

ALTA LOMA LITTLE LEAGUE LOCAL RULES AND REGULATIONS

2026 SEASON
Adopted 01/2026

This document is a supplement to the official rules and regulations of Little League Baseball, Inc. It is intended to enhance the play of Alta Loma Little League by highlighting certain areas of safety, conduct, and local play. All managers and coaches should become familiar with these local rules, along with the official rules and operating manual of Little League Baseball, Inc.

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THE LEAGUE

1. All players must register on the official registration dates as scheduled by the Board of Directors of the League and publicized in the local media. Late registration will be accepted up to and through all scheduled tryout dates. However, it is understood that all late registrations may be placed on a waiting list until it has been determined there are sufficient coaches and support staff to include their participation.
2. Refunds of registration, or other fees, will not be considered after a player has been assigned to a team, unless approved by the Board of Directors.
3. All players must reside or attend school within the Alta Loma Little League boundaries: EAST – the West side of Archibald, WEST – the Cucamonga Wash, NORTH – the mountain range, SOUTH – the North side of 19th Street. All players living outside these boundaries must qualify to play in the Local League under Section II (d) or IV (h) of the Official Rule Book.
4. Managers and coaches must observe all Rules and Regulations of Alta Loma Little League Baseball and Little League Baseball, Inc. Any manager or coach found to be in violation of any of these Rules and Regulations, or the Constitution and By-Laws of the Local League, may be subject to disciplinary action.
5. As per Little League rules, any player, manager, or coach ejected from a game by an umpire must immediately leave the city park or school grounds.
6. There will be no eating, chewing of gum, eating of sunflower seeds, or drinking (except water or sports drinks), by players, coaches, umpires or managers on the playing field or in the dugout/bench area during the course of a game.

RULES OF CONDUCT

1. Any manager, coach, or player who displays unsportsmanlike conduct on-field is subject to ejection by the umpire and/or disciplinary action by the League. The field is the area bounded by fences, including dugouts.
2. Any Board member, manager, coach, player, or spectator who displays unsportsmanlike conduct off-field is subject to disciplinary action by the League.
3. Unsportsmanlike conduct includes but is not limited to the following:
 - a. Throwing or otherwise abusing equipment in anger or frustration
 - b. Willful destruction of property
 - c. Any foul or abusive language or gesture
 - d. Extravagant celebration or taunting
 - e. Arguing with, abusing, or attempting to deceive managers, coaches, game or League officials
 - f. Fighting or unwanted physical contact
 - g. Disrupting the efficient conduct of a practice or game

- h. Deliberately violating the rules, including safety rules, of Little League Baseball or the Alta Loma Little League.
 - i. Intoxicated on playing field or in any volunteering capacity around minors
4. During games, umpires shall have jurisdiction over the playing field, which includes the field fence lines to outfield fences and player dugouts. Outside this area, the Safety Officer of the Day or any Board Member present shall have authority to make decisions as needed in the best interests of the League. Should he or she determine that activities outside his or her jurisdiction are detracting from or interfering with the game, the umpire shall request assistance from the OD or a Board member to correct the disruption and may suspend play until the disruption is resolved.
5. During games, the manager or acting manager is responsible for the demeanor and conduct of team coaches, players, and spectators in the stands. If, in the judgment of any of the umpires, coaches, players, or fans are disruptive to the game, the manager or acting manager shall be warned. If such conduct continues, the manager or acting manager is subject to ejection from the game by the umpire. Umpires have authority to suspend play until the disruption is resolved.
6. Player suspensions by team manager: Managers and coaches must contact the Divisional Player Agent for assistance in correcting behavioral problems. Prior to each suspension of a player by a manager, the Divisional Player Agent must be notified. With the Player Agent's approval, a player may be suspended for one game. The manager must notify the Official Scorekeeper prior to the first pitch of the game of the suspension. Should problems persist, the division Player Agent and the Board must be notified so that further action may be taken.
7. The parents or legal guardians of players will be held liable for damage or injury to persons or property as a result of their child's action.
8. All disciplinary action by the League will be taken in accordance with the "Letters of Reprimand" section, below.

Other Local Rules

1. Balls shall not be intentionally hit or thrown into the fences or backstops at anytime.: No soft toss into fencing, per city ordinance.
2. Each team is responsible for fully covering at least two Snack Bar shifts throughout the season as specified by the Board. Five adults (over 18 years) and the maximum of two 16 year-old youth are needed for each shift. For competitive divisions, if a scheduled shift is not covered for a team, a loss shall be added to the team's record; during Moffitt Cup play, the manager shall be suspended for the next scheduled game. For non-competitive divisions, the manager shall be suspended for the next scheduled game.
3. Alta Loma Little League supports volunteerism and all umpires will be volunteers. Except in divisions where fees are paid.
 - a. In support of this policy, and one of Little League's guiding principles, each team will be required to send a minimum of one umpire to the Umpire Clinic as scheduled by the Umpire in Chief. An Umpire may only

- represent one team at the clinic. Failure of a team to send an umpire to the league clinic may result in suspension of the team's manager for the first scheduled game.
- b. Each team is required to provide game umpires as scheduled by the Umpire in Chief. Each time a team does not provide a minimally-qualified umpire for a scheduled game, a loss shall be added to the team's record.
4. Failure by a rostered manager or team coach to attend a mandatory Coaching clinic, or the First Aid Meeting, unless previously approved by the Board, will result in a penalty as follows:
 - a. Lower division teams will receive one added snack bar shift.
 - b. Minor and major division teams will receive a loss on their record.
 5. Except as noted below Alta Loma Little League follows the "blue book" rules of Little League Baseball.
 6. All disciplinary action by the League will be taken in accordance with the "Letters of Reprimand" section, below

LETTERS OF REPRIMAND

Except for player suspensions by team manager, for any disciplinary action taken for violations of these rules or the rules of Little League Baseball, after a review by the Rules Committee, a Letter of Reprimand may be issued by the Board of Directors to a Board member, manager, coach, player or spectator. All Letters of Reprimand shall include

- clear and specific documentation of the incident occasioning the letter;
- reference to the specific rule(s) that has/have been violated;
- brief summary of the Rules Committee review of the incident, and
- clear statement of the timelines and actions taken, including the result of the vote.

The effect of these letters shall be as follows:

1. Depending on the severity of the violation, the first Letter issued to any person may result in suspension or expulsion from the League, including ineligibility for All-Stars, or may be a warning that the conduct prompting the Letter of Reprimand is unacceptable, and will henceforth be considered grounds for suspension or expulsion from the League, including ineligibility for All-Stars.
2. The second Letter issued to the same person for any violation shall result in a suspension of the recipient for the team's next scheduled game.
3. The third Letter issued to the same person for any violation shall result in suspension of the recipient from Alta Loma Little League for the remainder of the season.

Reasons for issuance of Letter of Reprimands shall include, but are not limited to:

1. Failure to allow each player the minimum amount of playing time. Based on the situation, managers using time limits as reasons for players not receiving their playing time shall not be excused from a Letter of Reprimand.

2. Ejection of a manager, coach, or player from a game. In the event the player is ejected, the manager may receive a Letter of Reprimand for not controlling the behavior of his players.
3. Unsportsmanlike conduct, or other conduct detrimental to the game of baseball or to Alta Loma Little League.
4. Practicing on, or otherwise utilizing fields that have been closed by the city.
5. A Manager or Coach using league equipment or facilities for activities not related to the league.

SAFETY

1. All safety measures must be taken for the protection of the players, coaches, and managers during any scheduled practice or game event.
2. Each manager shall become familiar with the First Aid Kit issued with their equipment and the main kit contained in the Snack Bar area and the use and application of the materials contained therein. Team issued first aid kits must be brought to all practices and games
3. Players must NOT wear any type of jewelry (i.e., pins, earrings, necklaces, rings, watches, or bracelets) on their bodies, uniform, shoes, or hat during the course of any scheduled games or practices. **EXCEPTION:** Medic-Alert bracelets may be worn, but must be securely taped to the player's wrist or arm. Pitchers must carry such bracelets in their rear pockets while pitching.
4. Male players in Rookie, Minor, Major, Intermediate, Junior and Senior Divisions must wear a protective hard cup and supporter during all games and practices. It is recommended that Tee Ball players wear soft cups. Female players shall wear appropriate protection.
5. All playing equipment must be kept off both the playing field and surrounding area during the course of a game.
6. Only uniformed players, umpires, approved managers, and a maximum of two approved coaches for each team will be permitted within the confines of the playing field or dugout prior to and during the game. Challenger Divisions may utilize unlimited approved volunteers on the field and in the dugout.
 - a. Players, managers, and coaches must remain in the dugout (or bullpen area) at all times when not actively participating in the game action during the course of a game. **EXCEPTION:** Tee Ball, Rookie and Challenger Divisions may utilize unlimited approved volunteers on the field and in the dugout.
7. Any player warming up a pitcher on the field or in the bullpen, whether during a game or during practice, must wear a catcher's helmet and mask with a properly attached throat guard. Game day pitchers may only be warmed up by uniformed players.
8. Medical release forms must be carried by the manager or coach at all times during any games and/or practices. No game will be played without these forms in the possession of the manager or coach.
9. Any player swinging a bat at any time, whether at practice, before, during, or after games, must wear a helmet. This includes pre-game warm-ups while hitting

whiffle or soft toss balls.

PRE-GAME AND POST-GAME RESPONSIBILITIES

1. Prior to every game, the HOME TEAM shall
 - a. Set up the bases (if first game)
 - b. Drag the field
 - c. Line the field and batter's box
 - d. Check the condition of the field and ensure its safety and playability
2. After the last (or only) game of the day, the VISITING TEAM shall:
 - a. Pick up all equipment, including bases, and return the equipment to the storage shed in a neat and orderly manner.
 - b. Check the condition of the field and ensure its safety and playability.
 - c. Both teams must drag skinned areas and rake the mound and plate area.
3. Rescheduling: If any Minor, Major, Intermediate, Junior, or Senior team cannot field a team of nine players for a given game; the Manager must notify the divisional Vice President within 24 hours prior to the scheduled game. The game may or may not be rescheduled at the discretion of the Board. If the game is not rescheduled, the game will not automatically be deemed a forfeit (see Little League Regulation 4.16).
4. The adult Official Scorekeeper shall be provided by the home team. The adult Official Pitch Counter will also be supplied by the away team. The Official Scorekeeper and the Official Pitch Counter will not be the same person. The Official Scorekeeper and the Official Pitch Counter will both sit at the scorer's table for the entire game. No game shall start until the Umpire ensures that both are seated at the scorer's table
5. Batting order cards must be given to the Official Scorekeeper and the opposing Manager 10 minutes prior to the scheduled start of the game. Any lineup card may be used. Lineup cards shall show the players last name and first initial in the order in which they shall bat. The players' uniform numbers and defensive positions shall also be noted on the lineup card. Last names, first initials, and uniform numbers of all players shall be listed.
6. League issued Pitchers' eligibility cards will be given to the Official Pitch Counter 10 minutes prior to the start of the game. The Pitch Counter is responsible for checking the eligibility of all pitchers and for posting the pitch count for each pitcher. At the conclusion of the game, the Pitch Counter and both managers will sign opposing team's Pitcher Eligibility Cards and return them to the respective manager. If the manager cannot produce the current pitch card, the manager must leave the park until it is produced. Under these conditions, the manager cannot be replaced and the team must play with only two coaches, one of whom must remain in the dugout. The manager may return to the dugout once the current Pitcher Eligibility Card is produced. Pitch counts will be posted to website or by text for all division managers to see.
7. In the event that any Minor, Major (8), Intermediate, Junior or Senior (9) team does not have, eight (minor/major) or nine (intermediate/junior/senior) players present 10 minutes after the scheduled start of any game, the Umpire shall declare

“no game” and the Scorekeeper shall report such action to the Safety Officer on Duty, who in turn will notify the Board of Directors. The game will be declared a forfeit.

8. The Home team shall occupy the third base dugout while the Visiting team shall occupy the first base dugout. Each team is responsible for cleaning up all trash and loose items from their side of the field following the game.

UNIFORMS AND EQUIPMENT

1. Parents are responsible for the proper maintenance and care of equipment loaned by Alta Loma Little League.
2. All managers are responsible for collecting equipment, including pitch counters, at the conclusion of the last game of the season. Managers will return equipment to the Equipment Director within seven days of the last game of the season or be subject to billing for equipment from the League. Late return of equipment will be used in determining nominations for managers' positions in subsequent seasons.
3. All Star uniforms must be returned to the Equipment Director at the conclusion of tournament play. All Star managers are responsible for returning uniforms and equipment to the Equipment Director.

TEE BALL DIVISION

1. Tee Ball Division is for ages 4 through 6. Exceptions for league age 3 will be brought to the board for discussion.
2. Game time is 60 minutes.
3. No score or standings will be kept.
4. Due to limited field availability,
 - a. Teams are not allowed to take pre-game infield
 - b. Rained out games may be rescheduled.
5. An offensive inning consists of all players on the roster batting.
6. Managers are encouraged to bat players in numerical order (#1, #2, #3, etc.) throughout the season. Managers using this system should bat uniform #1 first in first game, #2 in the second game, #3 in the third game, and so on.
7. The manager or coach may toss or pitch a maximum of five balls to the batter, after which the tee will be used. There are no strikeouts.
8. Teams will place all rostered players on the field. Each player must have the opportunity to play each position at least once in the season.
9. Stealing is not allowed. Players may not leave their bases or advance until the ball is batted.
10. Play stops when the pitcher gains control of the ball in the pitching area and does not attempt a play.
11. At least one manager, coach, or league-approved volunteer must be on the field

- with the team while the game is in progress to provide instruction.
12. The manager is responsible for the conduct of the team's players and spectators. Unsportsmanlike conduct and yelling in a derogatory manner will not be permitted.

ROOKIE DIVISION

1. The Rookie Division is intended for instructional and developmental purposes, and will be a noncompetitive division for ages 6 through 8. No standings will be kept, nor a champion named. Managers and coaches are encouraged to teach teamwork and good sportsmanship. Protests will not be allowed.
2. At the discretion of the board and pending field availability, rained out games may be made up at the end of the regular season.
3. Game time is 90 minutes from scheduled start time. Base stealing is not permitted, nor can a runner advance on a passed ball. No player may bunt. An offensive inning shall end when three outs have been made or five runs have been scored.
4. The official league pitching machine shall be used for the entire game. The managers will set the machine at the beginning of the game, and these settings shall not be changed during the game. One offensive coach shall operate the pitching machine. The pitching rubber shall be placed no closer than 42 feet from the front of home plate.
 - a. Through April 15, Rookies shall use a modified strike count (5 balls per batter). Halfway through the season the live pitcher will be treated as a "live" pitcher with a regular strike count (3 strikes is an out and 4 balls is a walk).
 - b. A manager may choose to live pitch, 3 balls, to the batter starting halfway through the season, if no pitcher is available or pitcher walks too many consecutive batters.
 - c. If no players are available to pitch both respective coaches will pitch.
5. The batting order will consist of every rostered player in attendance. Players are to be substituted freely and equally throughout the game, but no player shall sit out more than one consecutive defensive inning.
6. A defensive line-up will normally consist of 10 players, but never less than 9. In the event that 10 players are fielded, 4 players shall be positioned in the outfield grass. Teams with fewer than 9 players shall borrow defensive players from the opposing team.
7. All defensive coaches must remain in the outfield. There are a maximum of 3 defensive coaches on the field at a time. All offensive coaching shall be done from the first base coaching box, third base coaching box, and/or pitchers' mound.
8. Each team shall provide one umpire to call the game. The home team shall provide the plate umpire and the visiting team shall provide the field umpire. The plate umpire may be positioned behind the catcher and shall wear protective gear.
9. Requests for placement on particular teams or with particular managers will not be honored. Each manager may request two coaches only, subject to Board

approval.

CHALLENGER DIVISION

- a. Challenger players will be placed on teams based on size, age and social and physical abilities
- b. Challenger buddies shall be properly equipped at all times

MINOR DIVISION

1. Game times are as follows: no new inning after 1 hour and 45 minutes. The game will conclude at the end of that complete inning. 8 warmup pitches are allowed per half inning and a maximum of 2 minutes between innings.
2. Eligible Player Definition: All players between ages 7-11 who have not been drafted to a major team and 12-year-old players with Board and District approved parental petitions.
 - a. Players 7 & 8 years old, who have tried out and been drafted, may play if space is available. League age 7 will need a recommendation from prior coaches.
3. The Minor Division, shall play in accordance with the Rules of Little League Baseball, a five-run rule will apply for innings one through five. The five-run rule does not apply in the 6th inning or in any extra innings. (Note: any runs scored due to an outside-the-park home run will be scored without regard to the five-run rule.) Rule 4.10(e) will not apply. (8 run rule)
4. League age twelve-year-old players are not permitted to pitch at any time.
5. Each player shall play a minimum of three innings and at least one inning will be at an infield position. However, if there are not enough defensive innings to provide every player with a minimum of three innings of defensive play, no player should play more than 3 innings on defense. For example, if a game were shortened to 3 1/2 innings and the home team had 12 players; it would not be possible for all 12 players to play 3 defensive innings. In such cases, there will be no action taken against the manager. Minimum play must be completed by the end of the 4th inning
6. The batting order will consist of every rostered player and teams will bat the entire lineup.
7. Players are to be substituted freely and equally throughout the game.
8. No wins or losses from interleague games shall be used to determine standing and seeding for the postseason.

MAJOR DIVISION

1. No new inning shall start after two hours from the scheduled start time. There is no drop dead time in the Major Division. 8 warmup pitches are allowed per half inning and a maximum of 2 minutes between innings
2. Eligible Player Definition: All players ages 9 to 12 who have tried out are eligible for the Major Division draft. Those players who fail to try out for Majors must submit a letter to the Board for approval to have this requirement waived. Note

that injured players may not try out. League age 9 will need a recommendation from a prior coach. League ages 9,10 and11 not drafted, will return to the Minors division.

3. All 12-year-old players will be drafted to the Major division, unless their parent(s) submit an approved petition to the Board and District. All returning Major players (regardless of league age) must be drafted to a Major team
4. The batting order will consist of every rostered player and teams will bat the entire lineup.
5. Each player shall play a minimum of three innings on defense. Players shall not sit 2 consecutive innings in a row.
6. Major Division teams will be re-drafted each year, using a serpentine draft
7. Rule 4.10(e) (10 run rule) will apply.
8. No wins or loses from interleague games shall be used to determine standing and seeding for the postseason.

JUNIOR/ SENIOR DIVISION

1. Once assigned to the Senior Division, players will remain in that division for the entire season.
2. The playoff format will be announced prior to the commencement of the season.
3. Maximum roster size shall be 13 players.
4. The Senior Division shall be run under the direction of District 71 Little League.

DRAFT

1. The only people permitted in the room during the Major, Minor, Junior and Senior drafts will be team managers, ~~coaches~~ and Board members. Board members with players in the draft shall not be present during the draft of the Division that their player is eligible.
2. All trades shall be in accordance with the Little League Operating Manual, with the following additional stipulation:
 - a. Trades require the approval of the team managers and the Player Agent. These trades must be noted in writing, signed by both team managers, and presented to the Player Agent or designee the day of the draft.
 - b. All trades must be confirmed by midnight the day of the draft.
3. In drafted divisions, requests by parent(s) that a child be placed with a particular manager will not be honored. However, a player's parent(s) may request in writing to the Player Agent of that Division that their child not be drafted by one particular manager. Only one such request per child will be considered and parent(s) may not include multiple managers in their request. All such requests must include a reason. Requests must be made prior to the draft. All rosters are locked after midnight the day of the draft.
4. If a team does not have an appointed manager at the time of the draft, the Vice President of the division or his designee shall draft the team. No trades may be made involving teams that do not have managers.
5. Drafts will be held two days apart.

6. Teams will be announced day after each perspective draft via social media

PLAYER REPLACEMENT RULES

1. Should a manager lose a player or players after the draft, or at any time during the Season, the Divisional Player Agent shall be notified within 72 hours so that a replacement may be obtained. A minimum of 24 hours is required to call a player up.
2. All communication around potential replacement players must be conducted through the player agent. The selecting manager cannot contact the manager, coach, or parent of the potentially selected player regarding the possibility of selecting that player. Any manager attempting to contact the manager, coach, player, or parent regarding the possibility of selecting the player shall lose that player as a possible replacement selection.
3. Refusal of a player to comply with selection by a team shall result in forfeiture of further eligibility in the division for the current season. Further, depending on the circumstances, the player is subject to reassignment to another team. The only exception to this rule will be when the parents or guardians request, prior to the draft, that the selected player should be kept in the requested division.
4. If a player is deemed out for the season, within seven days, the manager must choose a replacement player from the division below and notify the Divisional Player Agent of the choice. The Player Agent will then handle the transfer according to the Little League Rules and Regulations. A Manager MUST select a replacement player from the Division below if an injured player is unable to return and play in the league playoffs.
5. If the player's injury would allow the player to come back to the team before the tournament begins, the manager may elect to keep the player on the roster and play with 11 players. A written evaluation from the player's physician is required in support of the manager's decision.

POST-SEASON PLAYOFF TOURNAMENT

1. All qualified Major and Minor teams will participate in the Bill Moffitt Cup post-season tournament. Seeding will be determined based on record. The team with the better record will choose home or visitor. In the finals, the team from the winner's bracket will choose. In the event of an "if" game, home team will be, opposite from the previous game. The tournament winner will advance to the TOC. Tournament structure will be announced prior to the end of the season.
2. Trophies will be awarded to first and second place teams in each division.
3. Intermediate and Senior League tournament format will be determined prior to the end of the season.
4. Post Season Games will be complete 6 inning games, with no time limit.

ALL STAR TEAMS

1. **Managers** – The managers of each of the All-Star teams shall be nominated by the President of the League and approved by the Board of

Directors as follows: Any manager or coach in the division may petition the Board to manage the divisional All-Star team. The Board shall interview all applicants and appoint the manager.

2. **Coaches** – Each All-Star team manager will nominate the coaches for the team. The nominated coaches must have been a coach or manager during the regular season and must be formally approved by the Board.
3. **Players** – The players for All-Star teams shall be selected in the following manner: Managers will select players on the 9/10, 10/11, and the 11/12 team. If a selected player is unable to participate in All-Star play, the player with the next highest number of votes will be placed on the team. Each player must complete the required number of games set forth by little league to be deemed eligible.
4. Both the Upper and Lower Division Player Agents, along with the president, shall be responsible for counting all ballots. Balloting shall take place at a time designated by the Board. No results will be made known until the time prescribed by Little League Baseball, Inc.
5. All-Star players and parents shall abide by the terms of the commitment letter.
6. All-Star teams will be voted on days apart.
7. Failure to pay/abide by all star requirements will result in the player being ineligible for all stars the next season.

PLAYER POOL FOR MAJORS

What is this? A pool of players from existing regular season teams created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game within their respective divisions. The Pool Players will be managed and run by the league's Player Agent (Green Book, Regulation V, Section C).

Steps to Obtain a Pool Player:

- 1) Determine that you are in need of a player to abide by Rule 4.17 which states that a game cannot be played with less than 9 rostered players.
- 2) Contact the league Player Agent and ask for a Pool Player. ONLY the Player Agent can assign a Pool Player to a team. Give as much notice as possible for the Player Agent to obtain a Pool Player for assignment. NOTE: Managers and/or coaches do not have the right to randomly pick and choose players from the pool within their divisions (Green Book, Regulation V, Section C).

Little League Rules for Pool Players:

- 1) Assigned Pool Player must be obtained through the Player Agent only.
- 2) Assigned Pool Player cannot play the position of pitcher.

3) The player agent should have each Pool player listed in random order (at the beginning of the season) and contact the pool players in that order. If a player denies a request to be a pool player and/or parents do not respond, then that player goes to the bottom of the list.

4) Before the start of the season, each manager must identify at least 3 players willing to participate in the pool player program. It is the manager's job to market this program to players and parents. If a team does not identify, in writing, at least 3 players, that team will not be allowed to avail itself of the pool player program for the remainder of the season. Any failure to field EIGHT players in a game will result in a forfeit.

Local Rules for Pool Players: .

1) Assigned Pool Player will take the defensive position in the outfield only.

2) Assigned Pool Player will bat last in the lineup. EXCEPTION: If a team member arrives late to the game, that player will be placed last in the batting order (Green Book, Rule 4.04/NOTE 2). The Pool Players that are called and show up at the game site must play.

3) This rule supersedes any guidelines in Regulation V, Selection of Players in the Green Book: Pool players that are called and show up at the game site must play at least 9 consecutive defensive outs. If other players are available to play defense due to rostered players showing up unexpectedly, pool players must play exactly 9 consecutive defensive outs. Violation of the rule is cause for protest by the opposing manager. (Note Pool players still continue to have offensive at bats).

Pool Players Obtained Improperly:

1) If a manager obtains a Pool Player improperly, that manager will be suspended for his/her next regularly scheduled game.

2) Any Pool Player that is not obtained properly should be considered an ineligible player and the opposing manager can protest the game based on that. See Green Book Rule 4.19.