Sunnyvale Metro Little League
Operating Rules
League #4054416

Revision History

Revision	Approved Date	Description
1	March 3, 1999	Original Version
2	April 27, 2000	Modified for 2001 season
3	December 17, 2002	Modified for 2003 season
4	February 27, 2003	Modified format, changed numbering, added continuous batting order
5	February 23, 2004	Modified for Minors Playoff Season
6	May 20, 2004	Changed All Star Selection Process for Baseball 9-10 and 11 year old players
7	August 22, 2004	Approved a 9 year old tournament team for Baseball
8	September 30, 2004	Annual Redraft of Majors According to Plan B of the LL Operating Rules
9	November 30, 2004	Modified for 2005 Season
10	December 31, 2005	Modified for 2006 Season
11	December 15 2006	Modified for 2007 season
12	March 15, 2007	Modified for 2007 Minor Interlock
13	March 14, 2009	Modified to catch up per Board decisions and Green Book changes.
14	March, 2009	Removed “ten run swing rule” for Minors. Added “Game Preliminaries”
15	January, 2013	Removed use of tee and established pitch limits for batters in Pioneer. Clarified 5 Run Rule in Minors and Farm. Allow game scores to be kept in Farm. Clarified draft. Other minor changes.
16	February, 2013	Updated Rule 8 for Farm and Pioneer.
17	January, 2014	Minor clarifications to Rules 3, 5, 6 and 8. Updated Rule 10 for draft and all-star selection.
18	March, 2014	Farm: Disallow bunting; time limit change; change “adult” pitch to “coach pitch”; coach pitcher may stand in front of rubber.
19	February, 2015	Updated Winning percentage calculation; League Championship tie seeding; Metro provided helmets and bats; Home team to provide Scorekeeper and Pitch Count; Half inning now defined by Green Book; No advancing on Wild Pitches and passed balls in Farm; 12 Year olds defined by Green Book now; Scheduling rules does not apply to Metro postseason; T-Ball defined as 4-7 year olds
20	February, 2016	Allow games to be scheduled on Sundays and removed weekday start time of 530pm. Minor playing rules to include unlimited 6th inning.
21	Feb/March 2017	Updates to Rule 5 Equipment to include uniforms, define strikeouts & out rules in Pioneer Division. Various typos corrected.
22	March, 2018	Major update to clarify rules, align with actual practice and Little League Regulations.

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Rule 1: Official Records

Only official records necessary for the on-going administration of the Local League need be maintained for historical reasons. Other records such as those needed to support sign-ups may be disposed of when no longer required. The league shall maintain all disciplinary actions for all volunteers, players and spectators for three years to pursue immediate action at current time to remove any individual or group that violates Little League rules at any time. All actions incurred shall have a cumulative effect on those who violate the rules. Therefore, the board is not restricted to act upon only current year violations.

Rule 2: Schedules

The schedule of games for the regular season shall be determined each year after the last sign up date. It may vary for each division of the Local League according to the number of teams available. In the event a game must be rescheduled for any reason each team will be given a minimum of 5 days' notice, unless both managers agree to an earlier date. Rescheduled games may be scheduled for any day of the week, including Sunday.

Rule 3: Local League Champions

The winner of the end of season double elimination tournament for the Local League will represent Sunnyvale Metro Little League in the District Tournament of Champions. This will apply for MINORS and above division levels of play.

A. A team's winning percentage is calculated by dividing the number of wins by the number of games played plus forfeited games. Winning a forfeited game or forfeiting a game shall be included in a team's record. Ties shall be counted as a half win and half loss.
B. Games will be recognized as a forfeit if a team fails to field nine players for a scheduled game by the game's scheduled start time or fails to provide at least five days' notice of the team's inability to field a team for the scheduled game. The manager of the team that is unavailable to play the regularly scheduled game must contact the manager of the other team within 5 days of the regularly scheduled game date to reschedule the game. The team that is unavailable to play the regularly scheduled game shall be responsible for making arrangements for field use and umpire scheduling. The team that was ready to play may decline to reschedule the game and take a "win" by forfeit if not provided with five days' notice.
C. Games cancelled by the Local League President or not played because of inclement weather, poor field conditions, or lack of umpires, must be rescheduled and played in order to count in the standings. Both managers shall agree on a new game time and place and work with the appropriate player agents, game schedulers and umpire schedulers to finalize the new plan.
D. If two teams are ready to play a scheduled game and no umpires are available, every effort should be made to play the game with volunteer umpires selected by mutual agreement of the managers from the spectators.

E. The team with the best overall regular season record (winning percentage) shall be the Regular Season League champion and all players will receive an award for being the Regular Season Champion. Any ties in the standings will be settled in the following order:

i. Win Percentage
ii. Win total
iii. Win percentage versus Metro teams
iv. Head to Head
v. Head-to-Head Run Differential.

F. The regular season champion does not automatically represent the league in the Tournament of Champions. The league representative will be the winner of the end of season double elimination tournament where all teams will participate. Teams will be seeded based on the final regular season standings. Any ties in the standings will be settled in the following order:

i. Win Percentage
ii. Win total
iii. Win percentage versus Metro teams
iv. Head to Head
v. Head-to-Head Run Differential
vi. Coin flip.

The higher seeded team will be the home team in all games until the championship game. In championship game one, the team from the winners bracket will be the home team. If championship game two is necessary, the winner of championship game one shall be the home team.

Rule 4: Player Discipline

Any player who violates, or fails to uphold the policies, principles, rules and regulations of Little League Baseball, Inc. or of the Local League, shall be subject to a hearing before the board.

A. Causing harm to any Local League equipment or facility that render it unusable or costs more than $10.00 to repair, restore or replace shall be deemed a violation.
B. Discipline of players for either poor practice attendance or unruly or unsafe conduct shall be limited to sitting out the remainder of the game and no more than one (1) additional game. Continued problems shall be communicated to the player agent for consideration by the board. With justified exceptions, it is generally felt that all players should play in every game. If a player's misbehavior requires that player to be benched for discipline, the following procedure must be followed:
    1. Player Agent must be notified via phone or email within 24 hours of the incident and at least 24 hours prior to the scheduled game where benching will occur.
    2. After a conversation between player agent and manager, player agent will discuss the situation with player's parents.

Rule 5: Equipment & Uniforms

A. Uniforms
All teams, at all levels are only permitted to wear Metro provided game jerseys & hats.

B. **Equipment:** It shall be the responsibility of the equipment manager with overview of the President and Safety Director to ensure that each team receives Little League-designated minimums of new or used equipment for each division before opening day. All teams in all divisions shall be supplied with:

1. A minimum of one (1) NOCSAE specification and standard, catcher's helmet with neck collar, throat guard, chest protector and shin guards that shall be acceptable for Little League Tournament Play (embossed or stamped emblem)
2. A minimum of one (1) catcher's mitt that shall be acceptable for Little League Tournament Play.
3. A minimum of six (6) NOCSAE specifications and standard batter's helmets that shall be acceptable for Little League Tournament Play (embossed or stamped emblem and warning sticker). A coach may decline taking possession of all or a portion of the six (6) helmets if the individual players provide their own helmets.
4. Up to two bats per team shall be provided at the request of team managers. Bats will meet Little League specifications and shall be acceptable for Little League Tournament Play.
5. A minimum of two dozen (2) "new" Little League specification and standard balls appropriate for individual division play.
6. Upon request, one standard practice set of home plate and three bases.
7. Upon request, Pioneer and T-ball will also receive a tee.
8. Upon request, one (1) team bag with wheels in good working order.

It shall be the responsibility of the equipment manager to ensure that all equipment is turned in for inventory and repair within ten (10) days after the last scheduled game of each team.

Rule 6: Awards

At the discretion of the Board, the players of the league champion teams shall receive special championship trophies, and all other players shall receive participation trophies. In addition, the players on the team with the best overall regular season record (winning percentage) shall receive an award for being the Regular Season Champion.

Rule 7: Safety

The use of protective playing equipment, regulations and safety procedures specified in the Little League Official Regulations and Playing Rules shall be strictly enforced, without exception.

A. The Safety Director will inform each team's manager of all safety procedures as specified in the Little League Official Regulations and Playing Rules. Team Managers shall insure that all protective playing equipment owned by the Local League is serviceable before use at any practice, scrimmage or game.

B. **Accident Forms:** The Safety Director will ensure that accident forms are distributed to each manager. Accident forms shall be completed and submitted to the Safety Director within 48 hours for each accident or injury that occurs, regardless of the outcome. The Safety Director will forward the complete accident forms to the Local League secretary for retention as official records. These records shall be retained by the Local League secretary for a period of not less than one (1) year after the close of the season.
C. It is the manager's responsibility to report unsafe equipment supplied by the Local League to the Local League's equipment manager and it is the equipment manager's responsibility to repair or replace said unsafe equipment.
D. Soft toss is not allowed against City of Sunnyvale fences or backstops. All soft toss must be hit into a net and a parent and or coach/manager must be the one throwing the balls to the players.
E. Base runners are required to wear helmets during infield / outfield practice in which there is a ball in play.

Rule 8: Ground and Playing Rules

A. **Ground Rules:**
    1. Unless the field is lighted, any game shall end or be suspended at the umpire's discretion when it is no longer considered safe to play due to darkness.
    2. For fields not completely enclosed in fences, extensions of the backstop fences are used to determine if a ball is in our out of play.
    3. For fields without backstops, managers shall agree upon field boundaries before the game.
    4. Additional ground rules may be specified by the umpire-in-chief as field conditions require prior to the beginning of any game.
B. **Equipment and Apparel:** The following rules shall be observed before, during and after games. Umpires shall halt games until violations are corrected or may eject egregious, willful or repeat violators from games.
    1. No adults, only a player can warm up a pitcher at home plate, or in the bull pen or elsewhere. At all times the player shall wear a catcher's mask with throat guard (including a protective cup for males).
    2. Damaged equipment, league supplied or personal shall not be used.
    3. All players shall wear baseball caps, as appropriate, on defense.
    4. All players must wear the league uniform to play in regular season games. No player shall wear short pants for tryouts, practices or games.
C. **Additional Playing Rules:** Official Regulations and Playing Rules shall prevail except where specifically noted in this rule. The following rules are applicable to the level or age group noted:
    1. The following conduct must be observed before, during and after games at all levels of play. Umpires may halt games until violations are corrected or may eject egregious, willful or repeat violators from games. Managers shall enforce these rules.
        a. All players not participating in the game, including bench players or players on offense not batting, on-deck or acting as a base coach shall remain in the dugout and clear of fence openings behind first and third bases. Where a

dugout is not available, each manager shall designate a safe area where the players are to remain until called. Players must remain in the dugout or designated safe area unless granted permission to leave by the Manager. Violators are subject to ejection by the umpire.

b. Any player who is emotionally upset to the point where he or she could be injured as a result of being unable to focus on the action on the field must be removed from the game by the player's Manager or Umpire in charge.
c. Players, managers or coaches who intentionally throw any equipment during a game, except baseballs for play may be removed from the game by the decision of the Umpire in charge.
d. Bats shall be handed or picked up after use, not thrown by the umpire, next batter, or Manager/Coach. Each Manager shall designate a player to be "Bat Boy" during their ups. They shall wear a helmet onto and off the field of play. All bats not being used by a batter must be carried from the field before play continues.
e. At the Major and Minor Baseball level of play the minimum playing requirement shall be as stated in the Little League Baseball Official Regulations and Playing Rules. This not withstanding, it is strongly desired and encouraged that all players participating in any game play an average of half the innings played. If, over time, a player is not playing in an average of half of the innings for all games they attend on a monthly basis, the Player Agent and Vice President will be notified and will follow up with manager to make sure that this league recommendation is followed.
f. Pre-**Game** and Post Game Responsibilities
    i. The home team will provide at least two new regulation baseballs.
    ii. The home team is responsible for prepping the field, post-game field cleanup and putting things away after the game. This includes the field-of-play, banners, score booth, scoreboard and snack shack.
    iii. The home team manager or their designate is responsible for insuring all facilities are secure upon closing.
    iv. The home team shall also provide the official Scorekeeper & official Pitch counts.

2. **Major League Baseball**
    a. Continuous Batting Order: All players present at the game will bat in series, whether or not they are playing defensively, as indicated on the line-up card presented to the umpire at the beginning of the game. This rule does NOT alter the minimum playing requirements of six (6) defensive outs and one (1) at bat. (Also see 8.C.1.e above). This rule applies to regular season play only.

3. **Minor League Baseball:** The minor league rules shall be the same as the major league rules, with the exceptions listed below:
    a. Time Limit: No new inning will start after 1 hour and 45 minutes after the game's official start time, provided four complete innings have been played.

b. Continuous Batting Order: All players present at the game will bat in series, whether or not they are playing defensively, as indicated on the line-up card presented to the umpire at the beginning of the game. This rule does NOT alter the minimum playing requirements of six (6) defensive outs and one (1) at bat. (Also see 8.C.1.e above)
c. The five-run rule is suspended for the last inning of play (as determined by time limit or being the 6th) as described in rule 5.07 of the official Little League rule book.

3. **Farm League Baseball:** Official Regulations and Playing Rules for Minor League shall prevail, with the following exceptions:
   a. Ball: A "reduced injury factor" (RIF) ball or equivalent will be used for all games. Regulation baseballs shall not be used.
   b. Base Stealing: Base stealing is not allowed, including advancing on wild pitches and passed balls.
   c. Batting: Every player on the roster who is present shall bat in rotation, even those players not currently assigned to defensive positions in the field. Teams are allowed three outs or 5 runs or one complete rotation of their batting orders per offensive inning, whichever comes first.
   d. Bunting: Bunting is not allowed.
   e. Infield: A standard infield is used.
   f. Outfield: The managers of the two teams may decide whether to use 3-player or 4- player outfields. Force-outs, tag outs and double-ups must be completed by an infielder. A force-out of the batter-runner (Rule 6.05i of the Little League Official Regulations and Playing Rules) cannot be initiated by an outfielder. Prior to every pitch all outfielders must be on the outfield grass.
   g. Pitching:
      i. Pitchers will be league-age 7, 8, 9 and 10 only.
      ii. Players that are league-age 11 and/or 12 are not allowed to pitch in the Farm League.
      iii. No pitcher in the Farm League shall pitch more than two (2) innings in any one game.
      iv. No pitcher shall pitch more than six (6) innings during any seven (7) day span, regardless of the type of game being played during the seven (7) day span (i.e. regularly scheduled game or makeup game).
      v. Other pitching eligibility requirements shall be in accordance with Little League Official Regulations and Playing Rules, including pitch count rules.
      vi. Pitching machines and coach pitching can be used as options.
      vii. Underhanded pitches are not allowed. Lob ball pitches are not allowed; lobbing of pitches is a safety violation and grounds for loss of team.
   h. Score: Score is kept, 5-run rule AND modified–mercy rule is honored. Ties are allowed. Modified-mercy rule is if a team is ahead by 10 or more runs after the 4th inning, score is no longer kept.

i. Substitutions: Unlimited substitutions may be made on defense throughout the game, except that the Little League rule governing the substitution of pitchers shall be observed, i.e. a player who has pitched in a game may not re-enter the game as a pitcher.

j. Youth Umpire Training: Farm games will be used as a training environment for umpires. The noncompetitive nature of the Farm division is a good place for youth and adult umpires to train. The duty schedule will be managed by the Umpire In Chief.

k. Umpires: A coach from the team at bat may serve as umpire and "relief pitcher" on a batter-by-batter basis. Said coach shall be stationed behind the player-pitcher and will call balls and strikes from this position. It must be CLEARLY understood by all coach volunteers that the calling of balls and strikes is a cooperative, often difficult task. Managers must keep parents and spectators from shouting out at our volunteers, in those instances where they do not agree with a coach's ball and strike calls. Coaches must call balls and strikes as fairly and accurately as possible (erring toward the calling of a strike when in doubt) regardless of which team they represent. By establishing a liberal (i.e., The strike zone is extended by one ball width on each side of the plate) strike zone the coach volunteer will assist in teaching our young players to swing their bats.

l. Walks: Rule 6.08a of the Little League Official Regulations and Playing Rules shall not apply. There are no walks. The batter remains at bat until he/she has either struck out or hit the ball into play.

m. Coach-Pitch:
    i. When "Ball-4" is attained, player-pitcher surrenders baseball to coach-pitcher, and coach assumes pitching responsibilities for the remainder of the current batter's "at-bat".
    ii. The player-pitcher shall be positioned on either side of the coach-pitcher. Player-pitcher shall be positioned two feet behind and two feet to either the side of coach-pitcher.
    iii. Fielding of hit baseballs is responsibility of player-pitcher. Coach-pitcher shall make every possible (and safe) effort to avoid interfering with the play.
    iv. Coach-pitcher shall throw all pitches overhand.
    v. Standard pitching distance is forty (40) feet. Player-pitcher is never allowed to pitch from a distance of less than forty (40) feet.
    vi. Coach-pitch should make every effort to pitch at forty (40) feet but may pitch up to three feet in front of the rubber. Additionally, coach-pitcher must make every possible effort to pitch at same speed as player-pitcher he is relieving.
    vii. After the current batter has either struck out or put the ball into play, the player-pitcher shall reassume pitching responsibilities for the next batter, and the cycle begins anew.
    viii. If the ball is put into play and at any point touches the coach pitcher, the ball is dead and the runners advance 1 base.

n. Time Limit on Games:

i. All Games are limited to a maximum of six (6) innings in length.
ii. If the home team is having a significantly better game than the visiting team, the two managers may agree to end the game at the half-inning.
iii. No new (full) inning shall be started after one hour and forty-five minutes has elapsed. Half innings can be started after one hour and forty-five minutes.

o. Base Running: Multiple bases are allowed, BUT a maximum of one additional base can be taken on over thrown balls (base stealing is NOT allowed). Additional overthrows as a result of the defensive team attempting to put the ball back in play, do not grant additional bases to the runner.
p. If a batter is hit by a pitch and not called a strike, as defined in rule 6.08b, the batter may, at their option, continue at bat with the pitch called a ball.
q. At the farm level of play, all participating players should have approximately an equal amount of playing time per game. In addition, the player must play at least one inning of infield, unless there is a safety concern for the player. In addition, it is strongly encouraged to play every player an equal amount of infield playing time, if there is no concern for the player's safety.

5. **Pioneer League Baseball**: The pioneer league is a transitional league, developed exclusively for those players that are too advanced for T-Ball, but not yet ready for hardball, or player pitching. Pioneer's focus is realistic baseball, played in an environment that is safe and non-threatening. Rules for Pioneer are identical to T-ball league rules, with these exceptions:
    a. Ball: A "reduced injury factor" (RIF) ball or equivalent will be used for all games. Regulation baseballs shall not be used.
    b. Infield: A standard or T-ball infield is used. However, the player-pitcher does not pitch.
    c. Outfield: All defensive players not occupying one of the six (6) standard infield positions play in the outfield. Force-outs, tag outs and double-ups must be completed by an infielder. Prior to every pitch all outfielders must be at least thirty (30) feet behind the closest base line.
    d. Pitching:
        i. An adult from the team at bat serves as pitcher and plate umpire. The adult is stationed on pitcher's mound and counts the pitches he/she pitches.
        ii. The Player (pitcher position) shall be positioned two feet behind and two feet to either the side of adult pitcher. Fielding of hit baseballs is the responsibility of the player-pitcher.
        iii. The adult pitcher shall make every possible (and safe) effort to avoid interfering with the play.
        iv. Adult pitcher throws all pitches overhand. Underhanded pitches are not allowed.
        v. Standard pitching distance is thirty-six (36) feet. The minimum pitching distance is thirty (30) feet. This distance is used sparingly,

only to attain the strike zone of your team's smallest players, or to provide your team's weakest hitters with a better opportunity for success.

vi. When a solid hitter steps up to the plate, the adult-pitcher must pitch from 40 foot distance. When a particularly strong hitter steps up to the plate, the adult-pitcher shall announce this hitter's capabilities to the defense, and take extra time to assure that the defense is ready, before proceeding to pitch.

vii. At no time - and under no circumstance - will any adult pitch to any batter from a distance less than thirty-feet (30) feet.

viii. Be aware that some players may jump from Pioneer to Minors the very next season. Even in Farm, they will face rapid hardball pitching from players that are league-age 9 & 10 years old. It is the manager's responsibility to prepare every player for the next level. Hitting skills are to be calibrated to the highest possible level of each individual player. You are asked to individualize your pitch speeds to the skills of the batter at the plate. Thus, even your best batters will strike out from time to time. This is real baseball, one of Pioneer's major objectives.

e. Score: Score is not kept.
f. Strikeouts: A batter gets a maximum of four (4) swings and six (6) pitches during his/her at bat to put the ball in play. After four (4) swings or six (6) pitches the batter is out.
g. Walks: There are no walks. The batter remains at bat until he/she has hit the ball into play or has had six pitches.
h. Outs: Outs are recorded. If a batter/runner is called out or strikes outs, the batter does not run the bases. The inning ends when every player has batted in the inning. Three (3) outs do not end an inning.
i. Time Limit on Games: Games are a maximum of four (4) innings. The home team always gets its final at bats. No new (full) inning shall be started after one hour and thirty minutes has elapsed. Half-innings can be started after one hour and thirty minutes.

6. **T-Ball:** The purpose of our T-Ball division is to provide an age-appropriate introduction to baseball for boys and girls ages 4 to 7. The emphasis is on safety, fun and skill development. Official Regulations and Playing Rules for T-Ball shall prevail, with the following exceptions and clarifications:
    a. Time Limit on Games: Games are three (3) innings or one hour in length, whichever occurs first.
    b. Score: No score is kept.
    c. Batting: All Players bat once per inning.
    d. On Deck Hitters: The on-deck player does not swing a bat. The on-deck hitter must wait behind the backstop until the ball has been returned to the tee before approaching the plate.
    e. Strikes: Strikes are not recorded and there are no strikeouts.
    f. Foul Balls: Hitting the tee is considered a foul ball. The batter tries again.

g. Outs: There are no outs. All batters reach first base and advance one base per at-bat. The final batter of an inning shall be announced as the "last batter", and in this case, the batter and all base runners advance to home plate.

D. Ejection. As per Little League rule 4.07 - When a manager, coach, or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. A manager or coach ejected from a game must not be present at the game site for the remainder of that game. Any manager, coach, or player ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site from which they were suspended. This includes pregame and postgame activities.

E. Ejection of Manager/Coach/Player Notifications. Umpires who eject managers or coaches must report the reasons for each ejection to the Umpire in Chief and the Player Agent or Vice President of the appropriate division within 48 hours.

Rule 9: Manager/Coach Conduct

A. **Player Participation Violations:** All violations of Little League regulation IV(i) (where players are guaranteed six defensive outs and one at bat) shall be reported to the appropriate player agent and president and/or vice president within 24 hours of the game. Penalties for violation of regulation IV(i) of the Little League official Regulations and Local League Rules regarding player participation shall be per regulations as replicated here:

PENALTY: The player(s) involved shall start the next scheduled game, play any previous requirement not completed for Section IV(i), and the requirement for this game before being removed. The manager shall for the:

1. First Offense - receive a written warning.
2. Second Offense - a suspension for the next scheduled game.
3. Third Offense - a suspension

B. **Manager/Coach misconduct:** If, in the President's opinion, a manager or coach's conduct before, during or after a game, including the manager/coach's compliance with Rule 4 B benching requirements, is considered detrimental to the best interests of the Local League and/or Little League Baseball, Inc., a letter of reprimand will be given to the offending manager/coach. The Board will review each letter of reprimand and determine appropriate punishment using the following recommendations in accordance with Article VI, Section 4 of the Constitution.

1. First letter: No additional punishment.
2. Second letter: The manager or coach shall be suspended for the next three (3) games.
3. Third letter: The manager or coach shall be suspended for one year from the date of the offense.

C. **Participation Under Suspension:** If a manager or coach is suspended for any of the above, he/she may not attend and/or participate in any practice sessions until the suspension is

lifted. The suspended manager or coach may attend games, but must not participate in any way with the conduct of the game.

D. **Additional Penalties:** All penalties stated above are the minimum penalties that will be imposed. The Board reserves the right to increase these penalties depending upon the severity of the offense.

Rule 10: Player Selection and Replacement

A. **Tryouts:** Each draft candidate shall attend at least one (1) scheduled tryout. Players not meeting this requirement shall not be eligible for draft by a Major or Minor (baseball only) team. A player's draft eligibility may only be reinstated by the board as a result of a ruling on a petition submitted to the board by the player. EXCEPTION: No player shall ever play below the division he/she had previously played. During the tryouts, the Player Agent(s) shall evaluate the players to determine the appropriate level(s) of play for each candidate, considering demonstrated skill, player experience, and safety. The Player Agent may also solicit voluntary feedback from the players' parents and each of the managers, to make this determination.

B. **Number of Teams:** The President, Vice-President and the Player Agents shall consult to determine the number of teams at each level prior to the draft.

C. **Draft Refusal:**
   1. A player who is league-age ten may only be drafted to the Majors with the consent of the parents. Initial parental consent shall be determined at sign-ups, but may be revised by the parent until the first player draft.
   2. A player who is league-age eight may only be drafted to the Minors with the consent of the parents. Initial parental consent shall be determined at sign-ups, but may be revised by the parent until the player draft.
   3. A player's refusal to be drafted into any given division shall disqualify him/her from further play in that division for that season. Exception: A player cannot play at a level lower than they played the prior year.
   4. A player's refusal to be drafted to a Major league team during mid-season shall be governed by Section VIII of the Little League Official Regulations and Playing Rules.
   5. Players who are drafted mid-season to the Major league shall be required to move up. Minor managers' sons may be excluded from consideration. The Player Agent will make every effort to be sure that the appropriate players are selected and drafted.

D. **Big League, Senior, Junior, Intermediate, Major League Draft:** The selection of players shall be in accordance with Little League Player Selection System, Plan "B", which calls for a complete annual redraft. The drafting order shall be determined by random selection immediately preceding the draft and in the presence of all participating Managers. Once determined, the order shall alternate in a serpentine manner with each round.

E. **Minor League Baseball Draft:** The selection of players shall be in accordance with Little League Draft System, Plan "B", which calls for a complete annual redraft. The selection shall be from the eligible players remaining after the major league draft. The drafting order shall be determined by random selection immediately preceding the draft and in the presence of all participating managers. Once determined, the order shall alternate in a serpentine manner with each round.

F. **Farm:** The remaining players shall be assigned by the player agent(s) in accordance with the following considerations:
    1. Brothers and sisters (unless otherwise specified by the parents).
    2. Balanced teams.
    3. Specific requests by parents when the player is signed up.

G. **Pioneer, T-Ball:** The remaining players shall be assigned by the player agent(s) in accordance with the following considerations:
    1. Brothers and sisters (unless otherwise specified by the parents).
    2. Specific requests by parents when the player is signed up.
    3. Balanced teams.

H. **Trading Players:** Existing team members shall not be traded except after the approval of the board and only when all parties directly involved in the trade are in agreement.

I. **Player Replacement:** All replacements shall be managed through the appropriate player agent. The rules are different for the different divisions.
    1. To keep rosters filled, at all levels, managers will notify the appropriate Player Agent if a player moves or otherwise becomes lost to the team. Player replacements for all leagues will be coordinated and supervised by the respective player agent. A manager or coach will not contact a replacement candidate until the player agent has first reviewed the request and spoken with the candidate. Players lost in the last two (2) weeks of the season need not be replaced. In situations where players will move from a lower level to a higher level, players must be replaced within 10 days of becoming lost to the team. If the manager has not made a choice within 10 days, the player agent will choose the replacement.
    2. **Major and Minor Baseball:** Except for temporary absences, rosters will be maintained at full complement with consideration given to remaining games in a season. When a player is lost for the remainder of the season, the manager will obtain a replacement through the player agent. Any eligible player of any league age may be brought up as long as the roster composition remains in compliance with Little League Official Regulations and Playing Rules, Section III and Section IV a, b and c.
        a. No player shall be removed from a farm or minor league team within 24 hours of a scheduled game without the approval of the player's current manager.
        b. No player shall be drafted from the player pool as a replacement for a major league player who did not appear for tryouts and/or whose name did not appear on the original draft for the respective league. These players shall be ineligible for major league play for that season. A player who moves into the league's jurisdiction or suffers other extenuating circumstances, after the closing of the draft may be exempted from this rule, pending approval of President, Vice-president and Player Agent.
    3. **Farm and Lower Leagues:** Players will be replaced at the discretion of the respective Player Agent(s).

J. **All-Star Selection:** Selection shall be as follows:
    1. All-Star and tournament managers are selected by the President and must be approved by the board of directors.

2. Prior to All-Star selection, the player agents from each division will verify player eligibility and availability to participate.
3. 8 to 10 Year Old Division, 9 to 11 Year Old Division and Little League Major Division (10/11/12) All-Stars rosters shall include 12 - 14 players at the board's discretion. The order of selection of teams shall also be at the board's discretion.
4. For Little League Major Division (10/11/12) All Stars, the initial eight (8) players for the team shall be selected by a voting process defined below by eligible players in their respective divisions as follows:
    a. The Player Agent(s) will prepare a ballot with all eligible players and instructions for voting.
    b. Voting is limited to the players eligible to be on any given all-star team. A player who elects not to appear on the ballot will be ineligible to play on any All-Star team that season.
    c. Players may not vote for a player on his/her own team. Players are not required to vote, and they may choose to vote for fewer players than for the maximum number they could vote.
    d. Balloting shall be closed (secret) and every effort should be made to avoid collusion on the part of fellow players or managers/coaches.
    e. Any player selected by the 10/11/12 voting process who is eligible for the 8/9/10 or 9/10/11 may be assigned to any of the three teams with the consensus of the major division managers and player agent.
    f. The final players required to complete the Little League Major Division (10/11/12) All-Star team shall be selected by the major division managers and player agent, in open voting.
    g. Should the All-Star Manager not be from amongst the existing Majors Managers, the All Star Manager shall participate in the voting.
    h. In the event of a tie, managers and player agent will continue to ballot until the tie has been resolved.
    i. A manager may not vote for a relative.
5. 8 to 10 Year Old Division All-Star selection:
    a. The Player Agents and all managers in the Major and Minor league shall select players for the team by open vote.
    b. Should the All-Star Manager not be from amongst the existing Managers, the All-Star Manager shall participate in the voting.
    c. In the event of a tie, voting will continue until the tie has been resolved.
    d. A manager may not vote for a relative.
6. 9 to 11 Year Old Division All-Star team selection:
    a. The Player Agents and all managers in the major and minor divisions shall select players for the team in open voting.
    b. Should the All-Star Manager not be from amongst the existing Managers, the All Star Manager shall participate in the voting.
    c. In the event of a tie, managers will continue to ballot until the tie has been resolved.
    d. A manager may not vote for a relative.
7. At the board's discretion, additional tournament teams may be authorized. Players will be selected by the Minor managers and the Minor player agent.

Rule 11 Volunteer Screening Program

A. **Background Checks:** The President and Safety Officer shall conduct and confirm background checks are made in accordance with Little League Regulation I (c) 9. This shall include but not be limited to:
   1. Board Members
   2. All Managers and Coaches
   3. Team Parents
   4. Any person acting in a role that has supervisory or discipline over any youth affiliated with SMLL. This includes any individual working in the snack shack alongside youths who are other than their own children.

B. **Parental Notification:** The background check policy shall be made available to parents through posting on the website and shall consist of:
   1. A statement regarding whether the criminal background check includes state and federal criminal history information and whether the program obtains subsequent arrest notification for those individuals and;
   2. Contact information regarding where the parent or guardian of a child participating in a "community youth athletic program" can obtain additional information about the program's background check policy, such as the entity providing the criminal background check or the nature of the type of offenses the program searched.

Rule 12: Practice Policy

A. This policy governs the scheduling and priorities of Metro practices. The goal of this rule is to balance our teams' needs to practice on their game fields and the overall needs to practice more than a dedicated schedule may permit.
   1. Majors may have up to 4 baseball days per week.
   2. Minors division and below shall have no more than 3 baseball days per week for. Exception: if there is a week with three games, then the coach may have a practice during that week.
   3. A week is defined as Sunday through Saturday.
   4. These rules do not apply for post season play (Metro's end of season tournament, TOC's and All-stars).

B. Field scheduling shall follow the following principals:
   1. A Google Docs spreadsheet shall be maintained for Practice schedules
   2. It shall be open to all managers and player agents to edit
   3. Managers should only reserve practice fields that they can actually use
   4. Managers shall immediately, upon publication of the schedule, release any fields that are in conflict with games

5. Players agents shall insure fairness on practice field scheduling and arbitrate any disputes for their respective divisions