

Front Royal Little League By-laws and Rules of Operation

FRONT ROYAL LITTLE LEAGUE BY LAWS

ARTICLE 1- Refund Policy

FRLL encourages players to honor their commitments to their teams to play baseball. However, we understand that circumstances may occur which require a player to withdraw from playing. FRLL adopted the following Registration Refund Policy.

- a) Refunds will only be issued if voted on and approved by the board or for medical reasons. A letter printed on Doctor Offices official letter head deeming player unable to play. (Do not include Diagnosis)
- b) Refunds will only be issued between the time of Registration and the final day of registration for the current season. FRLL will refund the Registration fee minus the administrative fee incurred. (i.e., database fees, online registration fees).
- c) No refunds will be issued for any reason after the final day of Registration for the current season.
- d) The parent or Guardian of the player must submit a letter/email to the Treasurer requesting a refund and stating the reason as to why the player is resigning from FRLL. No refunds will be processed without the letter/email.
- e) Refunds will be issued if a team is folded by FRLL, and there are no other teams in the division to be added to.

ARTICLE II - Training

Training Sessions will be conducted by the league for Managers, Coaches, and Umpires.

- a) Umpires are expected to attend training clinics so the umpiring methods will be consistent for all divisions and games.
- b) Managers and Coaches are required to attend the Managers/Coaches clinic provided by the league.
- c) Concussion training must be completed by the Manager/Coaches. A copy of their certificate is to be provided to the Safety Officer.

ARTICLE III — League Structure

SECTION 1

General League Structure

The general league structure of FRLI shall be in accordance with the Rules and Regulations of Little League Baseball, Inc. FRLI shall offer programs in Baseball and Challengers Baseball. All players, minor division and above, must attend the Tryouts or Evaluations. Skill assessments will take place at a time designated, prior to the draft, and players will be assigned to the division in which the skill level is appropriate, no matter the age, as long as the Little League International rules are followed.

Section 2

FRLI follows the Little League Baseball age chart found on Little League's website. All ages mentioned below are in reference to this chart.

Section 3

FRLI Baseball League Structure

The local structure of FRLI for baseball shall be made up of T-Ball League, Coach Pitch, Minor League, Major League, 50/70, and Senior League. All baseball leagues are open to boy and girl player members. All players in the Coach Pitch Division and above will attend the skill assessment. Skills assessments will take place prior to the draft and players will be assigned to the division in which the skill level is appropriate, no matter the age, as long as the Little League International rules are followed.

- a) T-Ball League- The T-Ball Division of FRLI shall consist of player members who are league age 5 and 6.
- b) Coach Pitch — The Coach Pitch Division of FRLI shall consist of player members who are league age 7- and 8-year-olds, with 6-year-olds who have participated in one Spring Season of Little League being eligible upon request and attending at least 50 percent of tryouts.

- c) Minor League -The Minor Division of FRLI shall consist of 9-, 10-, and 11-year-olds with 8 years olds being eligible upon request and attending at least 50 percent of tryouts. All players in this league will participate in a skill assessment prior to the start of the season and may be selected into the draft, 12 year old players can be held back into the Minor Division based on need if recommended by the Parent/Guardian, Player Agent and approved by the President.
- d) Major League -The Major League Division of FRLI shall consist of 10-, 11-, and 12-year-olds. 9-year-olds can be selected into the Major League Division if requested by the parent or guardian to the Player Agent and approved by the Board of Directors when team structuring allows. All players in this league will participate in a skills assessment. Each team will have a minimum of 12 players,
- e) 50/70 League -The 50/70 Division shall consist of players that are league age 13 years. All member players must participate in a skills assessment and may be subsequently selected to teams in the player draft. Each team will have a minimum of 12 players and a maximum of 15 players. The FRLI Board of Directors can make exceptions if necessary.

Senior League — The Senior League Division shall consist of primarily players who are league age 13 (if requested), 14, 15, and 16 years old. All member players must participate in a skill assessment and will be subsequently selected to a team in the player draft. Each team will have a minimum of twelve players and a maximum of fifteen players.

Article IV - Manager and Coaches

SECTION 1

Managers

Managers have the responsibility of being the liaison between the Board of Directors and the Parents/Guardians of FRLI player base. Managers must:

- a) All Managers and Coaches must pass Background Check Standards. Please refer to Little League International Criminal Background check policy.
- b) Be regular Members of the League.
- c) Will be appointed by the President and approved by the majority vote of the Board.
- d) Understand and comply with all the goals, rules, and regulations as described in the Constitution, Bylaws, Rule Book, and Mission Statement. Failure to do so will result in removal of the Manager by the Board of Directors.
- e) All Managers and Coaches are to meet with the Board of Directors when requested for final approval and specific instructions.

- f) Recruit 2 coaches to assist him/her in the running of the team practices and games.
- g) Attend Managers/Coaches Clinic when applicable.
- h) Recruit a sufficient number of parents from the team to provide a Scorekeeper and a Team Parent.
- i) Manage the Team, as well as parents and fans during the game.
- j) Ensure the League equipment is safe guarded and returned at the end of the season. Failure to do so will automatically prohibit the person from managing in subsequent years. Managers take financial responsibility for equipment given to the team.
- k) Managers are responsible for all League Approval Paperwork for Coaches on their team (Including Background Checks, Concussion Certificates, Abuse Awareness Training, Etc.,)
- l) All FRLM Managers and Coaches must complete a Volunteer Application, or they will not be allowed to coach or assist a team. Little League International requires this to be done yearly. Volunteer Applications will be submitted online through Sports Connect. All volunteer Applications must be submitted prior to attending or assisting with tryouts.
- m) Uniforms for players shall not be altered. Players shall wear the uniforms issued by FRLM.
- n) All Managers will provide a list of any players from their team that would be interested in being on the list of Pool Players to the Player Agent.
- o) When in need of a Pool Player, contact and coordinate with Player Agent as soon as possible. All Pool Players must go through the Player Agent.
- p) All team managers must umpire at least 1 game. Managers will sign up for games through the Umpire-in-Chief. Disciplinary Actions per infraction will be at the Board's Discretion.
- q) All required training and certifications must be completed before participating in practice or game activities. Failure to comply will be subject to disciplinary action from the board.
- r) If ejected from a game, the manager shall be suspended for one game. The manager may not participate in any team activity until the suspension is satisfied.
- s) All Managers will be responsible for providing volunteers from their team to volunteer during their scheduled concession stand days.

SECTION 2

Coach Selection

- a) Coaches will be selected by and work for the team manager.
- b) Coaches shall serve with approval of the Board of Directors.

SECTION 3

Coach Responsibility

- a. All coaches will attend FRLL clinics as required by the Board of Directors.
- b. All coaches must complete all League Approval Paperwork and turn into the appropriate party.
- c. All required training and certifications must be completed before participating in tryouts, practice, or game activities. Failure to comply will be subject to disciplinary action from the board.
- d. No coaches shall be named after Opening Day without approval of the Board.
- e. If ejected from a game, the coach shall be suspended for one game. The coach may not participate in any team activity until the suspension is satisfied.

SECTION 4

Umpire Responsibility

- a. Umpires shall serve with the approval of the League President and Umpire-in-Chief.
- b. Attend the required classes and receive certification from the district if they want to umpire in All-Star games.
- c. Attend clinics required by the President and Umpire and Chief.
- d. Complete Volunteer Form, Background Check, Concussion Certification, and Liability Waiver yearly.

Article V — Assessment and Team Formation Policy

Section 1

Assessment/Player Selection System (Draft)

Players in divisions requiring skills assessments will be assessed according to the rules and regulations of Little League Baseball, Inc. for baseball.

- a. No skills assessment is required for participation in T-Ball.
- b. Assessments may be required for player members in the following divisions: Coach Pitch, Minors, Majors, 50/70, and Senior League.
- c. At any time, a player's abilities can be reassessed by the Board of Directors and placed where the skill level is appropriate, no matter what age as long as Little League International rules are followed.
- d. Major League teams from the Spring will stay together for the Fall Season unless the Board of directors votes for a complete redraft due to structure issues.

SECTION 2

Procedure

For Divisions requiring Assessment, Player Members must attend the Assessment Date (or Make-up Date) set by the Board of Directors.

- a. Should there be an insufficient number of players to create more than one team, players may be assigned to a team without attending an assessment.
- b. If a player is eligible for two Divisions and is trying out for the upper Division, they must show up to the show assessment, if they fail to show up, they will automatically be placed on a team in the lower Division.
- c. At any time, a player's abilities can be reassessed by the Board of Directors and placed where the skills level is appropriate, no matter what the age, if Little League International rules are being followed.

SECTION 3

Team Formation

Teams will be formed in accordance with Little League Rules and Regulations for all baseball Divisions.

- a. Teams will be formed by a draft in the following Divisions: T-Ball, Coach Pitch, Minor, Major, 50/70, and Senior Divisions.

- b. T-ball Division Parents/Guardians will be allowed to make requests for team placement and will be honored if possible.

Article VI — League Rules

Section 1

General League Rules

The General League Rules of FRLL shall be in accordance with the Rules and Regulations of Little League Baseball International.

Section 2

FRLL Game Rules

The local rules of FRLL have been designed and adopted at a meeting of the Board of Directors. These rules in no way supersede or conflict with the Rules and Regulations of Little League Baseball International.

a) T-Ball

- i. T-Ball is strictly an instructional division. There will be no scorekeeping.
- ii. The only non-players allowed on the field are those who have completed the background check and required paperwork and been approved by the Board of Directors.
- iii. One Manager, Two Coaches, and team parent are allowed in the dugout/field during games. Assistant coaches are allowed during practices to help with organizing small groups.
- iv. Managers and Coaches must umpire their own games.
- v. Absolutely no talking or texting on cell phones while on the field.
- vi. Every team must select a team parent.
- vii. Games will be scheduled to a 1 ¹/₂ hour time block with games lasting between 45 minutes to 1 hour and 15 minutes or 4 innings.
- viii. Manager and Coaches cannot cancel games.
- ix. The Board of Directors shall issue the Official Little League T-Ball Program Guide to all Managers.

b) Practice Schedules

- 1. There will be two practices per week prior to the start of the season.

c) Playing Rules

i. Offense

1. The batting order should rotate every inning per Little League's T-Ball Program Guide. See Page 7 in the guide for example.
2. When batting off the Tee, managers and coaches are to instruct players to not swing until the coach says, "Ball on Tee." They are also to be taught not to throw their bats.
3. There should be no pitching, and ball is to be hit off the Tee for the first half of the season. Coaches can adapt to pitching to players who in the second half of the season if they feel the player is ready for that transition.
4. Runners who are thrown out or tagged out shall return to the dugout.
5. When the last batter comes to the plate, the manager must tell the other team. All runners advance until they reach home plate. The fielding team may attempt to perform a tag at home only if the catcher is instructed to be fully out of the runners' path and the tag is applied at the belt.
6. There will be no sliding.

2. Defense

1. All players are to be positioned in the field each defensive inning, so no player is in the dugout when the team is on defense.
2. Infield positions will be true infield positions and only the proper numbers of infielders are allowed in the infield.
3. Each player must play an infield position in every game. The maximum innings at each position is two per game but not in consecutive innings.

b) Coach Pitch

a. General Division Rules

- I. Emphasis shall remain on instructional play, but a score sheet shall be filled out and kept for each game.
- II. All players should be equipped according to Little League Rules.
- III. Little League Minor League Rules and the Virginia State Coach Pitch Tournament rules shall be in place, except for the noted changes in the document.

- IV. The only non-players allowed on the field are those who have completed the background check and required paperwork and been approved by the Board of Directors.
- V. One Manager, two Coaches, and the Team Parent are allowed in the dugout/field during games. Assistant Coaches are allowed during practices to help with organizing small groups. Every team must select a team parent.
- VI. Absolutely no talking on cell phones or texting while on the field.
- VII. Games will be scheduled for 2-hour time blocks with games lasting between 1 hour and 15 minutes and 1 hour and 45 minutes or 6 innings.
- VIII. Managers and Coaches CANNOT cancel games.
- IX. The field may have a 10ft circle around the pitcher's mound. There may be hash marks between all bases except for home and first base.

b. Practice Schedules

There shall be two practices per week prior to the start of the season.

c. Playing Rules

Offense

1. A continuous batting order shall be used and given to the other team for scorebook tracking.
2. Teams are not permitted to steal bases.
3. Teams are not permitted to bunt.
4. Batter shall receive no more than 5 pitches or three swinging strikes. If the fifth pitch is a foul, the batter remains at bat until a passed ball occurs, or the ball is put into play. A fifth or subsequent pitch not swung on or that results in a passed ball is an out. The batter is retired as an out after the third strike is recorded.
5. Any hit that remains in front of the infielders (inside the diamond) will be considered a single unless the runner is put out or there is an overthrow or passed ball to first base. If there is an overthrow on the first throw from an infielder to the first baseman following a hit, runners may advance no more than one base.
6. On a throw from an outfielder, if any infielder has control of the ball inside the diamond base runners not yet to the hash mark are to return to the previous base.

7. Three coaches are allowed on the field while on offense. Two base coaches and the Coach Pitcher.
8. Coach pitcher must start the delivery form anywhere within the circle. Upon completion of pitch, there may be one foot outside of circle.
9. Coach Pitcher may instruct batter in batter's box but cannot direct play of coach base runners.
10. Coach Pitcher must attempt to avoid all contact with a live baseball and a fielder trying to make play on the ball. Ideally, the Coach Pitcher retreats to foul territory once the ball is hit.
11. Managers and Coaches will refrain from interfering with the opposing team while the ball is in play (i.e., distracting players to attempt to advance runners)
12. On a hit ball the ball must travel past the 15-foot foul line, or it is considered a foul ball due to the no bunt rule.

ii. Defense

1. Both Teams shall play with the number of fielders the smaller team can field. Ideally, maximum of 10 players are to be positioned in the field each defensive inning team.
 - a. Teams will set players in traditional baseball positioning in the infield and only the proper number of infielders are allowed in the infield.
 - b. Each team is to field a catcher.
 - c. Teams may field more than 3 outfielders.
 - d. Each player will play a minimum of three innings per game defensively.
2. Once an infielder has positive control of the ball within the diamond the play is ruled dead. Positive Control is when the infielder had the ball in hand and/or glove, not once the ball hits the infield dirt.
3. The infielder who has control of the ball inside the diamond shall make an attempt to return the ball to the pitcher. Base runners may NOT advance on an overthrow from an infielder with control of the

ball inside the diamond to the pitcher if the pitcher is standing inside the circle.

- 4 If the player pitcher leaves the circle with control of the ball, the play is live, and all runners may attempt to advance. This does NOT include overthrows from an infielder who was already inside the diamond.
- 5 Outfielders may not run or roll the ball into the infield. They shall throw the ball to infielders in an attempt to make a play or return the ball to player pitcher.
- 6 Infielders may run the ball into the diamond to stop the runners from advancing, but if an attempt is made on a runner, play is live.
- 7, Three coaches are allowed on the field while on the defense. All coaches shall make every effort to avoid contact with the ball. If the ball touches any coach at any time, it is a dead ball, to follow normal obstruction rules. All runners may advance to the next base.

iii. Scoring

- 1 . First Base Coach will make all safe/out calls at first base. Third Base Coach will all calls at third base. Pitcher (Coach) will make calls at second.
2. There shall be no more than 5 runs scored in each of the first five innings. An inning is complete and dead once the fifth run in any inning crosses the plate.
3. The sixth inning should allow for unlimited runs.
4. Mercy Rule shall follow Little League Rulebook.

d) Major, 50/70, and Senior Baseball

General Division Rules

- I, Major and above shall play for wins and losses with an emphasis on instruction. A scorebook shall be filled out and kept for each game.
- II. The only non-players allowed on the field are those who have completed the background check and required paperwork has been approved.
- III. One Manager and two Coaches are allowed in the dugout/field during games. Assistant Coaches are allowed during practices to help with organizing small groups.

- IV. Umpires shall be provided by the league.
- V. Absolutely no talking on cell phones or texting while on the field.
- VI. Scorebooks may be digitally kept via an approved app or via paper scorebook.
- VII. Pitch count and final score will be filled out in Official book in the concession stand after every game by the home team and signed by the visiting team.
- VIII. Pitchers in baseball division of 50/70 and Senior League shall wear nonmetal cleats or sneakers when pitching on a portable mound. IX. All players will have shirts tucked in.
- X. Minor League games will have a two-hour time limit. XI. Manager and Coaches CANNOT cancel games.
- XII. Minors and Majors will use continuous batting order.
- XIII. All games shall adhere to the playing rules written in the Little League Rulebook.
- XIV. No player may refuse a draft appointment at any time. If there is an issue with team placement it will be brought to the Player Agent who will bring any concerns to the Board of Directors.
- XV. No Manager or Coach may stand inside the field fence or sit on buckets inside of the field fence during a game. The game will be stopped until the party returns to the dugout,
- XVI. If ejected from a game, the player shall be suspended for two games. The player may not participate in any team activity until the suspension is satisfied.
- XVII. Weekday game times for Minors and Below.
 - 1. 6:00pm (No innings to start after 7:45, "Drop Dead" Games end at 8:00pm)
 - 2. 8:00 pm game, no inning to start after 9:45, at 10:00pm the game is over, if the game is an official game.
 - 3. If an 8:00pm game does not begin at 8:00pm or before 9:00pm; It is up to the Board Member on duty to decide.

- 4 If the game is not considered an official game, the Managers must tell the Division Reps to make arrangements with the Scheduler to complete the game.

Practice Schedule

Minors, Majors, 50/70, and Seniors will have 2 practices a week per week prior to the start of the season.

FAILURE TO COMPLY WITH THESE RULES WILL FOLLOW UNDER THE GUIDELINES

ARTICLE - ALL-STARS

SECTION 1

Allstar Manager Selection Procedure

League Managers and Coaches will submit a letter to the board of Directors by date posted for that season. The letter needs to state which team you are putting your name in for. The Board of Directors will vote on and announce Allstar Managers.

SECTION 2

Tournament Team Selection Procedure

Managers will vote for 4 players on the ballots provided by the Player Agent. Any Player receiving 75% of the vote are automatically on the All-Star Team. The Manager of the All-Star team will then pick the remainder of the players to fill the roster. Any additional All-Star teams in the same Division the Manager will pick the kids for the team with FRL Board approval.

SECTION 3

Tournament Uniform Procedure

New uniforms are ordered each year with the players' name and number. Players may be asked for a fee to help with uniform costs.

SECTION 4

Allstar Team Travel Expenses

Any team advancing to the State Level the League will supply 6 hotel rooms for the team. (This applies to tournaments outside of a 50-mile radius from the Little League Complex) Any team advancing past the State Tournament will be discussed by the Board of Directors to see how much we can contribute to the team expenses. Fundraising will be needed to help cover costs. (Exceptions may be made by the Little League Board of Directors).

SECTION 5

Allstar Ballot Counting

Allstar ballot counting will be done by the Player Agent, President, and Commissioner of Division. Results and Allstar Teams will be approved by the Board of Directors to be official.

Article - FALL BALL

FRL offers a Fall Ball (Second Season) League. The primary goal of the Fall Ball program is instructional play. No standings are kept. This program is especially beneficial for those players moving up from the Minor Division and for those players moving on to larger field in the Senior Division. Fall ball is open to member players who will be in league age 5-16 in the following spring season (please see current age bracket in the Little League Rule Book).

SECTION 1

Registration

Fall Ball Registration will begin in August, and an email will be sent out to all members of Sports Connect with dates and times. Registration will also be announced on our website and social media Page.

SECTION 2

Team Formation

- a) The number of teams will be determined by the number of players registered in each of the above age groups and if there are other teams to play against.
- b) If the player is to move up a division in the Spring, it is recommended that they play in the division or a higher division they will play the next spring. The player cannot play down to a lower division. Unless skill assessment deems that player cannot play up.
- c) The Managers and League Board of Directors will divide players among the teams with every effort to balance player skills among the teams.

SECTION 3

Game Schedule — Location

Game schedules will be based upon number of teams in each division and inter-league play (if divisions are short teams and is deemed necessary by the Board of Directors).

ARTICLE IX- Miscellaneous Rules

SECTION 1

Field Cleanup

Following each game, members of both teams and spectators shall pick up paper and food containers around the fields, playing areas, dugouts, and bleachers. Both teams are responsible for field maintenance after the game.

SECTION 2

Scorekeeper

All Minor League teams and above shall be responsible for providing two volunteers who will attend training for scorekeeping if provided by the league. The responsibility of the baseball scorekeeper includes keeping track of the official pitch count.

SECTION 3

Concession Stand

All teams will abide by the concession stand schedule. 3 to 4 volunteers from the team scheduled will be needed to fill the team's obligation. All volunteers must be at least 16 years old. Failure to provide team volunteers may result in Disciplinary Action on the Manager of the team by the Board of Directors.

SECTION 4

Park Rules

FRLI follows Warren County Parks and Rec Rules.

SECTION 5

Drug, Alcohol, Cigarette, Tobacco, and Vape use.

There will be no use of drugs and /or alcohol while participating or attending FRLI games, or practices. Use of Tobacco is prohibited during practice or games at FRLI. Tobacco use must be contained within the parking lot.

SECTION 6

Complaints

All complaints must be in writing, signed, and sent to the appropriate Board Member. Emails will also be accepted with the President and Secretary copied. The Board will maintain anonymity.

No Verbal/Oral Complaints will be taken into consideration.

If the appropriate Board Member cannot resolve the issue immediately, then the following steps will be taken.

- a) Each letter must be given or emailed to a Board Member.
- b) Each letter will be discussed at the next regularly scheduled Board meeting. It will be determined at that time if further steps need to be taken. All Board Members present will have a vote in making this determination.

- c) If further action is to be taken, the appropriate Board Member will notify the person(s) involved that a letter of complaint has been received. At the pre-determined Board meeting, where the contents of the complaint will be discussed, the parties involved will be given the opportunity to present their sides.
- d) If the Board determines that disciplinary action is to be taken, it will be done as quickly as possible.
- e) The letter will become part of the Leagues official records and be kept on file for 5 years.
- f) The appropriate Member with findings will notify the parties involved.

SECTION 7

Establishing a Waiting List

- a) A list of players who register with the league will be automatically generated through Sports Connect and will be used to fill rosters on teams as needed.
- b) The list will not be made available to Managers and Coaches.
- c) Player Agent will maintain the list and players will be picked from the waiting list in which they were placed on the list.

SECTION 8

Make Up Games

Rained out or postponed games may be rescheduled by the scheduler. The Manager should contact their Division Representative to let them know that game was cancelled.

SECTION 9

The following documents are attached to the Bylaws.

Major Division Supplemental Draft Procedures

Major Division Draft Method After Supplemental Draft

Draft Procedures for All Other Divisions

12 YEAR OLD SUPPLEMENTAL DRAFT

ALL KIDS CLASSIFIED AS 12 YEAR OLDS MUST BE SELECTED FIRST AND THESE ARE NOT INCLUDED IN THE DRAFT. THE PLAYER AGENT WILL ATTEMPT TO ENSURE THAT ALL TEAMS HAVE THE SAME AMOUNT OF 12'S PER TEAM. THE TEAM NEEDING THE MOST 12 YEAR OLDS WILL GO FIRST, UTILIZING THE STANDINGS FROM THE PREVIOUS SEASON. IN THE CASE OF A NEW TEAM/TEAMS BEING ADDED, THE NEW TEAMS WILL BE ALLOWED TO CATCH UP BY ADDING 12 YEAR OLDS TO THEIR ROSTERS PRIOR TO ANYONE ELSE MAKING A SELECTION.

EXAMPLE DRAFT BELOW.

TEAM 1 HAS NO 12 YR OLDS

TEAM 2 HAS 5 12 YR OLDS

TEAM 3 HAS 3 12 YR OLDS

TEAM 4 HAS 4 12 YR OLDS

TEAM 5 HAS 5 12 YR OLDS

TEAM 6 HAS 5 12 YR OLDS

FIRST ROUND TEAM 1 WILL PICK THREE 12 YR OLDS

SECOND ROUND TEAM 1 AND TEAM 3 WILL PICK ONE 12 YR OLD

THIRD ROUND TEAM 1, TEAM 3 AND TEAM 4 WILL PICK ONE 12 YR OLD

FORTH ROUND AND BEYOND TEAM 1, TEAM 2, TEAM 3, TEAM 4, TEAM 5, AND TEAM 6 WILL PICK ONE 12 YR OLD TILL ALL 12 YR OLDS ARE GONE. THIS IS AN EXAMPLE AND THE DRAFT COULD END BEFORE WE GET TO THE FORTH ROUND.

DRAFT PLAN FOR LITTLE LEAGUE MAJORS DIVISION

PLAN A- CONVENTIONAL DRAFT PLAN

WHEN A THOROUGH TRYOUT PROGRAM HAS BEEN COMPLETED, THE LASTPLACE TEAM OF THE PRECEDING SEASON GETS THE FIRST CHOICE IN

EVERY ROUND OF THE DRAFT, THE NEXT TO LAST PLACE TEAM GETS THE SECOND SELECTION IN EVERY ROUND AND THE REMAINING TEAMS SELECT IN THE REVERSE ORDER OF STANDING.

FOR THE PURPOSE OF EXPLANATION, LET US ASSUME THAT THERE ARE

FOUR TEAMS IN THE LEAGUE.

FIRST ROUND:

- FOURTH PLACE MANAGER SELECTS THE FIRST PLAYER
- THIRD PLACE MANAGER SELECTS THE SECOND PLAYER
- SECOND PLACE MANAGER SELECTS THE THIRD PLAYER
- FIRST PLACE MANAGER SELECTS THE FOURTH PLAYER

SECOND ROUND:

- FOURTH PLACE MANAGER SELECTS THE FIFTH PLAYER
 - THIRD PLACE MANAGER SELECTS THE SIXTH PLAYER
 - SECOND PLACE MANAGER SELECTS THE SEVENTH PLAYER
 - FIRST PLACE MANAGER SELECTS THE EIGHTH PLAYER, ETC.,
- UNTIL

THE ROSTERS ARE COMPLETED.

**DRAFT PLAN FOR MINORS COACH PITCH, MINORS
PLAYER PITCH, INTERMEDIATE 50/70 AND SENIOR
LEAGUE.**

PLAN A -SERPENTINE DRAFT PLAN

SELECTIONS ARE THE MANAGERS DRAW NUMBERS TO DETERMINE WHO WILL SELECT THE FIRST PLAYER. IN A NEW FOUR - TEAM LEAGUE, THE MANAGER WHO DRAWS NUMBER ONE MAKES THE FOLLOWING PLAYER SELECTIONS: 1ST CHOICE, 8TH 9TH 16TH 17TH, 24TH, 25TH, ETC; THE MANAGER WHO DRAWS NUMBER TWO MAKES THE 2ND CHOICE, 7TH 10TH, 18TH, 23RD, ETC. THE MANAGER WHO DRAWS NUMBER THREE, 3RD CHOICE, 6TH 11TH, 14TH, 19TH, 22ND; THE MANAGER WHO DRAWS NUMBER FOUR, 4TH CHOICE, 5TH, 12TH, 13TH, 20TH, 21ST, ETC., UNTIL COMPLETE.