



## Player Pool Policy & Procedures

The Alpine Little League Player Agent will operate a Player Pool program to help prevent games from needing to be rescheduled or forfeited due to periodic low player availability. The Player Pool program also provides an exciting opportunity for younger players to “play-up” and experience a higher division of play. This serves to help develop our players and get them excited for what lies ahead. The Player Pool program pertains to call-ups for the Majors Division, PCL Division and Minors Division Teams.

The rules/procedures of the Pool Player program are as follows. Failure to follow these rules will result in a forfeiture of the game in question.

### **Alpine LL Pool Player:**

1. The Player Agent will create the Player Pool. Initially the Player Pool will consist of players drafted in the first or second round of the draft for their division. Managers will have the opportunity to suggest other players to the Player Agent as the season gets underway and players present as being a good fit for the program.
2. The Player Agent will create and run the pool and create 3 lists: the Majors Player Pool, the PCL Player Pool and the Minors Player Pool. The Player Agent has discretion to make sure players in one of the pools are skill capable (meaning it is not a safety issue) and age eligible to play up a division. The Player Agent can exclude players from either Player Pool if he/she determines they are not skill capable or age eligible.
  - a. Majors Player Pool players must be PCL players league age 10, 11 or 12
  - b. PCL Player Pool players must be Minors players league age 9, 10 or 11
  - c. Minors Player Pool players must be Machine Pitch players league age 8, 9 or 10
3. When a temporary call-up is needed, the Player Agent will contact players (i) whose current games do not conflict with the game date and time of the calling-up team, and (ii) who are next in the Player Pool queue. The queue shall initially be in draft order, and once through that order, the Player Pool prospects who have not yet been called-up shall have priority over Pool Players recently called up. Once a Pool Player has experienced a call-up opportunity, he/she will be moved to the bottom of the list. Assuming the player pools are of sufficient depth, all efforts should be taken by the Player Agent and involved managers to avoid a player missing his regular season team's games for a call-up opportunity.
4. Only Alpine LL's Player Agent, the League President or VP (if the Player Agent is unavailable) are authorized to access the list and contact Pool Players. Managers/Coaches are expressly prohibited

from contacting Pool Players until one has been secured for their team. Alpine LL Managers/Coaches will not have the right to randomly pick and choose players.

### **Procedures to Request a Temporary Pool Player:**

1. A Manager may request from the Player Agent pool player(s) for a game when he/she has reason to believe that he/she will be down to 10 or fewer regular rostered players available to play for a game.

For the Spring 2024 season, Majors teams have agreed to do their best to always be within one player available to play as their opponent. For example, if one team has 11 players available to play and the other team only has 9, the team with 9 will need to request a pool player to get to a minimum of 10 players. During the regular season only, competing Managers can agree to waive this requirement to be within 1 player of each other but must still have a minimum of 9 players to avoid a forfeit.

2. During the regular season, pursuant to Bylaws Section 9.2.1 (Majors), Section 10.2.1 (PCL) and Section 11.2.1 (Minors), if a team has fewer than 9 available players for a game, they must forfeit the game. Therefore, it is highly recommended that managers obtain Pool Players.
3. It is strongly preferred that *as much advanced notification as possible* is given to the Player Agent to ensure a Pool Player is secured. At a minimum, notice should be given to the Player Agent **24 hours before the game is scheduled to be played**. If 24 hours notice is provided, it is very likely a Pool Player can be secured. If less than 24 hours notice is provided, the Player Agent will try their best, but cannot guarantee a Pool Player can be secured. It is the Manager's responsibility to track player availability for games.
4. Any team that finds out less than 24 hours prior to game time that they do not have the minimum of 9 players required to play (up to 30 minutes prior to game start), should notify the Player Agent immediately to try and produce a Pool Player. If one is not found, the game will result in a forfeit and for the benefit of those that arrived; an unofficial game will be played amongst the remaining players. Any pitches thrown in the unofficial game still count towards pitch count limits in order to protect arms. Therefore, it is a great opportunity to let other kids have an opportunity to pitch!
5. Starting a game with 9 players and ending with 8 is okay. You must forfeit if you only have 8 to start.
6. Once a manager has requested a Pool Player, and the Player Agent has confirmed a Pool Player, and introduced the Pool Player's parent(s) to the calling-up manager, the Pool Player must not be uninvited. Pool Players are not a disposable insurance policy for any Majors, PCL or Minors team. The manager with potential roster shortages must make the decision whether/when and how many Pool Players to request, and once the Player Agent has delivered the requested Pool Player(s), the calling-up manager is committed to playing the Pool Player(s) per the rules below.

### **In Game Rules for Pool Players:**

1. It is paramount that Managers/Coaches and the team hosting a Pool Player provide a welcoming and friendly game atmosphere for any Pool Player playing-up for their team. These players may be nervous and excited and it is up to the host Manager/Coaches and the entire team to make sure they feel comfortable and encouraged playing for the team.
2. Pool Players will dress in his\her own team uniform.

3. The opposing Manager, Umpires, and the Scorekeepers must be notified that a Pool Player is being used.
4. Pool Players must meet the Mandatory Play requirements for that specific division in which they have been called up to play, are placed at the bottom of the batting line-up, and be substituted in accordance with that Division's rules for substitutions.
5. Pool Players are NOT allowed to pitch or catch.
6. If a rostered player arrives late or is at the game unexpectedly making the Pool Player unneeded, both the player on the team roster and the pool player(s) will still play for that team and playing time rules still apply.
7. Pool Players cannot be used if a player is ejected or injured during a game. Pool Players must be in the lineup/batting order from the start of the game.
8. Within 24 hours of the end of the game, the calling-up manager shall report to the Player Agent (via email, text or phone call) how the experience with the Pool Player went. The Player Agent shall then reach out to the Pool Player's parent(s) to gain feedback from the Pool Player and his/her parents' perspective how the experience went. Any indication of adverse or unfriendly treatment by the calling-up manager, their assistant coaches, and/or players shall be addressed by the Player Agent, involving as needed the Commissioner for that division, and possibly the Disciplinary Committee of the Board.

#### **Permanent Replacement Players (Section 6.4.2 of Alpine Bylaws):**

1. As soon as a Manager has reason to believe a player on their team will not return to play for an extended period of time (whether because of injury, quitting or other reason), they should alert the Player Agent so that it can be determined if a permanent replacement player should be found.
2. *The Manager must notify the Player Agent of any potential vacancy immediately after three (3) consecutive games are missed to alert the Player Agent to the possible need for a replacement player.*
3. Majors, PCL and Minors teams must fill an open roster spot created by a player dropout ideally immediately or by the absence of a player missing six (6) consecutive played games. An additional player must be added to the roster no later than immediately prior to the sixth missed game.

For example, if a player is injured in game 2, and does not play in games 3-7, whether or not the injured player plans to return later, the team must add a player before game 8 if the injured player will not be present for game 8.
4. Any game played without a replacement player on the roster after the 6 consecutive missed games have elapsed shall be forfeited.
5. When notified of the need for a replacement player, the Player Agent will use the appropriate Player Pool to fill the vacancy. NOTE: Any player who has been placed upon a Majors, PCL or Minors team's roster through this process becomes a permanent member of that team. Obviously, the new placement must be agreeable to the player and his/her family.

6. Violations of this rule will be strictly enforced by the Disciplinary/Protest Committee. The goal in Majors, PCL and Minors is that each team should have 12 active players on their roster<sup>1</sup> to maintain the competitive balance determined by the pre-season draft.

If a player quits for unexplained reasons, the Player Agent should notify the Board so that the Board can understand why the player no longer wants to play. We want every child that plays Alpine LL to have a good experience and want to continue to play baseball.

### **Special Rules for Playoffs:**

1. During playoffs, there will be a strict 12-player roster requirement.<sup>2</sup> Each team **MUST HAVE** 12-players healthy and available for the full playoff schedule. If a team does not meet that requirement, the Manager must let the Player Agent know immediately so he/she can assign a Pool Player to complete the team for the duration of the playoffs. This process will be managed in consideration for the lower division team that may be losing a player.
  - a. The 12-player rule is designed to ensure competitive balance throughout the playoff tournament. As such, there is an exception for teams who lose the players picked (i) in Majors with their first- or second-round draft picks from the Part A draft, or their first-round pick from the Part B draft, due to injury; (ii) in PCL with their first- or second-round draft picks from the Part C draft, or their first-round pick from the Part D draft, due to injury; and (iii) in Minors with their first- or second-round draft picks from the Part E draft, or their first-round pick from the Part F draft, due to injury. If any of those players are unable to play due to injury, the team in question does not need to replace them on the roster for the playoffs. If a team loses one such player, they must field an 11-player team or be assigned outs each time through the order as noted above.
2. During the playoffs, each team must have 11 rostered players available to play for each game. The same rules above apply for the Manager to request Pool Players from the Player Agent (24 hrs notice, etc.). Any players short of 11 in a team's batting order will result in an out being assigned each time that spot comes up to bat. To clarify, if you only have 9 players, each batting cycle, your team will automatically have 2 outs for the 10th and 11th spot in the order.

All Pool Player Program questions should be answered by the Player Agent:  
player-agent@alpinelittleleague.com.

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<sup>1</sup> In some seasons, the Board may approve Rosters of 11 players across a division. For example, in Spring 2024 each Majors team only has 11 players rostered. It is expected that each team shall maintain a roster of 11 active players throughout the season.

<sup>2</sup> Again, except in cases where all teams in the division started with 11 players. Then they must maintain a roster of 11 players.