



# **San Clemente Little League**

## **2010 Local Rules**

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## **Purpose of SCLL's Local Rules:**

These rules are a summary and addendum to the Little League Official Regulations and Playing Rules and to the, Little League Operating Manual. San Clemente Little League ("SCLL") has adopted these rules as an enhancement to the current rules, regulations and policies mandated by Little League Baseball Incorporated ("Little League"). Any Local Rule that may vary from the published Little League rules, regulations and policies has been approved through the Charter Committee waiver system.

## **SCLL's Volunteer Approval Policy:**

As a condition of service to SCLL, all managers, coaches, Board of Directors members and any other persons or volunteers who provide regular service to SCLL and/or have repetitive access to, or contact with players or teams, must annually complete and submit an official "Little League Volunteer Application" to the league. Annual background screenings must be completed prior to the applicant assuming his/her duties for the current season. Refusal to annually submit a fully completed "Little League Volunteer Application" will result in the immediate dismissal of the individual from participating in SCLL.

## **Volunteer Umpire Policy:**

**PURPOSE OF VOLUNTEER UMPIRE POLICY** – The San Clemente Little League is an all-volunteer organization dependent on participation from its members. Until recently, the League has been able to operate without instituting any mandatory volunteer participation rules or guidelines for certain positions, most notably umpires. However, with the recent rapid expansion of the number of members and teams and the lack of proportionate increase in volunteers, a severe strain has been placed on our existing base of volunteer umpires so that many volunteers have been forced to work an inordinate number of hours. Should this shortage of volunteer umpires continue, the League cannot guarantee that umpires will be available at all games and if a scheduled game is not staffed by a volunteer umpire then the game will be cancelled without notice and not re-scheduled. To avoid this potential negative impact on the League and its members, it, has become necessary to follow the example of other youth sports, such as AYSO, and institute a volunteer policy.

**VOLUNTEER UMPIRE POLICY** – **Each and every team from AAA & Majors will be required to accumulate 10 points prior to the end of the regular season and prior to the start of the City Tournament, 5 points in the first half of the regular season and 5 points in the second half of the regular season is preferred. Failure of any team to meet the minimum number of points will result in its preclusion from participation in the City Tournament and District Tournament of Champions.**

**Points are accumulated for each game umpired by a volunteer or volunteers from each team.** The volunteer umpire or umpires from each team may be a parent, grandparent, relative, friend or neighbor designated by that team, so long as each volunteer meets the minimum age requirement and receives the required training. Each team will prior to the start of the season provide the name or names of the designated volunteer umpire or umpires to the Chief Umpire, and the League Secretary. Volunteers may be added after the start of the regular season, but only with the approval of the Chief Umpire.

Points are accumulated follows:

**1 point earned:** Each game umpired - either behind the plate or on the bases

The accumulation of points will be reported by each team directly to the Chief Umpire, who will keep track of each team's total. Total points accumulated by each team will be reported to the Board prior to the start of the City Tournament.

## **The Divisions of SCLL:**

SCLL has 10 divisions for team play. The divisions are primarily based on age groups. Parents may petition to have their child play in a different division. The petitions must be approved by the Player Agent, President, and Board. Any petition requests must be in compliance with Little League Rules regarding player age requirements.

The following is a general description of each division:

<u>Division</u>	<u>League Ages</u>	<u>Player Selection Process</u>	<u>Description</u>
Big League	16,17 & 18	Evaluation and Draft	Extension of Little League for older players
Seniors	14,15 & 16	Evaluation and Draft	Extension of Little League for older players
Juniors	12,13 & 14	Evaluation and Draft	Play at 80' or 90' base paths 54'-60' pitching mound
Majors	10,11 & 12	Evaluation and Draft	Player Pitch adhere to full LL Rules/46' pitching mound
AAA	8,9,10 & 11	Evaluation and Draft	Player Pitch adhere to full LL Rules/46' pitching mound
AAA Minor	8, 9, 10 & 11	Evaluation and Draft	Player pitch w/modified LL Rules/46' pitching mound
AA	7,8,9 & 10	Evaluation and Draft	Player pitch w/modified LL Rules/46' pitching mound
A	6,7 & 8	Assigned by the League	Machine pitch with modified LL Rules
Rookie	6 & 7	Assigned by the League	Coach pitch with modified LL Rules
T-Ball	5 & 6	Assigned by the League	Bat off a Tee with modified LL Rules

## **Manager and Coach Selection Process:**

All team Managers and Coaches shall be appointed annually by the President and approved by the Board of Directors. Managers shall be responsible for their teams and for their actions on the field.

After Board approval, all Managers in the AA, AAA, AAA Minor, Majors, Juniors and Seniors divisions will participate in the league try-outs and drafts.

After the draft, Managers in the AA, AAA, AAA Minor, Majors, Juniors and Seniors divisions will determine their Coaches from the available coach candidates on their team. Potential coaches are not allowed at the draft.

Managers in the T-Ball, Rookie and A divisions will select their coaches from their team's parents.

Managers will be responsible to make sure that all coach picks have:

1. Completed a Little League Volunteer Application;
2. Submitted the application to the Division Commissioner; and
3. Been approved by the SCLL Board of Directors.

Each team should have a minimum of three Coaches approved by the Board of Directors. Only three adults are allowed in the dugout at any one time (i.e., manager and two coaches). A third coach should be approved in the event a Manager or Coach is absent from a game.

**\*Mandatory Manager Meetings/Clinics:**

1. **Mandatory Manager Rules Clinic:** All managers in the Seniors, Juniors, Majors, AAA, AAA Minor and AA Divisions must attend one of the District 68 rules clinics prior to the start of the regular season.
  2. **Mandatory Manager Safety Meeting/Clinic:** All managers in **all** SCLL Divisions must attend a safety meeting or clinic prior to the start of the regular season. SCLL will sponsor a minimum of 2 qualified safety meetings or clinics prior to the start of the regular season that the manager may attend to satisfy this requirement. If a manager cannot attend one of the meetings sponsored by SCLL then they must attend an acceptable alternative safety meeting/clinic prior to the start of the regular season. Managers will be responsible to schedule & register for any alternative safety meeting/clinic. Managers must submit to the Chief Commissioner & the League Safety Officer the details of the alternative safety meeting/clinic in writing for approval.
  3. **Mandatory Training Clinic:** All managers in **all** SCLL Divisions must attend a training meeting prior to the start of the regular season. SCLL will sponsor a minimum of 3 qualified training meetings prior to the start of the regular season that the manager may attend to satisfy this requirement.
  4. **Mandatory Positive Coaching Alliance Clinic:** All managers in **all** SCLL Divisions must attend the Positive Coaching Alliance Clinic or complete the “on-line” program & provide a copy of the certificate of completion prior to the start of the regular season. SCLL will sponsor a “live session” of the “Positive Coaching Alliance Clinic” prior to the start of the regular season that the manager may attend to satisfy this requirement.
- \* If a manager fails to attend any of these 4 (3 mandatory clinics for T-Ball, Rookie and A Managers) mandatory clinics, he/she will receive a two game suspension (specifically, the first scheduled game of the regular season and the first scheduled game after Spring Break). The manager can have absolutely nothing to do with the team for those two games. Manager may not be on premises, in contact via phone, nor have any involvement with the team for those games.**

## Majors Division Local Rules

### PLAYER DRAFT-Majors Division

Major Division players will be drafted from the returning titled Major players from the prior regular season and available players that try out. However, even though players may be returning “titled” players, they must try out each year. Only 10, 11 and 12 year old players will be drafted into the Major Division. However, a 10 year old must be drafted in the first five (5) rounds of the draft to be eligible for the Major Division. The teams will be drafted from one pool consisting of 11 and 12 year old players with all returning titled Major players to be drafted by the last round. **NOTE:** All candidates who are league age twelve (12) must be drafted to a Major Division team. Exceptions can only be made with the written approval of the *District Administrator*, and only if approved at the local league level by the Board of Directors and the parent of the candidate.

Managers will draw numbers for first pick to last pick and the draft will be conducted in serpentine order.

Managers with 12-year-old children must draft their child during or before the third (3) round or that player will be available to all managers from the fourth (4) round on.

Managers with 11-year-old children (or younger) must draft their child during or before the fourth (4) round or that player will be available to all managers from the fifth (5) round on.

Managers with siblings must take their children in consecutive rounds or lose the “protective” status of the second sibling. For example: A manager with (2) 11 year old children must take the first child in the fourth round and then must take the second child in the fifth round. If the manager does not take the second child in the fifth round, he/she is no longer afforded “protective” status and will be available to all managers.

There is no coach protection (“red shirting”) in the draft. Coaches are not allowed in the draft except as a potential replacement for the manager. This arrangement must be approved by the Player Agent, President and Chief Commissioner..

Players with sibling relationships: Players eligible for the draft that are siblings must be drafted by the same team unless specifically waived by the Parents of the players. Players that are the same “League Age” must be drafted in consecutive rounds. The sibling of the first player selected will be protected until the following round in which the manager must use his/her draft pick to take the sibling player. Exceptions would be if the manager has the right to draft his/her own child in the next round then the sibling player would be protected & must be drafted in the next available round. (e.g. Manager drafts Player A (Sibling 1) in the second round, manager then drafts his/her own child in the third round (as required & requested), manager must then draft Player B (Sibling 2) in the fourth round. Players that have different “League Ages” must be drafted within two rounds of each other. The second player of the sibling pair will be protected for a maximum of two rounds and the manager is required to draft the player (sibling) within the next two rounds. A round for which the manager is required to draft their own child will count for a round protected as mentioned above. Example 1: Manager drafts Player A (Sibling 1) in the second round, manager then drafts his/her own child in the third round (as required & requested), manager must then draft Player B (Sibling 2) by the fourth round. Example 2: Manager drafts

Player A (Sibling 1) in the first round, then must draft Player B (Sibling 2) in the second round in order to draft the manager's own son/daughter in the third round. As noted, a sibling must be taken within a maximum two rounds. No exceptions are allowed. This "Sibling Policy" is a requirement, not an option.

**SCLL Trade Policy:** Trades must be conducted within the same division (i.e. American or National). No inter-divisional trades are allowed. Any "proposed" player trades must be agreed to by the managers involved before they leave the room on the night of the draft. The "proposed" trade must be communicated to the Player Agent before the managers leave the room. All "proposed" trades are pending the approval of the Player Agent, President & Board of Directors. Approval or disapproval of any proposed trade will occur approximately within 48 hours of the draft night. Managers may not comment or communicate on any "proposed" trades until they have received approval from the Board of Directors.

### **PLAYER MOVEMENT POLICY–Majors Division**

In the event a Major Division Team loses a player, the Manager shall promptly advise the Player Agent. That team's Manager will receive the first eligible replacement player from the "wait list" maintained by the Player Agent. If no players are available on the "wait list", the manager shall review the list of eligible players in the AAA Division. Players shall be considered eligible if both of the following requirements are met:

1. Player is league age 11, if no 11 year olds are eligible then a league age 10 year old may be considered eligible.
2. Player was drafted into the AAA division.

The Player Agent, not the Manager shall contact the selected replacement player. Any AAA player that meets the above criteria **must** move if an opening becomes available and the Major Division Manager selects him. If an AAA player meets the above criteria and declines to move up to the Major Division when a vacancy occurs, that player shall be transferred to the next AAA Division Team that develops a vacancy due to this player movement. In the event that the player refuses to make the lateral move, the player and his current manager will be suspended for the next two (2) scheduled games.

No player will be called up to a Major or Minor league team in the last two weeks of the regular season. (Regulation III (d) 2.)

### **SEASON AND GAME FORMAT–Majors Division**

The Major division will play no less than 12 regular season games; two per week except during a "bye" week. (Rainouts may be rescheduled if the Board deems them necessary to determine Division Championships & District 68 T.O.C. eligibility).

#### **Tournament of Champions**

- The teams with the best regular season record\*\* in each Division [American & National] will fill one of the two spots (per Division) as a District 68 Tournament of Champion ("TOC") team

\*\* Tie-breaker rules:

- 1) Division record (record within the team's own division...American or National).
- 2) Record in head-to-head games.

- 3) Runs allowed in head-to-head competition (lowest total runs given up in head-to-head competition wins)
  - 4) Runs allowed in Division games (lowest total wins).
  - 5) Runs allowed overall (lowest total wins).
  - 6) Coin flip
- All teams in each Division will enter a season ending local tournament with a double elimination format. Each Division (American & National) will hold separate tournaments. Seeding in the tournaments will be by regular season standings.
  - The winner of each Division's (American & National) Tournament will be the second TOC teams. If the tournament winners are the same team as the division winners, the runner-up team in the Season Ending City Tournaments will go to the TOC.

**Start of games:**

All games will start at the time that is posted on the "League Game Schedule". If a game's start time is delayed due to the previous game going past its time limit, then the subsequent game shall start no later than fifteen (15) minutes after the end of the previous game. No exceptions will be allowed

The starting game time will be announced by the Plate Umpire and recorded in the Official Scorebook for that game.

**Pitching:**

***Pitchers league age 14 and under must adhere to the following rest requirements***

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

**Additionally, any pitcher throwing more than 40 pitches in one (1) game will require a games rest in addition to days rest as indicated above.**

**Batting:**

A continuous batting order will be followed during the regular season per the "2010 Little League Baseball Official Regulations and Playing Rules." **NOTE:** If a rostered player arrives late to a game site and the manager chooses to enter him/her in the line-up, he/she would be added to the end of the current lineup. Any such "late" player would be subject to the minimum play rules for that game (see below).

Continuous batting may not be in effect during the District TOC. Teams will substitute players per the appropriate Regular Season rules found in the Little League Official Regulations & Playing Rules.

**Minimum Play\*:**

Every player on a team roster who is eligible & physically present at the start of a game (determined by the first official pitch) will participate in each game a minimum of nine (9) defensive outs. Exceptions: (a) If the visiting team does not take the field for the last half of the sixth inning (thus only completing 5 innings of field play) the minimum play requirement will be six (6) defensive outs, (b) For any other games ending in less than 6 complete innings, including games called due to the “mercy rule”, the Local Rule of nine (9) defensive outs for minimum play will be waived, however, the Little League Official Regulations and Playing Rules relating to a minimum of six (6) defensive outs will still be enforced.

The player(s) involved in any minimum play rule violations shall start the next scheduled game; play any previous requirement not completed for this section and the requirement of the current game before being removed.

**\*Penalty for not complying with the minimum play requirement shall be:**

- 1) First Offense-manager shall receive a warning.
- 2) Second Offense-manager shall be suspended for the next scheduled game.
- 3) Third Offense-manager shall be suspended for the remainder of the regular season.

**Note:** If the violation is determined to have been intentional, a more severe penalty may be assessed by the Board of Directors. However a forfeiture of a game may not be invoked.

**Mercy Rule:**

In accordance with Little League rule 4.10(e), If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. **NOTE:** If the visiting team has a lead of ten runs or more, the home team must bat in its half of the inning.

**Game Curfew:**

All games will end at 10:00 p.m. The 10:00 p.m. curfew will be determined by the Plate Umpire’s watch. (See Rules 4.10, 4.11 and 4.12 of Little League Rules regarding incomplete games.)

**Miscellaneous:**

No alterations of an S.C.L.L. team uniform are allowed, for example: patches, stars, names & etc.

All players on a team’s roster will be accounted for at each game in the official scorebook. (For example, if only 11 players are at a given game, the name of the missing player will be noted on the bottom of the scorebook page and indicated as absent.)

## AAA Division Local Rules

### PLAYER DRAFT-AAA Division

AAA Division players will be drafted from the available players that attend try-outs. Players “League Age” 8,9, 10 & 11 year olds may be drafted into the AAA Division. 8 year olds may try-out for the AAA division but must receive The Player Agent, President and Board approval to be eligible for the draft.

Managers will draw numbers for first pick to last pick and the draft will be conducted in serpentine order.

Managers must draft their child, league age 10, during or before the third (3) round or that player will be available to all managers from the fourth (4) round on. Managers must draft their child, league age 9 (or younger), during or before the fourth (4) round or that player will be available to all managers from the fifth (5) round on.

Managers with siblings must take their children in consecutive rounds or lose the “protective” status of the second sibling. For example: A manager with (2) 9 year old children must take the first child in the fourth round and then must take the second child in the fifth round. If the manager does not take the second child in the fifth round, he/she is no longer afforded “protective” status and will be available to all managers.

An eight (8) year old must be drafted in the first five (5) rounds of the draft to be eligible for the AAA Division

There is no coach protection (“red shirting”) in the draft. Coaches are not allowed in the draft except as a potential replacement for the manager. This arrangement must be approved by the Player Agent, President and Chief Commissioner.

Players with sibling relationships: Players eligible for the draft that are siblings must be drafted by the same team unless specifically waived by the Parents of the players. Players that are the same “League Age” must be drafted in consecutive rounds. The sibling of the first player selected will be protected until the following round in which the manager must use his/her draft pick to take the sibling player. Exceptions would be if the manager has the right to draft his/her own child in the next round then the sibling player would be protected & must be drafted in the next available round. (e.g. Manager drafts Player A (Sibling 1) in the second round, manager then drafts his/her own child in the third round (as required & requested), manager must then draft Player B (Sibling 2) in the fourth round. Players that have different “League Ages” must be drafted within two rounds of each other. The second player of the sibling pair will be protected for a maximum of two rounds and the manager is required to draft the player (sibling) within the next two rounds. A round for which the manager is required to draft their own child will count for a round protected as mentioned above. Example 1: Manager drafts Player A (Sibling 1) in the second round, manager then drafts his/her own child in the third round (as required & requested), manager must then draft Player B (Sibling 2) by the fourth round. Example 2: Manager drafts Player A (Sibling 1) in the first round, then must draft Player B (Sibling 2) in the second round in order to draft the manager’s own son/daughter in the third round. As noted, a sibling must be taken within a maximum two rounds. No exceptions are allowed. This “Sibling Policy” is a requirement, not an option.

SCLL Trade Policy: Trades must be conducted within the same division (i.e. American or National). No inter-divisional trades are allowed. Any “proposed” player trades must be agreed to by the managers involved before they leave the room on the night of the draft. The “proposed” trade must be communicated to the Player Agent before the managers leave the room. All “proposed” trades are pending the approval of the Player Agent, President & Board of Directors. Approval or disapproval of any proposed trade will occur approximately within 48 hours of the draft night. Managers may not comment or communicate on any “proposed” trades until they have received approval from the Board of Directors.

### **PLAYER MOVEMENT POLICY–AAA Division**

In the event a AAA Division Team loses a player, the Manager shall promptly advise the Player Agent. That team’s Manager will receive the first eligible replacement player from the “wait list” maintained by the Player Agent. If no players are available on the “wait list”, the manager shall review the list of eligible players in the AAA Minor Division. Players shall be considered eligible if both of the following requirements are met:

3. Player is league age 9 or 10.
  4. Player was drafted into the AAA Minor division.
- 1) The Player Agent, **not** the Manager shall contact the selected replacement player. Any AAA Minor player that meets the above criteria **must** move if an opening becomes available and the AAA Division Manager selects him. If an AAA Minor player meets the above criteria and declines to move up to the AAA Division when a vacancy occurs, that player shall be transferred to the next AAA Minor Division Team that develops a vacancy due to this player movement. In the event that the player refuses to make the lateral move, the player and his current manager will be suspended for the next two (2) scheduled games.

No player will be called up to a Major or Minor league team in the last two weeks of the regular season. (Regulation III (d) 2.)

### **SEASON AND GAME FORMAT–AAA Division**

The AAA Division will play a minimum of 12 regular season games. (Rainouts may be rescheduled if the board deems them necessary to determine Division Championships & District 68 T.O.C. eligibility).

#### Tournament of Champions

- The teams with the best regular season record\*\* in each Division [National & American] will fill one of the two spots (per Division) as a District 68 Tournament of Champion (“TOC”) team.

\*\* Tie-breaker rules:

1. Division record (record within the team’s own division American or National).
2. Record in head-to-head games.
3. Runs allowed in head-to-head competition (lowest total runs given up in head-to-head competition wins)
4. Runs allowed in Division games (lowest total wins).
5. Runs allowed overall (lowest total wins).

6. Coin flip
  - All teams in each Division will enter a season ending local tournament with a double elimination format. Each Division (American & National) will hold separate tournaments. Seeding in the tournaments will be by regular season standings.
  - The winner of the each Division's (American & National) Tournament will be the second TOC teams. If the tournament winners are the same team as the division winners, the runner-up team in the Season Ending City Tournaments will go to the TOC.

### **Game format:**

All games are 6 innings. There are no extra inning games. If at the end of 6 complete innings, the score of the game is tied, play will stop & the final score will be recorded as a tie game. No new inning can start after 2 hours. A new inning begins when the last out of the offensive home half of the inning is recorded. All games will end at the 2 hour and 20 minute mark. If a batter is at the plate with at least a one pitch count at the 2 hour and 20 minute mark, the batter will be allowed to complete his/her at bat. If the home team takes the lead after the 2 hour mark, the game will be ended and the home team declared the winner since no new inning may be started. If the home team is tied at the 2 hour 20 minute mark then the game will be ended in a tie. Any other game ended after the 2 hour mark without the inning being completed shall revert back to the last complete inning played to determine the final score.

All games will start at the time that is posted on the "League Game Schedule". If a game's start time is delayed for any reason, the "Official Start Time" will still be the scheduled start time not the actual start time. All time limits will run from the scheduled start time not the actual start time. No exceptions will be allowed

### **Pitching:**

***Pitchers league age 14 and under must adhere to the following rest requirements***

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

**Additionally, any pitcher throwing more than 40 pitches in one (1) game will require a games rest in addition to days rest as indicated above.**

### **Batting:**

A continuous batting order will be followed during the regular season per the "Little League Baseball Official Regulations and Playing Rules." **NOTE:** If a rostered player arrives late to a game site and the manager chooses to enter him/her in the line-up, he/she would be added to the

end of the current lineup. Any such “late” player would be subject to the minimum play rules for that game (see below).

Continuous batting may not be in effect during the District TOC. Teams will substitute players per the appropriate tournament rules (found in the Little League Official Regulations & Playing Rules ).

### **Minimum Play:**

Every player on a team roster who is eligible & physically present at the start of a game (determined by the first official pitch) will participate in each game a minimum of nine (9) defensive outs. Exceptions: (a) If the visiting team does not take the field for the last half of the sixth inning (thus only completing 5 innings of field play) the minimum play requirement will be six (6) defensive outs, (b) For any other games ending in less than 6 complete innings, including games called due to the “mercy rule”, the Local Rule of nine (9) defensive outs for minimum play will be waived, however, the Little League Official Regulations and Playing Rules relating to a minimum of six (6) defensive outs will still be enforced.

The player(s) involved in any minimum play rule violations shall start the next scheduled game; play any previous requirement not completed for this section and the requirement of the current game before being removed.

Penalty for not complying with the minimum play requirement shall be:

- 1) First Offense-manager shall receive a warning.
- 2) Second Offense-manager shall be suspended for the next scheduled game.
- 3) Third Offense-manager shall be suspended for the remainder of the regular season.

**Note:** If the violation is determined to have been intentional, a more severe penalty may be assessed by the Board of Directors. However a forfeiture of a game may not be invoked.

### **Mercy Rule:**

The (5) five run maximum per inning rule is in effect for the all innings preceding the last inning of the game. There will be no “run limit” restrictions in the sixth inning or the final inning as determined by the umpire (note: the umpire will announce before the onset of the final inning that it is an open inning). During the innings prior to the final inning, the side (half-inning) will end when the fifth run has scored (discounting all other runners).

In accordance with “Little League Baseball Official Regulations and Playing Rules.” If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. **NOTE:** If the visiting team has a lead of ten runs or more, the home team must bat in its half of the inning.

### **Miscellaneous:**

No alterations of an S.C.L.L. team uniform are allowed, for example: patches, stars, names & etc.

All players on a team's roster will be accounted for at each game in the official scorebook. (For example, if only 11 players are at a given game, the name of the missing player will be noted on the bottom of the scorebook page and indicated as absent.)

### **AAA Minor Division Local Rules**

#### **PLAYER DRAFT-AAA Minor Division**

AAA Minor division players will be drafted from the available players that attend try-outs. Players "League Age" 9, 10 & 11 year olds may be drafted into the AAA MINOR Division. 8 year olds may try-out for the AAA Minor division but must receive Player Agent, President and Board approval to be eligible for the draft.

Managers will draw numbers for first pick to last pick and the draft will be conducted in serpentine order.

Managers must draft their child, league age 11, 10, 9 or 8, during or before the third (3) round or that player will be available to all managers from the fourth (4) round on.

Managers with siblings must take their children in consecutive rounds or lose the "protective" status of the second sibling. For example: A manager with (2) 9 year old children must take the first child in the third round and then must take the second child in the fourth round. If the manager does not take the second child in the fourth round, he/she is no longer afforded "protective" status and will be available to all managers.

There is no coach protection ("red shirting") in the draft. Coaches are not allowed in the draft except as a potential replacement for the manager. This arrangement must be approved by the Player Agent, President and Chief Commissioner.

Players with sibling relationships: Players eligible for the draft that are siblings must be drafted by the same team unless specifically waived by the Parents of the players. Players that are the same "League Age" must be drafted in consecutive rounds. The sibling of the first player selected will be protected until the following round in which the manager must use his/her draft pick to take the sibling player. Exceptions would be if the manager has the right to draft his/her own child in the next round then the sibling player would be protected & must be drafted in the next available round. (e.g. Manager drafts Player A (Sibling 1) in the second round, manager then drafts his/her own child in the third round (as required & requested), manager must then draft Player B (Sibling 2) in the fourth round. Players that have different "League Ages" must be drafted within two rounds of each other. The second player of the sibling pair will be protected for a maximum of two rounds and the manager is required to draft the player (sibling) within the next two rounds. A round for which the manager is required to draft their own child will count for a round protected as mentioned above. Example 1: Manager drafts Player A (Sibling 1) in the second round, manager then drafts his/her own child in the third round (as required & requested), manager must then draft Player B (Sibling 2) by the fourth round. Example 2: Manager drafts Player A (Sibling 1) in the first round, then must draft Player B (Sibling 2) in the second round in order to draft the manager's own son/daughter in the third round. As noted, a sibling must be taken within a maximum two rounds. No exceptions are allowed. This "Sibling Policy" is a requirement, not an option.

SCLL Trade Policy: Trades must be conducted within the same division (i.e. American or National). No inter-divisional trades are allowed. Any “proposed” player trades must be agreed to by the managers involved before they leave the room on the night of the draft. The “proposed” trade must be communicated to the Player Agent before the managers leave the room. All “proposed” trades are pending the approval of the Player Agent, President & Board of Directors. Approval or disapproval of any proposed trade will occur approximately within 48 hours of the draft night. Managers may not comment or communicate on any “proposed” trades until they have received approval from the Board of Directors.

### **PLAYER MOVEMENT POLICY–AAA Minor Division**

In the event an AAA Minor division team loses a player, that team will receive the first eligible player from the Player Agent. Eligible players for the AAA Minor division will be players league age 8, 9 or 10 who register after try-outs have been completed.

### **SEASON AND GAME FORMAT–AAA Minor Division**

The AAA Minor Division will play a minimum of 12 regular season games. No standings will be kept for the regular season.

The home team Manager shall be required to keep an official scorebook at each game. The manager will report the score of the game to the AAA Minor division commissioner

After completion of the regular season all teams will enter a local tournament with a double elimination format.

The board shall set the double elimination tournament schedule at the end of the season. The seeding for the tournament will be based on a “blind draw”.

### **Game format:**

All games are 6 innings. There are no extra inning games. If at the end of 6 complete innings, the score of the game is tied, play will stop & the final score will be recorded as a tie game. No new inning can start after 2 hours. A new inning begins when the last out of the offensive home half of the inning is recorded. All games will end at the 2 hour and 20 minute mark. If a batter is at the plate with at least a one pitch count at the 2 hour and 20 minute mark, the batter will be allowed to complete his/her at bat Games ended during incomplete innings shall revert back to the last complete inning played to determine the final score.

All games will start at the time that is posted on the “League Game Schedule”. If a game’s start time is delayed for any reason, the “Official Start Time” will still be the scheduled start time not the actual start time. All time limits will run from the scheduled start time not the actual start time. No exceptions will be allowed

### **Pitching:**

***Pitchers league age 14 and under must adhere to the following rest requirements:***

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.

- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

**Additionally, any pitcher throwing more than 40 pitches in one (1) game will require a games rest in addition to days rest as indicated above.**

For the first five (5) games of the season, once the pitcher has thrown four balls the offensive coach will come in to complete the “at bat.” The batter will carry the strike count. (I.e. if the batter has one strike then two good pitches will be allowed) The coach has only 3, 2 or 1 pitch(es) depending on the count. All coach pitches will count as strikes regardless of where the pitch is delivered. There will be no extra coach pitches. If the batter does not hit fair or foul off the final strike they will be retired.

Starting with the sixth (6<sup>th</sup>) game of the season, normal pitching rules will be followed including awarding a “base on balls” (walk) after the fourth called “ball” has been delivered to the batter.

Players League Age 11 and older are not allowed to pitch in the AAA Minor Division.

**Batting:**

A continuous batting order will be followed during the regular season per the “Little League Baseball Official Regulations and Playing Rules.” **NOTE:** If a rostered player arrives late to a game site and the manager chooses to enter him/her in the line-up, he/she would be added to the end of the current lineup. Any such “late” player would be subject to the minimum play rules for that game (see below).

Bunting is allowed, but only off the “player pitcher,” not off the “coach pitcher.”

**Base Stealing:**

For the first 5 games of the season runners may steal any base during “player pitch”. The runner may only proceed to the original base (i.e. the base originally attempting to steal) and not advance another base in the event of a catcher or overthrow; the runner will be “anchored” at that base. Basically, this is one base per steal attempt. In effect, catcher may make throw with impunity. (This ensures catcher development and encouragement to throw the ball.)

There will be no base stealing during a “coach pitch”. All runners will be “frozen” at their existing bases until the ball is put into play.

After the first 5 games of the season all regular base stealing rules will apply.

**Minimum Play:**

Every player on a team roster who is eligible & physically present at the start of a game (determined by the first official pitch) will participate in each game a minimum of Nine (9) defensive outs. Exceptions: (a) If the visiting team does not take the field for the last half of the sixth inning (thus only completing 5 innings of field play) the minimum play requirement will be six (6) defensive outs, (b) For any other games ending in less than 6 complete innings, including games called due to the “mercy rule”, the Local Rule of nine (9) defensive outs for minimum

play will be waived, however, the Little League Official Regulations and Playing Rules relating to a minimum of six (6) defensive outs will still be enforced. Additionally, all players must play one inning on the infield and not be held out for two consecutive defensive innings unless determined to be at risk by the division commissioner or as requested by the player's parent or guardian or in the event of illness or injury.

The player(s) involved in any minimum play rule violations shall start the next scheduled game; play any previous requirement not completed for this section and the requirement of the current game before being removed.

Penalty for not complying with the minimum play requirement shall be:

- 1) First Offense-manager shall receive a warning.
- 2) Second Offense-manager shall be suspended for the next scheduled game.
- 3) Third Offense-manager shall be suspended for the remainder of the regular season.

**Note:** If the violation is determined to have been intentional, a more severe penalty may be assessed by the Board of Directors. However a forfeiture of a game may not be invoked.

### **Umpires:**

The "plate" umpire will be the responsibility of the home team. Any "base" umpires will be the responsibility of the away team. The Chief Umpire will not be responsible for scheduling and staffing umpires for this division. These volunteer umpire positions must be filled by an approved volunteer from each team's parents. The League will provide training, uniforms and gear for the volunteer umpires. It is recommended that the umpire volunteer positions be designated before the start of the season.

### **Mercy Rule:**

The (5) five run maximum per inning rule is in effect for the all innings preceding the last inning of the game. There will be no "run limit" restrictions in the sixth inning or the final inning as determined by the umpire (note: the umpire will announce before the onset of the final inning that it is an open inning). During the innings prior to the final inning, the side (half-inning) will end when the fifth run has scored (discounting all other runners).

In accordance with "Little League Baseball Official Regulations and Playing Rules." If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. **NOTE:** If the visiting team has a lead of ten runs or more, the home team must bat in its half of the inning.

### **Miscellaneous:**

No alterations of an S.C.L.L. team uniform are allowed, for example: patches, stars, names & etc.

All players on a team's roster will be accounted for at each game in the official scorebook. (For example, if only 11 players are at a given game, the name of the missing player will be noted on the bottom of the scorebook page and indicated.

## **AA Division Local Rules**

### **PLAYER DRAFT-AA Division**

AA Division players will be drafted from the available players that attend try-outs. Primarily 8 year olds will be drafted into the AA Division.

Managers will draw numbers for first pick to last pick and the draft will be conducted in serpentine order.

Managers must draft their child during or before the third (3) round or that player will be available to all managers from the fourth (4) round on.

Managers with siblings must take their children in consecutive rounds or lose the “protective” status of the second sibling. For example: A manager with (2) 8 year old children must take the first child in the third round and then must take the second child in the fourth round. If the manager does not take the second child in the fourth round, he/she is no longer afforded “protective” status and will be available to all managers.

There is no coach protection (“red shirting”) in the draft. Coaches are not allowed in the draft.

Players with sibling relationships: Players eligible for the draft that are siblings must be drafted by the same team unless specifically waived by the Parents of the players. Players that are the same “League Age” must be drafted in consecutive rounds. The sibling of the first player selected will be protected until the following round in which the manager must use his/her draft pick to take the sibling player. Exceptions would be if the manager has the right to draft his/her own child in the next round then the sibling player would be protected & must be drafted in the next available round. (e.g. Manager drafts Player A (Sibling 1) in the second round, manager then drafts his/her own child in the third round (as required & requested), manager must then draft Player B (Sibling 2) in the fourth round. Players that have different “League Ages” must be drafted within two rounds of each other. The second player of the sibling pair will be protected for a maximum of two rounds and the manager is required to draft the player (sibling) within the next two rounds. A round for which the manager is required to draft their own child will count for a round protected as mentioned above. Example 1: Manager drafts Player A (Sibling 1) in the second round, manager then drafts his/her own child in the third round (as required & requested), manager must then draft Player B (Sibling 2) by the fourth round. Example 2: Manager drafts Player A (Sibling 1) in the first round, then must draft Player B (Sibling 2) in the second round in order to draft the manager’s own son/daughter in the third round. As noted, a sibling must be taken within a maximum two rounds. No exceptions are allowed. This “Sibling Policy” is a requirement, not an option.

SCLL Trade Policy: Trades must be conducted within the same division (i.e. American or National). No inter-divisional trades are allowed. Any “proposed” player trades must be agreed

to by the managers involved before they leave the room on the night of the draft. The “proposed” trade must be communicated to the Player Agent before the managers leave the room. All “proposed” trades are pending the approval of the Player Agent, President & Board of Directors. Approval or disapproval of any proposed trade will occur approximately within 48 hours of the draft night. Managers may not comment or communicate on any “proposed” trades until they have received approval from the Board of Directors.

#### **PLAYER MOVEMENT POLICY-AA Division**

In the event an AA division team loses a player or players that cause the team’s roster to fall below 12 players, that team will receive the first eligible player from the Player Agent. Eligible players for AA division will be players’ leagues age 8 and 9 who register after try-outs have been completed.

#### **SEASON AND GAME FORMAT-AA Division**

AA will play a minimum of 12 regular season games. No standings will be kept for the regular season.

The home team Manager shall be required to keep an official scorebook at each game. The manager will report the score of the game to the AA commissioner.

After completion of the regular season all teams will enter a local tournament with a double elimination format.

The board shall set the double elimination tournament schedule at the end of the season. The seeding for the tournament will be based on a “blind draw”.

#### **Game Limits:**

All games are 6 innings. There are no extra inning games. If at the end of 6 complete innings, the score of the game is tied, play will stop & the final score will be recorded as a tie game. No new inning can start after 2 hours. A new inning begins when the last out of the offensive home half of the inning is recorded. All games will end at the 2 hour and 20 minute mark. If a batter is at the plate with at least a one pitch count at the 2 hour and 20 minute mark, the batter will be allowed to complete his/her at bat Games ended during incomplete innings shall revert back to the last complete inning played to determine the final score.

All games will start at the time that is posted on the “League Game Schedule”. If a game’s start time is delayed for any reason, the “Official Start Time” will still be the scheduled start time not the actual start time. All time limits will run from the scheduled start time not the actual start time. No exceptions will be allowed

#### **Pitching:**

***Pitchers league age 14 and under must adhere to the following rest requirements:***

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.

- If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

**Additionally, any pitcher throwing more than 40 pitches in one (1) game will require a games rest in addition to days rest as indicated above.**

Once the pitcher has thrown four balls the offensive coach will come in to complete the “at bat.” The batter will carry the strike count. (I.e. if the batter has one strike then two good pitches will be allowed) The coach has only 3, 2 or 1 pitch(es) depending on the count. All coach pitches will count as strikes regardless of where the pitch is delivered. There will be no extra coach pitches. If the batter does not hit fair or foul off the final strike they will be retired.

Players League Age 10 and older are not allowed to pitch in the AA Division

**Batters:**

A continuous batting order will be followed during the regular season per the “Little League Baseball Official Regulations and Playing Rules.” **NOTE:** If a rostered player arrives late to a game site and the manager chooses to enter him/her in the line-up, he/she would be added to the end of the current lineup. Any such “late” player would be subject to the minimum play rules for that game (see below).

Bunting is allowed, but only off the “player pitcher,” not off the “coach pitcher.”

**Base Stealing:**

No base stealing from the start of the season until the start of the second half of the season. Any games re-scheduled to be played after the first scheduled game of the second half of the season will be subject to the second half of the season rules regardless of when the game was originally scheduled to be played.

Beginning after the start of the second half of the season, runners may steal any base except home. The runner may only proceed to the original base and not advance another base in the event of a catcher or other player overthrow; the runner will be “anchored” at that base. In effect, catcher may make throw with impunity. (This ensures catcher development and encouragement to throw the ball.)

At no time shall runner be allowed to steal home. The runner at third may not advance home on an overthrow from the catcher back to the pitcher or a pass ball or wild pitch.

**Minimum Play:**

Every player on a team roster who is eligible & physically present at the start of a game (determined by the first official pitch) will participate in each game a minimum of Nine (9) defensive outs. Exceptions: (a) If the visiting team does not take the field for the last half of the sixth inning (thus only completing 5 innings of field play) the minimum play requirement will be six (6) defensive outs, (b) For any other games ending in less than 6 complete innings, including games called due to the “mercy rule”, the Local Rule of nine (9) defensive outs for minimum play will be waived, however, the Little League Official Regulations and Playing Rules relating to a minimum of six (6) defensive outs will still be enforced. Additionally, all players must play one inning on the infield and not be held out for two consecutive defensive innings unless

determined to be at risk by the division commissioner or as requested by the player's parent or guardian or in the event of illness or injury.

The player(s) involved in any minimum play rule violations shall start the next scheduled game; play any previous requirement not completed for this section and the requirement of the current game before being removed.

Penalty for not complying with the minimum play requirement shall be:

- 1) First Offense-manager shall receive a warning.
- 2) Second Offense-manager shall be suspended for the next scheduled game.
- 3) Third Offense-manager shall be suspended for the remainder of the regular season.

**Note:** If the violation is determined to have been intentional, a more severe penalty may be assessed by the Board of Directors. However a forfeiture of a game may not be invoked.

### **Umpires:**

The "plate" umpire will be the responsibility of the home team. Any "base" umpires will be the responsibility of the away team. The Chief Umpire will not be responsible for scheduling and staffing umpires for this division. These volunteer umpire positions must be filled by an approved volunteer from each team's parents. The League will provide training, uniforms and gear for the volunteer umpires. It is recommended that the umpire volunteer positions be designated before the start of the season.

### **Mercy Rule:**

The (5) five run maximum per inning rule is in effect for the first five innings of a game. There will be no "run limit" restrictions in the sixth inning or the final inning as determined by the umpire (note: the umpire will announce before the onset of the final inning that it is an open inning). During the innings prior to the final inning, the side (half-inning) will end when the fifth run has scored (discounting all other runners).

In accordance with "Little League Baseball Official Regulations and Playing Rules." rule 4.10(e), If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. **NOTE:** If the visiting team has a lead of ten runs or more, the home team must bat in its half of the inning.

### **Miscellaneous:**

No alterations of an S.C.L.L. team uniform are allowed, for example: patches, stars, names & etc.

All players on a team's roster will be accounted for at each game in the official scorebook. (For example, if only 11 players are at a given game, the name of the missing player will be noted on the bottom of the scorebook page and indicated as absent.)

## **Single A Division Local Rules**

1. All games are played on a regulation Little League field with 60-foot bases. A pitching machine is used and should be set up on the pitching mound.
2. There should be at least 10 games scheduled during the regular season. No standings are kept in Single A. Since no standings are kept all games need not be completed and make-up of rained out games is optional. There are no playoff games beyond the regular season. Instead, all players will receive a participation trophy at the end of the season. Scorekeeping is optional for the team, but a team keeping score shall only score their own team and only for the purposes of recording the skill and performance of the players on their team. It shall not be used for the purpose of determining a winner of the game.
3. The batting order shall include all rostered players and shall be continuous.
4. ONLY adults may feed the ball into the pitching machine.
5. The pitching machine speed should be set to approximately 30-40 MPH.
6. Up to 12 players may be placed on the field defensively. The 10th, 11th, and 12th players may play as additional outfielders. Only 6 players, including the catcher, will be allowed on the infield. The remaining players shall be placed in the outfield. Note: only one player besides the catcher may be a minimum of 40 ft. to home plate, no closer. The remaining infielders must start at minimum 60 ft. away from home plate. Outfielders must be at least 15 ft. beyond infielders.
7. The catcher must wear full protective catcher's gear including an approved catcher's helmet, throat protector, full-length chest protector, leg protectors, and an approved cup.
8. Up to three (3) defensive coaches are permitted to be on the field in fair territory for instructional purposes. Coaches are not permitted to touch a live ball, but only to instruct other players. If a ball accidentally touches a coach, the ball shall remain a live ball. If a coach purposely touches a ball, the ball shall be dead and the runners shall be allowed to take the base they were attempting to make and shall then be allowed to take one additional base. There should be no more than three defensive coaches on the field (exception: a child is considered a safety risk and needs constant supervision).
9. Two adult offensive coaches are permitted to take each of the coaching boxes.

10. The defensive team coaches will be the umpires, but they shall not call balls and strikes.
11. A 10-foot circle is to be marked around the pitcher's mound and the pitching machine shall be placed in the center of the circle. This area shall be the same as an "out of bounds" area, meaning that a ball entering the 10-foot circle is out of bounds and shall not be pursued by a player. It is a dead ball if the ball stops inside this circle, or immediately upon hitting the pitching machine, even if it comes out of the circle. If it hits the pitching machine, it shall be considered pitching machine interference and a "no pitch". If the ball travels completely through the circle without hitting the machine, it leaves the out of bounds area and again enters fair territory and can be played. A 10-foot circle is not necessary when using "Coach Pitch."
12. The player pitcher shall stay outside of the 10-foot circle.
13. All offensive players including batters, base runners, and base coaches must wear Little League approved protective helmets.
14. When feeding a ball into the pitching machine, the adult pitcher should raise the ball high over his head and hold it there for a second or two so the batter can clearly see the ball and when the ball is being pitched.
15. The inning is over when all players have batted one time.
16. There shall be marked on the field a quarter circle that is 10 feet from home plate. The ball is a "no pitch" if it travels less than 10 feet from home plate and doesn't leave this 10-foot circle.
17. Each batter shall be allowed a maximum of 5 pitches to hit. If the batter is unable to hit the ball, he shall be allowed to hit off the batting tee for a suggested 3 times.
18. If a ball is overthrown, the runners will be permitted to advance at their own risk, but not more than one base. If the ball goes out of bounds and becomes a dead ball, the base runners shall be awarded one base from the base they occupied when the ball was thrown.
19. Bunting is not permitted.
20. Coaches are allowed free substitution if applicable.
21. Games shall be 3 innings in length or 1½ hour, whichever is less.
22. There is no infield fly rule in Single A.
23. There are no protests in Single A.
24. There is no base stealing in Single A.
25. Outs will be honored in single A. If a defensive out is made, the offensive player must leave the field to honor the play. However, there will be no 3 out maximum, all batters will continue through the line-up.

26. Games after the spring break are subject to a maximum of 10 defensive positions (four outfielders). Managers have the option to allow all players to field, but both must be in agreement before the game begins.

### **Rookie Division Local Rules**

1. All Rookie rules are the same as “A” with the exception of the following:
2. Rookie league will be coach pitch. No machine is permitted for practice or games on this division. After 5 pitches the batter will hit from the tee. Coaches please throw only 5 pitches and then place the tee.
3. No “out of bounds” circle will be used. Note: only one player besides the catcher may be a minimum of 40 ft. to home plate, no closer. The remaining infielders must start a minimum of 60 ft. from home plate. Outfielders must be 15 ft. beyond the infielders.
4. There will be 6 infielders and the remainder of the team will make up the outfield.
5. Outs will be honored after the spring break. The inning will be over when each batter has batted one time.
6. The catcher shall remain behind the backstop until the bat has been dropped. A coach may be necessary to tend the catcher.
7. There will be no sliding in this league.
8. More than 10 players may be on the field at the same time.

### **T-Ball Division Local Rules**

All T-Ball rules are the same as Rookie with the exception of the following:

1. All balls will be placed on the tee.
2. Games will be 1hr 15 min long.
3. There are no outs in this division.
4. More than 12 players may be on the field at one time.

**San Clemente Little League**  
**ALL-STAR SELECTION POLICIES & PROCEDURES**

**Sr. Division All-Star Team (If Fielded)**

1. The Sr. All Star team, Manager & two Coaches will be represented by eligible players & Coaches from SCLL's lone Senior division Team if SCLL fields a team in this division.  
**An eligible player is defined as any player League Age 14, 15 or 16 who has participated as an eligible player in 60% of the regular season games as of June 15<sup>th</sup> with the exception of middle school, junior high school or high school baseball season.**
2. Notwithstanding the above selection criteria, the Board of Directors shall vote on by majority vote with nominees recused and present the All-Star Manager, Coaches & players to the league president for final approval. The President shall not unreasonably withhold his or her approval of any Manager or Coach or Player.

**Jr. Division All-Star Teams**

The Manager and the coaching staff of the All-Star will be selected as follows:

1. An All Star Selection Committee will be appointed by the President and the Board.
2. The Committee will review and possibly interview the managers and coaches of the Junior teams and select their top 5 candidates. The Committee will present these candidates to the Board. The SCLL B.O.D. will select from those candidates the Manger and coaches for the Junior Division All Stars; 13 yo Team & 14 yo Team..
3. If the selected Manager is unable to fulfill the commitment, the other top vote candidates will be considered by the SCLL BOD for the Manager Position.
4. Notwithstanding the above selection criteria, the Board of Directors shall vote on by majority vote, with nominees recused, and present the All-Star Manager, Coaches & players to the League President for final approval. The President shall not unreasonably withhold his or her approval of any Manager or Coach or Player.

**Note:** There is an incredible time commitment required of the All-Star Manager and Coaching staff. All selected individuals must make the commitment to the kids of SCLL. If the selected Coaching staff cannot meet the intense time requirements to perform their duties, they should respectfully decline the selection

**Player Selection**

Thirteen (13) players per team (no alternates)

**14 yo Jr. All-Star Team Final Selection**

1. The Manager for each team will propose the 14 yo players that they feel should be considered for the 14 yo Junior All Star team with no limit to the number of players they can propose from their own team.
2. The player candidates will participate in a formal try-out in front of the All Star Selection Committee.

3. The Committee will choose the top 15 players for consideration for the Junior All Star team.
4. The Board will approve the top ten players for the Junior All Star team.
5. The All Star Manager will choose the remaining three players from the top 15 players selected by the Committee.

**An eligible player is defined as any player League Age 14 who has participated as an eligible player in 60% of the regular season games as of June 15<sup>th</sup> with the exception of middle school, junior high school or high school baseball season.**

In order to comply with Little League International guidelines, player notification will take place on or after June 15, 2010.

### **13 yo Jr. All-Star Team Final Selection**

1. All eligible 13yo old players will be placed on a ballot.
2. All-Star ballot will be distributed to the teams. Players, Managers & Coaches vote for up to 13 eligible players for the Jr All Star team. Note: they may not vote for their own players or teammates.
3. The Players' votes are tallied and the top 5 vote getters are chosen.
4. The Managers' / Coaches votes are tallied and the top 5 vote getters are chosen. If any of the Managers' / Coaches top 5 are all ready on the team by virtue of the players' vote, then the next vote getter from the Managers' / coaches list is chosen until all 5 spots are filled.
5. The All Star Manager will choose the remaining three players from the top 20 manager / coach votes.

**An eligible player is defined as any player League Age 12 or 13 who has participated as an eligible player in 60% of the regular season Jr. division games as of June 15<sup>th</sup> with the exception of middle school, junior high school or high school baseball season.**

**NOTE:** An Audit Team will be established to manage the process and compile the votes. The Audit Team will be the recipient of all Player and Manager Candidate Ballots. Each Division will have an Audit Team, and no member of an Audit Team can have a child in that particular Division. The President & Player Agent shall appoint the Audit Teams.

In order to comply with National Little League guidelines, player notification will take place on or after June 15, 2010.

### **Major All Star Team & 10 11 All-Star team**

#### **Manager and Coach Selection**

The Manager and the coaching staff of the All-Star team will be selected as follows:

1. All Managers of each individual team will be placed on a ballot for the Major All Star Team Manager ballot. For the 10 11 Year Old All Star Team Manager ballot, each team

may elect their Manager or one of their rostered coaches for consideration to be placed on the 10 11 Year Old All Star Team Manager ballot. The rostered Managers and two (2) approved Coaches from each team will vote for their top 3 selections to represent SCLL in All-Star competition for both the Majors All Star Team & the 10 11 Year Old All Star Team. **The Manager (or coach in the case of a nominated coach for the 10 11 Year Old All Star Team Manager ballot) may not vote for themselves.**

2. The Manager (for each Division) receiving the most votes will be selected the 1st candidate for the **Major** Manager (for that Division). The Manager receiving the 2<sup>nd</sup> most votes will be selected as 2<sup>nd</sup> candidate (for that Division). The selected Manager/Coach must be an officially rostered Manager or Coach in the **Major** division and participating in the same Division (i.e. National or American). The SCLL B.O.D. will select from those candidates the Manger and 1<sup>st</sup> coach for the division Major All Star Team. The Manager or nominated coach receiving the most votes from the 10 11 Year Old All Star Team Manager ballot will be selected the 1st candidate for the 1011 Year Old All Star Team (for that Division). . The Manager (or nominated coach in the case of the 11 Year Old All Star Team Manager ballot) receiving the 2<sup>nd</sup> most votes will be selected 2<sup>nd</sup> candidate (for that Division). . The selected Manager/Coach must be an officially rostered Manager or Coach in the Major division. The SCLL B.O.D. will select from those candidates the Manager and 1<sup>st</sup> Coach for the Division 10 11 Year Old All Star Team.
3. The Board of Directors shall vote on by majority vote, with nominees recused, and present the All-Star Manager & Coaches to the League President for final approval. The President shall not unreasonably withhold his or her approval of any Manager or Coach.
4. The selected Manager and Coach will pick the second Coach at their own discretion from the appropriate Division. The final Coach selected must be an officially approved Manager or Coach in the **Major** division. The second Coach selected must be ratified by the SCLL BOD and approved by the League President.
5. If the selected Manager is unable to fulfill the commitment, the other top vote candidates will be considered by the SCLL BOD for the Manager Position.
6. The process as outlined in steps 2, 3, and 4 will continue until the Manager and Coaches have been selected.
7. Notwithstanding the above selection criteria, the Board of Directors with approval from the League President retains the right to approve, change or substitute Manager or Coach or player selections.

**Note:** There is an incredible time commitment required of the All-Star Manager and Coaching staff. All selected individuals must make the commitment to the kids of SCLL. If the selected Coaching staff cannot meet the intense time requirements to perform their duties, they should respectfully decline the selection.

### **Player Selection**

Majors: Thirteen (13) players per team (no alternates), 10 11's Thirteen (13) players per team (no alternates)

1. One game prior to the last regular season game each team will vote for up to 6 players to be placed on the Major All-Star Ballot from their own eligible rostered players. Each player will cast one vote for up to (6) players on his / her team (not 6 votes for one

player). In addition the manager & two bench coaches will vote as well, these votes will count double. ( i.e. if Johnny received 7 total votes from the players and two total votes from the coaches & manager he would have  $7 + 4 = 11$  votes) The top (6) vote getters will be placed on the Major All-Star master ballot. Note: 11 year old players will be informed of their nomination for the Major All Star team and may decline to be considered on the Majors master ballot.

2. One game prior to the last regular season game each team will vote for up to 6 players league age 10 or 11 in the major division to be placed on the 10 11's All-Star Ballot from their own eligible rostered players. Each player will cast one vote for up to (6) players on his / her team (not 6 votes for one player). In addition the manager & two bench coaches will vote as well, these votes will count double. ( i.e. if Johnny received 7 total votes from the players and two total votes from the coaches & manager he would have  $7 + 4 = 11$  votes) The top (6) vote getters will be placed on the 10 11's All-Star ballot.
3. Sometime during the SCLL's inter city year end tournament the Major & 10 11's All-Star ballot will be distributed to the teams. Players, Managers & Coaches vote for up to 13 eligible players for the Major team. It is important to remember that 11's are eligible for the Major All-star team. After the vote for the Majors, the 10 11's ballot will be handed out the players, managers & coaches for voting for the 10 11's team. Players, Managers & Coaches vote for up to 13 eligible players for the 10 11's team

**An eligible player in the Major Division is defined as any player League Age 11 or 12, who has participated as an eligible player in 60% of the regular season games as of June 15<sup>th</sup> on a Little League Baseball (Majors Division) team.**

**An eligible player for the 10 11 year old team is defined as any player League Age 10 or 11 & participating in the Majors, who has participated as an eligible player in 60% of the regular season games as of June 15<sup>th</sup> on a Little League Baseball (Majors Division) team. Additionally, AAA 11 yo nominated by the AAA managers as defined in this document.**

Players and Managers / Coaches cannot vote for players on their own team.

### **Major All-Star Team Final Vote**

1. The Players' votes are tallied and the top 5 vote getters are chosen.
2. The Managers' / Coaches votes are tallied and the top 5 vote getters are chosen. If any of the Managers' / Coaches top 5 are all ready on the team by virtue of the players' vote, then the next vote getter from the Managers' / coaches list is chosen until all 5 spots are filled.
3. Additionally, only 11 yo whose combined manger, coach & player votes tally in the top five vote getters are eligible to participate on the Major All Star team.
4. The All-Star Manager chooses the final 3 players from the top 24 Twelve Year Old vote getters from the Manager / Coach votes. The Manager may request an exception but must receive Board approval.
5. All-Star Manager –Elect, Division Commissioner, Player Agent & League President will resolve all Ties and / or player disputes with the League President having final approval.

**NOTE:** An Audit Team will be established to manage the process and compile the votes. The Audit Team will be the recipient of all Player and Manager Candidate Ballots. Each

Division will have an Audit Team, and no member of an Audit Team can have a child in that particular Division. The President & Player Agent shall appoint the Audit Teams.

In order to comply with National Little League guidelines, player notification will take place on or after June 15, 2010.

### **10 11 Year old All-Star Team Final Vote**

1. The Players' votes are tallied and the top 5 vote getters are chosen minus those already on the major All-Star team.
2. The Managers' / Coaches votes are tallied and the top 5 vote getters are chosen minus those already on the major All-Star team. If any of the Managers' / Coaches top 5 are all ready on the team by virtue of the players' vote, then the next vote getter from the Managers' list is chosen until all 5 spots are filled.
3. Additionally, five 11 yo players will be nominated from each AAA division by the AAA Managers. These players will go through a tryout for the 10 11 All Star Manager from each division. These players will be added for 10 /11 possible manager selection.
4. The All-Star Manager chooses the final 3 players from the top 19 10 / 11 yo vote getters from the Manager / Coaches votes and the 5 AAA nominated 11 yo. The manager may request an exception to this, but must receive Board approval.
5. All-Star Manager –Elect, Division Commissioner, Player Agent & League President will resolve all Ties and / or player disputes with the League President having final approval

**NOTE:** An Audit Team will be established to manage the process and compile the votes. The Audit Team will be the recipient of all Player and Manager Candidate Ballots. Each Division will have an Audit Team, and no member of an Audit Team can have a child in that particular Division. The President & Player Agent shall appoint the Audit Teams.

In order to comply with National Little League guidelines, player notification will take place on or after June 15, 2010.

### **9 & 10 year olds All-Star Team**

#### **Manager and Coach Selection**

The Manager and the coaching staff of the All-Star teams will be selected as follows:

1. All AAA Managers of each individual team will be placed on a ballot. The rostered Managers and two (2) approved Coaches from each team will vote for their top 3 selections to represent SCLL in All-Star competition. **The Manager may not vote for themselves.**
2. The Manager (for each Division) receiving the most votes will be selected the 1st candidate for the Manager (for that Division). The Manager receiving the 2<sup>nd</sup> most votes will be selected as 2<sup>nd</sup> candidate (for that Division). The selected Manager/Coach must be an officially rostered Manager in the AAA division and participating in the same Division (i.e. National or American). The SCLL B.O.D. will select from those candidates the Manger and 1<sup>st</sup> coach for the division All Stars.

3. The Board of Directors shall vote on by majority vote, with nominees recused, and present the All-Star Manager, Coaches to the League President for final approval. The President shall not unreasonably withhold his or her approval of any Manager or Coach.
4. The selected Manager and Coach will pick the second Coach at their own discretion from the appropriate Division. The final Coach selected must be an officially approved Manager or Coach in the **9-10** division. The second Coach selected must be ratified by the SCLL BOD and approved by the League President.
5. If the selected Manager is unable to fulfill the commitment, the other top vote candidates will be considered by the SCLL BOD for the Manager Position.
6. The process as outlined in steps 2, 3, and 4 will continue until the Manager and Coaches have been selected.
7. Notwithstanding the above selection criteria, the Board of Directors with the approval of the League President retains the right to approve, change or substitute Manager or Coach selections.

**Note:** There is an incredible time commitment required of the All-Star Manager and Coaching staff. All selected individuals must make the commitment to the kids of SCLL. If the selected Coaching staff cannot meet the intense time requirements to perform their duties, they should respectfully decline the selection.

## **Player Selection**

Thirteen (13) players per team (no alternates)

1. One game prior to the last regular season game each team will vote for 6 players to be placed on an All-Star Ballot from their own eligible rostered players. Each player will cast one vote for up to (6) players on his / her team (not 6 votes for one player). In addition the manager & two bench coaches will vote as well, these votes will count double. ( i.e. if Johnny received 7 total votes from the players and two total votes from the coaches & manager he would have  $7 + 4 = 11$  votes) The top (6) vote getters will be placed on the All-Star master ballot.
2. Sometime during the SCLL's inter city year end tournament the Master All-Star ballot will be distributed to the teams. Players, Managers & Coaches vote for up to 13 eligible players.

**An eligible player is defined as any player League Age 9 or 10 who has participated in the AAA division as an eligible player in 60% of the regular season games as of June 15<sup>th</sup>.**

Players and Managers cannot vote for players on their own team.

## **9/10 All-Star Team Final Vote**

1. The Players' votes are tallied and the top 5 vote getters are chosen for the All-Star team.
2. The Managers' & Coaches' votes are tallied and the top 5 vote getters are chosen for the All-Star team. If any of the Managers' / Coaches top 5 players are all ready on the team by virtue of the players' vote, then the next vote getter for the Managers' / Coaches list is chosen until all 5 spots are filled.

3. The All-Star Manager chooses the final 3 players from the top 30 vote getters from the Manager / Coaches votes. The manager may request an exception to this, but must receive Board approval.
4. All-Star Manager –Elect, Division Commissioner, Player Agent & League President will resolve all Ties and / or player disputes with the League President having final approval

**NOTE:** An Audit Team will be established to manage the process and compile the votes. The Audit Team will be the recipient of all Player and Manager Candidate Ballots. Each Division will have an Audit Team, and no member of an Audit Team can have a child in that particular Division. The President & Player Agent shall appoint the Audit Teams.

In order to comply with National Little League guidelines, player notification will take place on or after June 15, 2010.