

2025 LONG BEACH LITTLE LEAGUE BYLAWS

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The Little League Operating Manual and Little League Official Regulations and Playing Rules are the guiding documents for operations of Long Beach Little League (“LBLL”) and thus govern all practices. These Local Rules or By-Laws address LBLL specific administrative policies, modifications to the Little League Operating Manual and Little League Official Regulations and Playing Rules based on Little League approved waivers and/or more stringent requirements adopted by the Long Beach Little League Board of Directors (“BOD”).

GENERAL

OVERVIEW: League Board of Directors, Officers and Appointed Positions

The Long Beach Little League Board of Directors consists of the elected Board and the selected Officers. As per Little League rules, the number of managers and coaches on the board shall not exceed a minority of the total board members. The Long Beach Little League Board of Directors is elected annually, and the position and duties are as set forth in the LBLL Constitution as may be amended herein.

1. Board participation is essential to conduct business set on the agenda monthly. A board quorum is needed at each meeting. to ensure board participation is maximized monthly, a minimum of 75% of the meetings must be attended by each board member to remain in good standing. Additionally, if two consecutive board meetings are missed by a board member, that board member will not maintain their active status. The board member must then attend two consecutive meetings to regain their active status. Excused absences from the President do not apply.
2. All standard rules published by Little League Baseball of Williamsport, PA (“LLBB”) will apply (typically set forth in the Little League Baseball Rule Book, commonly referred to as the “Green Book”).
3. LBLL provides a smoke free environment for our players. The use of tobacco or electronic smoking devices in any form is prohibited anywhere at Stearns Champions Park.
4. In accordance with Long Beach Municipal Code 9.22.010, alcohol use is not permitted at Stearns Park. Any LBLL volunteer, player parent, or spectator who displays behaviors suggestive of alcohol intoxication or narcotics use will be asked to leave the LBLL complex immediately. In addition, if an incident occurs in which it is evident a coach or manager was drinking alcohol, using narcotics, or under the influence thereof, at Stearns Park during baseball activities, that

individual will be suspended from their next two games upon verification by the LBLL Executive Board. A second offense will result in removal from their league position.

5. Pets are not permitted on the LBLL fields and are to remain on leash at all times while at the LBLL complex. Assistance animals are exempt from this rule.
6. Players are not allowed to practice or warm up on the pavement around each field or near the snack shack to avoid injury to spectators. No swinging baseball bats outside of the dugouts.

REGISTRATION

In order to participate in tryouts, all prospective Player Members must either (1) pay the registration dues; (2) make a payment plan arrangement or (3) request a scholarship exemption.

1. **Scholarships:** If a prospective Player Member seeks a scholarship exemption, the following procedures shall be used: a. Player Member shall submit an oral or written request for scholarship no later than at the time of tryouts to a member of the Executive Board; b. Player Member and/or LBLL 2025 By-Laws
 - a. Related Regular Members will be advised of the requirements for a scholarship exemption including working 5 snack shack shifts for each player under scholarship (each snack shack shift is 2 ½ hours). The Executive Board shall make a preliminary determination as to the appropriateness of the scholarship request prior to team assignment/draft.
2. **Snack Shack Policy:** For each registered player, two, 2 ½ hour snack shack shifts are required to be completed to receive refund of volunteer fees paid at registration. Other volunteer opportunities may be available to qualify for a refund of the fee paid. Prior approval of the Auxiliary chair is required. All snack shack shifts must be completed by closing day. Managers and coaches of regular and all star teams are exempt from snack shack duties. Maximum 1 exemption per Manager or 1st designated coach.
3. **Registration Refund Policy:** Full refund of registration fees are available up until the day before the Majors draft. After this date, refunds will only be available, upon petition of the Board - up to a maximum of 75% of the total fee, exclusive of the snack shack deposit. No refunds will be issued after Opening Day.
 - a. Registration shall begin on or before October 1. For the Minor B, Minor A and Majors Divisions, once the player draft has been completed, any additional registrants shall be placed on a waiting list and will not be guaranteed team placement. For the Farm and T-Ball divisions, after teams have been formed, players registering after this date shall be placed on a waiting list and will not be guaranteed team placement. The VP of the respective division and the Player Agent will make a good faith effort to

place late sign ups in these divisions on teams. Except in the Majors Division, the Player Agent shall accept late registration until the start of the second half

SCHEDULE OF EVENTS

In order to assist future BOD in determining when to schedule league events, the following is provided as a guide to give appropriate timing to efficiently and effectively complete LBLL tasks: [SEE ADDENDUM 1](#)

REGULATIONS AND RULES — BASEBALL

GAME PRELIMINARIES

If time permits the PLEDGE OF ALLEGIANCE will be recited prior to each game with both teams lined up on their respective foul lines. The manager of the home team selects a player from the home team to stand directly in front of home plate and lead the group in the Pledge of Allegiance. These game preliminaries may be recited prior to league tournament championship games as well.

CONDUCT

1. The use of profanity, intimidation tactics, remarks reflecting unfavorably upon any other person, taunting or baiting is prohibited.
2. A manager, coach or player shall not leave their position in the field or bench area during a fight or physical confrontation; a manager or coach who attempts to prevent a fight or restore order, in the umpire's judgment, is not in violation of this rule.
3. Player Tampering: Coaches are prohibited from engaging in any behavior intended to gain an unfair competitive advantage in the formation of teams. Specific examples of prohibited conduct include suggesting that a player not attend evaluations, reaching out to a player for private workouts prior to the draft, and using league administration tools, such as the player signup database that is not available to all coaches, in the attempted formation of teams. A finding by the Board that a coach has committed a violation of this rule will subject that coach to a penalty, which could include, but is not limited to, loss of practice field priority times, suspension from games and/or practices, or a ban from future participation in the League. The penalty will be determined by the Board and will be based on the severity of the violation.
4. The stealing and relaying of sights to alert the batter of pitch selection and/or

location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, both the player and the manager may be ejected from the game.

Any individual violating appropriate field decorum is subject to the following:

1. First offense, depending on the severity, results in a warning and/or ejection from the game or LBLL fields and stands.
2. Second offense, depending on the severity, results in the offending party being ejected from the game and/or expulsion from the LBLL complex.
3. Third offense may result in expulsion from the league for the balance of the season after a review and vote by the BOD. Any league fees shall be forfeited. Re-admittance will require approval from the BOD.
4. The authority for the enforcement of these sanctions during the game lies with the primary (plate) umpire. This individual is authorized to call upon local law enforcement, if necessary, to assure compliance.
5. All occurrences will be reported to the appropriate Division VP who will then report to the BOD before or at their next meeting.

NOTE: Ejection from a game results in automatic suspension from the next game.

UMPIRES

The Chief Umpire is responsible for the selection and scheduling of all the umpire crews. The Umpire schedule is generated by an appointed person and prepared after the draft. Umpires should arrive at the fields no less than ten (10) minutes prior to their scheduled game assignment. The Chief Umpire may elect to hire a service to manage the umpiring responsibilities of the Majors and Minor A.

1. **Majors.** The Majors Divisions shall have a minimum of two umpire in regular season games and two umpires in playoff or tournament games
2. **Minor A.** The Minor A Division shall have one plate umpire at each regular season game. During the league's tournament, two umpires shall work each game.
3. **Minor B.** The Minor B Division shall have one plate umpire at each regular season game. During the league's tournament, two umpires shall work each game if available.
4. **Farm.** The Farm Division shall begin to have one umpire starting with their second half of the season, when game results are recorded in the standings, and for their post-season tournament.
5. **T-Ball.** There shall be no umpires working t-ball games.

MANAGERS & COACHES

1. **Manager Selection:** Starting October 1 the Vice President along with the Division Vice Presidents will call for candidates for the position of Manager. All Manager Candidates will be given the opportunity to address the BOD's. Manager interviews are mandatory. If a manager cannot attend the in-person interview, they must receive approval by the board to apply and meet board alternative requirements which could include but is not limited to a video submission. The BOD's shall vote for the candidates in order of preference. Spouses are allowed to vote during this meeting but will excuse themselves from the conversation about their spouse. Assistant coaches are not allowed to vote or be a part of the discussion for their manager. If someone is a spouse and assistant coach, they are not allowed to vote or be a part of the discussion. After ballots are counted, an order of finish will determine the order of managers for position openings.
2. Obtaining all mandated security clearances shall be a requirement for a candidate to interview for a LBLL Manager position. Upon close of the application period, the League Vice President shall provide to the League's Security Officer a list of Prospective Managers. Only those who have cleared the LBLL and California mandated Background checks shall be granted an interview. Should a candidate not have a valid clearance on file, the Security Officer shall provide them all required information to obtain such clearances, and no less than 2 weeks from the date of their scheduled interview in order to obtain the necessary documentation to interview for a Manager position."
3. Managers will, as determined by the BOD, be held responsible for the conduct of their teams' coaches, players, parents, field, equipment and spectators. Managers will be expected to have a complete understanding of the Green Book rules and LBLL By-Laws, specifically in regard to pitching and catching restriction, substitutions and minimum playing requirements. All Managers will be required to sign off that they have read and understand both the Green book and By-Laws prior to the draft.
4. **Managers at Minor B level and above** will try to attend tryouts and help with evaluations for all divisions, and their respective division player draft. In addition, all managers and coaches **MUST** attend:
 - a. one scorekeeping clinic (at least once in their LBLL career);
 - b. one field maintenance clinic.
 - c. the league's annual player/coach's clinic; and
 - d. Safety clinics, as required by District 38
 - e. Diamond Leaders Program
 - f. JD Palentine Background check
 - g. Concussion Protocol
 - h. Abuse Awareness Training
 - i. Cardiac Awareness
 - j. Live Scan Fingerprinting

5. Players, managers, and coaches of the participating teams shall not address, or mingle with spectators, nor sit in the stands during a game in which they are engaged.
6. Each Manager at the beginning of the season is issued team equipment including two cases of baseballs/ 2 cases of practice balls, one set of catcher's equipment, a catcher's throat guard and an equipment bag. Managers will also be issued up to 4 batting helmets, as requested (as needed). In addition to the aforementioned, T-ball and Farm managers will also receive a tee. This equipment must be returned to the League's Equipment Manager immediately following the team's final game of the season.
7. Managers will submit team names prior to the draft in their division for the board to review and approve.

LINE UPS

Applies to Minor B and up:

1. Starting Lineups must be provided to the scorekeeper by managers or their representatives before the start of the game and shall be distributed to each team.
2. If a player who is marked absent reports late, the scorekeeper must be notified immediately.

SCOREKEEPERS

(note: not applicable for T-Ball, pitch count not applicable for Farm)

1. The home team provides the official scorekeeping using the Game Changer App. Any discrepancy must be resolved prior to the first pitch of the next half inning.
2. The official scorekeeper prepares an accurate record of attendance and playing status of each player using the Game Changer App and the pitch count in the Official Score Sheet.
3. Managers at Farm level or higher are required to report scores for regular season and tournament games. The home manager shall post the score immediately on the league's website and report the score to the Division VP and the League's Information Officer. A manager may appoint a delegate to handle this task.

GAME SCHEDULE

1. The Executive Board sets the date and time for all games, including, but not limited to suspended, make-up, playoff, and championship games. The officer

responsible for proposing the initial game schedule along with the playoff brackets is the Player Agent or designee. The first draft of the initial game schedule and playoff brackets shall be disseminated to the Executive Board, the Auxiliary President and each of the Division VPs for review by the Monday three weeks following the drafts, after formation of the Farm and T-Ball teams (Note: since T-Ball has its own field, it is not critical that T-Ball teams be formed prior to release of the first draft of the schedule). Review of the schedule by each recipient should be completed within 7 days. The schedule then will be re-circulated for final approval on or about three days later. Upon final approval, the schedule will then be distributed to each Majors Manager. Schedules will be assigned to all other divisions. Once slots are assigned, the schedule shall be finalized and posted to the league website no later than the Monday prior to opening day.

NOTE: with respect to the “slotting” of the team process. The schedule will be prepared with team numbers, not actual teams placed in game time slots. Only when the Majors division meets will teams be assigned their schedule. The managers will draw numbers for order in selecting their schedule slot. For example, the manager drawing #1 shall be allowed to choose what team # his/her team is on schedule. After all managers have selected their team #s on the schedule, trades of certain games or entire slots will be allowed to accommodate managers schedules when possible. At the conclusion of the meeting, the division schedule will be final and able to be posted to the league’s website. For Majors, the manager drawing #1 will have the first choice of schedule in either the 1st or 2nd half. Once all managers have selected a spot in the first or second half, the selection order will reverse with the manager drawing #1 going last. Note that a Majors team shall not have the same team number in the schedule for both the 1st and 2nd halves.

2. Managers may not unilaterally change the date or times set for games or set a date or time to continue a suspended game. Any request for a schedule change must be made to the appropriate Division VP, Aux Chair, Field Maintenance and Umpire in chief. In the event of a forfeit, during the regular season ONLY, teams will have the option to use the allotted field time to play an unofficial (sandlot) game.
3. If a game cannot be played because of the inability of a team to place nine (9) players on the field before the game begins, the game will be rescheduled at the discretion of the Division VP, Aux Chair, Field Maintenance and Umpire in chief.
4. With respect to games postponed due to rain, every effort will be made to reschedule the game, at the earliest open schedule slot. However, depending on the division, whether the game is a pre-season or regular season game, effect on the division’s standings, etc., some games may not be rescheduled at the discretion of the Division VP, Aux Chair, Field Maintenance and Umpire in chief.
5. No games will be played during Spring Break including the Friday evening prior to Spring Break, on Easter Sunday, Memorial Day Weekend including the Friday before or Mother’s Day, if possible. Also, the schedule will attempt to not schedule late night games on the evening of the league’s monthly Board meetings.
6. Closing ceremonies will occur, when at all possible, prior to the All Star

team announcements.

PLAYERS

1. When batting the entire roster, if a player becomes injured (or ill) while on base and cannot continue playing, the substitute runner shall be the last offensive player to be put out.
2. A manager who benches a player for disciplinary reasons while a game is in progress must state the reason for such action on the roster given to the official scorekeeper. The scorekeeper notes the player's name on the Official Score Sheet for later review by the Division VP. A manager who benches a player BEFORE the start of a game must notify the Division VP prior to the start of the game, provide reason(s) for such action and receive approval to do so from the Division VP.
3. Non-participation in games and/or practices may be grounds for releasing a player from LBLL. The Division VP along with the Player Agent are responsible for investigating all such matters and presenting a report to the BOD for action.
4. Managers must notify the Division VP of any player who does not play for two (2) consecutive games. Notification must be made within twenty-four (24) hours following the second missed game, even if it is anticipated that the player will play in the next game.
5. Players shall not wear body paint (excluding anti-sun glare products) or objectionable markings including slogans, words, etc. on the body, uniform, or equipment.
6. Audible distraction of the batter by the defensive team or parents or audible distraction of the pitcher by the offensive team or parents, after the pitcher has begun his/her pitching motion, shall not be permitted.

PITCHERS

Managers shall strictly adhere to the pitching rules as set forth in the Little League rule book. Any Manager who violates pitching regulations (including rest rules and pitch counts) will receive a warning from the league, second offense is an automatic suspension for the next game on the schedule, third offense will result in manager losing his/her team.

PLAYER INJURY

1. Managers must immediately notify their Division VP of any injury to a player, in game or in practice, requiring doctor's attention. The Division VP shall then immediately forward this information on to the league's Safety Officer.

2. Notification by the Manager must be in writing, describing the incident, and such notification must be submitted within twenty-four (24) hours of the player injury.
3. The injured player is considered inactive until the Division VP and/or Safety Officer receives a doctor's release for the player to return to active play.
4. Parents should be informed of possible insurance coverage of an accident occurring. An accident form, available on the Little League website, must be completed and forwarded to Little League Headquarters within 20 days after the accident.

FIELD PREPARATION AND CLEAN UP

1. In the absence of league provided preparation, the managers of the game to be played must prepare the field for play. Each team from all levels will provide one individual to perform general prep after each game to ready the field for the next. If a team practices after the last game, they shall ready the field by performing general maintenance.
2. General post-game cleanup, policing of the playing field, cleaning of spectator areas, dugouts, and material away is the responsibility of both teams under the direction of the team managers. Each team is responsible to clean up their respective sides of the field. In addition, each team for the last game of the day/night is responsible to make sure all remaining trash is picked up and assist in closing the Snack Shack and the ARC parking lot. The last manager at the field is also required to call and turn the lights off. Failure to do so may result in the loss of assigned practice times for any team not handling these duties. This will be determined by the executive committee or BOD depending on severity of the offense.
3. Failure to clean the team stands and dugout after two warnings by the Division VP is grounds for a one (1) game manager suspension after a vote by the BOD.

PRACTICES

1. The Player Agent or designee informs managers of available sites and times for practices.
2. Practices on LBLL fields require approval of the Player Agent or designee and will be allocated pro rata per team and division. Choice of practice times will be done soon if not immediately after the draft of each division. The order in selecting practice times shall be the reverse order of the draft. For example, in a 6-team league, if the manager has the 2nd pick in the draft, then that manager will have the 5th pick of practice slots.
 - a. Major's teams will be allocated 2 weekday slots and 1 weekend slot prior to opening day. The next division with priority will be Minor A, then Minor B, and then Farm. Minor A will be allocated 1 weekday and 1 weekend

slot. Minor B will be allocated 1 slot, whenever available. To the extent remaining field slots are open, Farm will then be able to select slots. Note that practice times on the fields after the season has started are not available. Note also that Nieto field is available for practice only to the T-ball and Farm teams. The Field Manager will work with both the Tee Ball Division and Farm Division to equitably assign field times for practice.

DISPUTED ACTIONS

The following steps are meant to resolve any issues or conflicts arising during a game that do not invoke the provisions of a standing rule:

1. The managers of the teams involved make every effort to arrive at a mutually satisfactory resolution.
2. If the managers are unable to resolve the issue, they address the problem to the Division Vice President
3. If involving the Division VP fails to achieve a resolution, the issue and the parties involved are referred to the President of the League.
4. If the issue still cannot be resolved, then it will be presented to the BOD for resolution. The resolution of the BOD is final.

DRAFT RULES

The following will govern the selection and movement of players before and during the season.

THE DRAFT

Absent extraordinary circumstances, the Majors Draft shall be a Friday evening, the Minor A Draft the next Saturday morning and the Minor B Draft Sunday afternoon. Times and exact dates to be determined by the Player Agent with the input from the BOD. The VP of each division will attend the draft and distribute a pitch log and pitching and substitution guidelines to all managers at the draft and review with all managers. The division VP will also assist the Information officer place the teams on our website at the conclusion of the draft.

For the Majors Division, only the Board approved Manager will be allowed to initially attend the draft. That Manager will be allowed one other coach in the Draft.

For Minor A and Minor B Divisions, only the Board approved Manager and one coach selected by the Manager shall be allowed to attend and participate in the Draft.

The Player Agent shall prepare a list of all eligible players to be drafted, sorted by tryout #, and age, and distribute this list via email to all managers in an excel format no later than 24 hours prior to the Majors Draft. Information on this player list shall include first and last name, playing age, and team and division played in prior season if player played in Long Beach Little League. Notification of siblings in the draft pool will be noted prior to

the start of each division's draft

Player Selection: Players will be selected in a "Snake" draft format. With the snake draft, players are selected in a certain order and the team with the last pick in the first round receives the first pick in the second round and so forth. This selection process continues to "snake" from one side to the other until the draft is completed. Siblings must play on the same team unless otherwise requested by their parents. Upon the selection of the first sibling, that team's next selection(s) must be the remaining sibling(s). If the siblings are manager or coaches kids the ranking of those siblings will take precedence over the selection of the sibling in the next round.

Placement of Managers' and Coaches' kids

Majors, Minor A, and Minor B Division: Managers in each division will together as a group meet in person at least 48 hours prior to their draft and rank all manager and coach kids in that division. The meeting will also include the player agent and/or VP of the division. Coaches will not be allowed at this meeting. Managers will rank by round all coach and manager kids, the Player Agent/VP of the division will discard the highest and lowest rankings for each kid and the remaining votes will be totaled and averaged. The child will be placed in the round closest to the average. For illustration purposes, a 2.4 average would round down to the 2nd round and a 2.6 average would round up to a 3rd round pick. If a manager or coach has siblings that will play in the same division the managers will rank each sibling in the appropriate round. The Player Agent and/or Division VP have the right to discard Manager votes that are not genuine, in whole or in part. The Player Agent/Division VP also has the right to step in and make a ruling on the proper round for a player if and only if, in their view, based upon a clear and convincing standard, the manager's rankings are grossly improper. No managers will collude or team up to drive their own kids down or drive other managers' kids up in the slotting process. If the Player Agent/Division VP discovers or determines managers or coaches have schemed to slot players up or down for their own benefit (or to the hindrance of another), that manager and/or coach may be subject to losing their team. If the Player Agent and or VP of the Division determines a manager and coach have 2 first round draft picks based on ability, they may elect to have the team lose a later round pick to balance the teams in that division. If the Player Agent and or VP of the division has a conflict the executive board will appoint a replacement.

Draft Position

The VP of the Division will place numbers in a hat, 1 through whatever the number of teams participating in the draft. The team drawing number 1 will have the first choice to select its position in the draft (i.e., #1 will be able to choose to select the first player in the draft, the last pick of the first round or somewhere in between). The team drawing 2, next may choose its position in the draft, and so on. For Minor A and Minor B, determining Draft position will be done AFTER the Manager and Coaches' kids have been placed in their draft round.

The “Hat Pick”

Any player under 12 who does not attend tryouts and who has not previously played in the Majors Division, Spring Season, will NOT be eligible for the Majors Division and will be a hat pick in the round specified by the Division VP and Player Agent in their corresponding age Division. Once a round has been determined for the player(s), upon reaching that round, the draft will stop and all teams will draw #s for the right to draft the hat pick player(s). If the manager who has drawn #1 does not want any of the hat pick players for that round, then the right to draft the hat pick(s) passes to the next manager in line and so on. If/when a manager selects, then that player will be that manager’s selection in the round. If no manager selects, then the hat pick player(s) will go at the end of the round to the teams drafting in the end position(s). If multiple players in the same round are required to be assigned, the assignment will go in alphabetical order, by the last name of the players to be assigned.

Substitute/Replacement Players

Any team losing a player from its roster must notify the Division VP and Player Agent within 48 hours, The Division VP will work with the Player Agent to replace the lost player with a wait list candidate. Wait list players are pulled in the order their registration was received.

For Majors Only: If a Majors Team loses a player the Player Agent shall follow the rules set forth in the Green Book page 170 Replacements.

POOL PLAYERS

1. Pool Players are only used if a team has less than minimum number of players to play a game without forfeit.
2. Teams will only be allotted enough pool players to meet the minimum number of players to play a game without forfeit (ex: if you only need 1 player to meet minimum then you will not receive more than 1 player).
3. Teams will be given a maximum of 2 pool players
4. Players pulled from the pool cannot play in consecutive games for the same team, unless there are no other pool players available.
5. If teams cannot field the minimum number of players with the provided pool players then they will be forced to forfeit the game.
6. Pool players will be assigned in each division by the player agent per the guidelines in the LL green book.

PLAYER ELIGIBILITY

1. Eleven-year-olds are required to play in the Majors or Minor A Division unless approval is given by the Division VP and Player Agent. Any player who does not

- attend tryouts will NOT be eligible for the Majors Division.
2. Ten-year-olds are required to play in the Majors or Minor A Division unless approval is given by the Division VP and Player Agent. Before the draft, parents or guardians may request their child not play in the Majors Division. This request will be in effect all season. If a player requests not to play in the Majors, that player is ineligible from moving up at any time during the season.
 3. Nine-year-olds are required to play in the Minor A or Minor B Divisions unless the Division VP and Player Agent or BOD gives approval.
 4. Eight-year-olds are required to play in the Minor B Division unless the Division VP and Player Agent or BOD gives approval.
 5. Seven-year-olds are required to play in the Minor B or Farm Division unless the Division VP and Player Agent gives approval. A seven-year-old is not required to try out and/or play in the Minor B Division. Any seven-year-olds desiring to play in the Minor B Division must try out prior to the Minor B draft. A seven-year-old who does not tryout is not eligible to be drafted.
 6. Six-year-olds are required to play in the Farm or Tee-Ball Division. In a 6 year old's first year of playing baseball, then that player is required to play Tee-ball unless the player is evaluated and approved by Farm Division VP and Player Agent to play in the Farm Division. If a 6 year old has played one year of Tee-ball, then that player is required to play Farm unless otherwise given approval by the Farm Division VP and Player Agent to stay down at the Tee-Ball level. Any disagreement between the two will be settled by the VP of the league.
 7. Five-year-olds are required to play in the Tee-Ball Division unless the player is evaluated and approval given by the Farm Division VP and Player Agent to play in the Farm Division. Any disagreement between the two will be settled by the VP of the league.
 8. Four-year-olds are required to play in the Tee-Ball Division.
 9. Evaluations are mandatory for Minor B and above.

NOTE: In the event of a child with special needs or there are special circumstances, the BOD can authorize playing in a Division that would be otherwise outside the regular age parameters.

PARENT REQUEST WILDCARD

Parents have the option of requesting that their son or daughter NOT play for one (1) Manager during the regular Spring Season. If a parent does not want their child to play for a certain manager, a written request must be made to the Player Agent. The written request will be kept **confidential** and only disclosed as necessary. The parent's request will be accepted from the first registration date to the evening before the league evaluations. **Submission of the request does NOT guarantee approval.** The Vice President, Division VP and Player Agent will meet and vote on the request.

UNIFORMS

The following will be provided to players, by playing division (note: for the Jerseys, LBLL will pay for #s as well as the Little League Patch). The league provides a “standard” uniform as part of the entry fee into the league. If a “team or “individual” player wants to upgrade any portion of their uniform, they may do so at their own expense.

1. T-Ball –Adjustable Hat, Jersey, Pants (no belt loops)-Major League Baseball teams and Minor League affiliates are uniform options-teams available provided by the vendor.
2. FARM – Adjustable Hat, Jersey, Pants (no belt loops)-Major League Baseball teams are the team uniform option.
3. Minor B – Adjustable Hat, Jersey, Pants (w/belt loops)-College teams are the team uniform option.
4. Minor A – Adjustable or Flex-Fit Hat depending on availability, Jersey, Pants (w/belt loops)-Minor League teams provided by the vendor are the team option. Managers can elect at their own expense to pick a college team not provided by the vendor.
5. Majors – Flex Fit/MLB Style Hat, MLB Style Jersey, Pants (w/belt loops)-Major League Baseball teams are the uniform option.

AWARDS

LBLL will provide the following:

1. T-Ball. All T-Ball Players shall receive trophies.
2. Farm. First and Second place trophies will be awarded.
3. Minor B. All Players shall each receive one LBLL baseball. In addition, each player on the winning team of the LBLL tournament will receive a trophy. Each player on the runner up team (the loser of the championship game) will also receive a trophy.
4. Minor A. In addition, each player on the winning team of the LBLL tournament will receive a trophy. Each player on the runner up team (the loser of the championship game) will also receive a trophy.
5. Majors. All Players shall each receive one LBLL baseball. In addition, each player on the winning team of the Majors Championship Playoff (or the winner of the 1st and 2nd half if no Championship Game) will receive a trophy. If there is a Championship Playoff played, each player on the runner up team will also receive a trophy.
6. All Players: All Players in the league will receive a LBLL pin, designed for the current year. LBLL may hold a contest for the players to enter a design. Entries for the design will be accepted starting opening day and end the last day in March. Entries will be initially reviewed by a committee consisting of the President, Vice President, Auxiliary Chairperson, Roster Book Chair, and Sponsorship Chair. The Committee will select the 5 top designs and present those to the BOD –the BOD

will vote to pick the winner at its April meeting. The winner will receive an award valued at around \$100 (award to be determined).

7. Managers/Coaches: In addition to player pins, each team shall receive 5 LBLL pins for the Manager, Coaching Staff and Team Parent.

REGULAR SEASON

MAJORS DIVISION

SEASON STRUCTURE

1. The season will be divided into 2 halves.
2. In the first and second half, a continuous batting order of the entire roster shall be adopted. Minimum play requirements shall mirror those of the league's minor divisions including a player may not sit for more than 3 consecutive defensive outs.

Note: that this is contrary to the Little League Rulebook that requires 6 consecutive outs in the field before substitution.

TIME LIMITS

There are NO TIME LIMITS in the Majors Division

MERCY RULE

1. The mercy rule will come into effect after 4 innings have been completed.
2. If at any time, after those conditions are met, a team is ahead by 10 or more runs, the game is over.
3. If an inning starts it is completed, with the exception of the home team reaching the 10-run limit in the bottom half.

GENERAL RULES OF PLAY

1. Players must keep one foot in the batter's box while at bat unless one of the criteria laid out in the green book has been met. First violation results in a warning with each subsequent occurrence during that at bat will result in a strike. The first half of the season, umpires will issue warnings with the rule taking full effect the second half of the season.

MINOR A DIVISION

TIME LIMITS

Time limits for games are as follows:

1. No new inning will begin after one (1) hour forty-five (45) minutes.
2. Once an inning has begun, that inning shall be completed.
3. **For the LBLL Tournament**, no new inning shall start after (2) hours and once an inning starts, that inning shall be completed.

NOTE: A new inning starts the moment the third out is made completing the previous inning.

MERCY RULE

1. Mercy rule will come into effect if 10 or more runs after the 4th inning, 15 or more runs in the 3rd inning.
2. The mercy rule will come into effect after 4 innings AND two hours have been completed.
 - a. If at any time, after those conditions are met, a team is ahead by 10 or more runs, the game is over.
 - b. If an inning starts it is completed, with the exception of the home team reaching the 10 run limit in the bottom half.
3. The Mercy rule will also apply in the LBLL in house tournament.

GENERAL RULES OF PLAY

1. Teams shall bat the roster in a continuous batting order. The batting order may not change during a game. The side shall be retired when three outs are recorded or when 5 runs have been scored.
2. No Player shall sit out two consecutive defensive half innings (i.e., no player shall sit out more than three consecutive defensive outs). Any player not receiving the minimum play in any game shall start the next game and complete the minimum play requirements for BOTH games before being removed.
 - a. Game Changer is the official record of minimum play requirements. If this minimum play rule is violated, the manager is subject to a one game suspension. If the rule is violated a second time, additional disciplinary action will be determined by the Board of Directors.
3. A maximum of five (5) runs can be scored by a team in each half inning. The fifth run shall immediately complete the half inning.
 - a. Additional runs beyond the fifth will NOT be allowed. (for example, if a team has 4 runs, a runner on 3rd and the batter hits a home run over the

- fence, the team is only credited with 5 runs for the inning).
- b. There is no catch-up rule in the last inning.
 - c. The 5 run max rule is NOT applicable to the LBLL Tournament. (i.e., no maximum runs per inning).
4. The final inning will be the sixth inning or as determined by the umpire in the event of time factors (see [Time Limits](#) above) or a tie.
 - a. There is NO tie in the LBLL Tournament.
 5. The season shall consist of a number of preseason games to the extent calendar permits followed by a series of regular season games where each team plays every other team an equal number of times, also known as a round-robin.
 - a. The regular season games will usually be a double round robin depending on the number of teams in the Minor A Division.
 6. All games will be played under identical rules, but only the regular season round robin games will count toward the season standings and tournament seeding.
 7. If the season's schedule happens to result in an exact number of round robins without room for preseason games, then that season will be played without any preseason games, and all games will count toward the division standings.
 8. The Minor A tournament will be a double elimination bracketed tournament. All teams make the tournament. The bracket format used shall come from [printyourbrackets.com](#). Seeding will be determined by end of regular season standings. In case of a tie, see [tournament rules](#). Tournaments will play by regular season rules.
 9. Players must keep one foot in the batter's box while at bat unless one of the criteria laid out in the green book has been met. First violation results in a warning with each subsequent occurrence during that at bat will result in a strike. The first half of the season, umpires will issue warnings with the rule taking full effect the second half of the season.
 10. Any pitcher that hits 3 batters in one inning or 4 batters in one game MUST be removed from the position. Batters hit by a pitch must take their base.
 11. During the second half of the Minor A season teams will be allowed to cheer from the dugout. This will allow 10s and 11s some exposure if and when they advance in All Stars. The umpires will be the judge and jury as to what is appropriate cheering. No elevation of volume the closer the pitcher gets to releasing the ball. Keep cheering positive and directed towards your own team.

MINOR B DIVISION

TIME LIMITS

Time limits for games are as follows:

1. No new inning will begin after one (1) hour forty-five (45) minutes and no game

- shall extend beyond two (2) hours of playing (drop dead at 2 hours).
2. The home plate umpire manages the start time and enforcement of drop-dead times.
 3. **Drop dead rules will NOT apply in the LBLL Tournament**
 - a. No new inning will begin after one (1) hour forty-five (45) minutes but once an inning is started, that inning shall be completed.

NOTE: A new inning starts the moment the third out is made completing the previous inning.

MERCY RULE

1. Mercy rule will come into effect if 10 or more runs after the 4th inning, 15 or more runs in the 3rd inning.
2. The mercy rule will come into effect after 4 innings AND two hours have been completed.
 - a. If at any time, after those conditions are met, a team is ahead by 10 or more runs, the game is over.
 - b. If an inning starts it is completed, with the exception of the home team reaching the 10 run limit in the bottom half.
3. The Mercy rule will also apply in the LBLL in house tournament.

GENERAL RULES OF PLAY

1. Teams shall bat the roster in a continuous batting order. The batting order may not change during a game. The side shall be retired when three outs are recorded or when 5 runs have been scored. The 5 run max rule is NOT applicable to the LBLL Tournament.
2. Minimum Play Rule: No Player shall sit out two consecutive defensive half innings (i.e., no player shall sit out more than three consecutive defensive outs). Any player not receiving the minimum play in any game shall start the next game and complete the minimum play requirements for BOTH games before being removed. Game Changer is the official record of minimum play requirements. If this minimum play rule is violated, the manager is subject to a one game suspension. If the rule is violated a second time, additional disciplinary action will be determined by the Board of Directors.
3. There may be restrictions on the amount of innings 9 year olds can pitch in a game. The restrictions shall mirror the rules set forth by District 38 for the same season Minor B Tournament of Champions. Traditionally the rules have been that 9 year olds collectively for a team may not pitch more than three innings in a game. One pitch by a 9 year old constitutes one inning. For clarification, 1 nine year old can pitch no more than 3 innings and no more than 2 different 9 year olds can pitch in one game.
4. All players shall be required to wear a protective cage on their batting helmet.

5. The BOD shall allow an equal number of games for each team as “practice games.” Practice games (typically the first half of the season) shall not count towards standings. During these “practice games”, stealing home on the catcher/pitcher exchange is prohibited. (Runners are allowed to score from third if the catcher or pitcher at any time initiates a throw to any other position on the field.) After practice games are completed, stealing home is allowed and all games count towards standings.
6. A maximum of five (5) runs can be scored by a team in each half inning. The fifth run shall immediately complete the half inning. Additional runs beyond the fifth will NOT be allowed. (for example, if a team has 4 runs, a runner on 3rd and the batter hits a home run over the fence, the team is only credited with 5 runs for the inning). There is no catch-up rule in the last inning. This rule is NOT applicable to the LBLT Tournament (i.e., no maximum runs per inning).
7. Any pitcher that hits 3 batters in one inning or 4 batters in one game MUST be removed from the position. Batters hit by a pitch must take their base.
8. The final inning will be the sixth inning or as determined by the umpire in the event of time factors (see rule G above) or a tie. There are no ties in the LBLT Tournament.
9. The Minor B tournament will be a double elimination bracketed tournament. Tournaments will play by regular season rules. All teams make the tournament. The bracket format used shall come from printyourbrackets.com. Seeding will be determined by the end of regular season standings. In case of a tie, see [tournament rules](#).

PRESEASON RULES

1. Wins or losses in the preseason/1st half shall not count in the standings.
2. No stealing home.
3. No Base on Balls –if a batter is pitched 4 balls before 3 strikes, a coach from that batter’s team shall come in and pitch to the batter, up to three pitches, until that batter either reaches base safely or is put out. The player will carry the count over from the at bat. If he fails to put the ball in play before getting a third strike the batter is out. Fouled third coach pitch balls allow the batter to continue.
EXCEPTION: NOTE: Players hit by a ball pitched by the other team shall be encouraged not to take first base but rather continue to hit, with coach pitching.
4. Coaches may be present on the field with an offensive coach helping batters and defensive coaches helping fielders (no more than 2 defensive coaches in the field).
5. Teams may play 4 outfielders in the preseason/1st half only.

FARM DIVISION

TIME LIMITS

Time limits for games are as follows:

1. **First Half Of The Season:** Each game shall have a time limit of 1:30 (one hour thirty minutes) regardless of inning completion.
 - a. The official time is kept by the umpire. Game time starts when indicated by the plate umpire. Teams must clear the field by the time limit.
2. **Second Half Of The Season:** No new inning after 1:15, drop dead time of 1:30.
 - a. The official time is kept by the umpire. Game time starts when indicated by the plate umpire. Teams must clear the field by the time limit.

NOTE: A new inning starts the moment the third out is made completing the previous inning.

MERCY RULE

1. Mercy rule will come into effect if 10 or more runs after the 4th inning, 15 or more runs in the 3rd inning.
2. The Mercy rule will also apply in the LBLL in house tournament.
 - a. The mercy rule will come into effect after 4 innings AND two hours have been completed.
 - b. If at any time, after those conditions are met, a team is ahead by 10 or more runs, the game is over.
 - c. If an inning starts it is completed, with the exception of the home team reaching the 10 run limit in the bottom half

GENERAL RULES OF PLAY

1. The batting order will be the entire roster present. Any player arriving late will be added to the bottom of the lineup.
2. No player may sit out defensively two consecutive innings unless it is required by the manager and approved by the Division VP to maintain control of the team.
 - a. **Required:** Each player must play at least one inning per game in an infield position during the regular season (either first, second or third base, shortstop or pitcher; catcher does not count as an infield position for this rule) (rule not applicable for tournament play)
3. A pitching machine will be used, fed by an offensive coach. The pitching machine speed shall be 35 MPH for both teams. If the machine speed requires adjustment, a coach from both teams must be present before adjustment is made. Any time the machine is on, a coach must stay with and monitor the machine until replaced

by another coach. Each team can adjust the height and direction of the pitches with up to three pitches prior to their half inning at bat. Never leave the machine unattended at any time while connected to the power source.

4. The pitching machine will be located at the existing rubber, assuming the three-leg Jugs machine is being used, one leg of the machine should touch the rubber (the back leg), and the other two legs should be forward, towards home plate. There will be a 4-foot safety circle around the machine. No player may enter the 4-foot safety circle under any circumstances. If a player enters the safety circle, the ball is dead, all runners and the batter runner advance without liability to be put out, at least one base, or to the bases they would have reached, in the umpire's judgment, if the defensive player had not entered the safety circle.
5. No defensive player, except the catcher, shall start play ahead of the pitching machine.
6. The pitching machine and electric cord are in play. If a player trips over the cord, the play is live and the batter and all runners may advance at their own risk. If a batted ball hits the machine or the cord and remains in the field of play, the ball shall be ruled a live ball and the batter and all runners may advance at their own risk. If the ball goes into foul territory before going past 3rd or 1st base and without being touched and without stopping, then it is a foul ball. If the ball stays inside the circle it will be ruled a dead ball and one base will be awarded to the batter and runners.
7. Bunts are not allowed.
8. For a ball to be considered fair, the ball must be hit to or beyond the 15' hitting distance (i.e., the arc in front of home plate, connecting the base lines in the field of play, measured from the back of the plate).
9. Any ball touching a coach in the field of play will be ruled dead, and no runner may advance to the next base.
10. A hit ball that touches the coach on the mound results in a dead ball and the batter is entitled to first base. Only forced runners advance one base.
11. No base stealing will be allowed. Base runners will not be allowed to advance on any throwback to the pitcher.
12. Runners must be on base until the pitched ball crosses home plate. Base runners leaving early will be issued a warning and sent back to their base of origin. Base runners who leave a base early on a safely hit ball shall not advance more than one base regardless of the hit (single, double, or greater).
13. The ball becomes dead when a fair batted ball is controlled by a defensive player in the fair or foul part of the infield; after the initial play on the batted ball, no further play is attempted, the ball is thrown toward the adult attending the pitching machine and time is granted by the umpire. It will be the umpire's judgment as to whether there was a play being made, or the defensive player was attempting to throw to the adult attending the pitching machine. For purposes of runner position, the Umpire will be the judge of where the runner was when the ball left the defensive player's hand.
14. If the adult attending the machine interferes with a ball that is thrown by a

defensive player whose intention it was to make a defensive play, the ball will be called dead. It will be the umpire's judgment as to where to place runners, including whether any runners should be put out. If an outfield player (defensive player on outfield grass) throws the ball toward the machine, the coach may just let the ball go, in which case the ball is still live. If the coach touches the ball the play is dead at that time.

15. All outfielders must be on the outfield grass before a ball is pitched. Only normal infield positions are allowed. All additional players must be in the outfield (on the grass). No defensive player, except the catcher, shall start play ahead of the pitching machine.
16. Dead ball appeal. Once time has been called after the completion of a play, a coach or any player (with or without the ball) may make a verbal appeal concerning a runner missing a base or leaving a base too soon on a caught fly ball.
17. Adult coaches will be allowed in the 1st base and 3rd base coaches boxes. Base coaches may at no time physically assist a base runner. In the event a base runner is touched by a base coach, the runner will be ruled out.
18. The home team shall occupy the third base dugout and the visiting team the first base dugout. The visiting team shall take infield, for a maximum of 10 minutes, 20 minutes prior to the game start time should it desire. The home team shall be allowed to take infield 10 minutes prior to game time.
19. Coaches should teach each player to play all positions. This philosophy should be applied in games as well as in practices.
20. Speed up rule. At any time, the team at bat may use a pinch runner for the catcher (i.e., the player to catch in the next half inning). The catcher is not removed from the lineup. The pinch runner shall be the player who recorded the last out. If no outs have been recorded, then the last player in the lineup shall be eligible to pinch run.
21. The ball shall be a regular Little League approved Flexi-ball.
22. HELMETS –helmets with face guards are optional. Catchers must wear a catcher's helmet with an approved dangling throat guard. Catcher's chest protector must include an extended crotch flap. The catcher may wear a catcher's mitt or other fielding glove of any shape, size or weight consistent with protecting the hand.
23. Each manager is responsible for the conduct of their coaches and parents. In the event poor conduct becomes an issue, a warning will be issued followed by a game suspension for the second occurrence. Conduct will be enforced by the Plate Umpire and the Farm Division VP.
24. Any and all disputes will be settled by the Farm Division VP.

FIRST HALF RULES

1. Score will not be kept.

2. All players on the roster may play the field, however, the maximum amount of infielders shall remain at 6 (including the catcher and pitcher).
3. The batter will be allowed six (6) hittable pitches. After the sixth (6th) such pitch, the ball will be placed on a batting tee (no strikeouts). If the sixth pitch is hit foul, the batter will be allowed extra pitches as if a fouled third strike. If a pitch hits a batter, he will not be awarded first base.
4. Bat the lineup each inning. The offense will retire after batting their full lineup, but the bases must be cleared after every 3rd out.
5. Coaches are encouraged to be on the field to instruct the fielders during the game. 1 or 2 defensive coaches in the field and 1 offensive coach at the plate to work with the batters and to manage the tee.
6. Defensive teams should not "Stack" the infield. All players should play all positions during the season (with genuine safety concerns being the only exception)

SECOND HALF RULES

1. Score will be kept – runs and outs. Full scorekeeping isn't necessary. The manager of the winning team shall be responsible for reporting the score.
2. The batter will be allowed three (3) swing strikes or six (6) pitches to put the ball in play. The batter will be allowed extra pitches if the last pitch is fouled out of play. (Not putting the ball in play is a strikeout –batter will be out). The umpire may declare a "no pitch" if the machine fails to deliver a hittable pitch. If a pitch hits a batter, he will not be awarded first base.
3. The offense will retire after five runs or three outs, whichever comes first.
4. A maximum of 10 defensive players may play defensively in the field. A player may not sit out defensively two consecutive innings unless it is required by the manager and approved by the Division VP to maintain control of the team.
5. No defensive coaches will be allowed on the field when the ball is in play other than a coach behind home plate, helping the catcher retrieve balls. All other defensive coaches must remain in the dugout, outside the field of play. The offense shall be allowed a coach feeding balls at the pitching machine as well as a first and third base coach. All other offensive coaches must remain in the dugout, outside the
6. field of play. 6.

T-BALL DIVISION

TIME LIMITS

All games should not exceed one (1) hour or 3 inning games. No score is kept, and no outs are recorded.

GENERAL RULES OF PLAY

1. All players bat each inning and advance one base at a time. EXCEPTION: the last batter of each inning gets to run all the bases (bases clearing, inning ending Grand Slam). NOTE: Managers should rotate the last batter each inning so all players have a chance throughout the year to “hit the Grand Slam.” NOTE: for the last batter, players in the field on defense must remain on the field until the final base runner
2. crosses home plate.
3. All players are to remain in the dugout and on the bench waiting their turn to bat. There is NO on deck circle.
4. All players play in the field (rotate players throughout positions). No players are to be in front of pitching rubber. Having a catcher is optional (catcher’s gear must be worn if you use catcher, but players can wear a regular glove).
5. The field will be lined before the first game of the day. Home Team of the 1st game puts the bases out for the day’s games. Home Team of the final game puts the bases back in storage after the final inning. Each bench should have sufficient water (water coolers) and cups for the players. Coolers and cups are found in Snack Shack, oftentimes the coolers are already placed on the bench after the first game.
6. OPTIONAL: Soft Toss to batters for the 2nd half of the season is upon mutual agreement between managers. NOTE: No more than four pitches may be thrown to the batter before a tee must be used. Soft Toss may be used to see, and enhance, player development over the course of the season.
7. Practice should be once per week for no longer than 90 minutes.

FALL BALL

Our Fall ball program will begin the second weekend after the start of the Long Beach Unified school year and end on the Sunday prior to Thanksgiving. Games will be held on Sundays. Practices will be held one day during the weekday (TBD).

Fall ball will be conducted on an informal basis than spring with individual instruction and training being the core objective.

Teams will be formed in the first week for games and practices in each division. Players will receive a shirt and hat as part of their registration fee.

ALL STAR & SELECT TEAMS

LBLL has the right to submit two All Star Teams and two Select teams per division.

A minimum of three All Star Teams and three Select Teams shall be chosen to represent LBLL.

10-12 ALL STAR TEAM

The 10-12 All Star team will consist of a minimum number of players as set forth in the Green Book. LBLL suggests that the team consist of at least 13 players given the current Green Book rules, to take advantage of flexibility in substitutions as well as to give more kids the opportunity to have the all-star experience.

Player Selection Process

1. Each player in the Majors division will vote for the top nine (9) players that they believe to be the most talented within their division (note: Players are not permitted to vote for players on their own team). Players are to be supervised by the manager and coaches and are not allowed to discuss their vote prior, during and after. The Player Agent (or designee) will collect the ballots and keep them in a safe, secure place until the ballots are ready to be counted. The player vote shall take place the Saturday prior to Memorial Day weekend under the assumption that all Majors teams are scheduled to play. Otherwise, the Player Agent along with the rest of the Executive Board shall determine the best time to vote. The Ballot shall be prepared by the league's Secretary.
2. Managers in Majors, as well as two coaches per team and a maximum of three umpires (umpires selected by VP Majors, Player Agent, and President) will also submit a ballot identifying the top nine (9) players that they believe to be the most talented within their division (Note: Managers and Coaches shall not be permitted to vote for players on their own team).
3. The votes will be reviewed and tallied by the Player Agent, Vice President of Majors, Vice President, President, and Secretary up to one week prior to the date the team can be announced by little league rules. NOTE: If one of the Board Officers mentioned above has a child eligible to be selected to the team, that Board Officer shall recuse himself/herself from the review/tally process. A substitute(s) may be appointed by the Board. Votes will be counted for each player and a ranked list will be created. The list will be ranked based on the number of votes received. The 10-12 All Star manager, and the Board Officers appointed to review and tally the votes will review the list, break any ties and approve the nine players to the team. The All-Star manager will have complete discretion to select the remaining players to the team, including determining the roster size. The All-Star manager is required to set up a meeting with the Majors managers to solicit input on the team.

Manager Selection Process

1. The Majors Division Manager Champion shall have the first choice to manage the 10-12 or 9-11 All Star team.
 - a. The second place Majors Division Manager shall have the second choice, and so on. If the same team wins both halves, it will be declared the champion.
2. In the event of two different teams winning each half, there will be a (1) game playoff to determine the winner of the Majors Division, that game will be played 2 days after the last game of the 2nd half of the season.
3. Assuming 2 different teams play for the championship the winner is the Champion, the loser will be declared second place.
4. The remaining teams will be ranked by their overall record in both halves.
5. If no Majors Division manager takes either the 10-12 or 9-11 All Star team, the choice will go to Majors Division Coaches in the same order as Managers (two coaches per Majors Team).
6. If no Major's Manager or Coach takes a team, a general member of LBLL may submit their name to the BOD for the position.

NOTE: Notwithstanding the above, the Board may vote to determine a certain Manager or Coach ineligible from managing an All Star team based on that Manager or Coach's performance and/or other issues that arose during the season.

9-11 ALL STAR TEAM

Player Selection Process

1. **The 9-11 All Star team** will consist of a minimum of twelve (12) players.
2. From the Majors Division, each Manager and one coach from each team will vote for the top 9.
 - a. Managers and coaches will not cast votes for any member from their respective team.
3. Umpires from the Majors division will also cast a vote for the top 9.
4. The selected All Star manager shall fill the roster with preferred picks.
5. LBLL recommends a roster size of thirteen (13) or fourteen (14).

NOTE: For any of the All Star Teams, if a team loses a player after the selection process, the team's manager may select a replacement player(s). Replacement players cannot be taken from other All Star teams.

Manager Selection Process

[See 10-12 All Star Manager Process](#)

8-10 ALL STAR TEAM

Player Selection Process

1. The **8-10 All Star team** will consist of a minimum of twelve (12) players
2. From the Minor A division and/or Majors division, each Manager and one coach from each team will vote for the top 9.
 - a. Managers and coaches will not cast votes for any member from their respective team.
3. Umpires from the Minor A division will also cast a vote for the top 9.
4. The selected All Star manager shall fill the roster with preferred picks chosen by manager of the All-Star team with input from the Majors and Minors A Division managers.
5. LBLL recommends a roster size of thirteen (13) or fourteen (14).

NOTE: For any of the All Star Teams, if a team loses a player after the selection process, the team's manager may select a replacement player(s). Replacement players cannot be taken from other All Star teams.

Manager Selection Process

1. The winner of the Minor A tournament will have first option to coach the 9-10 All Star team, if they pass on the position, it will be offered to the 2nd place manager and so on until a manager elects to fill the position.
2. The managers of the 8-10 All Star team shall be responsible for the selection of coaches.

SELECT 7, 8, AND 9 TEAMS

Player Selection Process

1. Select 7, 8 and 9 teams will consist of a minimum of twelve (12) players chosen by the manager of the respective team with input from the relevant Division managers.
2. LBLL recommends a roster size of 14 for Select 7, Select 8 and Select 9.

Manager Selection Process

1. Select 7, 8, and 9 Managers will be selected by a majority vote of the BOD, 2 weeks prior to the end of the season.
 - a. The manager receiving the most votes at the meeting for each age group will be awarded the team.
 - b. In the event of a tie, the president who will abstain from the original vote will serve as the tie breaker.

2. It shall be the responsibility of those wishing to manage these teams to submit their request to be considered to the Manager Selection Committee, 4 weeks prior to the last game of the regular season.
 - a. If a person wishing to manage fails to submit his name for consideration, the Manager's Committee, in its discretion, may still nominate and consider that manager for an all-star or select manager position.
 3. All candidates that put their name in will be asked to attend a meeting and present their qualifications.
 4. The managers of the respective 7, 8, and 9 Select teams shall be responsible for the selection of coaches.
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TOURNAMENTS & POSTSEASON

FIRST & SECOND HALF MAJORS TOURNAMENTS

1. In the first and second half tournaments all majors' teams will participate, teams will bat nine (9) players, substitution rules governed by the Little League Rulebook. If the first half and 2nd half tournament champions are different than a single elimination game will occur to determine the Majors Champion for the season. A coin flip will determine home and away. This game will occur no more than 2 days from the last game of the 2nd half tournament.
2. **Champion.** If the same team wins both halves, it will be declared the champion. In the event of two different teams winning each half, there will be a (1) game playoff to determine the winner of the Majors Division, that game will be played 2 days after the last game of the 2nd half of the season.
 - a. The first and second half champion will be determined in a single elimination tournament.
 - b. Seeding of the teams shall be determined by won-loss record. If more than two teams are tied, the tie breaker mentioned at section Q5 shall apply.
 - c. The tournament bracket format shall be a standard single elimination.
 - d. The playing rules for the first and second half tournaments will play by regular season rules..
 - e. Minimum play requirements are 2 innings and 1 at bat.
 - f. With 6 Majors teams, the top two teams will get a bye in the first round with seed #3 playing #6 in game #1 and seed #4 playing #5 in game
 - g. The winner of game 1 will play the #2 seed and the winner of game 2 will play the #1 seed.
 - h. The dates and times of the games shall be scheduled by the Executive Board.
 - i. There shall not be more than two days rest between rounds. (Note: any executive committee member who has a child playing in the

Majors division shall recuse himself/herself from any scheduling decision.

- ii. If this scheduling committee ends up being an even number of individuals, and this committee cannot come to a decision, then the VP of the Majors division shall join the committee.
 1. If the VP has a child in the division, then the Player Agent of the Division shall join the committee.
 2. If the Player Agent also has a child in the division, then the Board as a whole shall appoint an individual to serve.).
- i. The championship games will be played on days as the calendar permits, dates of games determined by the Executive Board, however, the first two games will be on consecutive days and the third game, if necessary, will be the 2nd day after the 2nd game (i.e., one day's rest in between the 2nd and 3rd game).
- j. For the championship series between the first half and second half winners, a coin flip will take place prior to the game to determine home or away.
- k. The loser of the playoff will be the second-place team in the division for purposes of the District post-season tournaments.
- l. If there is no playoff, then second and all other places will be determined based on cumulative record for both first and second halves.

FARM IN-HOUSE TOURNAMENT

1. There will be a postseason tournament - a double elimination bracketed tournament. The bracket format used will come from printyourbrackets.com All teams will make the tournament. Seeding will be determined by the 2nd half standings. In case of tie, see above for rules (Section II, Q).
2. The Tournament Director shall be the VP of the Farm Division.
3. Home team shall be determined by a coin toss 45 minutes prior to game time. If a team doesn't have a representative for the coin toss, the Tournament Director (or his/her appointee if the Director is not available) shall represent the absent team. All coin tosses are final.
4. Second half rules shall apply unless otherwise specified below.
5. The Mercy rule will be in play for the tournament. If after four innings, three and one-half innings if the home team is ahead, one team has a lead of fifteen (15) 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 fifteen (15) runs or more, the home team must bat in its half of the inning.
6. Only 9 defensive players will be allowed on the field. A player may not sit out defensively two consecutive innings unless it is required by the manager and approved by the Tournament Director to maintain control of the team.
7. Coaches shall not be outside the dugout during the time that team's players are

on defense. While on offense, a 1st base and 3rd base coach may instruct and direct players. An assistant from the batting team shall feed the pitching machine. All coaches and assistants shall hold safety certification.

8. No new inning will begin after 1hr 15min. Once an inning is started, that inning will conclude regardless of time needed for completion
9. Any and all disputes will be settled by the Farm Division VP.

MINOR B & MINOR A IN-HOUSE TOURNAMENT

1. The regular season standings shall determine seeding for the LBLL Tournament. Seeding for the LBLL Tournament will be based on the won/loss record of teams during the regular season. That is, the team with the best record will be seeded first; the team with the second-best record will be seeded second and so on.
2. Tournament Schedules will be determined before the midpoint of the regular season.
3. If two teams tie for a seed position in any Division, a tiebreaker shall be used to determine their position. The tiebreaker order will be as follows:
 - a. Head-to-Head record between the tied teams; or if still tied then
 - b. Least runs allowed Head-to-Head between the tied teams; or if still tied then
 - c. Coin Flip
4. If three or more teams are tied for a position, then a tiebreaker shall be used to determine the seed in the LBLL Tournament. Once a team breaks from the tie (i.e., is selected the winner/highest seed), the tie breaker resets to the remaining teams. The multi team tiebreaker order will be as follows:
 - a. Head-to-Head record between the tied teams; then
 - b. Least runs allowed Head-to-Head between the tied teams; and then
 - c. Draw Straws
5. Pitching eligibility. Please be aware that pitch count and days' rest days will not reset on the first day of the LBLL tournament.
6. The home team for each LBLL Tournament Game will be determined by a coin toss. The winner of the coin toss can choose "home" or "visitor". The coin toss shall be completed no later than 45 minutes BEFORE the start time of the game. The coin shall be conducted and supervised by Division VP or his/her designee. Managers or their designee can represent the team during the coin toss. In the event that a manager or designee is not present for the coin toss (no later than 45 minutes before the start of the game), the coin toss shall be forfeited, and the manager present shall have the right to choose.
7. The 5 run max rule is NOT applicable to the LBLL Tournament. (i.e., no maximum runs per inning).
8. There is NO drop dead (time limit) rule in the LBLL Tournament. For the LBLL Tournament, once the final inning starts, that inning shall be completed.

- a. For MINOR A, no new inning shall start after 2 hours and once an inning starts, that inning shall be completed.
9. There is NO tie in the LBLL Tournament.

District Tournament of Champions (TOC) & All District Tournament

1. Team participation in the **District's Tournament of Champions (TOC)** will be determined in **Majors** as follows.
 - a. If the same team wins both halves, it will be declared the champion.
 - b. In the event of two different teams win each half, there will be a (1) game playoff to determine the winner of the Majors Division.
 - c. Assuming 2 different teams play for the championship the winner is the Champion, the loser will be declared second place.
 - d. The remaining teams will be ranked by their overall regular season record in both halves.
2. For **Minor A, B and Farm Divisions** by the double elimination LBLL Tournament. The first place team from each division shall participate in the Tournament of Champions.
 - a. If allowed by the district, the second-place team shall participate in the TOC as well. Otherwise;
 - i. The second and/or third place finishers in each Division (or more teams if allowed by the district) will be eligible to play in the District Tournament and will be seeded in order of their finish in the LBLL Tournament.
 - b. For teams not selected to TOC or a District tournament, there will be, if feasible, a tournament held at Stearns for those remaining teams, Seeding and schedule will be determined once season starts. The format will be a double elimination style with each round consisting of best 2 out 3 rounds.