



## **LAGUNA NIGUEL LITTLE LEAGUE LOCAL RULES AND BYLAWS**

**Effective January 2020**

These local rules and operating policies (“Local Rule(s)”) of Laguna Niguel Little League, Inc. (“LNLL” or the “League”) have been adopted by the LNLL Board of Directors (“Board”). The LNLL Local Rules serve as an addendum to and are subject to the “2020 Little League Baseball Official Regulations, Playing Rules and Operating Policies” (“Little League Rule(s)”) promulgated by Little League Baseball, Incorporated (“LLB”), the California District 55 2020 regulations, rules, or policies (“D55 Rule(s)”) promulgated by District 55 Little League (“District 55” or “D55”), and the Laguna Niguel Little League Constitution (“LNLL Constitution”). The LNLL Local Rules may not be modified except as approved by the Board.

## A. LOCAL RULES

All divisions shall follow the Little League Rules except as modified by the D55 Rules and these Local Rules. Little League Rules will control in the event of any inconsistency between the Little League Rules and these Local Rules. Interleague rules for the Junior, Intermediate, Majors, AAA, or AA Divisions, if any, will control in the event there are any conflicts between those rules and these Local Rules.

### I. PITCHER ELIGIBILITY:

1. The manager must remove the pitcher when said pitcher reaches the limit for his/her age and division of play, as noted below, and players must adhere to the calendar days rest requirement, as noted below. A pitcher may remain in the game at another position.

DIVISION OF PLAY; LEAGUE AGE	MAXIMUM PITCHES PER DAY	0 DAYS REST	1 DAY REST	2 DAYS REST	3 DAYS REST	4 DAYS REST
AA; 8, 9, 10	50	1-20	21-35	36-50	N/A	N/A
AAA; 9, 10, 11	65	1-20	21-35	36-50	51-65	N/A
Majors; 10**, 11, 12	85	1-20	21-35	36-50	51-65	66+
Intermediate; 11, 12, 13	85	1-20	21-35	36-50	51-65	66+
Junior; 13, 14	95	1-20	21-35	36-50	51-65	66+

Pitchers in the Single A Division may not pitch more than one (1) inning per game; a pitcher who pitches in any part of an inning may not pitch in any subsequent innings.

\*\* A 10-year-old may be drafted into Majors but must be taken in first 4 rounds.

2. The Little League Rules and these Local Rules do not require that a pitcher be removed based on the number of batters hit by the pitcher in an inning or game. Managers are expected to use sound judgment to ensure the safety of the pitcher and opposing batters and an overall safe game environment for all players.

### II. DIVISION RULES

#### 1. Tee Ball Division:

- a. General: Tee Ball teams typically will be formed with a smaller number of players (7-9) so that players will have more at bats and be more involved in the field when games are played. Games will be played on fields with 50-foot bases and a tee placed on home plate from which the batters will hit.
- b. Substitutions and Mandatory Play: All players shall play defensively in the field. Players should be rotated through all of the infield positions. All players will bat every inning hitting off the tee. Each batter shall have three (3) swings to put the ball into play. If after the third swing the ball is still not put into play, the coach shall roll the ball into the infield and direct the batter to run to first base. The batting order should be adjusted each inning so that all players get to hit first and last (with the last batter hitting a "home run" ball).
- c. Run Limits: Score is not kept.
- d. Time Limits: Games are scheduled for 90 minutes; however, the first 30 minutes is intended for warm-ups while the following 60 minutes is allotted for game play.

2. Rookie Division:

- a. General: Games will be played with managers or coaches pitching to their respective teams. A player shall be allowed a total of no more than six (6) pitches. If a player does not put the ball in play after six (6) pitches, the player will hit off a tee (there are no strikeouts or walks).
- b. Substitutions and Mandatory Play: More than nine (9) defensive players may be placed on the field defensively (no catchers). Players should play both infield and outfield positions. Teams will bat their entire batting order each inning, and the batting order should be adjusted each inning so that all players get to hit first and last (with the last batter hitting a “home run” ball).
- c. Run Limits: Score is not kept.
- d. Time Limits: Games are scheduled for three (3) innings.
- e. Other: The Infield Fly Rule does not apply.

3. Single A Division:

- a. General: Games will be played with a coach or manager pitching to the batters. Players will get a total of (6) pitches from the coach or manager. If a player does not put the ball in play after these six (6) pitches, the player will take first base. Teams will bat their entire batting order each inning during the first half of the regular season, although outs can be recorded on the bases (players must sit if an out is recorded; no strikeouts, no walks). In the second half of the regular season, the side will be retired once three (3) outs are recorded or a team has batted through its entire order. During pool play and the playoffs, the side will be retired once three (3) outs are recorded or a team reaches its maximum runs for that inning. The Single A Division Commissioner may implement a player-pitch program in the second half of the season where players pitch to opposing players. When this program is implemented, pitchers may pitch no more than four (4) pitches to a batter. Balls and strikes are called, and the number of strikes will move from the pitcher to the coach or manager after four (4) pitches are thrown. A batter will receive up to four (4) more pitches from the manager or coach until the ball is put into play or the batter receives three (3) strikes total from the pitcher and manager or coach combined. A batter may not walk, but a batter may strike out.
- b. Substitutions and Mandatory Play: Not more than ten (10) defensive players may be placed on the field defensively, including a catcher and a pitcher/pitcher’s guard. Any additional players beyond the standard nine (9) players must be placed in the outfield.
- c. Run Limits: For pool play and playoff games only, during the first three (3) innings of a game, the side will retire after five (5) runs have scored. The fourth (4<sup>th</sup>) and final inning shall be an unlimited run inning. However, the runs in this inning will be limited to nine (9) runs or one rotation of the batting order.
- d. Time Limits: During the first half of the season, when outs are not officially recorded and teams’ bat through their entire order in an inning, games will consist of three (3) innings total. Once outs are recorded and teams do not bat through their entire order in an inning, no new inning shall start after 1 hour and 15 minutes from the start of the game. Games shall not be more than four (4) innings.
- e. Other: The Infield Fly Rule does not apply.

4. AA Division:

- a. Continuous Batting Order: Teams shall use a continuous batting order of all players on the team roster during the entire season. For any player arriving after a game has started, the player shall be placed at the bottom of the batting order without penalty if his/her position in the batting order has been passed. This is not a batting out of order rule violation. If a player does not arrive by the start of the fifth (5<sup>th</sup>) inning, such player shall not play in that game. See, Local Rule A.IV.4
  - b. Substitutions and Mandatory Play: Free defensive substitutions are allowed during the season; however, no player shall sit out two (2) innings until all other players on the roster have sat out one (1) inning. After the initial conditions of this rule have been met, there is no minimum play requirement for extra-inning games.
  - c. Run Limits: During the first five (5) innings of a game, the side will retire after five (5) runs have been scored. A total of more than five (5) runs for an inning shall be counted in the event of an over-the-fence home run. Any subsequent innings (or the final inning as determined by time or umpire) shall be unlimited runs innings. Teams may bat through the order more than one time in an inning if the maximum run limit has not been reached or three outs have not been made.
  - d. During the regular season for the AA Division, at 1 hour and 45 minutes from the start of the game, the existing inning shall be finished, and the next inning shall be the final inning played with unlimited runs. These time restrictions do not apply during playoffs.
  - e. Other: The Infield Fly Rule does not apply.
5. AAA Division:
- a. Continuous Batting Order: Teams shall use a continuous batting order of all players on the team roster during the entire season. For any player arriving after a game has started, the player shall be placed at the bottom of the batting order without penalty if his/her position in the batting order has been passed. This is not a batting out of order rule violation. If a player does not arrive by the start of the fifth (5<sup>th</sup>) inning, such player shall not play in that game. See, Local Rule A.IV.4
  - b. Substitutions and Mandatory Play: Free defensive substitutions are allowed during the season; however, no player shall sit out two (2) innings until all other players on the roster have sat out one (1) inning. After the initial conditions of this rule have been met, there is no minimum play requirement for extra-inning games.
  - c. Run Limits: During the first five (5) innings of a game, the side will retire after five (5) runs have scored. A total of more than five (5) runs for an inning shall be counted in the event of an over-the-fence home run. Any subsequent innings (or the final inning as determined by time or umpire) shall be unlimited runs innings. Teams may bat through the order more than one time in an inning if the maximum run limit has not been reached or three outs have not been made.
  - d. Time Limits: During the regular season for the AAA Division, at 2 hours from the start of the game, the existing inning shall be finished, and the next inning shall be the final inning played with unlimited runs. These time restrictions do not apply during playoffs.
  - e. Other: None.
6. Majors Division:
- a. Continuous Batting Order: Teams shall use a continuous batting order of all players on the team roster during the entire season. For any player arriving after a game has started, the player shall be placed at the bottom of the batting order without penalty if his/her

position in the batting order has been passed. This is not a batting out of order rule violation. If a player does not arrive by the start of the fifth (5<sup>th</sup>) inning, such player shall not play in that game. See, Local Rule A.IV.4.

- b. Substitutions and Mandatory Play: Free defensive substitutions are allowed during the season; however, all rostered players must play in the field for three (3) of the first five (5) innings and at least four (4) of the six (6) innings in a regulation game. After the initial conditions of this rule have been met, there is no minimum play requirement for extra-inning games.
- c. Time Limits: No new inning shall begin after 2 hours and 15 minutes from the start of the game. These time restrictions do not apply during playoffs.
- d. Other: None.

7. Intermediate Division:

- a. Continuous Batting Order: Teams shall use a continuous batting order of all players on the team roster during the entire season. For any player arriving after a game has started, the player shall be placed at the bottom of the batting order without penalty if his/her position in the batting order has been passed. This is not a batting out of order rule violation. If a player does not arrive by the start of the fifth (5<sup>th</sup>) inning, such player shall not play in that game. See, Local Rule A.IV.4.
- b. Substitutions and Mandatory Play: Free defensive substitutions are allowed during the season; however, all rostered players must play in the field for three (3) of the first five (5) innings and at least four (4) of the seven (7) innings in a regulation game. After the initial conditions of this rule are met, there is no minimum play requirement for extra-inning games.
- c. Time Limits: No new inning shall begin after 2 hours and 15 minutes from the start of the game. These time restrictions do not apply during playoffs.
- d. Other: None.

8. Juniors Division:

- a. Juniors Division is governed by Little League and D55 Rules.

### III. OTHER IMPORTANT LITTLE LEAGUE GREEN BOOK RULES

1. **Run Limits:**

- a. AA, AAA, and Majors Divisions: A mandatory ten (10) run mercy rule will be enforced after four (4) innings if the visiting team is ahead and after three and one-half (3½) innings if the home team is ahead. See, Little League Rule 4.10(e).
- b. Intermediate and Juniors Divisions: A mandatory ten (10) run mercy rule will be enforced after five (5) innings if the visiting team is ahead and after four and one-half (4½) innings if the home team is ahead. See, Little League Rule 4.10(e).

#### IV. ADDITIONAL INFORMATION

1. **Mandatory Play Infraction:** If there is a potential infraction regarding the mandatory play requirements, the opposing manager must deliver notice of any infraction of this rule within twenty-four (24) hours of the conclusion of the game to the applicable division commissioner, President, and Player Agent. If it is determined that an infraction regarding Substitutions and Mandatory Play occurred, the violating manager will serve a one (1) game suspension for the next scheduled game. A second (2nd) infraction will result in a two (2) game suspension for the next two (2) scheduled games. A third (3rd) infraction will be grounds for further disciplinary action including removal as manager by the Board.
2. **Pitcher Eligibility Infraction:** If a manager or coach allows a player to pitch who is ineligible for that game, the manager will be suspended for the next scheduled game and other disciplinary or remedial action may be imposed by the Board or the Rules and Protest Committee. See, Little League Regulation VI and Little League Rule 4.19. The opposing team manager must deliver notice of any infraction of this rule within twenty-four (24) hours of the conclusion of the game to the applicable division commissioner, President and Player Agent.
3. **UIC Discretion:** At the completion of an inning, if the game UIC determines that, due to an approaching time limit or impending darkness, fewer than six (6) innings will be played (seven (7) innings for Junior and Intermediate Divisions), the game UIC shall announce to both managers at the START of the next inning that the game is in the unlimited runs inning.
4. **Players Arriving Late:** A player arriving after the game has started may still play in the game provided the player arrives prior to the start of the fifth (5<sup>th</sup>) inning. It is at the managers discretion if they choose to let a late player enter the game. If a player does not arrive by the start of the fifth (5<sup>th</sup>) inning, the player may not play in that game. A player arriving after the third (3<sup>rd</sup>) inning but prior to the start of the fifth (5<sup>th</sup>) inning must play at least six (6) defensive outs.

## B. BYLAWS

### I. LEAGUE FORMAT

1. The League is divided into the following divisions based on the player's league age<sup>1</sup>:

Division of Play	League Age
Junior	13-14 years old
Intermediate	11-13 years old
Major	10**-12 years old
AAA	9-11 years old
AA	8-10 years old
Single A	7-9 years old
Rookie	5-7 years old*
Tee Ball	4-6 years old

\* Note: League age 5 and 6 year olds must have played at least one season of Tee ball in order to play in the Rookie division

\*\* 10 year olds must be drafted in first 4 rounds to play in Majors Division.

### II. MANAGERS, COACHES, AND PLAYERS

1. The Board, based upon nomination of each division commissioner and the President, approves the appointments of managers at all division levels. Managers may select up to two (2) "official" coaches, subject to nomination by the President and approval of the Board.
2. Players must register before they attend try-outs or any practice or scheduled team event.
3. Junior, Intermediate, Majors, AAA, and AA Divisions: For the spring season, players must participate in a player evaluation facilitated by the Player Agent before being placed on a team. Teams will be selected by a draft. Players in divisions below the AA Division shall be placed on teams by random selection, drawing or assignment at the discretion of the applicable division commissioner subject to approval of the Player Agent. During the fall season, players for all divisions will be placed on teams by random selection, drawing or assignment at the discretion of the applicable division commissioner subject to approval of the Board. For all drafted divisions, managers sons/daughters may freeze their own child subject to little league rules. If a manager elects to freeze his/her son/daughter, then he/she must draft his/her son/daughter in or before the specified round.
4. Managers shall notify the applicable division commissioner within twenty-four (24) hours after a player withdraws from a team.
5. Managers shall notify the applicable division commissioner if a player is absent for two (2) consecutive weeks of scheduled team events such as batting practice, field practice, or games.

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<sup>1</sup> See Little League Rules, Regulation IV and Appendix G thereto to ascertain league age.

### III. PLAYER REPLACEMENTS

#### 1. Major, AAA, and AA Divisions:

- a. Player registration will close for purposes of the draft and team composition based on a date determined by the President or the Board.
- b. Players may register after that date and will be placed on a waiting list for their respective divisions.
- c. If a waiting list exists and a replacement player is needed, players will be assigned from the waiting list for the applicable division on a “first in, first out” basis.
- d. If no waiting list exists and a replacement player is needed, Majors Division teams will obtain replacements from the AAA Division; AAA Division teams will obtain replacements from the AA Division; and AA Division teams will obtain replacements from the Single A Division. All players are subject to call-up with the exception of the child of the manager. If a team is in need of a player or players to maintain a minimum roster of players in accordance with Little League Rules and the Local Rules, and there are no players on a wait list or no eligible players to be called-up from a lower division, the manager of that team will request that the  
Board solicit unregistered player(s) to register for the appropriate division of LNLL.
- e. All player replacements must have the approval of the Player Agent.
- f. Each team may lose only one (1) player to a higher division until all other teams in that division have lost a player to a higher division.
- g. All replacements made under this Local Rule B.III must be completed no later than forty-eight (48) hours after the Player Agent notifies the manager that a replacement is necessary. If the team needing a replacement has not selected a player by the deadline, the applicable division commissioner will select the replacement player in consultation with the Player Agent.
- h. Managers must immediately notify the Safety Officer of a player injury. A timeline for the player’s return to team events should be provided within twenty-four (24) hours after diagnosis of the injury. If the player is under the care of a medical professional, written notice (e.g. a doctor’s note) indicating the player will be unavailable to play for more than twenty-one (21) days will require a replacement player be selected under the requirements of Local Rule B.III.1.c or B.III.1.d. and B.III.1.g at the time of notification. If the player has been unable to play for twenty-one (21) calendar days, a replacement player must be selected under the requirements of Local Rule B.III.1.c or B.III.1.d and B.III.1.g on the twenty-second (22<sup>nd</sup>) day. For players injured prior to Opening Day for the season, the count of twenty-one (21) calendar days will start as of the date of Opening Day as opposed to the date of injury. For players injured on or after Opening Day, the count of twenty-one (21) days will start as of the date of injury. If a replacement player is selected for an injured player that subsequently obtains medical clearance to resume play in accordance with these Local Rules, the injured player and replacement player shall remain rostered and play on the same team for the remainder of the season.
- i. Replacement players will only be allowed up to thirty (30) days prior to the last game scheduled for the applicable division.

#### IV. PLAYING THE GAME

1. No team is permitted to play a game against a team from a different division. (e.g. a AA Division team cannot play against a AAA Division team).
2. Junior, Intermediate, Majors, AAA, and AA Divisions: At twenty-five (25) minutes prior to the start time of the game, the game umpire-in-chief (“UIC”) shall give the field to the visiting team for a maximum of ten (10) minutes to warm up. At fifteen (15) minutes prior to the start time of the game the game UIC shall give the field to the home team for a maximum of ten (10) minutes to warm up. If a game is starting late due to prior games running long, each team will have the field for a maximum of five (5) minutes. Managers are responsible for having their teams at the field early and ready to play within these guidelines. Umpires shall strictly enforce all time limits.
3. Up to two (2) player representatives from each team will lead all the participants in the LLB Pledge prior to the start of each game. The UIC should request that the team representatives position themselves on the mound and the teams line up on their respective foul lines five (5) minutes prior to the game start time to recite the pledge and start the game on time. After the LLB Pledge, each team Manager is required to meet with the game UIC to discuss ground rules for that particular field. This is not the time or place for an extensive discussion of baseball rules by either the UIC or each team’s coaching staff.
4. There will be no batting practice within thirty (30) minutes of the game start time. This applies to batting cage work, whiffle ball practice, hitting into a net, etc. Failure to comply may result in sanctions imposed on the manager. Managers and coaches shall not allow hitting against or improper use of fences and equipment at any time.
5. If a player is forced to leave a game as a result of an injury and is unable to return to the game as a result of that injury, the manager shall report the injury to the Player Agent and the applicable division commissioner. The game UIC shall notify the League UIC, the league Safety Officer and the league President. All notifications shall be made within twenty-four (24) hours of the incident. The injured player may not participate in any way until the League receives written parental permission. If the injured player required any professional medical attention (e.g. doctor visit, hospital, paramedics, clinic, etc.), a medical release signed by a medical professional shall be required before the player can return to team events including batting practice, field practice or games. Any manager who violates this rule is subject to disciplinary action by the Board
6. Intermediate, Major, AAA, and AA Divisions: managers must obtain login information each season from the league Information Officer in order to post on the League’s website (LNLL.org) game scores and pitch count data. The manager of the winning team for each game is required to post within two (2) days after the completion of the game, the final game score and the pitch count for each pitcher that pitched for each team. While the official scorebook should reflect the actual pitches thrown by each pitcher, the pitch count posted on the League’s website should “roll back” to reflect the required calendar day(s) of rest. Example: A pitcher in the AAA Division threw his 50<sup>th</sup> pitch while facing a batter but did not retire the batter until he threw his 54<sup>th</sup> pitch. That pitcher was then removed from the game. The official scorebook should reflect 54 pitches were thrown, but the League website should reflect that 50 pitches were thrown, which requires the player observe two (2) calendar days of rest.

## V. RESCHEDULING OF POSTPONED GAMES FOR AA, AAA, MAJOR, AND INTERMEDIATE DIVISIONS

1. If a game needs to be rescheduled due to an act of God, the applicable division commissioner, affected managers and the League scheduler will meet to determine when games will be played. These games will be rescheduled and played within a twenty-one (21) day period, subject to end of season time restrictions, and other factors that may be considered by the Board.
2. If a game is rescheduled due to a specific team situation, for example, illnesses prohibit a team from fielding nine (9) players, the applicable division commissioner, affected managers and League scheduler will meet to determine when the game can be played. Rescheduled games must be played within fourteen (14) days of the original game date and shall not adversely affect the ability of the team not rescheduling the game in terms of pitch count, player eligibility or season schedule. If the affected teams cannot reach agreement on when to play the game within seventy-two (72) hours after cancellation of the initial game, the applicable division commissioner or the Rules and Protest committee, will determine if the cancelling team will forfeit the game.

## VI. UMPIRES

1. Stand-by Volunteer Parent Umpire: A volunteer parent umpire from each team should be available in the event a League umpire is not scheduled for the game. If no parent is willing to accept this obligation, the manager or coach will be required to serve as umpire. NOTE: The parent volunteer can be a person who at the start of the season is listed with the LNLL UIC as a regular League umpire.
2. League Umpire: A person who has attended local umpire training, is eligible to umpire under Little League Rules, Local Rules and D55 Rules, and has demonstrated a willingness to help will be listed on the League UIC's umpire roster.
3. District Tournament Umpires: League umpires who have attended additional training and have demonstrated a reasonable ability and desire to advance are eligible to be considered for a District Tournament Umpire nomination from the League UIC and approval of the League President. The umpire nominee will have their name submitted to the District 55 UIC for consideration to umpire games throughout District 55 and as a tournament umpire. This process can lead to eventual selection as an umpire to work the Little League World Series in Williamsport, PA.
4. UIC: The League UIC shall be responsible for recruiting, training, scheduling, creating, and maintaining a roster of all League umpires. The League UIC will be selected by the Board. The League UIC will be a member of the Rules and Protest Committee and a direct liaison to the President concerning umpire issues.

## VII. UMPIRE SCHEDULING

1. Junior Division: Umpiring assignments for all interleague Junior Division games are scheduled through a website hosted by District 55, but umpire coverage for each game is the responsibility of the home team. Due to the level of play and field size in this division, every effort should be made to schedule both a plate and a base umpire for each game.
2. Intermediate and Major Division: Due to the advanced player level and speed of play in this division, every effort will be made to schedule both a plate and base umpire. However, the League UIC will assign each team a set number of specific games that they will be responsible for providing umpires for in the event the League is not able to provide a plate and/or base umpire.
3. AAA Division: Every effort will be made to schedule a plate umpire. However, the UIC will assign each team a set number of specific games that they will be responsible for providing umpires for in the event the League is not able to provide both a plate and base umpire.
4. AA Division: The philosophy of the AA Division should be training oriented in nature. The UIC will attempt to schedule a least a plate umpire for AA games. However, the UIC will assign each team a set number of specific games that teams will be responsible for providing umpires for in the event the League is not able to provide a plate and/or base umpire. The AA Division will most often be used for the training of umpires. Beginning umpires, just as beginning players, are expected to make mistakes. As the experience of these volunteers will vary so will the level of officiating. Patience among managers, coaches, umpires, players, parents and other spectators is the key to a successful AA Division baseball program and essential to retaining and increasing volunteer umpires.
5. Single A, Coach Pitch, and Tee Ball Divisions: Umpires will not be scheduled, although the Single A Division will utilize games to train new volunteer umpires. Each team must supply an umpire for the game.
6. Late or No-Show Umpire: In the event no umpires are present five (5) minutes prior to the scheduled start of the game, the home team manager shall attempt to contact the League UIC. If at ten (10) minutes after the scheduled start of the game, no League umpire is present or there is no additional information about an umpire's imminent arrival, the home team manager shall select a volunteer to be the plate umpire and the visiting team manager shall select a volunteer to be the base umpire. If, after the game starts, a League umpire (listed on the League UIC's umpire roster), arrives at the game and desires to work, the League umpire should assume the role of the game UIC to be the plate umpire and should be assisted by the volunteers as needed to be a base umpire. For this change of umpire to take place, both managers should agree with the change.

## VIII. FIELDS AND EQUIPMENT

1. In the event of rain or wet field conditions, the City of Laguna Niguel ("the City") may close one or more baseball fields for practices or games. It is the responsibility of each team manager to call the City's parks and recreation information hotline (362-4351, then press 3) to determine field availability. If a division commissioner of an affected division is notified about field closure, that division commissioner must also notify each of the teams scheduled to use the fields for either practice or games that the fields are closed. Any closed field may not be used

until the City reopens it. Any manager or coach who allows his team to use a closed field will be subject to disciplinary action by the Board.

2. Managers are responsible for the care, treatment and return of League property and equipment. The League will provide each manager with a list of the equipment issued. Each manager will be financially responsible for the replacement of any equipment not returned to the League.
3. Prior to the first game of the day, the Home team is responsible for preparing the field, and having it ready thirty (30) minutes prior to the scheduled start time of the game. Both teams are responsible for cleaning their respective dugouts after the game. However, if another team is having a practice on the field, prior to a scheduled game, it is the responsibility of the practicing team to prepare the field (water, drag, rake and draw all lines). The practicing team shall have the field ready for play thirty (30) minutes prior to the start time of the game, which follows their practice. It is suggested a crew of parent helpers be picked by the manager to assist in the field preparation at the conclusion of a practice. The teams playing, however, should assist in the field preparation as well in order to insure timely completion.
4. The home team, for the last scheduled game of the day, is responsible for putting away the score book and ensuring all League equipment (rake, hose, line marker, umpire equipment, etc.) is put away and the gear locker/shed is locked.
5. Metal spikes are only permitted in the Junior and Intermediate Divisions, but only on Chapparosa Park Fields #1 and #2.
6. In keeping with the spirit and intent of LBB's ban of the use of alcohol and tobacco, the use of "e cigarettes" and "vapor emitting" devices are not allowed in the field area including around the snack bar and batting cages.

## **IX. STANDINGS, PLAYOFFS, AND POST-SEASON DISTRICT 55 TOURNAMENT OF CHAMPIONS**

1. Standings will be kept in the AA, AAA, Major, and Intermediate Divisions for the regular season.
2. Playoffs for the AA, AAA, Major and Intermediate Divisions will consist of a double-elimination tournament or a format approved at the discretion of the board. Playoffs for the Single A Division may consist of pool play, a semi-final round, and a final round or a format approved at the discretion of the board.
3. These Local Rules apply to all regular season and playoff games. However, tied records in regular season or playoff pool play, will be resolved according to the Tournament Rules and Guidelines section of the Little League Rules.
4. Seeding and playoffs will occur in the Intermediate, Major, AAA, AA, and Single A Divisions as follows:
  - a. Intermediate, Major, AAA, and AA Divisions: Playoff seeding will be based upon the win-loss record during the regular season.
  - b. Single A Division: Playoff seeding will be based upon random selection of the Single A Division Commissioner.
  - c. Double Elimination Playoff: If a double-elimination tournament is selected, each team will participate and continue playing until the team loses for the second time or reaches the final game.
5. Intermediate, Major, AAA, and AA Division Tournament of Champions Participation: Two

(2) teams from the Intermediate Division, two (2) teams from the Major Division, and two (2) teams from the AAA Division will represent LNLL in the District 55 Tournament of Champions (“TOC”). Two (2) teams from the AA Division may also represent LNLL in any TOC tournament that might be hosted by District 55 or one of the district leagues on a smaller scale. The 1<sup>st</sup> place teams during the regular season will represent LNLL as the 2<sup>nd</sup> seeded teams in TOC. The playoff champions for each division will represent LNLL as the 1<sup>st</sup> seeded teams in TOC. If the playoff champion(s) is/are also the 1<sup>st</sup> place team(s) during the regular season, then the 2<sup>nd</sup> place team(s) during the playoffs will be the 2<sup>nd</sup> seeded team for TOC. If only one (1) team in each division is allowed to represent LNLL in TOC, that team will be the playoff champion

## **X. ALL-STAR SELECTION AND AA SHOWCASE GAME**

1. 8-9-Year-Old (AA), 9-10-Year-Old (AAA), 11-Year-Old (Majors), Little League (Major), Intermediate, and Junior All-Star Teams: All-Star Teams for these divisions will consist of twelve (12) to thirteen (13) players at the discretion of each All-Star Team manager. The players for each All-Star Team are selected as follows:
  - a. Only Junior Division players are eligible for the Junior Division All-Star Team ballot. Only Intermediate Division players are eligible for the Intermediate Division All-Star Team ballot. Only league age eleven (11) and twelve (12) year old players are eligible for the 11-12 Little League All-Star Team ballot. Only league age eleven (11) year old players are eligible for the 11s All-Star Team ballot. Only league age nine (9) and ten (10) year olds are eligible for the 9-10 All-Star Team ballot. Only league age eight (8) and nine (9) year olds are eligible for the 8-9 All-Star Team ballot.
  - b. The Player Agent and the division commissioners will conduct separate division meetings (“All-Star Team Selection Meeting”) with all managers from their respective divisions. Managers (or coaches designated by the manager and approved in advance of the meeting by the Player Agent) must attend the All-Star Team Selection Meeting.
  - c. At each All-Star Team Selection Meeting, a ballot with the names of players in that division will be given to each manager or coach designee.
  - d. Only those players who, along with their parents, have signed and returned the All-star Commitment Letter, attesting as to eligibility, availability and commitment to attend all All-Star practices, games and related team events, will be placed on the ballot and eligible for selection to an All-Star team.
  - e. Each player placed on the ballot should be nominated based upon several factors including his/her demonstrated performance and playing ability.
  - f. Each manager will be given a few minutes to discuss players on his/her team.
  - g. Each manager shall vote (“Manager Votes”) for up to twelve (12) players. A manager may vote for players on his/her own team. Managers may vote for any league-age player who is eligible for a particular All-Star Team (e.g. managers may vote for a league age 11-year old to play on the 11-12 All-Star Team).
  - h. Junior Division managers will vote for players to make the Junior Division All Star Team; Intermediate Division managers will vote for players to make the Intermediate All Star Team; Major Division managers will vote for players to make the 11-12 All Star Team; Majors managers will vote for players to make the 11s All-Star Team with

input from the AAA Division managers at the selection meeting; AAA Division managers will vote for players to make the 9-10 All-Star Team; AAA Division managers will vote for players to make the 8-9 All Star Team with input from the AA Division managers at the selection meeting.

- i. Because certain league age groups cut across two divisions, it is highly recommended that as the season progresses the AAA Commissioner communicate with the Majors Commissioner about potential league age 11-year olds in the AAA Division who have demonstrated potential to make the 11s All-Star Team or the 11-12 All-Star Team. Similarly, it is highly recommended that the AA Commissioner communicate with the AAA Commissioner about potential league age 8- and 9-year olds in the AA Division who have demonstrated potential to make the 8-9 All-Star Team or the 9-10 All Star Team.
  - j. All Manager Votes are tallied by both the Player Agent and the applicable division commissioner.
  - k. All original Manager Votes, and a tally signed by both the Player Agent and the applicable division commissioner shall be delivered to and independently verified by the Executive Committee before approval of the Board, and announcement of each All-Star Team.
  - l. The ten (10) players receiving the highest number of Manager Votes will be placed on the applicable All-Star Team. In the event of a tie for the tenth (10<sup>th</sup>) player, all players in the tie will be selected to that All-Star Team subject to 3m
  - m. In the event that there is a two-way or three-way tie for the tenth (10<sup>th</sup>) player, all tied players shall be added to the team. If there is a four-way tie or higher, the All-Star Team manager will select the number of players (3 or 4) to complete the team of twelve (12) or thirteen (13) total players.
  - n. If additional all-star spots remain, the manager will select the player with the next highest tally. If there is a tie, and the number of players tied is equal to or less than the number of unfilled spots, then all players will be added. If the number of players tied is greater than the number of unfilled spots, the manager will select the number of players required to complete the team of twelve (12) or thirteen (13) total players. This process shall be repeated until the desired team of twelve (12) or thirteen (13) players is achieved.
2. The coaching staff for each All-Star Team is selected as follows:
    - a. At each All-Star Team Selection Meeting, each manager interested in the position of All-Star Team manager will be given the opportunity to voice their qualifications. If no manager is interested in serving as the All-Star Team manager, then any interested division coach may self-nominate himself/herself. Managers will then cast a vote for their choice as All-Star Team manager. Should the vote end in a tie, the applicable division commissioner will cast the deciding vote. All chosen All-Star Team managers, must be nominated by the President for approval by the Board.
    - b. Each All-Star manager will select from their applicable division two (2) coaches that were regular season team managers or official coaches, subject to nomination by the President and approval of the Board
  3. AA Showcase Game: Managers in the AA Division shall vote for players to play in one season-ending AA Showcase Game played at or before LNLL's Closing Day Ceremonies, as follows:

- a. All players in the AA Division, regardless of league age, are eligible to play in the AA Showcase Game.
- b. The Player Agent and the AA Division Commissioner shall meet with all managers from the AA Division.
- c. Each AA manager selects four (4) (up to six (6) if deserving) players to be considered for the AA Showcase Game selection.
- d. Each player placed on the ballot should be nominated based upon several factors including their demonstrated performance and playing ability.
- e. Each AA manager shall be given a few minutes to discuss players on his/her team.
- f. Each AA manager shall vote for up to twenty-four (24) players.
- g. The twenty-four (24) players receiving the highest number of votes will be selected to play in the AA Showcase Game. In the event of a tie for the twenty fourth (24<sup>th</sup>) player, all players in the tie will be selected to play in the Showcase Game.
- h. At the AA Showcase Game team selection meeting, each manager interested in managing one (1) of the two (2) AA Showcase Game teams will be given the opportunity to voice their qualifications. Managers will then cast a vote for their choices as the two (2) AA Showcase Game team managers. Should the vote end in a tie, the AA Division commissioner will cast the deciding vote. All chosen AA Showcase Game team managers must be nominated by the President for approval by the Board, or a committee thereof.
- i. Each AA Showcase Game team manager will select two (2) AA Showcase Game coaches that were regular season team managers or official coaches in the AA Division, subject to nomination by the President and approval by the Board, or a committee thereof.
- j. Each AA Showcase Game team will be selected by the Player Agent and the AA Division commissioner, with input from all managers, with a view toward striking a competitive balance between the teams.