

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved AA-Ball Local Rules

1) Age Range:

- a) League Age 8- 9-year-olds – exceptions:
 - i) 7-year-olds that have played 1 year of A-ball shall be eligible for AA-ball draft IF their parents indicate their wish to be considered for AA during registration. This does not guarantee placement on a AA team.
 - ii) Note- All 8-year-olds will be drafted to AA unless there is a safety or other developmental concern. The Player Agent, with approval from the Board and the players parent(s)/guardian(s), will identify any 8-year-old that that will play in A prior to the AA draft. All 8-year-olds eligible for the AA draft on the draft night will be drafted onto a team.
 - iii) 10-year-olds who have received a waiver through the league for safety or other developmental purposes may play AA-ball.

2) General League Rules:

- a) All managers/coaches shall READ and KNOW all rules supplied by Little League International and SVLL. They shall keep a copy of all rules with their equipment (analog or digital). All volunteers must complete the Little League International background check form and other required training yearly and turn it in to SVLL (including one-time DOJ Live Scan fingerprinting), prior to being allowed on the field (even during practices). Managers and coaches are encouraged to complete all required trainings by January 1. Managers who have not completed their required training by draft night will not be allowed to select a practice day/time.
- b) If a rule is not presently covered in the Official Regulations and Playing Rules or Operating Manual or by these local rules and/or needs clarification, the Board will make a ruling and those rules and/or clarification shall then be incorporated as a local rule.
- c) A time limit shall apply to ALL regular season games. The official scorekeeper shall record the time of the 1st pitch as the start of the game. Any inning which begins after 105 minutes from the time of the first pitch will be declared the final inning (unless tied or LLIs rule 4.10 (e) "mercy" rule applies) and will go until there are three outs or after batting through the entire lineup once during the regular season. Time Limits will be suspended in play-off games.
- d) A time limit shall apply to all games that have been scheduled "back-to-back" when there is a reasonable likelihood of darkness preventing the completion of the subsequent game or when 3 or more games are scheduled on the same day. In these "back-to-back" games, no new inning shall begin later than ½ hour prior to the scheduled start of the next game. If the preceding game start was delayed, the subsequent game start time shall be delayed by the same time interval.
- e) In the event of the need to shorten a regulation game, the umpire will announce the decision to each manager prior to the start of the last inning.
- f) In the event of a need to reschedule a cancelled game, the manager who requested the cancellation shall be responsible for coordinating the arrangements as outlined in the procedure below within 2 weeks. If the game is cancelled by mutual need (.ie weather/field conditions), the home team manager shall be responsible for the following-

PROCEDURE:

- i) The manager selects a reschedule date using any available open field times as agreed upon by both managers.
- ii) If no open field times are available or agreed, the manager may select and agree upon a field time utilizing their own assigned practice times.
- iii) If no practice times from the teams rescheduling are agreed upon, the managers may usurp a practice time from another team not involved in the game reschedule but must then allow the team losing its practice time to select a practice time in trade from the teams requesting the reschedule.
- iv) The manager will then notify the Umpire in Chief of the reschedule to assure available umpires.
- v) The manager will then notify the snack shack of the reschedule.

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved AA-Ball Local Rules

- vi) The manager will then notify the website master of the game reschedule.
- vii) The manager will finally notify the AA Commissioner of the reschedule who will confirm all the preceding steps have been completed and approve the rescheduled game and any practice time trades as needed.
- viii) If the above procedure has NOT been completed within 2 weeks of the cancelled game, the AA Commissioner shall select and assign the date and time for the rescheduled game to be played.
- ix) If the team that could not originally field a team cannot field a team (except as allowed by rule 3a) for the scheduled make-up game, the Board will make a determination regarding possible forfeiture.
- g) In lieu of rescheduling a game when a team does not have the minimum number of players available for a game, a manager/coach can elect to use the Player Pool to achieve the required minimum of 8 players needed to play the game. Below are the Player Pool rules.
 - i) Player pool Rules:
 - (1) All players are allowed to sign up for player pool via the Player Agent.
 - (2) Players are only allowed to play in the division in which they are currently playing. Players are not allowed to play in divisions above or below.
 - (3) Manager may request a player from the player pool. Player will be randomly drawn and assigned by the Player Agent for that game only.
 - (4) Managers cannot request a certain player.
 - (5) Player pool players shall be only used in the event a team is aware they would otherwise have less than eight (8) Players. The Player Pool player must bat last in the batting order and shall only be allowed to play one of the three outfield positions.
- h) In the event a game is "Suspended", the teams involved should make every reasonable attempt to complete that game prior to or on the same day as their next scheduled game together provided there is enough time in the schedule to avoid delaying any subsequent game. If the managers of the teams involved in the suspended game cannot agree to the continuation date under these circumstances, then they shall follow the same procedure outlined in 2 f) above.
- i) The home team is listed first on the schedule and should sit on the third base side.
- j) The visiting team is responsible for preparing the field for play. (The home team is urged to help.)
- k) The home team (if the last scheduled game of the day) is responsible for the removal and storage of all equipment after the game, dragging the infield, raking the mound & base paths. (The visiting team is urged to help.) **Both teams are responsible after the game for making sure the field, dugout area and stands are clean, and all garbage is placed in the cans provided and when getting close to capacity, emptied into the dumpsters behind the snack shack.**
- l) Failure to complete the Home and/or Visiting Team responsibilities may result in the loss of practice privileges, as determined by the League Commissioner and Board.
- m) The home team will supply the official scorekeeper and GameChanger will be used for scorekeeping. A printout of the scorekeeping details must be provided at the completion of the game.
- n) The visiting team will supply an official "pitch count keeper" who will:
 - i) Utilize the provided SVLL pitch count form.
 - ii) Announce to both managers the current pitcher's pitch count at the start of each ½ inning and upon any pitching change.
 - iii) Announce to the official score keeper and Umpire in Chief when any pitcher has reached his/her maximum pitch count for the game.
 - iv) Upon completion of the game obtain the signature of the official scorekeeper and both managers agreeing to the final pitch counts for each pitcher and attaching said form to the official GameChanger scorecard.

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved AA-Ball Local Rules

- o) Prior to the start of the season, each team MUST send 2 scorekeepers to a clinic run by the Official Scorekeeper.
- p) **Minimum play requirements:**
- i) Each player will play a minimum of 3 complete defensive innings per game. Exception- minimum 2 complete defensive innings if on the visitors team behind after 5 ½ innings or the regulation game is shortened for any reason. Any player who does not meet this requirement must start the next game, complete any remaining inning requirements from the previous game and the requirements for the current game before being removed from the field. If the player plays the entire game in this scenario, it will not be considered a “complete game” for the purpose of satisfying the requirements of rule 2 o) ii).
 - ii) Players must play at least two full games in each 1/2 the of the regular season. A “full game” is defined as every inning defensively in a regulation game (as few as 3 1/2 or as many as all extra innings). Immediately following the final out of each game the managers of both teams will meet with the official scorekeeper and identify which players played a full game. The scorekeeper will confirm this in the scorebook and circle the name of the players on the official scorebook.
 - iii) Each player shall play a minimum of 10 defensive innings at an in-field position during the regular season.
 - iv) If a player does not play two full games by the end of the first 1/2 of the season, he/she will play the entire game in the first play-off game and any subsequent games until his full requirement is met.
 - v) Failure to comply with the above will result in a one-game suspension to the offending manager in the team’s next game.
 - vi) If a player has not played his/her second full game in the second 1/2 by the last game of the season, the player must play the full game in the first play-off game.
 - vii) All managers shall submit to the League Commissioner & Player Agent, a list of all players and the dates that they have played full games on the last day of the season.
 - viii) The manager of any team that has not met its minimum play requirements for each of its players after the final regular season game will be suspended from participating in any post-season league tournament games.
 - ix) A player brought up from a lower division will have any full games played in the lower division count towards the requirements of the new division’s full game requirements.
 - x) If a manager has an issue meeting these minimum play requirements, due to attendance and/or discipline issues with a specific player, the Player Agent and League Commissioner shall be consulted, and these local rule requirements may be waived or modified, with Board approval.
- q) **For safety reasons:**
- i) There is NO on-deck circle.
 - ii) Batters are not allowed to pick up their bat until it is their turn in the batting order and they are walking up to the plate.
 - iii) No shorts or short pants are allowed to be worn by players during practices/games.
 - iv) All male catchers must wear protective cups. All male players must wear athletic supporters.
 - v) Players catching for a pitcher warming-up on the playing field or bullpen area must at a minimum wear a facemask (Male catchers must also be wearing a cup, even in warm-up). The league urges that full protective gear is worn.
 - vi) Throwing of the bat is a safety concern. If a player throws a bat unintentionally, the umpire shall issue a warning to the player and notify the player’s manager that a warning has been issued. If the same player throws the bat again in the same game, when no further action is possible on the play, the umpire may request that the manager bench his player for the remainder of the game if the bat throws are deemed by the umpire to be a safety concern. If the player is benched before completing his/her A/B, the next player in the batting line-up shall assume the A/B inheriting the count of the benched player. If the benched player safely reached base during the play, he/she shall be replaced as a base runner with the last

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved AA-Ball Local Rules

player who made an out on the offensive team or if no outs have yet been made in the game, the last available batter due up in the batting order. The benched player's spot in the lineup will be skipped for the remainder of the game just as if the player left with injury/illness (no out recorded for that spot in the lineup). The manager will not be penalized for any resultant inability to meet mandatory play requirement and the player will not be required to make up the missed mandatory play.

- vii) If a player throws the bat intentionally in anger, no warning is required, and the event may be handled in an immediate ejection under LLI rule 9.01(d).
- r) It is a privilege, and not a right of a team to take warm-up practice on the field. Except for unusual circumstances, all games are to start on time.
 - i) Visiting team will be allowed to warm-up on the field time in the slot 35-20 minutes prior to game time.
 - ii) Home team will be allowed to warm-up on the field in the slot 20-5 minutes prior to game time.
 - iii) No warm-up shall be held during the last 5 minutes prior to game time to allow for umpire/manager meeting and last-minute field repair.
- s) The pitching bullpen is to be used for pitching/catching warm-ups and not as a batting cage. The visiting team has the priority to warm-up its starting pitcher in the cage prior to the start of the game while the home team is using the field. Once the game has started, the team at bat has priority for using it to warm-up any potential pitchers for their following defensive inning.
- t) No parents are allowed on the playing field during a game unless they are officially participating as a coach or umpire.
- u) The team manager is responsible for the safe keeping of all issued equipment for the duration of the season and for doing their best in preserving this and other league equipment and facilities at all times.
- v) All managers/coaches and players shall exhibit good sportsmanship at all times. If at any time a SVLL Board member official believes that poor sportsmanship has occurred, and/or an incident has been reported to them, the incident will then be reported to the responsible League Commissioner (for managers or coaches) and/or the Player Agent (for players). The League Commissioner and/or Player Agent will meet with the "offending" party and others who may have observed the purported incident to collect information and determine if further review is needed. The League Commissioner and/or Player Agent will then meet with the Executive Committee to discuss the incident, report their findings, and recommend if further action is warranted. If it is found that there may be an issue, one and/or more of the following may occur:
 - i) Offending manger/coach shall appear before the Executive Committee to discuss the situation and if warranted, suspension from one or more games. All penalties must be approved by the Board.
 - ii) Offending player and Parent shall meet with the Player Agent and League Commissioner to discuss the situation and if warranted, suspension from one or more games. They may also be required to write a letter, as determined by the Player Agent and League Commissioner, about sportsmanship to the league/team(s), which must be received prior to their participation in any future games.
 - iii) If the incident is serious enough, the offending Manager/Coach or Player, with Board approval, may be disqualified from All-Star participation or other post season activities.
- w) Use of electronics for team scorekeeping (ie. Gamechanger) are allowed ONLY in the dug-out and not on the field of play by base coaches and may not be used for communication.
- x) Team standings will be determined by winning percentage during the regular season. 1st and 2nd place teams in the regular season shall receive trophies. Tiebreaker system is:
 - (1) Head-to-head competition. If 3 or more teams have the same regular season record, for this rule to apply, the higher-seeded team must have a winning record against all other teams in the tie.
 - (2) Overall win/loss record against the top 3 teams.
 - (3) Team with fewest runs scored against them during the entire regular season.

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved AA-Ball Local Rules

(4) Coin Flip.

- y) At the end of the season, each team will select one player as the team's "Most Inspirational". This is the player that throughout the season was the one that was the best sport, greatest "cheerleader" and/or was able to inspire the rest of the team the most. The selected player shall be presented a "certificate" of appreciation during closing ceremonies.
 - i) It is recommended that the players vote for two players (other than themselves) and that the top vote getter is the player selected as "Most Inspirational". (This could be one of the same players that was selected to the Inter-League All-Stars but is not necessarily so.)
- z) Teams must wear SVLL league issued uniforms for ALL games including regular season and playoffs.
- aa) AA division teams shall not have more than 4 official events per week before or after Opening Day. An event is defined as a game, a mandatory practice, and a non-mandatory practice coordinated by a manager/coach, or person affiliated with a player on the team. This rule does not extend to TOC or All-Star schedule. Sunday shall be the first day of the week. Practices are not to exceed 90-minutes.
- bb) In the half of the season following the start of kid pitch, every team must have at least 5 different players pitch in a regular season game. For a team that does not meet this requirement by the ¾ mark of the season, a player that has not pitched in the season must start the next game. If the minimum of 5 different pitchers is still not met, then subsequent pitchers in that game and any following game must be a player that has not yet pitched on the season until the requirement of 5 different pitchers is met. All managers shall submit to the League Commissioner and Player Agent, a list of the 5 different pitchers and the dates/games that they pitched by the start of the first game in the second half of the season. Managers are encouraged to pitch any player that wants to pitch at least once during the season.

3) Game Specifics:

- a) Rather than rescheduling, games may be played with less than 9 players, as determined by the team manager. Defensive players may be "borrowed" from the other team, as required and available.
- b) There is a 5-run limit to each batted ½ inning. After 5 runs are scored or 3 outs are made in a ½ inning (which ever comes first), the team batting and the team in the field will switch. There will be NO unlimited run inning. After reaching the status of a regulation game, if a team is mathematically unable to score enough runs to tie, the game will end. For example, if either team is up by 6 runs after 5 complete innings, the game is over.
- c) Score shall be kept by the "official" (home team provided) scorekeeper.
- d) Base coaches may consist of one player and one coach or two adult coaches, but one adult coach must remain inside the dugout to supervise the players when players are present.
- e) The visiting team shall supply plate/base umpires if league umpires are not available.
- f) At the conclusion of the game, each team should line up and congratulate the players on the other team.
- g) As allowed by LLI Rule 6.02 the league does **NOT** adopt local option (c) regarding keeping 1 foot in the batter's box throughout an entire at bat.
- h) SVLL adopts rule 7.15 – Use of a Double First Base – as stated in the LLI rule book for Little League Baseball.
- i) When the completion of six innings, and the score is tied, starting in the top of the seventh inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. (Rule Waiver received XX/XX/XXXX)

4) Offense:

- a) Bunting is allowed against player pitchers only. An intentional bunt of a coach pitch (as deemed by the umpire) shall be a called strike.

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved AA-Ball Local Rules

- b) Stealing is NOT allowed, no advancement on wild pitches or passed balls.
- c) Batting order will consist of the entire team roster. The batting order will be rotated throughout the season to give all players a chance to bat "lead-off".
- d) When a batted ball accidentally contacts a COACH pitcher or is caught/deflected in an act of self-protection, the ball will be declared dead, all runners and the batter will return, and the batter will be entitled to another pitch assuming the same count as if the interference hadn't occurred. If the umpire deems that the COACH pitcher **intentionally** contacts the batted ball or interferes with a defensive player making a play on the batted ball, the batter runner shall be declared out on coaches' interference and all remaining runners returned to the base they occupied at the time of the pitch.
- e) Slap/slash bunting is NOT allowed.

5) Defense:

- a) Coaches will pitch for the first 1/4 of the season; players will pitch the last 3/4 of the season. Player pitchers shall keep 1 foot within an 8-foot radius half-circle around the pitching rubber even with or behind the coach pitcher while the pitch is delivered.
- b) All pitches from the coach or player are thrown from the pitching rubber using an overhand delivery from a standing position.
- c) During the 1st quarter of the season, the batter will receive 5 pitches or 3 strikes. The batter is entitled to another pitch **if** on the 5th pitch **or** subsequent pitches, the pitch is fouled off. There will be no walks.
- d) Players pitch in the last 3/4 of the season. They will pitch until the batter hits the ball, the batter strikes out (swinging or looking), the batter is hit by pitcher, or 3 balls are called on the batter. When the count reaches 3 balls, the coach of the hitting team will then come in and pitch to his/her own batter to finish the count. The umpire will call balls and strikes on the coach pitches. The coach will pitch to the batter until the batter hits the ball, the batter strikes out (swinging or looking), or the coach reaches 5 pitches. The batter is entitled to another pitch if on the 5th pitch or subsequent pitches, the pitch is fouled off. There will be no walks.
- e) Any batter hit by a player pitcher shall take 1st base. Any player pitcher that hits 2 batters in an inning or 3 batters in a game will be removed from that position for the remainder of the game.
- f) Once a player pitcher begins their wind-up, there shall be no unnecessary chatter that is determined to be distracting.
- g) All players shall be given an opportunity to play all positions throughout the season unless the safety of a player is of concern. In this case, contact the League Commissioner for rotation advice.
- h) Only one base advancement will be allowed on an over-throw anywhere in the field of play. The play remains live, and the runner remains in jeopardy of being put-out if advancing after an over-throw. For the purpose of this rule, the first over-throw in any play will dictate the furthest possible base-runner advancement. Runners who are between bases at the moment the over-thrown ball is MISSED, *as deemed by the umpire*, will be considered to have acquired the base they are advancing towards if they have already passed the ½ way line to that base (EXAMPLE- batter runner is attempting to stretch a single to a double and has passed the ½ way line between 1st and 2nd base at the moment that the throw from the outfielder to the 2nd baseman is missed or dropped, the batter runner is allowed to attempt to advance only as far as 3rd base. If the batter runner had not yet passed the ½ way line at the moment the over-thrown ball missed its target, then he/she is only allowed to attempt to advance to 2nd base). Once the pitcher has control of the ball inside the 8-foot circle around the pitcher's mound (unless the overthrow rule has already been applied) baserunners may no longer advance (unless they are more than halfway to the next base at that point).

6) Tryouts:

- a) All league age eligible players are encouraged to try-out.

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved AA-Ball Local Rules

7) Draft Process:

- a) By the draw from a select deck of cards (Ace, 2, 3, 4, etc.), the order of draft pick for teams in that round will be determined:
 - i) The Ace has the first pick, followed by the 2, followed by the 3, followed by the 4, etc. until each team has selected a player in the 1st round.
 - ii) Each subsequent round will be in the reverse order of the preceding round.
- b) The intention of the draft process is to ensure that all eligible older age players are selected before the end of the draft.
 - i) Eligible 7–8-year-olds may however be drafted before 9–10-year-olds, as long as it is ensured that the eligible pool of older players (9-10 year-olds) be exhausted before draft completion. Every effort should also be made to select all eligible 8-year-olds over eligible 7-year-olds.
- c) Managers will indicate which round they would slot their child. The Player Agent, and Manager Consensus, will determine whether the recommendation is appropriate or should be adjusted. Managers must draft those players during normal draft process in the agreed upon rounds.
- d) Managers will provide the Player Agent/VP/President with the name of ONE assistant coach prior to the draft and will indicate which round they would slot the child(ren) of their Assistant in. The Player Agent, and Manager consensus, will determine whether the recommendation is appropriate or should be adjusted. Assistant Coaches will also be required to inform the league in writing of their interest in being an Assistant Coach and working with a specific Manager. Managers must draft those players during normal draft process in the agreed upon rounds. (Rule Waiver Case #26.065, date 01/21/2026)
- e) Any player who fails to attend try-outs but is only eligible to play AA by virtue of his/her age or returning status will be placed in the draft in a process to be determined by the league official responsible for running the draft (generally the player agent).
- f) Players cannot refuse to be drafted up to the next level of eligible play. The league will make every effort to place players with their age group. Generally, no letters will be allowed to hold a player down in any division – exception:
 - i) Players that do not wish to be drafted to a higher division than they played in the previous year must discuss this and their reasons with the Player Agent and/or Board during tryouts and/or before draft night. On an exception basis, such wishes may be honored.
 - ii) Any player refusing to be drafted up to the next level of play will be ineligible for post-season all-star participation unless they receive a waiver by a majority vote of the Board.

8) Replacing a Player Lost Through Attrition:

- a) After the 1st game, if a player is lost through attrition (due to illness, injury, change of address, resignation, or other justifiable reason) the manager losing the player shall have the option of replacing that player or requesting that the league file for a waiver to play with an unbalanced roster if the roster size differs by more than one player as compared to other teams in the league. If the manager requests a replacement player:
 - i) The Player Agent must be notified by the team manager as soon as possible, but no later than 3 days from the time the manager has become aware of the actual or potential loss.
 - ii) When the Player Agent has confirmed that the player will not be returning, a replacement player must be drafted up within 1 (one) week's time of the confirmation, from the eligible pool of players in the next lower division or late registrants.
 - iii) The manager "drafting-up" a player, once the candidate has been selected, must first talk with the Player Agent(s) and then the Player Agent will inform the manager of the team "losing" the player. This must be done BEFORE approaching the player and/or the player's parents. (All of these discussions should be done in conjunction with the Player Agent and/or League Commissioner, as determined by the Player Agent.)

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved AA-Ball Local Rules

- iv) If no eligible players are willing to be drafted up, the league will file for a waiver to play with an unbalanced roster if the roster size differs by more than one player as compared to other teams in the league.
- v) On a case-by-case basis, as presented by the manager, player agent or player, the Board can make specific exceptions to the above rules regarding replacing a player lost through attrition.

9) Tournament:

- a) A tournament will take place the last week of the season with all teams participating. End of season standings will determine tournament seeding.
 - i) The higher seeded team shall be the home team for all games.
 - ii) Brackets/Game Days may be adjusted by the League Commissioner, with Board approval.
 - iii) If a “bye” is required due to the number of teams participating, the first “bye” will be awarded to the team finishing the regular season in 1st place, the second “bye” will be awarded to the team finishing the regular season in 2nd place, etc.
- b) The Tournament winner and 2nd place tournament team shall receive medallions (or other form of recognition, as approved by the SVLL Board.)

10) All Stars:

- a) Intra-League All-Stars - There will be one intra-league All-Star game played the day of closing ceremonies.
 - i) After the traveling tournament teams are selected, each AA manager will make nominations for players from his/her regular season team to participate in the Intra-League All-Star game. It is recommended that the nominations be based on a blind team vote from the regular season team’s players. The committee responsible for selecting the 8-year-old traveling all-stars will then vote for 24 players from the list of nominees to make up the two 12 player rostered teams to participate in the Intra-League game. If there is no 8 and under tournament than an even number of top vote getters from each team will make up the two 12 player rosters for the Intra-League All-Star game. Players from the same regular season team will be kept with their teammates and coaches for this game.
 - ii) These Intra-League All-Star teams are managed by the regular season 1st and 2nd place managers. The teams shall be divided evenly.
(1) Example pairing: Team 1, 4, 5, 8 versus Team 2, 3, 6, 7.
- b) 8 and under travelling all-stars (If a tournament is offered)-
 - i) At the May Board meeting, the board will select the “8 and under” All-Star tournament team manager from all interested regular season AA or AAA managers. If no managers are available and approved by the board, the position will be open to all interested AA or AAA rostered coaches. The selected manager must agree to be available for all team practices and games.
 - ii) The player agent shall prepare a list of all eligible 7/8y/o players after the 8/9 team has been selected.
A committee consisting of the board elected team manager, all AA managers and chaired by the AA Division Commissioner shall select by closed ballot vote the players for the 7/8y/o tournament Team. Each manager shall have the opportunity to nominate players then will cast his/her votes for 12 of the nominated players. Each voting member is only allowed to cast 1 ballot. The highest vote receivers shall be on the team. In the event of a tie vote, the AA League Commissioner shall cast the deciding vote. The approved manager shall determine the number of players to carry on his/her all-star team and may select any additional players from the alternate pool of players to add to the roster up to a maximum of 14.
- c) General All-Star tournament team Rules:

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved AA-Ball Local Rules

- i) Any eligible player who is elected to a traveling tournament ("all-star") team at a higher league age, may elect to decline the selection within 48 hours of notification and will remain eligible for selection to his/her lower league age team.
- ii) The all-star manager may choose their coaching staff from rostered managers and/or coaches, after the all-star teams have been selected.
- iii) In the event that the loss of a player (due to illness, injury, resignation, vacation, etc.) results in fewer than 12 players on the roster **or** the team manager wishes to maintain a 13 or more-player roster, the team manager shall meet with the Player Agent and League Commissioner to select a new player from the pool of regular season AA or AAA players.
- iv) No player shall be eligible to play on more than 1 All-star team except in the case of need to replace a player lost due to injury or other attrition or as allowed by LLI tournament rule "condition 3", at the team manager's discretion, he/she may be added to the affidavit of a second tournament team after the player's first tournament team is eliminated.
- v) AA Managers, led by the AA Commissioner, must rank all AA players that are nominated by their managers to be eligible for the 9-year-old tournament team before the 9-year-old tournament team selection meeting. A player that is not nominated by their AA manager will not be considered.

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved AA-Ball Local Rules



January 21, 2026
Mark Paulsen, President
Scotts Valley Little League

Delivered via Email

Charter Case #26.065
League ID #4053910

Dear Mark,

The Charter Committee has **approved** the draft method as outlined below:

For the minor divisions, managers will have the ability to name a coach before the draft starts. Additionally, there will be specific slotting of Managers and Coaches kids to specific rounds based on majority agreement on the draft round.

Thank you for your continued commitment to Little League and your community. Best wishes for a great 2026 Little League season!

Sincerely,

Little League International
Charter Committee



CC: Brian Evans – DA CA-39

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LittleLeague.org