play at each division.
- b. If approved, the selection of All Star players shall be made by the All Star Committee.
- c. The 10 year old All Star team shall consist of twelve (12) to fourteen (14) players, selected from Majors 10 and 9 year olds and AAA eligible players aged 10, 9, and 8 years old as appointed by the All Star Committee.
- d. The committee will consist of the AAA division managers, Player Agent(s), President, Vice President, and Division Director.
- e. No substitutions or alternates for the above named committee members shall be allowed.
- f. The Committee will be chaired by the Player Agent(s).
- g. Majors managers, that had a 10 yr old or 9 yr playing on their team, will attend the 10 year old All Star Selection meeting and make a recommendation for which all star team the 10 year olds should be placed on (A or B).
- h. The AAA managers will vote for which team they are ultimately placed on (A or B).
- i. After the team roster has been formed, the selected All Star Manager will work with the Player Agent(s) to identify eligible alternate players, who may be eligible to join the team should a circumstance occur where a rostered player is removed from the team.
- j. In the event a player or players named to the team cannot play or cannot at some point continue to play, the All Star manager will choose a replacement from the alternate pool, and notify the player agent that a change to the roster needs to be made.
- k. Managers will not contact any All Star player until after the League makes an official announcement of the team members.
- l. No player may be contacted regarding the All Star team prior to the date prescribed by Little League Inc.
- m. The All Star manager will decide how to handle vacation absences. In some instances the manager may not accept players on an All Star team due to a lengthy vacation absence.
- n. In the event that two (2) teams are selected, team A will be created prior to team B.

Jamboree Committee Selection

- a. The Board will determine if the league will participate in postseason play at each division.
- b. If approved, the Jamboree Team(s) shall consist of twelve (12) to fourteen (14) players, selected from AAA Division eligible players ages 9 and 8 years old, as appointed by the All Star Selection Committee.
- c. The committee will consist of the AAA Division Managers Division Director, the Player Agent(s) President, and Vice President(s).
- d. No substitutions or alternates for the above-named committee members shall be allowed.
- e. The Committee will be chaired by the Player Agent(s).
- f. The process by which the alternates will be selected will be determined by the All Star Committee.
- g. Managers will not contact any All Star player until after the League makes an official announcement of the team members.
- h. No player may be contacted regarding the All Star team prior to the date prescribed by Little League Inc.
- i. The All Star manager will decide how to handle vacation absences. In some instances the manager may not accept players on an All Star team due to a lengthy vacation absence.
- j. In the event that there is more than one team the player talent will be evenly distributed.
- k. Only players ages 8 and 9 who played in the AAA division during the Spring season may be selected to play on a Jamboree team.

8U Tournament Team Super 8's Team Selection

- a. The Board will determine if the league will participate in postseason play at each division.
- b. If approved, the Super 8's, shall consist of twelve players with a maximum of 6 alternates, selected from AA and AAA eligible players ages 7 and 8 years old, as appointed by the Selection Committee.
- c. The committee will consist of the AA and AAA Division managers, the Player Agent(s), President, Vice President and Division Director. No substitutions or alternates for the above-named committee members shall be allowed.
- d. The Committee will be chaired by the Player Agent(s).
- e. The process by which the alternates will be selected will be determined by the Super 8's Committee.
- f. Managers will not contact any Super 8's players until after the League makes an official announcement of the team members.
- g. No player may be contacted regarding the Super 8S team prior to the date prescribed by Little League Inc.
- h. The Super 8's manager will decide how to handle vacation absences. In some instances the manager may not accept players on the Super 8's team due to a lengthy vacation absence.
- i. In the event that there is more than one team the Super 8's selection committee will decide how to split the player talent.

- j. Super 8's and 9U Jamboree are not All Star teams thus will have different Summer Season uniforms that will vary slightly from the All Star uniforms and will not have players names on the back.

Selection of All Star Managers and Coaches

- a. All Star Managers will be nominated by the President and approved by the Executive Committee and Division Director.
- b. After the All Star teams have been created, the President will announce each All Star team manager.
- c. The selected All Star managers will select the coaches for the All Star team they will manage, subject to the disciplinary provision above, and subject to Executive Committee approval.
- d. Coaches must be rostered Managers or Coaches from the Spring season from the division they will be coaching in All Stars.

Santa Teresa Little League Receipt of Bylaw Information

I _____, have read and received a copy of the Santa Teresa Little League Bylaw information.

I have read any and all sections that pertain to the League and the Division where I manage or coach and understand all of the rules, protocol and disciplinary action that STLL subscribes to.

Signature of Manager/Coach

Division

Date

Signature of Division Director

Date