



**SWEETWATER VALLEY**

**LITTLE LEAGUE**

**LOCAL RULES**

**2021 SPRING SEASON**

## Table of Contents

1. Manager and Coach Requirements and Responsibilities	3
2. Team Selection, Assessments, Draft and Lost Player(s) Guidelines	4
3. Schedules and Field Assignments	5
4. Game Policies and Procedures	5
a. REGULAR SEASON	5
b. END OF SEASON TOURNAMENT	8
5. Division Rules	8
a. TBALL	8
b. CAPS	9
c. MINOR B	10
d. MINOR A	11
e. MAJORS	11
f. INTERMEDIATE	11
g. JUNIORS	12
h. SENIORS	12
6. Tournament of Champions and All-Star Manager and Player Selection	12
a. Juniors All-Star Team	12
b. Intermediate All-Star Team	12
c. 10/11/12 All Star	13
d. 9/10/11 All Star team	13
e. 8/9/10 All Star Team	13
f. Majors TOC Team	14
g. Minor TOC Team	14
h. 7/8 TOC team	14
i. CAPS TOC team	14

## 1) Manager and Coach Requirements and Responsibilities

- a) During the registration process for the spring 2021 season, all interested volunteers shall complete a volunteer form and add their name to a list for Manager and Coaching consideration. Qualified Managers and Coaches must possess leadership ability, the know-how to work with children and be skilled at training in the fundamentals of teamwork and good sportsmanship.
  - i) The Executive SVLL Board reviews all names to be included and prepares a list, by Division, of prospective Managers. The list is presented to the Executive Board for approval prior to tryouts.
  - ii) Coaches will be selected by Managers and names will be provided to Division Directors and Executive Board for approval. Volunteer applications are to be turned in on all Managers and Coaches for each team.
  - iii) Managers will be responsible for providing Coaches, team parent, scorekeepers and parent support for assigned snack bar week, field preparation and maintenance and providing umpires if required by that Division.
  - iv) Managers and Coaches will participate in League sponsored clinics and field maintenance days.
  - v) Equipment will be dispersed by the Equipment Manager. Each Division Director will assist the Equipment Manager with return of their Division's equipment and verify it against the equipment inventory list. Failure to return equipment assigned may result in disqualification of future Management consideration. A \$150 fine will be imposed, collected as a deposit at the beginning of the spring season for any facility key or equipment not returned.
  - vi) It will be the responsibility of the Manager to ensure that there is no food on the field or in the dugout while playing; this includes chewing gum and sunflower seeds. Managers are responsible for ensuring all players are in compliance with uniform, equipment, and safety rules for each game as outlined by Little League. Player names shall not be put on hats or uniform shirts. Failure to comply with cleaning the dugout and adhering to uniform, equipment, and safety guidelines will be reported to the league President and Division Director and is subject to disciplinary action.
  - vii) Managers and Coaches are not permitted to hold team practices off-site, with the exception of facilities which carry their own liability insurance as opposed to public parks and other public facilities. Violation of this may result in disciplinary action. Refer to approved facility link on the SVLL website.
  - viii) All managers and Coaches are required to read the Official 2021 Green Book and adhere to the guidelines and rules in the Green Book. Managers and Coaches are also required to read and abide by the 2021 Local Rules as approved by the Executive Board of Directors.
  - ix) Disciplinary action for violation of rules and code of conduct – The Executive Board of Directors will review each situation on a case-by-case basis and will determine what disciplinary action for all incidents and/or conduct violations will be given. Penalties can range from a verbal warning through removal/suspension for the entire season and disqualification for post season and future play, management and/or coaching for the league. Conduct while engaging in any Little League activity on or off the field is of the utmost importance. Players, Managers/Coaches and Parents are expected to exhibit the highest level of respect for the game, the facility, the umpires, and their fellow members.

## 2) Team Selection, Assessments, Draft and Lost Player(s) Guidelines

- a) Upon determining the dates of registration and gathering all documentation, the SVLL Players Agents will conduct assessments.
  - i) Assessments will be in January and all players (league age 6 and higher) must assess. A schedule will be provided during registration and the assessments will be conducted according to their league age, last name, and division. Players that fail to assess may be disqualified, placed on the waiting list, or placed in the blind hat draw during the draft.
  - ii) All Division Directors will be present with prospective Managers to prepare the field and coordinate the assessments.
  - iii) All players wishing to assess for a higher Division will assess in their appropriate league age group and for the upper Division Managers. An assessment does not guarantee team placement at the higher division. The player must be drafted by a Manager into the higher division.
- b) Draft will be attended by Player Agents, the President, Division Director, and Managers. The Manager may forfeit their draft seat to a potential Coach if they are unable to make it on the day assigned.
  - i) Draft will be conducted according to the Little League Operating procedures and will be outlined the night of the draft. SVLL will redraft annually and uses the serpentine method. Draft order is determined the night of the draft. Property players are to the Majors Division only.
  - ii) Majors players will be drafted in the corresponding round as their "league age".
  - iii) Players 10, 11 and 12 years of age are eligible for the Majors Division draft. In order for a 9-year-old to be considered for the Majors Division, the Board of Directors must receive in writing from the parent during registration the request of intent. The player will be allowed to assess; however, assessing for the Majors Division does not guarantee a player will be drafted to the Majors Division.
  - iv) Eligible 10-year-old players can be drafted to the Majors Division based on availability and skill to complete teams. The exception to this rule is if the Parent has notified the Board at registration that they do not want their child to be considered for Majors. If a player has been made ineligible for the Majors Division draft, they will be considered ineligible for the post season ALL-STAR teams. Stay Dows are still eligible for TOC.
  - v) Minor A Manager's 8-year-old child will be placed in the 6<sup>th</sup> round, a 9-year-old child in the 5<sup>th</sup> round, a 10-year-old child in the 4<sup>th</sup> round, and an 11-year-old child in the 3<sup>rd</sup> round. Any 8-year-old drafted to the Minor A division must be drafted by the 6<sup>th</sup> round.
  - vi) Minor B Manager's child is drafted in age appropriate round. An 8-year-old player will be drafted in the 4<sup>th</sup> round of the draft, 7-year-old is drafted in the 5<sup>th</sup> round.
  - vii) CAPS Manager's child is drafted in the age appropriate round. A 7-year-old will be drafted in the 4<sup>th</sup> round of the draft, 6-year-old is drafted in the 5<sup>th</sup> round.
  - viii) All trades must be completed the night of the draft or within the number of days set by the Player Agents for each division draft. Replacement players will remain at the ten-day maximum (Green Book). Rosters will not be distributed to any Managers until all trades have been completed.
- c) **Vacancy** - Lost Player(s) must be reported by Managers to the Division Director and Player Agents after 2 consecutive unreported absences (practices and/or games).
  - i) Once the Division Director recognizes a vacancy, the Manager and the Player Agent(s) will have seven (7) calendar days to choose a replacement player. The Player Agent will contact the selected player and parents. The player will become a

permanent member of the team. Failure of a Manager to notify the Division Director and Player Agent of a vacancy within the specified time (after 2 consecutive absences) may result in suspension and loss of post season team management.

- ii) If a Minor A player is selected to move up to fill the vacancy, the player becomes a permanent member in the Majors Division. Failure of a player to move up to Majors will result in ineligibility for post season All-Star consideration.
- iii) In accordance with Little League Regulation III (d) Note 2 when a player misses seven (7) continuous days of participation (practices and/or games) for an illness or injury, a physician or other accredited medical provider must give written permission for a return to full baseball activity. This written release should be given to the Division Director and Player Agents.
- iv) Injured players who miss 41% of the games will be released and a replacement player will be obtained according to the above procedures.
- v) In accordance with Little League Regulations for Player Eligibility in Tournament play, (T-6) a player who has participated in 60 % of the Spring season games as of June 15 is eligible.  
EXCEPTION: The local league board of directors may permit a player to be eligible for selection, who does not meet the 60% requirement, if they provide a physician's note documenting an injury or illness prior to or during the current season prohibiting participation and such note releases the player for the balance of the Spring Season and/or Tournament Play.
- vi) There will be no call-ups to any division within the last 4 games of the Spring season.  
EXCEPTION: Player Agents may temporarily replace a vacancy to prevent a forfeited game if it is during the end of the regular season playoff tournament.

### 3) Schedules and Field Assignments

- a) SVLL has seven fields and three batting cages.
  - i) Four (4) standard little league fields for Majors, Minors A, Minors B and Caps
  - ii) One (1) field for T-Ball
  - iii) One (1) field for Intermediate and Junior Division
  - iv) One (1) field for Senior Division
  - v) All fields are subject to be scheduled for practice as well as the batting cages.
- b) The master game schedule will be created by the President/VP of Administration and the practice schedules will be created by each Division Director or as assigned Board Member.
- c) Proper field maintenance during practices and games are required. Failure to care for the field will result in a loss of field practice time. Repeated neglect to care for the field may result in suspension.

### 4) Game Policies and Procedures

A Season will consist of up to 21 games in Spring season (depending on Division and weather conditions). Awards will be given for 1<sup>st</sup> and 2<sup>nd</sup> place finishers in Minor A and Majors.

#### a) REGULAR SEASON

- i) Tiebreakers – All tied Teams
  - (1) Head to Head (Wins – Losses)
  - (2) Head to Head Runs given up (Lowest)
  - (3) Head to Head Runs scored (Highest)

- (4) Total games runs given up (Lowest)
- (5) Total Games runs scored (Highest)
- ii) Game tiebreakers will be handled according to Green Book rules
- iii) Games called for darkness and rain will be handled according to Green Book rules.
- iv) First game of the day on your field – home team sets up field.
- v) Last game of the day on your field – visiting team cleans up dugouts, drags/waters the field, places all equipment in the score booth or equipment room and covers the mound/home plate. Failure to lock the facility will result in disciplinary action.
- vi) If it is the last game of the day the complex (on any/all fields) – both teams are responsible for ensuring all doors, gates and restrooms are locked and check and lock both exit gates to the complex.
- vii) SVLL will adopt Pitching Rules in accordance with the Official Little League 2021 Rule book, Regulation VI. (Refer to rule book for details).
- viii) The start time must be noted in the official scorebook.
  - (1) The start of the game is upon commencement of the Pledge of Allegiance, not the scheduled game time. The Scorekeeper and Umpire will note the game start time in the scorebook and tell the Managers what the no new inning time will be at the start of the game.
  - (2) It is the responsibility of the Umpire and Managers to begin games on time and keep games moving.
- ix) Time limit of game will vary by Division.
  - (1) Majors will not have a time limit.
  - (2) Minors A will not start a new inning after 2 hours and will complete the inning that is in play at that point.
  - (3) Minor B will not start a new inning after 1 hour and 45 minutes and will complete the inning that is in play at that point.
  - (4) CAPS will not start a new inning after 1 hour and 5 minutes and will complete the inning that is in play at that point.
  - (5) Four completed innings will be considered a game and score will be final.
- x) A limit of five runs per ½ inning for Minors A, Minors B, and Caps.
  - (1) The exception is a ground-rule double or home run, both of these instances will allow more than 6 runs to score and will be counted.
  - (2) The sixth or last inning shall be an open inning which you may score as many runs as possible until three outs are made. The last inning will be indicated by the umpire/Manager acting umpire. Time limit and darkness may determine the ability to play the open inning. The Umpire will notify the Managers if they will play the open inning prior the start of that inning. Failure to announce the open inning may result in the open inning reverting back to the ½ inning run maximum. Exception is the ground-rule double and a home run.
  - (3) Minor A and Minor B will also have a 10-batter maximum in the ½ inning. This does not apply to the open inning.
- xi) All Majors players present and at the game, must play for six defensive outs and one at bat in accordance with Official Little League Regulation IV (i). All substitutions must be made by the top of the 4th inning.
  - (1) Per Rule IV (i) if a player does not play his minimum requirements, that player must start the next game, complete his prior games requirements and play his minimum requirements for the current game before being removed The Manager shall for the:
    - First Offense – receive a written warning.
    - Second Offense – a suspension for the next scheduled game.
    - Third Offense – a suspension for the remainder of the season.

**NOTE 1:** If the violation is determined to have been intentional, a more severe penalty may be assessed by the board of directors. However, forfeiture of a game may not be invoked.

**NOTE 2:** There is no exception to this rule unless the game is shortened for any reason, at which time the local league may elect not to impose a penalty on the manager/coach. However, the penalty in this regulation regarding the player who did not meet the mandatory play cannot be reduced or waived in a shortened game.

**NOTE 3:** In Minor League, if a half-inning ends because of the imposition of the five-run limit in "Rule 2.00 – Inning", and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive outs for the purposes of this rule. However, if the player has not played on the defense for the entire inning, the player will be credited only for having played for the number of outs that occurred while the player was used defensively.

- xii) If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off. NOTE: All records, including pitching, shall be counted.
- xiii) Games called for darkness, rain, or time expired and have not reached four completed innings will be resumed within 2 weeks.
  - (1) Both teams must ensure the umpire who was at your game is aware of this so the game can be finished.
  - (2) If these games are not made up within two weeks, the game will be ruled final with the team ahead determined as the winner. This will avoid making up several games at the end of the season.
- xiv) Make-up games will be made up within 2 weeks of the date of the original game.
- xv) At the beginning of the game Managers, Coaches and Players will be reminded by the Umpire of the code of conduct and warned about throwing of any items, inappropriate language or conduct. Such conduct will result in ejection from the game. Green Book rules apply to all ejections. However, the Board of Directors at their discretion reserves the right to impose a more severe penalty.
- xvi) All Managers shall do everything possible to avoid a protest. Refer to Green Book for how to handle PROTEST. Failure to comply with these procedures nullifies such protest as invalid.
  - (1) Protest committee: The League President/Vice President of Admin/Umpire and Division Director. If the League President/Vice President of Admin or Division Director is a Manager in that Division the board will appoint a protest committee as needed.
- xvii) All Managers will be responsible for making sure that only Little League Approved Bats are used for practice and games. If a player is observed using a non-approved Composite Bat in a game the penalties are as follows:
  - First Violation:** The Player will receive an automatic out and the Manager will be suspended for the remainder of the game.
  - Second Violation:** The Player will be ejected from the game and The Manager will be suspended for one week.
  - Third Violation:** The Player and Manager will be suspended for the remainder of the season and declared ineligible for post season play.

**NOTE:** If an illegal bat is used for any Little League activity (i.e. practice, batting cages, etc.) then both Player and Manager will be suspended for the next game. This is a safety issue!

xviii) Majors division takes precedence with umpires

**b) END OF SEASON TOURNAMENT**

At the conclusion of the regular season (schedule and weather permitting), SVLL will hold a tournament to determine the SVLL Tournament Champion for each Division.

- i) In each Division, teams will be placed in a true double elimination bracket
- ii) Play will be conducted according to the 2018 Tournament Rules and Guidelines for Little League Baseball. These rules can be found in the 2018 Official Regulations and Playing Rules book. This includes the Manager penalty for not complying with the mandatory play time rules. The board reserves the right to increase penalties for Managers for the play time rule if it appears deliberate.
- iii) The winning team will advance out of each pool.
- iv) The SVLL Champion will be decided in a true double elimination bracket.
- v) Minor B and CAPS will have random draw for seeding in an end of season tournament. Format of the tournament will be dependent on days remaining to complete a tournament at the end of the season.
- vi) Medals will be given to the 1<sup>st</sup> and 2<sup>nd</sup> place finishers of the tournament.

**5) Division Rules**

a) **TBALL** – T-Ball is an instructional division. General guidelines are as follows for this age group:

- i) Manager and Coaches: No more than 1 Manager, 2 Coaches and 1 Team Parent are permitted on the field/dugout per game (4 total). All must be board approved and have approved volunteer applications on file.
- ii) T-Ball games will be limited to 1 hour of play time. Outs are not to be recorded. The Managers of both teams are responsible for making their best attempt at giving all players an equal amount of playing time and an equal amount of at-bats each game. Games will start at the designated start time and will not run past the start time of any following scheduled game. All games should start with the pledge of allegiance and Little League Pledge.
- iii) At the discretion of the Managers and T-Ball Director, players may begin to hit from soft tosses from Managers and Coaches. Consideration will be given to the speed of the game and fair playing time for all. If a player fails to hit from a soft toss after three to four attempts, a tee will be immediately utilized. No more than 5 pitches should be thrown total before a tee is utilized to get the ball into play.
- iv) The safety of the players will not be jeopardized. If a player is not comfortable hitting from a soft toss or light throws from a Manager or Coach, a tee will be immediately utilized.
- v) It is the Manager's responsibility to ensure that batting helmets are used at all times for batters and base runners. Catchers will always wear the appropriate safety gear to include a helmet with face mask, dangling throat guard, and a cup.
- vi) At the discretion of the Managers and the T-Ball Director, the games will be conducted as follows:
  - (1) Each inning, all players from each team will be given one chance to bat with the final batter of each half of inning given the chance to run all bases to home plate (home run). Or:
  - (2) Each inning, half of the players from each team will be given one chance to bat

with the final batter of each half of inning given the chance to run all bases to home plate (home run). In this case, the Managers from both teams will make all attempts to play an even numbered inning game to allow for an equal number of at-bats for each player.

- vii) No parents (other than the Manager, Coaches and team parent) are allowed to sit in the dugout or go on the field during games.
- viii) At least one parent or family member is required to stay at the games while their child is playing.

b) **CAPS** – CAPS is an instructional division. General guidelines for this age group are stated below:

- i) Manager and Coaches: No more than 1 Manager, 2 Coaches and 1 Team Parent are permitted in the dugout for games (4 total). There must be one (1) adult in the dugout at all times during games with no exceptions.
- ii) There will be a modified assessment and draft for this division.
- iii) The players will stay in continuous batting order through the season.
- iv) Every player must be rotated between the infield and outfield to give them the opportunity to play various positions.
- v) Games will start at the designated start time and will not run past the 1 hour and 20 minute limit or 6 innings (whichever comes first). No game will run past the start time of any following scheduled game. All games should start with the Pledge of Allegiance and Little League Pledge.
- vi) The Managers from both teams will make sure that an even number of innings are played to allow for equal play time and equal at-bats for each team in the time allowed. No new inning will be started after 1 hour and 5 minutes and will complete the inning that is in play at that point
- vii) Game and Safety Rules:
  - (1) Machine pitch: At-bats will be 6 pitches maximum total per player or 6 strikes (whichever comes first). At-bat will not end on foul ball. Consideration will be given to the speed of the game and fair playing time for all. If a player fails to hit after 6 pitches total (swinging or not), they are out. There is no umpire or called strikes. There are no walks.
  - (2) For safety reasons, Managers will utilize coach pitch for any players that are uncomfortable hitting off the catapult for the maximum total pitches.
  - (3) The catapult pitching machine should be set at 5 and adjusted only for accuracy if necessary.
  - (4) Any ball hit into play that hits the pitching machine is deemed to be a dead ball. The batter is given first base. Forced runners will advance 1 base. If a hit ball hits the Manager/Coach operating the machine, the ball is live.
  - (5) The Manager/Coach for the team batting will operate the pitching machine. The Manager/Coach operating the pitching machine will also be the field umpire and will call outs on bases. 5 run rule per 1/2 inning.
  - (6) The defensive player in the 'pitcher' position will have both feet in the circle when the ball is dropped into the machine, before lever is pulled and ball pitched. Special attention will be made to ensure the safety of the defensive pitcher player. The player is not to step in front of the machine between pitches.
  - (7) Two Coaches will be allowed in the outfield. No defensive Coach allowed in the infield.
  - (8) If a team has 9 or more players present, each position must be assigned including the catcher's position wearing the proper safety gear. There will be 10

players on the defensive field when possible. There should be no more than 6 players in the infield including the catcher. 4 players will be in the outfield turf (not on the dirt – both feet in the grass).

- (9) Every player must play  $\frac{1}{2}$  the game.
  - (10) Scorekeeping can be kept for batting order and pitch count purposes. If there is no scorekeeper, the Managers and Coaches must keep track of outs and runs per inning.
- c) **MINOR B** - Minor B is an instructional division. Specific guidelines are as follows for this age group as stated below:
- i) Manager and Coach: No more than 1 Manager and 3 Coaches are permitted in the dugout. 1 Coach should remain in the dugout at all times.
  - ii) Game and Safety rules
    - (1) Minor B Division will use the catapult pitching machine for at least the first 4 games of the season. Starting the 5<sup>th</sup> game, Minor B teams will use player pitching. The managers of the Minor B teams are required to develop their pitchers through significant bull pen and game scenario practice prior to implementing player pitch. If insufficient time is dedicated to developing players, the Board of Directors may extend the number of games using the catapult to a maximum of 8 games. While the catapult is in use, the number of pitches a player will receive during an at-bat is 5 pitches. Last pitch will not end on a foul ball.
    - (2) When player pitching begins, the pitching plate will be set at 42 feet from the home plate for pitchers that have difficulty reaching home plate. This will be done for the first half of the season.
    - (3) The permanent pitching plate will be used during the second half of the season and end of season tournament.
    - (4) There will be no “walks”. Each batter gets seven (7) pitches or three (3) strikes (whichever comes first). After a pitcher throws four (4) balls or if a player is hit by a pitch, a Manager/Coach will come in to complete the count (up to five pitches at the discretion of the umpire). When Coach is pitching, only swinging strikes will be called. The Coach must deliver the pitches with both feet completely in the pitching circle (dirt area). Last strike will not end on a foul ball.
    - (5) Manager/Coach from each team will serve as umpire for his team’s defensive half of the inning. The umpire will be responsible for calling balls and strikes and plays at each base. The umpire will call balls and strikes and plays at each base from behind the mound while standing in the infield. The umpire has the ultimate decision-making authority. At his discretion, the umpire may ask assistance from the other team’s Manager.
    - (6) The batting roster will be fixed after the third (3<sup>rd</sup>) game played of the season. Once submitted, batting orders cannot be changed. Batting order will be continuous and may not start at the top of the line for each game. (The player following the last batter of a game will be the first batter in the next game).
    - (7) The batting order may be adjusted for the end of season tournament and may be changed each game throughout the entire tournament.
    - (8) There will be 10 players on the defensive field when possible. Four (4) players on the field will be in the outfield turf.
    - (9) Every player must play  $\frac{1}{2}$  of the game. All substitutions will be made by the top of the third inning.
    - (10) No defensive Coaches will be allowed on the playing field.

- (11) The ball is live if it hits the Manager or Coach calling balls and strikes from behind the mound.
  - (12) An overthrow at first base on the original play results in a one base advancement by the runner involved at the play on first base.
  - (13) There will be no base stealing allowed in the first half of the season. At the halfway point of the season, base runners will be allowed to advance to the next base (base stealing). Runners may advance only after a pitch is delivered by the pitcher and the baseball has crossed home plate. Stealing home base is not allowed. There will be no stealing when a Manager/Coach assumes the position of pitcher (to complete a pitch count). The ball is dead and a runner may not advance to the next base when an infielder has both feet on the infield dirt in fair play, has controlled possession of the ball, and the runner is not at least half way to the next base. The runner may continue to advance to the next base if the infielder throws the ball in an attempt to get the runner out. For the end of season playoffs, a line will be drawn at the halfway point between first and second base, second and third base, and third base and home to mark the halfway point between bases. The umpire will determine if the runner was halfway.
  - (14) Minor B will not start a new inning after 1 hour and 45 minutes and will complete the inning that is in play at that point.
  - (15) Scorekeeping will be kept for batting order and pitching count purposes.
- d) **MINOR A** - Minor A is an instructional division. Specific guidelines are as follows for this age group as stated below:
- i) Manager and Coach: No more than 1 Manager and 2 Coaches are permitted in the dugout.
  - ii) The batting roster will be continuous through the season.
  - iii) The batting roster will be fixed after the third (3<sup>rd</sup>) played game of the season.
  - iv) Minor A will not start a new inning after 2 hours and will complete the inning that is in play at that point.
- e) **MAJORS** - Majors division is for children 10 thru 12 years of age with some 9-year-olds eligible upon written permission of parents at registration and a successful draft choice in Major Division. Specific guidelines are as followed for this age group as stated below:
- i) Manager and Coach: No more than 1 Manager and 2 Coaches are permitted in the dugout.
  - ii) A team that fails to have 9 players present after 15 minutes of game time, the game will be declared a forfeit and will not be re-scheduled.
  - iii) A forfeited game will result in a 6-0 score for the winning team. And a 0-6 loss to the forfeiting team. This will be useful in the event of a tie breaker at the end of the season.
- f) **INTERMEDIATE** - Intermediate Division is for children 11-13 years old and may be inter-league play between teams designated by District 42. All leagues within the District inter-league play will adopt and abide by agreed upon supplemental playing rules.

- g) **JUNIORS** - Junior Division is for children 13-14 years old and is inter-league play between teams designated by District 42. All leagues within the District inter-league play will adopt and abide by agreed upon supplemental playing rules.
- h) **SENIORS** – Senior division is for children 15-18 years old.

**6) Tournament of Champions and All-Star Manager and Player Selection**

- a) The Board of Directors will meet to discuss candidates to manage the 8/9/10, 9/10/11, and 10/11/12 All-Star teams and all TOC teams prior to the conclusion of the end of the regular season tournament. Criteria for post season team management will be determined and discussed by the Board prior to voting. All Managers should request their name be included for consideration in writing to the Player Agents. The Player Agents will present the names to the board for consideration. Once a Manager has been selected, he/she will be notified after the selection of the teams with the exception of the Juniors, Intermediate, and Majors team as there is a coach's pick and if the Manager declines, the Board will go to the second Manager selected and so forth until all teams have a Manager in place. All-Star and TOC Managers must submit the names of two Coaches to assist them in coaching their post season team for board review and approval.

All-Star player selections will be chosen as follows: (Note: Each team will not be allowed to vote for their own teammates.) Separate ballots will be distributed by the Player Agents for each All-Star Team. The Player Agents facilitate and run the voting process for all Post Season Tournament Teams.

**b) Juniors All-Star Team**

- i) Juniors Players can vote for up to 7 players. The 7 players with the most kid votes will be placed as the first 7 players on the team for consideration by the managers, coaches, President and Player Agents and if there is a concern for any of those players the only way that player can be taken off the top 7 list voted by kids is by Executive Board approval.
- ii) Juniors Manager and 1 coach per team will vote for the remaining players
- iii) The Junior All-Star Manager selected may be allowed to submit 1 Manager Pick to fill the last spot. The name(s) submitted by the Manager must have a Manager/Coach majority vote for the player to be selected on the same day. The President and Player Agents will also approve the Manager Pick for final approval.

**c) Intermediate All-Star Team**

- i) Intermediate Players can vote for up to 7 players. The 7 players with the most kid votes will be placed as the first 7 players on the team for consideration by the managers, coaches, President and Player Agents and if there is a concern for any of those players the only way that player can be taken off the top 7 list voted by kids is by Executive Board approval. Intermediate Managers and 1 coach per team will vote for the remaining players.
- ii) The Intermediate All-Star Manager selected may be allowed to submit 1 Manager Pick to fill the last spot. The name(s) submitted by the Manager must have a Manager/Coach majority vote for the player to be selected on the same day. The President and Player Agents will also approve the Manager Pick for final approval

d) **10/11/12 All-Star team –**

- i) Majors Players can vote for up to 7 players. The 7 players with the most kid votes will be placed as the first 7 players on the All-Star team for consideration by the managers, coaches, player agents, and president. If there is a concern for any of those players, the only way that a player can be taken off the top 7 list voted by kids is by Executive Board approval.
- ii) Majors Managers and 1 Coach per team will vote for the remaining players.
- iii) The 10/11/12 All-Star Manager selected may be allowed to submit 1 Manager Pick to fill the last spot. The name(s) submitted by the Manager must have a Manager/Coach majority vote for the player to be selected on the same day. The President and Player Agents will also approve the Manager Pick for final approval.
- iv) The players with the most votes will be reviewed by the President, Player Agents and Majors Managers and Coaches present. Once approved, those players will be placed on the 10/11/12 All-Star Team. The meeting should take place on the day/night of voting in the presence of the President and Player Agents.
- v) If an agreement cannot be met by all present, then the player agents will present scenario to board for review.

e) **9/10/11 All-Star team –**

- i) Majors and Minor A Players can vote for up to 7 players. The 7 players with the most kid votes will be placed as the first 7 players on the all-star team for consideration by the managers, coaches, player agents, and president. If there is a concern for any of those players, the only way that a player can be taken off the top 7 list voted by kids is by Executive Board approval.
- ii) Majors and Minor A\* Managers and 1 Coach per team will vote for the remaining players.  
\*Managers/Coaches will be involved in the voting process for each age group if during the regular season any players of that age group were playing in their division.
- iii) No Manager pick for the 9/10/11 All-Star Team
- iv) The players with the most votes will be reviewed by the President, Player Agents and Majors Managers and Coaches. Once approved, those players will be placed on the 9/10/11 All-Star Team. The meeting should take place on the day/night of voting in the presence of the President and Player Agents.
- v) If an agreement cannot be met by all present, then the player agents will present scenario to Board for review.

f) **8/9/10 All-Star team –**

- i) Minor A Players can vote for up to 7 players. The 7 players with the most kid votes will be placed as the first 7 players on the All-Star team for consideration by the managers, coaches, player agents, and president. If there is a concern for any of those players, the only way that a player can be taken off the top 7 list voted by kids is by Executive Board approval.
- ii) The Majors Managers\* and 1 Majors Coach, Minor A Managers and 1 Minor A Coach per team will meet to discuss candidates to fill the remaining players for the 8/9/10 All-Star Team prior to voting.  
\*Managers/Coaches will be involved in the voting process for each age group if during the regular season any players of that age group were playing in

- their division.
  - iii) The meeting should take place on the day/night of voting in the presence of the President and Player Agents.
  - iv) No Manager pick for the 8/9/10 All-Star team
  - v) The players with the most votes will be reviewed by the President, Player Agents and Managers/Coaches present for approval. Once approved, those players will be placed on the 8/9/10 All-Star team.
  - vi) If an agreement cannot be met by all present, then the player agents will present scenario to Board for review.
- g) **Majors TOC team – Will consist of the 1<sup>st</sup> place championship team**
  - i) Major TOC rules will be done in accordance with District 42 rules
  - ii) If any agreement cannot be met, then the player agents will present the scenario to the Board for review.
- h) **Minor TOC team – Kids can vote up to 5 players**
  - i) Minor A Managers and 1 Coach per team will meet to discuss the selection of players for the Minor TOC Team prior to voting. The meeting should take place on the day/night of voting in the presence of the President and Player Agents. Minor A Managers and Coaches present will vote at the meeting.
  - ii) If an agreement cannot be met by all present, then the player agents will present the scenario to the Board for review.
- i) **7/8 TOC team – No kid vote allowed**
  - i) \*Minor A and Minor B Managers and 1 Coach per team will meet to discuss the selection of players for the 7/8 TOC team. \* Minor A Managers and 1 Coach per team will be involved in the voting process if during the regular season any 8-year-olds were playing up in their Division. The meeting should take place on the day/night of voting in the presence of the President and Player Agents. \*Minor A and Minor B Managers and Coaches present will vote at the meeting.  
\*Managers/Coaches will be involved in the voting process for each age group if during the regular season any players of that age group were playing in their division.
  - ii) The players with the most votes will be reviewed by the President, Player Agents and Managers/Coaches present for approval. Once approved, those players will be placed on the 7/8 TOC team.
  - iii) If an agreement cannot be met by all present, then the player agents will present the scenario to the Board for review.
- j) **CAPS TOC team – No kid vote allowed**
  - i) If District 42 includes this division for TOC, the Player Agents will facilitate the voting process and determine the voting method to be used.

The President and Player Agents will review and approve the players for each team on voting day prior to final announcements. Once the President and Player Agents review, changes cannot be made. If necessary, a review committee of selected Board members may be consulted to assist. **NOTE: NO ELECTRONICS WILL BE ALLOWED IN ROOM ON DRAFT DAY**