

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved Major Division Local Rules

1) Age Range:

- a) League Age 10–12-year-olds
- b) 10-year-olds that wish to play up in the Major division must have participated in two (2) seasons at the AAA level to be eligible for the Major division draft. The player must be drafted onto a Major division team as 2 seasons of participation at the AAA level does not guarantee them a spot in the Major division. 10-year-olds who have not participated in the minimum 2 seasons at the AAA level may obtain a waiver to be eligible for the Major division draft with a majority vote of the Board. Parents/guardians of players must contact the Player Agent and President(s) a minimum of two weeks prior to the first tryout date to notify them of their intention for their 10-year-old to be eligible for the Major division draft. The Board will review the candidacy and provide a ruling prior to the first tryout.

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 (digital or analog). 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). 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 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 the 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 game coordinate or umpire a AA game.
 - ii) Major's and AA levels, he/she will game coordinate or umpire a AAA game.
 - iii) AAA and AA levels, he/she will be exempted.
- d) 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.
- e) 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.

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved Major Division Local Rules

- 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 Majors 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 Majors 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.
- f) 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.
 - g) 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 e) above.
 - h) The home team is listed first on the schedule and sits on the third base side.
 - i) The visiting team is responsible for preparing the field for play. (The home team is urged to help.)
 - j) 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 home plate area & base paths. (The visiting team is urged to help.)
 - k) 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.

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved Major Division Local Rules

- 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) Any player who does not meet LLI mandatory play 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 (below).
 - ii) Players must play at least 1 full game 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 on the GameChanger scorecard and circle the name of the players on the GameChanger scorecard.
 - iii) If a player does not play 1 full game by the end of the first 1/2 of the season, he/she will play the entire game in the first game of the second 1/2 of the season. If the player has not played his second full game by the final game of the regular season, he/she will play the entire game in the first play-off game.
 - 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) 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 each half of the season. The League Commissioner/Player Agent is responsible for auditing the official GameChanger scorecards to verify compliance with this requirement.
 - vi) 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.
 - vii) 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 for the ½ of the season in progress.
 - viii) 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.

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved Major Division Local Rules

- 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 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) Majors team has priority to use the larger of the AAA batting cages, the Majors home team shall have use of the cage in the slot 50-30 minutes prior to the game and the Majors 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, at all times.
- u) 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 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 to the Board if further action is warranted. If it is found that there may be an issue, one and/or more of the following may occur:

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved Major Division Local Rules

- 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 the majority 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 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 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 were 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) Major 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.

3) Game Specifics:

- a) Score shall be kept by the "official" (home team provided) scorekeeper via GameChanger.
- b) The league adopts LLI's continuous batting order line-up rules.
- 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.

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved Major Division Local Rules

- 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.
 - (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 Major Little League adopts rule 7.15 – Use of a Double First Base – as stated in the LLI rule book for Little League Baseball.
- j) Slap/slash bunting is NOT allowed.
- k) 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. (Waiver Received on XX/XX/XXXX)

4) Tryouts:

- a) PER LLI regulation IV (F), any candidate failing to attend at least one of the spring tryout sessions, shall forfeit league eligibility unless an excuse is presented which is accepted by a majority of the Board.

5) Draft Process:

- a) Each player acquired shall, for the duration of their Major Little League career, be the property of the team and league or division making the acquisition, unless subsequently traded or released. Draft order will follow Draft Plan A and follow the duration of title rules as outlined by LLI. Draft order will be based on last regular season's standings, not including inter-league games, with last place team drafting first, second to last place team drafting second, and so on. If two or more

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved Major Division Local Rules

teams have identical records we will follow rules outlined in section 2, subsection v. If there are expansion teams, those teams get the first picks in random order.

- b) Players returning to a team must be placed on the team before new players are added to the team unless managers player is slotted lower per clause 5f or there is a reduction in the number of teams per clause 5e.
- c) Following the completion of the draft, a manager has until they leave the draft room that day to execute a trade of a player(s). Players may be traded only within the Division in which they were drafted. All trades must be player for player only. Trades involving draft picks are not permitted. All trades shall be made through and with the approval of the Player Agent. All trades must be for justifiable reasons and be approved by the Board. No communication of rosters to players or parents shall be made until the trades are approved or denied by the Board. Trades for returning player(s) that are currently property of an existing Major team must be approved by the parent(s)/guardian(s) of each returning player prior to approval of the trade. If a trade is a returning player for a new player, then only the returning player's parent(s)/guardian(s) need to approve the trade. Players acquired by an expansion team from the Expansion Pool will be considered new players. Parent(s)/guardian(s) of the returning player(s) must provide approval of the trade via email or other written form to the Player Agent before the trade is approved by the Board or else the trade will be voided and the players will return to their original teams.
- d) SVLL will exercise EXPANSION OPTION 3 as outlined in the Little League Manual.
 - i) For example, let's assume a division expanding from five teams to six:
 - (1) Major Team A has four returning players – contributes one player to expansion pool.
 - (2) Major Team B has five players returning – contributes two players to expansion pool.
 - (3) Major Team C has five returning players – contributes two players to expansion pool.
 - (4) Major Team D has six players returning – contributes three players to expansion pool.
 - (5) Major Team E has six returning players – contributes three players to expansion pool.
 - (6) Note that if a team has three or fewer returning players, they will not contribute any players to the expansion pool as intention is for all teams to have a minimum of three returning protected players. A manager is not allowed to place their son/daughter in the expansion pool to be drafted by the expansion team.
 - ii) In one-team expansion using this example, the expansion team manager chooses three players in the expansion draft. All players remaining in the Major League expansion player pool then return to their original teams. (If the expansion is by two teams, each chooses three players, alternating picks.)
 - iii) The regular draft of Minor League players will then begin with the expansion team(s) drafting first in each round. The established teams then draft in reverse order of the finish in last year's schedule.
- e) NOTE 1 for Expansion in this Property Player Division: if two expansion teams are established, a coin flip will determine the draft order of expansion teams. If more than two expansion teams are established, a blind draw of numbers will determine the draft order of expansion teams. If the number of teams is to be reduced for the Majors division, the league will implement a hat pick to determine, for teams that do not have a returning coach, which team will be deleted for that upcoming season. SVLL will use Method B under the Team Reduction rules in LLI which states the following:
 - i) All current Major League players affected must be reassigned to a Major League team through a regular draft wherein, if a number of returning Major League players has not been drafted by the time that same number of draft picks remain, those returning players must be the only

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved Major Division Local Rules

players eligible from that point forward in the draft. (Example: The number of teams is reduced, putting six Major League players back into the draft. At the draft, with three selections left to be made, there are three players from the six returnees who have not yet been drafted. Those three players become the only three eligible players and must be drafted.)

- f) Managers will provide the Player Agent/VP/President with the name of ONE assistant coach that is associated with a returning player currently on their team prior to the draft. The assistant coach will also be required to inform the Player Agent/VP/President in writing of their interest in being an assistant coach and working with a specific manager. That assistant coach is allowed to be present at the draft. A new assistant coach shall not be appointed nor approved in Majors (a property player division) until after the draft to avoid 'red-shirting' of players through selective coaching appointments. Prior to the draft, managers will indicate which round they would slot the manager's child. The Player Agent, and manager consensus, will determine whether the recommendation is appropriate or should be adjusted. Managers obtain those players in the agreed upon rounds even if they are a returning player. The assistant coach's child will be drafted per 5b.
- g) Any player who fails to attend try-outs but is only eligible to play Majors by virtue of his/her age or returning status and has been approved by the majority of the Board 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).
- h) The league will make every effort to place players with their age group— 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.
 - i) 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.

6) Replacing a Player Lost Through Attrition:

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.

- a) 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.
- b) When the Player Agent has confirmed that the player will not be returning, a replacement player must be drafted up within 1 (one) week time of the confirmation, from the eligible pool of players in the next lower division or late registrants.
- c) 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.)
- d) 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.
- e) 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.

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved Major Division Local Rules

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) 10/11/12 All-Star tournament team-
 - i) The Board, with majority vote, shall meet to appoint a manager from a pool of available regular season major's managers or rostered coaches. The selected manager must agree to be available for all team practices and games.
 - ii) All 10,11- & 12-year-old players are eligible for all-stars.
 - iii) All majors' players shall vote for 7 players with the top 5 vote getters making the 10/11/12 team. Votes are to be tallied by the Player Agent and League Commissioner.
 - iv) The player agent shall then prepare a list of all remaining eligible players as determined by LLI criterion and 9) a) ii) of the local rules.
 - v) A committee consisting of the board elected team manager, all majors' managers and chaired by the Majors Division Commissioner shall select from that list the remaining players for the 10/11/12 traveling tournament Team. Each manager shall have the opportunity to nominate players then will cast his/her votes for 7 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 Majors Division 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) 9/10/11 All-Star tournament team -
 - i) The Board, with majority vote, shall meet to appoint a manager from a pool of available regular season major's managers or 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 remaining players after the 10/11/12 team has been selected. This list shall comprise of all eligible league age 9, 10 and 11-year-olds.
 - iii) A committee consisting of the board elected team manager, all majors' managers and chaired by the Majors Division Commissioner shall select by closed ballot vote the players for the 9/10/11 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 Majors Division 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 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.

SCOTTS VALLEY LITTLE LEAGUE
2026 Approved Major Division Local Rules

- 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 of a 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 Majors Division Commissioner to select a new player from the pool of regular season 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.