

VISTA AMERICAN LITTLE LEAGUE #04052810
2020 Local Rules and Regulation
GENERAL RULES

- 1.01 (a) The League shall maintain a file for all officers, managers, coaches and umpires. The following shall be maintained in the file:
1. Any document prepared by the individual himself to include a response to any charges made against the individual;
 2. A memorandum of any action taken by the Board concerning the individual including, but not limited to, any appearance by the individual before the Board or any disciplinary action;
 3. All written complaints concerning the conduct of the individual regardless if the Board takes action on the complaint or not.
- (b) The new Board, at the first meeting of the season, shall purge files referred to in the above section (1.01(a)) in the following manner: all files for three prior seasons will be retained (except background check documentation which will be destroyed annually) while all older records will be removed from the file and destroyed.
- (c) Any files maintained pursuant to this section (1.01a) are confidential. They are for the exclusive use of the Board of Directors in its administration and management of the League. The contents of the file may not be revealed to anyone other than a Board member without express written permission of the individual involved. Any individual may review the contents of his file. Any violation of this rule concerning confidentiality will require the Board to take disciplinary action resulting in a written reprimand placed in the offender's file.
- 1.02 Any representative of the League found to have violated any league rule, including but not limited to the following, may be asked to appear before the Board and MAY be subject to suspension or removal:
- (1) Being under the influence of drugs or alcohol before or during any practice or game.
 - (2) Threatening violence.
 - (3) Acting in a violent manner.
 - (4) Any act intended to cause a child to experience pain.
 - (5) Managers, coaches or umpires will not be allowed to use any form of tobacco products during practices or games. This includes E-Cigarettes and Vaping pens as well as chewing tobacco.
 - (6) Any violation of rules 1.06-1.08
- 1.03 Manager and coaches of each team will be responsible for the following:
- (1) Before each game, both teams will be responsible for lining the field and taking care of the bases. If time permits, each field shall be watered between games to ensure the integrity of the field and mound.
 - (2) Before each game, both teams will be responsible for raking and hand dragging the infield. If it is the last game of the day, managers will lock all equipment and bases in the field storage rooms.
 - (3) Assure that players and/or parents pick up trash in the dugout and around/under the bleachers after each game. Brooms are provided at each field so that the dugout can be swept after each game by each team.
 - (4) Managers involved in the last game of the day are to remain at the field until the snack bar is locked up and assure that snack bar and board member personnel leave the field safely. Failure to fulfill this duty may be cause for disciplinary action by the Board of Directors, which could include a 1 game suspension.
 - (5) Every AAA, and Majors Manager must umpire two league games per season half, in the opposite division. Failure to comply shall result in a one game suspension.
- 1.04 Board Members who fail to attend three (3) regularly scheduled Board meetings may be subject to removal by a majority vote of the Board.

- 1.05 Vista Sports Park and French Field are considered “Non-Smoking Facilities” – smoking will not be permitted anywhere on these facilities. Per City of Vista Regulations, no gum, seeds, or shelled nuts are allowed anywhere at the Vista Sports Park.
- 1.06 French Field Maintenance: One team from each division will be assigned a cleanup day, which will fall on a Sunday, to help prep and maintain French Field. Managers will be responsible for signing in with the board member on their designated date. If a manager and/or team fail to show up on their scheduled day, the manager faces a 1 game suspension for each field maintenance day missed.
- 1.07 If an injury that occurs to a player requires medical attention, then a signed medical release must be presented to the team manager before the player can resume practice or play. This original release must be forwarded to the Safety Officer and a copy to the President and the Player Agent within 24 hours.
- 1.08 Managers / coaches must have all medical release forms in their possession at all games and practices.
- 1.09 One rostered coach and one adult, from the approved volunteer list, must be present at all practices. It is highly recommended that a cell phone be available at any team event. At no time will an unapproved volunteer be allowed on the field or in the dugout.
- 1.10 REFUND POLICY – If a player elects to terminate his/her participation in a VALL season prior to the roster distribution by the league to the managers, that player will be entitled to a complete refund of all registration fees paid. If termination occurs after the distribution of rosters, but prior to the first scheduled game of the season, registration fees less \$55 will be refunded. If termination occurs after the commencement of the first game of the season but within the first quarter of the season, registration fees less \$75 will be refunded. If termination occurs after the commencement of the fifth game, no fees will be refunded.

GAME REGULATIONS

- 2.01 Before each game, players will line up along the first and third baselines and say the Pledge of Allegiance and the Little League Pledge, led by at least one member from each team.
- 2.02 The league will provide umpires for each Major and AAA season game. Per the 2020 Little League Rules, if both the plate and field umpire are under the age of 18, then the “Adult Game Coordinator” (AGC) will be the Board Member on duty. The AGC is ONLY responsible for determining whether a game is safe to continue in the event of weather or other unsafe playing conditions. The AGC cannot interpret or overrule the junior umpires at any time.
- 2.03 No chatter will be allowed once the pitcher is in the set position; anything that is said to the opposing team that is distracting to the player in the umpire’s judgment is considered chatter. (See Rule 4.06(2))
- 2.04 No food or gum will be allowed on the field. (Drinks in non-glass containers, with lids are permitted in the dugout)
- 2.05 The Home team is responsible for ensuring there is an official scorekeeper. The Visiting team is responsible for ensuring there is a pitch counter. Time will be kept by the umpire and recorded by the official scorekeeper.
- 2.06 In all playoff games, prior to the teams taking their respective dugouts, a coin flip by a neutral Board Member shall determine the home team. For the first championship playoff game, the manager of the team that won the 1st half shall elect to defer prior to the toss or call the toss in the air. For the first playoff game to determine 2nd place, the Board Member shall determine which manager calls the toss. For each subsequent game, the toss is deferred or call shall rotate between the team

managers. If one team is unable to bear the responsibility associated with being the “home team” (i.e. provide an official scorekeeper who shall be seated behind home plate off the field of play and have its team officially rostered members occupy the 3rd base dugout), that team shall be automatically considered the visiting team. All playoff games shall be scheduled at the next available open date; no playoff games will be scheduled on Sunday without prior approval from the Board.

- 2.07 RAINOUTS – All rainouts affecting AAA and Majors division will be played at the next available open date on either the Major or Minor Field. For games rained out in the first half, the make-up game shall be scheduled on the next available open date prior to the conclusion of the first half. For games rained out in the second half, the make-up games will be scheduled (in order in which the rainouts occurred) prior to the conclusion of the second half. If more games are rained out than there are available make-up dates, those unscheduled games will not be played nor counted as a win or a loss in the standings for those affected teams. AA, A, and T-Ball rainouts will not be rescheduled unless an excessive amount (five or more games) are rained out for any particular team. If an excessive amount of AA, A, or T-Ball games are rained out, the scheduler will attempt to reschedule those games as field availability allows. Best efforts will be made to schedule the missing games. Priority will be given for games that effect standings.
- 2.08 Sundays are considered “Dark Days” at the Vista Sports Park and French Field. No make-up games will be rescheduled on these days of the week unless approved by the Board of Directors.
- 2.09 Warm up time limits shall be as followed for A/AA/AAA/Major division games: if time allows, 25 minutes prior to the scheduled start of the game, the visiting team shall take infield practice for 10 minutes, after which the home team shall then take infield practice for 10 minutes. Infield practice shall be the use of the infield and catcher’s area only. Infield practice may include the outfield positions. If less than 20 minutes are afforded prior to game time, than the available time shall be divided in half and the visiting team shall take infield for the first half and the home team the second half. Warming up prior to moving onto the field is strongly recommended.
- 2.10 If ejected from any regular season game, in addition to the Little League requirement of a one game suspension, any manager or coach shall be required to serve as a field umpire in one game prior to returning to the dugout. This service shall be coordinated with the UIC and will not occur in any game within the ejected manager or coach’s division. This penalty does not count as the league obligation as a manager.
- 2.11 **IN THE JUNIORS DIVISION:**
- (a) The VALL Juniors Division will include players’ league age 13 or 14 only, unless waived.
 - (b) Games are to be seven (7) innings and there in no time limit.
 - (c) A maximum of three (3) adults, one (18yrs or older) of which must remain in the dugout at all times, are allowed. Players, managers, and coaches must receive permission from the umpire to leave the dugout at any time during the game.
 - (d) The VALL Juniors teams will play under the agreed to interleague rules established by the participating leagues’ presidents within District 70.
 - (e) Managers in this division agree to umpire two games during the season, one in each half. Games will be in the AAA or Majors Division.
- 2.12 **IN THE MAJORS DIVISION:**
- (a) **The VALL Majors division will include players’ league age 9, 10, 11 or 12 only. Parents of 9 year olds must notify the President and/or Player Agent in writing if they wish for their child to opt out of the major’s draft. All players league age 12 who attend at least 50% of the tryouts will be drafted into the majors in a serpentine draft conducted prior to the regular draft.**
 - (b) **Each manager will provide one game ball; the umpire will provide the 3rd game ball.**
 - (c) A maximum of three (3) adults, one (1) Manager and two (2) Coaches, (16yrs old or older), one (18yrs or older) of which must remain in the dugout at all times, are allowed. Players,

managers, and coaches must receive permission from the umpire to leave the dugout at any time during the game.

- (d) Games are to be six (6) innings and there is no time limit in the Major's division. Incomplete games (less than four (4) innings completed) and ties will be rescheduled at the discretion of the scheduler. No new inning will begin after 9:30pm. All games will be suspended at 9:45pm.
- (e) Each team will bat their entire team's roster (those present), per Rule 4.04. Note: because of this continuous batting order option, rule 7.14 does not apply (no special pinch-runner allowed).
- (f) The dropped third strike rule will apply to the Majors division only. For more information, please refer to Rule 6.05.
- (g) A team must be able to field at least nine (9) players for a game to be considered official. If the manager knows they cannot field nine (9) players prior to the game or at the start time of the game, the Player Agent should be contacted so that pool players can be arranged and/or the game can be rescheduled at the scheduler's discretion.
- (h) Per the 2020 Little League Rule Book, if one team has a lead of 10 runs or more at the end of inning, and at least four innings have been completed (three and a one-half if the home team is ahead), the manager of the team with the least runs shall concede the victory to the opponent.
- (i) Per the 2020 Little League Rule Book, if one team has a lead of 15 runs or more at the end of an inning, and at least three innings have been completed (two and one-half if the home team is ahead), the manager of the team with the least runs shall concede the victory to the opponent.
- (j) Per The 2020 Little League Rule 4.19(c), protests involving interpretation of a rule must be made before any succeeding play is made. Protests involving ineligible pitchers or players must be made before the umpire has left the field at the end of the game. Protests can only be made by the manager to the umpire first, then in writing to the league President within 24 hours.
- (k) The season will be played in halves and the division championship will be decided as follows:
 - 1. The winner of the first half will play the winner of the second half in a one game playoff, resulting in the winner taking first place and the losing team taking second place.
 - 2. If there is a tie for first place in the first or second half, the following tie-breaker will be implemented:
 - a. The team with the better record in head to head competition is the champion.
 - b. If the head to head record is even, then the team with the fewer runs allowed in head to head competition is the champion.
 - c. If still tied, a one game playoff will occur at the earliest possible date as determined by the scheduler.
 - 3. If one team should win both the first and second halves, that team will take first place and second place will go to the team with the next best overall record for the season. If there is a tie for second place, the following tie-breaker will be implemented:
 - a. The team with the better record in head to head competition is the champion.
 - b. If the head to head record is even, then the team with the fewer runs allowed in head to head competition is the champion.
 - c. If still tied, a coin flip will decide order.
- (l) Rule 6.02 (one foot in the batter's box) will be enforced this year
- (m) Intentional Walk: Defensive teams will now be able to elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, four pitches will be added to the defensive pitcher's official pitch count.
- (n) Each umpire has the authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. The stealing and relaying of signs to alter the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, both player and the manager shall be ejected from the game.

2.13 IN THE AAA DIVISION:

- (a) The AAA Division will include player's league age 9, 10, or 11
- (b) 12 year olds may play as an exception, but requires approval from the District President. See 2020 Little League Rule Book.
- (c) Each manager will provide one game ball.
- (d) A maximum of three (3) adults, one (1) Manager and two (2) Coaches, (16yrs old or older), one (18yrs or older) of which must remain in the dugout at all times, are allowed. Players, managers, and coaches must receive permission from the umpire to leave the dugout at any time during the game.
- (e) No new inning will start after 1hour 45minutes; an inning begins once the third (3rd) out is made. If two (2) hours has expired and the home team is ahead (and four (4) innings are complete), the game is over. If time will likely elapse during the fifth (5th) or six (6th) inning and the visiting team is behind by more than five (5) runs, the visiting manager may elect to concede. No new inning will begin after 9:30pm. All games will be suspended at 9:45pm. Incomplete games (less than four (4) innings completed) will be rescheduled at the discretion of the scheduler. Tie games in the AAA Division will be played out until a winner is determined unless playing through would cause the current game, or the game following, to conflict with curfew, as determined by the Board Member on Duty. Games that are suspended, due to curfew or potential curfew, will be rescheduled at the discretion of the scheduler.
- (f) Per the 2020 Little League Rule Book, if one team has a lead of 10 runs or more at the end of inning, and at least four innings have been completed (three and a one-half if the home team is ahead), the manager of the team with the least runs shall concede the victory to the opponent.
- (g) Per the 2020 Little League Rule Book, if one team has a lead of 15 runs or more at the end of an inning, and at least three innings have been completed (two and one-half if the home team is ahead), the manager of the team with the least runs shall concede the victory to the opponent.
- (h) AAA division will bat the entire team's roster (those present) as per Rule 4.04. Note: because of this continuous batting order option, rule 7.14 does not apply (no special pinch-runner allowed).
- (i) The inning will end when there are three (3) outs or five (5) runs have scored. This applies to all six (6) innings.
- (j) A team must be able to field at least nine (9) players for a game to be considered official. If the manager knows they cannot field nine (9) players prior to the game or at the start time of the game, the Player Agent should be contacted so that pool players can be arranged and/or the game can be rescheduled at the scheduler's discretion.
- (k) Each player must play at least six (6) defensive outs, three (3) of which are in an infield position. Positions include 1-6.
- (l) Per Little League Rule 4.19(c), protests involving interpretation of a rule must be made before any succeeding play is made. Protests involving ineligible pitchers or players must be made before the umpire has left the field at the end of the game. Protests can only be made by the manager to the umpire first, then in writing to the league President within 24 hours.
- (m) The season will be played in halves and the division champion will be decided as follows:
 - 1. The winner of the 1st half will play the winner of the second half in a one game playoff, resulting in the winner taking first place and the losing team taking second place.
 - 2. If there is a tie for first place in the first or second half, the following tie-breaker will be implemented:
 - a. The team with the better record in head to head competition is the champion.
 - b. If the head to head record is even, then the team with the fewer runs allowed in the head to head competition will be the champion.
 - c. If still tied, a one game playoff will occur at the earliest possible date as determined by the scheduler
 - 3. The following methods will be used in order to break any ties in overall win-loss records to determine third through last place.
 - a. The head to head record of the teams involved

- b. If still tied, a coin flip will decide order
- (n) Rule 6.02 (one foot in the batter's box) will be enforced this year
- (o) Intentional Walk: Defensive teams will now be able to elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, four pitches will be added to the defensive pitcher's official pitch count.
- (p) Each umpire has the authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. The stealing and relaying of signs to alter the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, both player and the manager shall be ejected from the game.

2.14 IN THE AA DIVISION:

- (a) The AA division will include players league age 7, 8, and 9 (pending Player Agent's approval) who have player at least one season of Single A. Players age 5 and 6 will only be considered for AA if a Single A division is not available and the player has played 1 season of T-Ball. Parents must provide a written request to the Player Agent and President for consideration.
- (b) A maximum of four (4) approved coaches, one (1) Manager and two (2) Coaches, (16yrs old or older), one (18yrs or older) of which must remain in the dugout at all times, are allowed. Players, managers, and coaches must receive permission from the umpire to leave the dugout at any time during the game.
- (c) Each manager will provide one game ball.
- (d) Scores and divisional standings will not be kept, therefore, umpires and scorekeepers are not required. Umpires should consist of managers and coaches. The league may provide umpires on occasion for training in order to prepare for the AA tournament. A scorekeeper may be utilized but is not required during the season.
- (e) AA games played will be called after 1hour 30minutes from the start time, regardless of outs or complete innings.
- (f) Teams will utilize a continuous batting order.
- (g) Three (3) outs or batting all players shall constitute an inning. The inning is terminated when a play is made on an offensive player resulting in the third out or "last batter" hits the ball and the defensive player with the possession of the ball touches home plate.
- (h) Batters are awarded first base if hit by a live pitch (player pitch).
- (i) All players shall sit no more than three consecutive outs.
- (j) Each player must play at least three (3) consecutive defensive outs in an infield position. Positions include 1-6.
- (k) The season will be broken up into three (2) sections, defined as: March, Modified Kid Pitch. April through May, Kid Pitch Only. Modified Kid-Pitch Rules will apply: No base on balls is allowed. Should a batter receive four (4) balls in an at-bat, the offensive manager or coach will throw no more than three (3) overhand pitches from the base of the mound (no soft toss from the side) to the batter, picking up at the current strike count against the batter. If the batter fails to hit a playable ball in three pitches, bad pitches or no swings, the batter is declared out. Bunting during coach pitch is not allowed. From April through May, pitchers will be held to the Little League Pitch Count based on their age. The home team will need to provide a scorekeeper and the visiting team will need to provide a pitch counter (April through the end of the season). Kid pitch players limited to 40 pitches or 2 innings per game, which comes first.
- (l) Runner may advance only one (1) base on an overthrow per play – NO STEALING HOME
- (m) A tournament will be held at the end of the season. The Division representative and the Vice President will coordinate the AA division championship tournament at the conclusion of the season and will set the schedule/rules.
- (n) Kid pitch to be used during championship tournament. No coach pitch will be used.

- (o) During tournament, teams must be able to field nine of their own players for an official game to be played.
- (p) If a 9-year-old is moved down from AAA, the player may not pitch.

2.15 IN THE A DIVISION:

- (a) The Single A division will include players league age 5 or 6 that have played one season of T-Ball or players league age 7, that have never played before.
- (b) Scores and divisional standings will not be kept, therefore umpires and scorekeepers are not required. Umpires should consist of managers or coaches. The League may provide umpires on occasion for training.
- (c) A maximum of four (4) approved coaches, one (1) Manager and two (2) Coaches, (16yrs old or older), one (18yrs or older) of which must remain in the dugout at all times, are allowed. Players, managers, and coaches must receive permission from the umpire to leave the dugout at any time during the game.
- (d) Single A games will be called after 1hour 15minutes from scheduled start time, regardless of outs or complete innings.
- (e) Teams will utilize a modified batting order.
- (f) Three (3) outs or batting the entire roster, in attendance that day, shall constitute an inning. The inning is terminated when a play is made on an offensive player resulting in the third out or the last batter hits the ball and the defensive player with possession of the ball touches home plate.
- (g) All players shall take the field on defense.
- (h) Each player must play at least three (3) defensive outs in an infield position. Positions include 1-6.
- (i) No base stealing allowed.
- (j) Runner may advance one (1) base on an overthrow per play.
- (k) Teams must be able to field nine (9) players. If a team fails to field nine players, the managers of both teams can elect to use players from the opposing team so that a game can be played.

COACH PITCH RULES (A DIVISION):

- (l) The pitch shall be delivered at the base of the pitcher's mound. It shall be an overhand pitch, no soft toss or underhand pitches. The pitch may be delivered from a standing or kneeling position.
- (m) The defensive position for pitcher will be on either side of the mound with one foot on the dirt portion of the mound.
- (n) Five pitches will be delivered to a player during their at-bat. If the batter fouls the 5th pitch off, he/she will receive one bonus pitch.
- (o) If a player fails to hit the ball after 5 pitches (or bonus pitch) he/she will be allowed 1 swing off of the tee.
- (p) If the ball, once in play, hits the coach, the ball is dead and all runners advance one base.
- (q) Stealing off of coach pitch is not allowed.
- (r) Bunting off coach pitch is not allowed.

2.16 IN THE T-BALL DIVISION:

- (a) The T-Ball division is considered an instructional division and is for player's league age 4, 5 and 6 who have never player before.
- (b) Standings and scores will not be kept.
- (c) A maximum of four (4) approved coaches, one (1) Manager and two (2) Coaches, (16yrs old or older), one (18yrs or older) of which must remain in the dugout at all times, are allowed.
- (d) Games shall be called after 1 hour from the scheduled start time.
- (e) All players will play in the field. All players should split playing time in the infield and outfield positions.
- (f) All players will bat each inning regardless of outs recorded.

- (g) If a defensive out is achieved, the offensive player will be removed from the bases, but an out will not be recorded. This is in an effort to reward the defense for learning proper defensive play.
- (h) Defensive coaches are allowed to be in the field of play but shall not physically assist fielders.
- (i) Offensive coaches shall be stationed at the tee and as base coaches to assist their players. A team mom or coach (18 years or older) shall assist in the dugout while the team is batting.
- (j) During the last four (4) games of the season a modified coach pitch will be implemented. Each player shall receive three (3) pitches tossed from a kneeling position by a coach from his/her team. If the ball is not put in play by the third (3) pitch, the player will then bat from the tee to put the ball into play.

UNIFORM AND GEAR REGULATIONS

- 3.01 All male players must wear supporters or cups (soft cups are permissible for T-Ball players only). Femguards or the equivalent is suggested for female players.
- 3.02 Major and Junior uniforms will consist of a League issued jersey and team cap that the player may keep. Players provide matching pants, belts, and socks.
- 3.03 AAA, AA, A and T-Ball uniforms will consist of a League issued t-shirt and cap that the player may keep. Players provide matching pants, belts and socks. Uniforms may have last names on shirts at their own expense. Names on shirts are optional and cannot be mandated by manager or coach.
- 3.04 Major and Junior uniforms cannot be altered in any way (with exception to the players last names on the back) without approval from the Board.
- 3.05 Per 2020 Little League Rule book, managers must wear matching team caps while on the field.
- 3.06 Any hat that is otherwise similar to league issued hats may be purchased by parents for players at their own expense.
- 3.07 Managers/coaches may purchase additional uniforms for their team, at their own expense with prior Board approval.

DRAFTS AND TRADES

- 4.01 Managers, Player Agent and President will be the only members to attend the draft.
- 4.02 Provisions and guidelines set forth in the Little League Rule Book shall be used to conduct the draft in the Majors and AAA Divisions. Draft plan A for Existing Leagues will be used to conduct the Majors draft for players age 9,10, and 11 and Draft plan A for First Year Operation shall be used for the AAA draft. Provisions and guidelines for the AAA and Majors draft will be provided to managers prior to the established draft date.
- 4.03 If a Major team loses a player for any reason, the player must be replaced within seven (7) calendar days from the date he/she is released by the Board of Directors. Said major player is released from the league and will not be placed in the minor division. The player must be replaced by the aforementioned process; through scouting of the AAA division.
- 4.04 A AAA player may decline, through the Player Agent, to move up to the Majors if drafted to fill a vacancy on a Major team. This refusal shall result in forfeiture of further eligibility in the Major division for the current season. The player will, however, be allowed to remain in the AAA division for the current season.
- 4.05 A Major team may not draft from a AAA team during the last two (2) weeks of the regular season.
- 4.06 A player has accepted and played a game at the Major's level cannot return to the AAA division.

REPLACING PLAYERS DURING THE SEASON

- 5.01 At any level, if a player misses two consecutive weeks of practices and/or games without a written explanation by the parent or legal guardian, the manager is to advise the Player Agent so that appropriate action can be taken.

ALL-STARS

All Stars shall consist of up to four (4) teams. The team age restrictions (8,9,10), (9,10,11), (10,11,12) and (13,14) shall be determined by the Board of Directors based on Quality and Quantity of eligible players.

- 6.01 All players in the Major divisions (only) and all managers and coaches in the Major and AAA division will vote for the (8,9,10), (9,10,11), (10,11,12) teams. Players in the Junior division and all managers and coaches will vote for the (13,14) team.
- 6.02 **13,14-year-old All-Star team – up to 14 players**
- (a) In a secret ballot to be conducted during the last two weeks of the regular season – players, coaches and managers will select up to 14 eligible candidates for the 13,14-year-old team.
 - (b) The Player Agent will tally votes. The 3 players with the most votes will automatically placed on the all-star team. If there is a tie for the final slot that require more than 3 players to be placed on a team, a run-off vote by the Junior managers between those players only, will be conducted immediately prior to the selection of the next 7 candidates. Those players tied will be voted on until 1 player has received the greater number of votes – that player will be placed on the all-star team. This run off vote will continue until 3 slots are filled. Those not selected to the 3 slots will be placed in the pool for the selection of the next 8 slots.
 - (c) Including those who do not make the 3 slots per above, the next 30 players who received the most votes will constitute the pool from which the Junior managers will select the next 8 players for the all-star team. If there is a tie for the 30th slot, those players tied will all be considered part of the pool of 30.
 - (d) The Junior managers shall select at least 8 players to complete the 13,14-year-old all-star team.
 - (e) The final 3 players will be selected by the board approved All-Star manager.
- 6.03 **10,11,12-year-old All-Star team – up to 14 players**
- (a) In a secret ballot to be conducted during the last two weeks of the regular season – players, coaches and managers will select up to 14 eligible candidates for the 10,11,12-year-old all-star team.
 - (b) The Player Agent will tally votes. The 3 players with the most votes will be automatically placed on an all-star team. If there is a tie for the final slot that require more than 3 players to be placed on a team, a run-off vote by the Major managers between those players only, will be conducted immediately prior to the selection of the next 7 candidates. Those players tied will be voted on until 1 player has received the greater number of votes – that player will be placed on the all-star team. This run off vote will continue until 3 slots are filled. Those not selected to the 3 slots will be placed in the pool for the selection of the next 8 slots.
 - (c) Including those who do not make the 3 slots per above, the next 30 players who received the most votes will constitute the pool from which the Major managers will select the next 8 players for the all-star team. If there is a tie for the 30th slot, those players tied will all be considered part of the pool of 30.
 - (d) The Major managers shall select at least 8 players to complete the 10,11,12-year-old all-star team.
 - (e) The final 3 players will be selected by the board approved All-Star manager.
 - (f) In a manner conducted similar to the above, these all-star teams will be selected with the following exception: AAA Managers and coaches will participant in the All-Star vote. AAA players will not participate in the vote.
- 6.04 **9,10,11 and 8,9,10-year-old All-Star Teams – up to 14 players**
- (a) In a manner conducted similar to the above, these all-star teams will be selected with the following exception: AAA Managers and coaches will participant in the All-Star vote. AAA players will not participate in the vote.
- 6.05 Each Major team must be represented at All-Star player selection by its manager, coach or, with prior Board approval, an alternate representative. Only 1 representative per team is allowed.
- 6.06 Major managers in order of seasonal standing will be selected as All-Star managers if in good standing and with the approval of the board. If the manager slots cannot be filled from within the

Majors division, then the AAA managers, in order of seasonal standing and in good standing with Board approval, shall be selected. Upon approval by the Board of Directors, managers will be notified 5 days prior to the All-Star team announcement. Selected managers may choose their team coaches with Board approval. It is assumed, unless otherwise notified, managers and/or coached would prefer to be involved with the team that includes their child (if applicable).

- 6.07 A condition of the All-Star tournament teams includes the requirement that the managers, coaches and elected players must be committed to participate with the team as far as the team advances through tournament. This could include participation in the State Championship or World Series

MODIFICATIONS

- 7.01 Local Rules and Regulations can be modified with a unanimous vote by the Board of Directors.