



SWEETWATER VALLEY

LITTLE LEAGUE

LOCAL RULES

2023 SPRING SEASON

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1) Manager and Coach Requirements and Responsibilities

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

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

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

- ii) If a player is removed from a team roster, the Player Agents will notify the Manager if a player is available from the waitlist. If a player is available, the Manager is required to add that player to their roster. If a player is not available, the Manager shall promote an eligible player from another division, unless they successfully petition the Executive Board to complete the season with less than 12 players.
 - iii) Player Agents will contact the selected player and parents and the player will become a permanent member of the team. Failure of a Manager to notify the Player Agents of a vacancy within the specified time (after two consecutive absences) may result in suspension and loss of post season team management.
 - iv) If a Minor A player is selected to move up to fill the vacancy, the player becomes a permanent member in the Majors Division and will no longer be eligible for Minors TOC selection. Failure of a player to move up to Majors will result in ineligibility for post season All-Star consideration.
 - v) In accordance with Little League Regulation III (d) Note 2 when a player misses seven (7) continuous days of participation (practices and/or games) for an illness or injury, a physician or other accredited medical provider must give written permission for a return to full baseball activity. This written release should be given to the Division Director and Player Agents.
 - vi) Injured players who miss 41% of the games may be released and a replacement player will be obtained according to the above procedures at the discretion of the player agent.
 - vii) In accordance with Little League Regulations for Player Eligibility in Tournament play, (T-6) a player who has participated in 60% of the Spring season games as of June 15 is eligible for post season play.
 EXCEPTION: The local league board of directors may permit a player to be eligible for selection, who does not meet the 60% requirement, if they provide a physician's note documenting an injury or illness prior to or during the current season prohibiting participation and such note releases the player for the balance of the Spring Season and/or Tournament Play.
 - viii) There will be no call-ups to any division within the last 4 games of the Spring season.
 EXCEPTION: Player Agents may temporarily replace a vacancy to prevent a forfeited game if it is during the end of the regular season playoff tournament.
- d) **Pool Players**
- i) Player agents will invite all registered players to participate in the player pool at the beginning of the season.
 - ii) Managers who require pool players to meet their minimum player requirements will notify the player agents ASAP.
 - iii) Player agents will assign available players from the pool at their discretion.
 - iv) If a team requires pool players in Majors or Minor A, the official game result will be a forfeit and recorded as a 6-0 loss. If both teams require pool players, the game will be recorded as a 3-3 tie.
 - v) Pool players shall not pitch. If the pool player is scheduled to play for his/her regular team the same day, they also cannot catch. If they have already played, and did not throw more than 40 pitches, then they are eligible to catch as a pool player.

3) Schedules and Field Assignments

- a) SVLL has seven fields and three batting cages.
 - i) Four (4) standard little league fields for Majors, Minor A, Minor B and CAPS
 - ii) One (1) field for T-Ball

- iii) One (1) field for Intermediate and Junior Division
- iv) One (1) field for Senior Division
- v) All fields are subject to be scheduled for practice as well as the batting cages.
- b) The master game schedule will be created by the VP of Administration and the practice schedules will be created by each Division Director or an assigned Board Member.
- c) Proper field maintenance during practices and games are required. Failure to care for the field will result in a loss of field practice time. Repeated neglect to care for the field may result in suspension.

4) Game Policies and Procedures

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

a) REGULAR SEASON

- i) Tiebreakers – All tied Teams
 - (1) Head-to-Head (Wins – Losses)
 - (2) Head-to-Head Runs given up (Lowest)
 - (3) Head-to-Head Runs scored (Highest)
 - (4) Total games runs given up (Lowest)
 - (5) Total Games runs scored (Highest)
- ii) Game tiebreakers will be handled according to Little League Rule book.
- iii) Games called for darkness and rain will be handled according to LL Rule Book.
- iv) First game of the day on your field – home team sets up field.
- v) Last game of the day on your field – visiting team cleans up dugouts, drags/waters the field, places all equipment in the score booth or equipment room and covers the mound/home plate.
- vi) If it is the last game of the day at the complex (on any/all fields) – both teams are responsible for ensuring all doors, gates and restrooms are locked and check and lock both exit gates to the complex.
- vii) SVLL will adopt Pitching Rules in accordance with the Official Little League Rule book, Regulation VI. (Refer to rule book for details).
- viii) The start time must be noted in the official pitch count log.
 - (1) The start of the game is upon commencement of the Pledge of Allegiance, not the scheduled game time. The Scorekeeper and Umpire will note the game start time in the pitch count log and tell the Managers what the no new inning time will be at the start of the game.
 - (2) It is the responsibility of the Umpire and Managers to begin games on time and keep games moving.
- ix) Time limit of game will vary by Division.
 - (1) Majors will not have a time limit.
 - (2) Minor A will not start a new inning after 1 hour and 45 minutes and will complete the inning that is in play at that point.
 - (3) Minor B will not start a new inning after 1 hour and 30 minutes and will complete the inning that is in play at that point.
 - (4) CAPS will not start a new inning after 1 hour and 15 minutes and will complete the inning that is in play at that point.
 - (5) Four completed innings will be considered a game and score will be final.
- x) A limit of five runs per ½ inning for Minor A, Minor B, and CAPS.
 - (1) The exception is a ground-rule double or home run, both of these instances will allow more than 5 runs to score and will be counted.
 - (2) The sixth or last inning shall be an open inning which you may score as many runs as possible until three outs are made. The last inning will be indicated by

the umpire/Manager acting umpire. Time limit and darkness may determine the ability to play the open inning. The Umpire will notify the Managers if they will play the open inning prior the start of that inning. Failure to announce the open inning may result in the open inning reverting to the ½ inning run maximum. Exception is the ground-rule double and a home run.

xi) All Majors players present and at the game, must play for six defensive outs and one at bat in accordance with Official Little League Regulation IV (i). All substitutions must be made by the top of the 4th inning.

(1) Per Rule IV (i) if a player does not play his minimum requirements, that player must start the next game, complete his prior games requirements, and play his minimum requirements for the current game before being removed The Manager shall for the:

(i) First Offense – receive a written warning.

(ii) Second Offense – a suspension for the next scheduled game.

(iii) Third Offense – a suspension for the remainder of the season.

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

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

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

xii) If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off. NOTE: All records, including pitching, shall be counted.

xiii) Games called for darkness, rain, or time expired and have not reached four completed innings will be resumed within 2 weeks.

(1) Both teams must ensure the umpire who was at your game is aware of this so the game can be finished.

(2) If these games are not made up within two weeks, the game will be ruled final with the team ahead determined as the winner. This will avoid making up several games at the end of the season.

xiv) At the beginning of the game Managers, Coaches and Players will be reminded by the Umpire of the code of conduct and warned about throwing of any items, inappropriate language or conduct. Such conduct will result in ejection from the game. LL Rule Book rules apply to all ejections. However, the Disciplinary Committee at their discretion reserves the right to impose a more severe penalty.

xv) All Managers shall do everything possible to avoid a protest. Refer to LL Rule, Book for how to handle PROTEST. Failure to comply with these procedures nullifies such protest as invalid.

(1) Protest committee: The League President/Vice President of Admin/Umpire and Division Director. If the League President/Vice President of Admin or Division

Director is a Manager/Coach in that Division, the board will appoint another protest committee member, as needed.

xvi) All Managers will be responsible for making sure that only Little League Approved Bats are used for practice and games. If a player is observed using a non-approved Composite Bat in a game the penalties are as follows:

1. **First Violation:** The Player will receive an automatic out and the Manager will be suspended for the remainder of the game.
2. **Second Violation:** The Player will be ejected from the game and the Manager will be suspended for one week.
3. **Third Violation:** The Player and Manager will be suspended for the remainder of the season and declared ineligible for post season play.

NOTE: No illegal bat may be used for any Little League activity (i.e., practice, batting cages, etc.). This is a safety issue!

xvii) Umpire precedence shall be Majors, Intermediate/Juniors/Seniors, Minor A, Minor B, and CAPS.

b) **END OF SEASON TOURNAMENT**

- i) At the conclusion of the regular season (schedule and weather permitting), SVLL will hold a tournament to determine the SVLL Tournament Champion for each Division.
- ii) In each Division, teams will be placed in a modified double elimination bracket. The Championship Game will be a single game "winner take all format." There will not be an "if" game.
- iii) Play will be conducted according to the current Tournament Rules and Guidelines for Little League Baseball. These rules can be found in the Little League Official Regulations and Playing Rules book. This includes the Manager penalty for not complying with the mandatory play time rules. The disciplinary board reserves the right to increase penalties for Managers for the play time rule if it appears deliberate.
- iv) Minor B and CAPS will have random draw for seeding in the end of season tournament. Home team will be determined by a coin toss prior to the start of the game. Higher seeded team will be responsible for GameChanger, lower seed for pitch count/scoreboard regardless of the result of the coin toss.
- v) Time limits for all games will still apply during the post-season tournament, with the only exception being games tied after regulation will continue until a winner is determined. For Majors division, the 8th and subsequent innings will begin with a runner on second base. That runner will be the player who precedes the lead-off batter that inning in the batting order. For Minor A and below, if a game has exceeded the time limit but is continuing to determine a winner, a runner will be placed on second base at the beginning of each half inning as above until winner is determined.
- vi) Awards will be given to the 1st and 2nd place finishers of the tournament for every division (Majors through CAPS).

5) **Division Rules**

- a) **TBALL** – T-Ball is an instructional division. General guidelines are as follows for this age group:
 - i) Manager and Coaches: There can be one manager and an unlimited number of coaches on the field/dugout per game. All must be board approved and have approved volunteer applications on file.
 - ii) T-Ball games will be limited to one hour of play time. Outs are not to be recorded. The Managers of both teams are responsible for making their best attempt at

giving all players an equal amount of playing time and an equal amount of at-bats each game. Games will start at the designated start time and will not run past the start time of any following scheduled game. All games should start with the Pledge of Allegiance and Little League Pledge.

- iii) At the discretion of the Managers and T-Ball Director, players may begin to hit from soft tosses from Managers and Coaches. Consideration will be given to the speed of the game and fair playing time for all. If a player fails to hit from a soft toss after three attempts, a tee will be immediately utilized.
 - iv) It is the Manager's responsibility to ensure that batting helmets are always used for batters and base runners. Catchers will always wear the appropriate safety gear to include a helmet with face mask, dangling throat guard, and a cup.
 - v) At the discretion of the Managers and the T-Ball Director, the games will be conducted as follows:
 - (1) Each inning, all players from each team will be given one chance to bat with the final batter of each half of inning given the chance to run all bases to home plate (home run). Or:
 - (2) Each inning, half of the players from each team will be given one chance to bat with the final batter of each half of inning given the chance to run all bases to home plate (home run). In this case, the Managers from both teams will make all attempts to play an even numbered inning game to allow for an equal number of at-bats for each player.
 - vi) No parents (other than the Manager, Coaches, and team parent) are allowed to sit in the dugout.
 - vii) At least one parent or family member is required to stay at the games/practices while their child is participating.
- b) **CAPS** – CAPS is an instructional division. General guidelines for this age group are stated below:
- i) Manager and Coaches: No more than one (1) Manager, three (3) Coaches (3rd coach can be a team parent) are permitted in the dugout for games (4 total). There must be always one (1) adult in the dugout during games with no exceptions.
 - ii) There will be a modified assessment and draft for this division.
 - iii) The players will stay in continuous batting order throughout the season after the 3rd game.
 - iv) Every player should be rotated between the infield and outfield each game to give them the opportunity to play various positions.
 - v) Games will start at the designated start time and no new inning after 1 hour and 15 minute limit or six (6) innings (whichever comes first). No game will run past the start time of any following scheduled game. All games should start with the Pledge of Allegiance and Little League Pledge.
 - vi) The Managers from both teams will make sure that an even number of ½ innings are played to allow for equal play time and equal at-bats for each team in the time allowed.
 - vii) Game and Safety Rules:
 - (1) Machine pitch or coach pitch will be utilized in this division. Prior to the game, managers shall agree to either coach or machine pitch. If they do not agree, the game will be played with coach pitch.
 - (2) At-bats will be six (6) pitches total per player. At-bat will not end on foul ball. If a player fails to hit after six (6) pitches (unless a foul ball), they are out. There is no umpire or called strikes. There are no walks.

- (3) Coaches will pitch with both feet in the dirt. The catapult pitching machine should be set at five (5) and adjusted only for accuracy if necessary.
 - (4) Any ball hit into play that hits the pitching machine or coach is deemed to be a dead ball. The batter is given first base. Forced runners will advance one (1) base. If a hit ball hits the Manager/Coach operating the machine, the ball is live.
 - (5) The Manager/Coach for the team batting will operate the pitching machine. The Manager/Coach operating the pitching machine will also be the field umpire and will call outs on bases. There is a five (5) run rule per ½ inning.
 - (6) The defensive player in the 'pitcher' position will have one foot in the dirt and one foot on the turf on the opposite side of the batter when the ball is pitched. Special attention will be made to ensure the safety of the defensive pitcher player. The player is not to step in front of the machine between pitches.
 - (7) Two (2) Coaches will be allowed in the outfield. No defensive Coach allowed in the infield.
 - (8) If a team has nine (9) or more players present, each position must be assigned including the catcher's position wearing the proper safety gear. There will be 10 players on the defensive field when possible. There should be no more than six (6) players in the infield including the catcher. The remaining players will be in the outfield turf (not on the dirt – both feet in the grass).
 - (9) Every player must play ½ the game.
 - (10) Scorekeeping can be kept for batting order purposes. If there is no scorekeeper, the Managers and Coaches must keep track of outs and runs per inning.
 - (11) An overthrow at any base on the original play results in a one base advancement by the runner involved in the play. A runner may not advance home on an overthrow. *When bases are loaded, no runners will advance on the overthrow.
 - (12) If a ball is hit to the outfield, the batter/runner can continue to advance until the ball enters the infield (control of the ball is not required). The runner may advance to the next base if they are more than halfway to the next base.
- c) **MINOR B** - Minor B is an instructional division. Specific guidelines are as follows for this age group as stated below:
- i) Manager and Coach: No more than one (1) Manager and three (3) Coaches are permitted in the dugout. One (1) Coach should remain in the dugout at all times.
 - ii) Game and Safety rules
 - (1) Minor B Division will use the pitching machine or coach pitch for at least the first four (4) games of the season. Starting the 5th game, Minor B teams may use player pitching. The managers of the Minor B teams are required to develop their pitchers through significant bull pen and game scenario practice prior to implementing player pitch. If insufficient time is dedicated to developing players, the Board of Directors may extend the number of games using the machine or coach pitch to a maximum of eight (8) games. While the machine is in use, the number of pitches a player will receive during an at-bat is five (5) pitches. Last pitch will not end on a foul ball.
 - (2) Any ball hit into play that hits the pitching machine is deemed to be a dead ball. The batter is given first base. Forced runners will advance one (1) base. If a hit ball hits the Manager/Coach operating the machine, the ball is live.

- (3) When player pitching begins, the pitching plate will be set at 42 feet from the back of home plate.
- (4) The permanent pitching plate (42') will be used the remainder of the season the season and end of season tournament.
- (5) There will be no "walks. After a pitcher throws four (4) balls, a Manager/Coach will come in to complete the count (up to three pitches). When Coach is pitching, only swinging strikes will be called. The Coach must deliver the pitches with both feet completely in the pitching circle (dirt area). Last strike will not end on a foul ball. If the batter is hit by a player pitch, the batter has the option to take first base or go immediately to coach pitch.
- (6) Manager/Coach from each team will serve as umpire for his team's defensive half of the inning. The umpire will be responsible for calling balls and strikes and plays at each base. The umpire will be positioned behind the mound in the infield. The umpire has the ultimate decision-making authority. At his discretion, the umpire may ask assistance from the other team's Manager.
- (7) The batting roster will be fixed after the third (3rd) game played of the season. Once submitted, batting orders cannot be changed. Batting order will be continuous and may not start at the top of the line for each game. (The player following the last batter of a game will be the first batter in the next game).
- (8) The batting order may be adjusted for the end of season tournament and may be changed each game throughout the entire tournament.
- (9) There will be 10 players on the defensive field when possible. Four (4) players on the field will be in the outfield turf.
- (10) Every player must play $\frac{1}{2}$ of the game. All substitutions will be made by the top of the third inning.
- (11) No defensive Coaches will be allowed on the playing field.
- (12) The ball is live if it hits the Manager or Coach calling balls and strikes from behind the mound.
- (13) An overthrow at any base on the original play results in a one base advancement by the runner involved in the play. A runner may not advance home on an overthrow. *When bases are loaded, no runners will advance on the overthrow.
- (14) There will be no base stealing allowed in the first half of the season. At the halfway point of the season, base runners will be allowed to advance to the next base (base stealing). Runners may advance only after a pitch is delivered by the pitcher and the baseball has crossed home plate. Stealing home base is not allowed. There will be no stealing when a Manager/Coach assumes the position of pitcher (to complete a pitch count). The ball is dead and a runner may not advance to the next base when an infielder has both feet on the infield dirt in fair play, has controlled possession of the ball, and the runner is not at least halfway to the next base. The runner may continue to advance to the next base if the infielder throws the ball in an attempt to get the runner out. For the end of season playoffs, a line will be drawn at the halfway point between first and second base, second and third base, and third base and home to mark the halfway point between bases. The umpire will determine if the runner was halfway.
- (15) Minor B will not start a new inning after 1 hour and 30 minutes and will complete the inning that is in play at that point.
- (16) Scorekeeping will be kept for batting order and pitching count purposes.

- d) **MINOR A** - Minor A is an instructional division. Specific guidelines are as follows for this age group as stated below:
 - i) Manager and Coach: No more than one (1) Manager and three (3) Coaches are permitted in the dugout.
 - ii) The batting roster will be continuous through the season.
 - iii) The batting roster will be fixed after the third (3rd) played game of the season.
 - iv) Minor A will not start a new inning after 1 hour and 45 minutes and will complete the inning that is in play at that point.
 - v) The batting order may be adjusted for the end of season tournament and may be changed each game throughout the entire tournament.
 - vi) Every player must play ½ of the game. All substitutions will be made by the top of the third inning.

- e) **MAJORS** - Majors division is for children 10 thru 12 years of age with some 9-year-olds eligible upon written permission of parents at registration and a successful draft choice in Major Division. Specific guidelines are as followed for this age group as stated below:
 - i) Manager and Coach: No more than one (1) Manager and two (2) Coaches are permitted in the dugout.
 - ii) A continuous batting order will be used for each game.
 - iii) Mandatory play in the field is six (6) consecutive outs.
 - iv) A team that fails to have nine (9) players present after 15 minutes of game time, the game will be declared a forfeit and will not be re-scheduled. A forfeited game will result in a 6-0 score for the winning team.

- f) **INTERMEDIATE** - Intermediate Division is for children 11-13 years old and may require inter-league play between teams designated by District 42. Our SVLL participating teams will adopt and abide by agreed upon supplemental playing rules.

- g) **JUNIORS** - Junior Division is for children 13-14 years old and is inter-league play between teams designated by District 42. Our participating teams will adopt and abide by agreed upon supplemental playing rules.

- h) **SENIORS** – Senior division is for children 13-16 years old and is inter-league play between teams designated by District 42. Our participating teams will adopt and abide by agreed upon supplemental playing rules.

- 6) **All-Stars and Tournament of Champions Managers/Players selection**
 - a) Manager Selection process

The SVLL Executive Board will meet to discuss candidates to manage the All-Star and TOC teams prior to the conclusion of the end of the regular season tournament. Criteria for post season team management will be determined and discussed by the Board prior to voting. All Managers should request their name be included for consideration in writing to the Player Agents. The Player Agents will present the names to the board for consideration. Once a Manager has been selected, he/she will be notified after the selection of the teams with the exception of the Seniors, Juniors, Intermediate, and Majors team as there is a coach's pick and if the Manager declines, the Board will go to the second Manager selected and

so forth until all teams have a Manager in place. All-Star and TOC Managers must submit the names of two (2) Coaches to assist them in coaching their post season team for board review and approval.

b) All-Star Player selection process

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

i) **Juniors/Seniors All-Star Teams - Kids can vote up to seven (7) players**

(1) Juniors Players can vote for up to seven (7) players. The seven (7) players with the most kid votes will be placed as the first seven (7) players on the team for consideration by the managers, coaches, President, and Player Agents and if there is a unanimous concern for any of those players the only way that player can be taken off the top seven (7) list voted by kids is by Executive Board approval.

(2) The Manager and one (1) coach per team in addition to the Juniors/Seniors All Star manager will vote for the remaining players.

(3) The Juniors/Seniors All-Star Manager selected may be allowed to submit one (1) Manager Pick to fill the last spot. The name(s) submitted by the Manager must have a Manager/Coach majority vote for the player to be selected on the same day. The President and Player Agents will also approve the Manager Pick for final approval.

ii) **Intermediate All-Star Team - Kids can vote up to seven (7) players**

(1) Intermediate Players can vote for up to seven (7) players. The seven (7) players with the most kid votes will be placed as the first seven (7) players on the team for consideration by the managers, coaches, President, and Player Agents and if there is a unanimous concern for any of those players the only way that player can be taken off the top seven (7) list voted by kids is by Executive Board approval. Intermediate Managers and one (1) coach per team will vote for the remaining players.

(2) The Intermediate All-Star Manager selected may be allowed to submit one (1) Manager Pick to fill the last spot. The name(s) submitted by the Manager must have a Manager/Coach majority vote for the player to be selected on the same day. The President and Player Agents will also approve the Manager Pick for final approval

iii) **10/11/12 All-Star team – Kids can vote up to seven (7) players**

(1) Majors Players can vote for up to seven (7) players. The seven (7) players with the most kid votes will be placed as the first seven (7) players on the All-Star team for consideration by the managers, coaches, Player Agents, and President. If there is a unanimous concern for any of those players, the only way that a player can be taken off the top seven (7) list voted by kids is by Executive Board approval.

(2) Majors Managers and one (1) Coach per team will vote for the remaining players.

(3) The 10/11/12 All-Star Manager selected may be allowed to submit one (1) Manager Pick to fill the last spot. The name(s) submitted by the Manager must have a Manager/Coach majority vote for the player to be selected on the same day. The President and Player Agents will also approve the Manager Pick for final approval.

(4) The players with the most votes will be reviewed by the President, Player Agents

and Majors Managers and Coaches present. Once approved, those players will be placed on the 10/11/12 All-Star Team. The meeting should take place on the day/night of voting in the presence of the President and Player Agents.

- (5) If an agreement cannot be met by all present, then the player agents will present scenario to board for review.

iv) **9/10/11 All-Star team – Kids can vote up to seven (7) players**

- (1) Majors and Minor A Players can vote for up to seven (7) players. The seven (7) players with the most kid votes will be placed as the first seven (7) players on the All-Star team for consideration by the managers, coaches, Player Agents, and President. If there is a unanimous concern for any of those players, the only way that a player can be taken off the top seven (7) list voted by kids is by Executive Board approval.

- (2) Majors and Minor A* Managers and one (1) Coach per team will vote for the remaining players.

*Managers/Coaches will be involved in the voting process for each age group if during the regular season any players of that age group were playing in their division.

- (3) No Manager pick for the 9/10/11 All-Star Team

- (4) The players with the most votes will be reviewed by the President, Player Agents and Majors Managers and Coaches. Once approved, those players will be placed on the 9/10/11 All-Star Team. The meeting should take place on the day/night of voting in the presence of the President and Player Agents.

- (5) If an agreement cannot be met by all present, then the player agents will present scenario to Board for review.

v) **8/9/10 All-Star team – Kids can vote up to seven (7) players**

- (1) Majors and Minor A Players can vote for up to seven (7) players. The seven (7) players with the most kid votes will be placed as the first seven (7) players on the All-Star team for consideration by the managers, coaches, player agents, and president. If there is a unanimous concern for any of those players, the only way that a player can be taken off the top seven (7) list voted by kids is by Executive Board approval.

- (2) The Majors Managers* and one (1) Majors Coach, Minor A Managers and one (1) Minor A Coach per team will meet to discuss candidates to fill the remaining players for the 8/9/10 All-Star Team prior to voting.

*Managers/Coaches will be involved in the voting process for each age group if during the regular season any players of that age group were playing in their division.

- (3) The meeting should take place on the day/night of voting in the presence of the President and Player Agents.

- (4) No Manager pick for the 8/9/10 All-Star team

- (5) The players with the most votes will be reviewed by the President, Player Agents and Managers/Coaches present for approval. Once approved, those players will be placed on the 8/9/10 All-Star team.

- (6) If an agreement cannot be met by all present, then the player agents will present scenario to Board for review.

vi) **Majors TOC team – Kids can vote up to five (5) players**

- (1) Majors Managers and one (1) Coach per team will meet to discuss the selection of players for the Majors TOC Team prior to voting. The

meeting should take place on the day/night of voting in the presence of the President and Player Agents. Majors Managers and Coaches present will vote at the meeting.

- (2) If any agreement cannot be met, then the player agents will present the scenario to the Board for review.

vii) **Minors TOC team – Kids can vote up to five (5) players**

- (1) Minor A Managers and one (1) Coach per team will meet to discuss the selection of players for the Minors TOC Team prior to voting. The meeting should take place on the day/night of voting in the presence of the President and Player Agents. Minor A Managers and Coaches present will vote at the meeting.

- (2) If an agreement cannot be met by all present, then the player agents will present the scenario to the Board for review.

viii) **8U TOC team – No kid vote allowed**

- (1) Minor B Managers and one (1) Coach per team will meet to discuss the selection of players for the 8U TOC team. The meeting should take place on the day/night of voting in the presence of the President and Player Agents. Minor B Managers and Coaches present will vote at the meeting.

- (2) If an agreement cannot be met by all present, then the player agents will present the scenario to the Board for review.

ix) **CAPS (6U) TOC team – No kid vote allowed**

- (1) CAPS Managers and one (1) Coach per team will meet to discuss the selection of players for the 6U TOC team. The meeting should take place on the day/night of voting in the presence of the President and Player Agents. CAPS Managers and Coaches present will vote at the meeting.

- (2) If District 42 includes this division for TOC, the Player Agents will facilitate the voting process and determine the voting method to be used.

- c) The President and Player Agents will review and approve the players for each team on voting day prior to final announcements. Once the President and Player Agents review, changes cannot be made. If necessary, a review committee of selected Board members may be consulted to assist. **NOTE: NO ELECTRONICS WILL BE ALLOWED IN ROOM ON DRAFT DAY**
- d) Once a player accepts their invitation to participate on a post-season team, they will be required to place a deposit of \$150. This deposit can/will be refunded if the player's family fulfills the required two (2) shifts in the snack bar and/or scorekeeping, pitch count, and scoreboard duties during the post-season.