

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved AAA-Ball Local Rules

1) Age Range:

- a) League age 9- 11-year-olds – exceptions:
 - i) League age 8-year-olds that have played 1 year of AA-ball and 12-year-olds that have obtained a waiver to stay in the minors shall be eligible for AAA-ball draft. 8-year-olds must be drafted in the first 5 rounds of the AAA draft. This does not guarantee placement on a AAA team.
 - ii) NOTE- All 10-year-olds will be drafted to AAA unless there is a safety or other developmental concern and a waiver is obtained through the league to keep that player in 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) Each Major's and AAA rostered manager shall be responsible for serving as or providing an **on-field** Game coordinator or umpire (as determined by league scheduler) in the division below his/her coaching level. **IF** he/she is a rostered coach or manager at both:
 - i) Major's and AAA levels, he/she will coordinate or umpire a AA game.
 - ii) Major's and AA levels, he/she will coordinate or umpire a AAA game.
 - iii) AAA and AA levels, he/she will be exempted.
- d) Any inning which begins after 105 minutes from the time of the first pitch will be declared the final inning (unless tied) and will be an "unlimited run inning". Time Limits will be suspended in play-off games.
- e) 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.
- 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.
- vi) The manager will then notify the website master of the game reschedule.
- vii) The manager will finally notify the AAA 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.

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved AAA-Ball Local Rules

- viii) If the above procedure has NOT been completed within 2 weeks of the cancelled game, the AAA 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 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.
 - 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.
 - 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

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved AAA-Ball Local Rules

regulation game is shortened for any reason. The manager of each team is responsible for announcing his/her defensive substitutions for the official scorekeeper to document. 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 of the regular season. A "full game" is defined as every inning offensively and 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) 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 game of the second 1/2 and any subsequent games until this requirement is met.
- iv) Failure to comply with the above will result in a one-game suspension to the offending manager in the team's next game.
- v) If a player has not played his/her second full game by the last game of the season, the player must play a full game for the first play-off game.
- vi) 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.
- vii) 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.
- viii) 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.
- ix) 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 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

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved AAA-Ball Local Rules

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 45-30 minutes prior to game time.
 - ii) Home team will be allowed to warm-up on the field in the slot 25-10 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.
 - iv) If a Majors team is using the batting cage, the AAA home team shall have use of the smaller of the two cages in the slot 50-30 minutes prior to the game and the AAA visiting team shall have use of the cage in the slot 30-10 minutes prior to the game time.
- s) No parents are allowed on the playing field during a game unless they are officially participating as a coach or umpire.
- t) 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.
- u) All managers/coaches and players shall exhibit good sportsmanship. 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 manager/coach shall appear before the Executive Committee to discuss the situation and if warranted, suspension from one or more games. Any penalty must be approved by a majority vote of 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 Executive Board approval, may be disqualified from All-Star participation or other post season activities.
- v) 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.
- w) 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.
 - (4) Coin Flip.
- x) 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. It is recommended that

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved AAA-Ball Local Rules

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.

- y) Teams must wear SVLL league issued uniforms for ALL games including regular season, playoffs, interleague, and TOCs.
- z) AAA 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 2-hours.
- aa) By the halfway point of the season, every team must have at least 5 different players pitch in a regular season game. For a team that does not meet this requirement in the first half of the season, a player that has not pitched in the first half of the season must start the first game of the second half of the season. 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.

3) Game Specifics:

- a) There is a 5-run limit to each batted $\frac{1}{2}$ inning. After 5 runs are scored, 3 outs are made or all players in the lineup have an at-bat in a $\frac{1}{2}$ inning (which ever comes first), the team batting and the team in the field will switch. The 6th inning (or final inning as called by the umpire) and any extra innings will not have a run limit for either team, but each player on a team will only be allowed to bat one-time through the lineup. See LLI Rule 5.07.
- b) Score shall be kept by the "official" (home team provided) scorekeeper.
- c) 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.
- d) At the conclusion of the game, each team should line up and congratulate the players on the other team.
- e) As allowed by LLI Rule 4.16 a), SVLL Adopts the optional language of "A game may not be started with less than 8 players on each team AND 4.17 "A game may not be continued with less than eight (8) players on each team. Option 2 is also adopted -No out will be called for the 9th position in the batting order.
- f) As allowed by LLI Rule 7.14 B, SVLL adopts the option of a courtesy runner.
- g) As allowed by LLI Rule 9 (d), SVLL does adopt the rule application of "unsportsmanlike" behavior for the stealing and relaying of signs. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team's subsequent offense.
- h) As allowed by LLI Rule 6.02 the league does adopt local option (c) regarding keeping 1 foot in the batter's box throughout an entire at bat. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.
 - i) Exceptions:
 - (1) On a swing, slap, or check swing.
 - (2) When forced out of the box by a pitch.
 - (3) When the batter attempts a "drag bunt."
 - (4) When the catcher does not catch the pitched ball.
 - (5) When a play has been attempted.
 - (6) When time has been called.

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved AAA-Ball Local Rules

- (7) When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
- (8) On a three ball count pitch that is a strike that the batter thinks is a ball.
- ii) PENALTY: If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. Minor/Major Division: No pitch has to be thrown, the ball is dead, and no runners may advance.
- iii) NOTE: The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.
- i) SVLL adopts rule 7.15 – Use of a Double First Base – as stated in the LLI rule book for Little League Baseball.
- j) 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 approved XX/XX/XXXX)
- k) Slap/slash bunting is NOT allowed.
- l) Infield Fly rule is applicable in AAA.
- 4) Defense:**
- a) 12-year-olds are not allowed to pitch in AAA.
- 5) Tryouts:**
- a) All league age eligible players are encouraged to try-out.
- 6) 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 draft process is to ensure that all eligible older age players are selected before the end of the draft.
- i) Eligible 9–10-year-olds may be drafted before 11–12-year-olds. However, it must be ensured that the eligible pool of older players (10-11–12-year-olds) be exhausted before draft completion. All eligible 10 and 11-year-olds shall be drafted to AAA or above unless they receive a waiver as noted in 1 a) ii). All waivers for 10 year old players playing in AA must be obtained prior to the AAA draft. If it is determined at tryouts that there is a safety or other developmental concern with a 10-year-old player participating in AAA, then the Player Agent, with approval of the Board and the players parent(s)/guardian(s), will provide a waiver for the player to participate in AA. This waiver and the required approvals must be obtained prior to the AAA draft. Any 10-year-old that does not have an approved waiver to play AA prior to the AAA draft must be drafted into AAA or above. In addition, all 8-year-olds must be drafted in the 5th round or sooner. Starting with the first pick in the sixth round, no 8-year-olds are eligible to be drafted in AAA. This includes siblings and sons/daughters of managers and coaches.
- c) Managers will indicate which round they would slot their child in. 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

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved AAA-Ball Local Rules

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 approved XX/XX/XXXX).

- e) Any player who fails to attend try-outs but is only eligible to play AAA 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 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 an exception is granted to the player by a majority vote of the Board.

7) Replacing a Player Lost Through Attrition:

- a) After the draft, if a player is lost through attrition (due to illness, injury, change of address, resignation, or other justifiable reason) and needs to be replaced, all age-appropriate players from the next lower division shall be eligible to be drafted up.
 - 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 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.)
 - iv) If a player is lost during the last two weeks of the regular season, the team manager shall, at their choice, have the option of replacing the departing player.
 - v) If no eligible players are willing to be drafted up, the league will file for a waiver to play with an unbalanced roster if it is more than one-player difference.
 - vi) 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.
 - vii) See Majors local rules for regulations governing AAA players being drafted up to Majors level.

8) Tournament:

a) A double elimination tournament will take place the last week of the season with all the regular season teams participating. End of regular season standings will determine tournament seeding. The winner of this tournament shall represent Scotts Valley at the District 39 Tournament of Champions (T.O.C.).

- 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.

9) All-Star teams:

- a) 8/9/10 All-Star tournament team –
 - i) The Board, with majority vote, shall meet to appoint a manager from a pool of available regular season AAA or majors' managers. If no regular season managers are available, rostered coaches may be appointed to manage. The selected manager must agree to be available for all team practices and games.

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved AAA-Ball Local Rules

- ii) The player agent shall prepare a list of all eligible remaining players after the 9/10/11 team has been selected. This list shall comprise of eligible league age 8,9,10-year-olds.
 - iii) A committee consisting of the board elected team manager, all AAA managers and chaired by the AAA Commissioner shall select by closed ballot vote the players for the 8/9/10 traveling 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 AAA 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.
- b) 7/8/9 All-Star tournament team (If a tournament is offered) -
- i) The Board, with majority vote, shall meet to appoint a manager from a pool of available regular season AAA managers. If no regular season managers are available, Majors managers or rostered coaches may be appointed to manage. 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 remaining players after the 8/9/10 team has been selected. This list shall comprise of eligible league age 7,8,9-year-olds.
 - iii) A committee consisting of the board elected team manager, all AAA managers, the AA commissioner and chaired by the AAA commissioner shall select by closed ballot vote the players for the 7/8/9 traveling 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 AAA 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:
- 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 traveling tournament team manager may choose his/her coaching staff from rostered managers and/or coaches, after the all-star teams have been selected.
 - iii) If 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 AAA or Majors 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.