

FONTANA COMMUNITY LITTLE LEAGUE #4052103
BYLAWS AND COMMON PLAYING RULES

Approved by FCLL Board of Directors on 1/31/2023. President Garrett Salgado

Article I. LEAGUE NAME

The organization shall be known as FONTANA COMMUNITY LITTLE LEAGUE, hereinafter referred to as “The League”, “FCLL”, “Community”, and/or Local League

Article II. SPONSORSHIP

SECTION 1: Teams are allowed to raise funds for their season-end party or other items beneficial to the players, including but not limited to apparel. Teams are not required to solicit or get sponsorships. Should sponsorships be accepted they will be capped at \$600.00 per team, funds from all sources included.

SECTION 2: All funds received via a sponsor must be given to the Sponsorship Coordinator within 48 business hours and deposited into the sponsorship account by the Treasurer. Funds must be donated in the form of a check or money order (no exceptions). Checks should be made out to “Fontana Community Little League” and in the notes section please note *Division/Team Name/and word “Sponsorship.”* No manager/coach/team parent is to spend sponsorship money without funds being deposited into the sponsorship account first.

SECTION 3: In-Kind Donations can go directly to the team. In the event of a in-kind donation the Sponsorship Coordinator should be notified via email (sponsorship@fcll.info) within 48 business hours of the donation being received.

SECTION 4: All funds remaining in the sponsorship account after June 30th of the current year will be transferred to the general membership account for general use by the league.

Article III. BOUNDRIES

SECTION 1: The Local League must adhere to all regulations as per the Little League Handbook regarding boundaries, unless the appropriate waiver is obtained and approved. There is no “Grandfathering” of players. If it is discovered that a child has mistakenly been allowed to play in our league and does not have documentation showing they live in our boundaries, that child must immediately be removed and directed to the proper league. A refund will be made (minus the cost of the uniform) within two weeks of any fees the Local League has charged. The Local League boundaries are established by the “Little League Baseball Incorporated” and may change by the district from year to year.

SECTION 2: Any inter-league play must be run according to the rules and regulations approved by Little League Baseball District 71. District 71 will be consulted before arrangements are made.

Article IV. REGISTRATION AND FEES

SECTION 1: Player requested refunds will not be allowed post draft. The Board reserves the right to approve refunds after this date on a case-by-case basis. In a situation where refunds are given after the deadline, they will be minus the cost of the player’s jersey and hat.

SECTION 2: Registration fees will be reviewed annually and approved for the fiscal year by the Board of Directors.

SECTION 3: Family discounts will be applied in the following manner: 3rd player from the same family and household will receive a \$40 discount, 4th or more children from the same family and household will receive a \$50 discount per said children. *These discounts do not apply to softball.

SECTION 4: A late fee of \$20 will be added to a player’s registration fee on the last sign-up date. The Board of Directors will determine the last sign-up date.

Article V. MANAGERS AND COACHES

SECTION 1: The Board shall approve by 2/3 vote all team managers and coaches. The team managers will submit their coach’s names to the Board for approval. The Board must approve any manager or coach changes during the season. ID badges will be issued to all approved volunteers (managers, coaches, team parents, board members, etc.) Failure to wear the ID badge

will result in the immediate removal from the field of play (includes dugouts). Repeat offenses may result in Disciplinary Committee action.

SECTION 2: There is no tenure for managers in the Local League. The Board may, if they choose, interview all perspective managers from each division to evaluate their ability to manage prior to the start of any season. If the Board chooses to conduct interviews, all prospective managers from each respective division will be interviewed (i.e., returning and new managers). Each candidate will be given an opportunity to answer several predetermined general baseball/softball playing and coaching questions. Prospective managers will be evaluated based on previous managerial/coaching experience, their character and coaching philosophy and prior season actions/behaviors if applicable. Prospective managers that do not receive a manager position for the division interviewed, may be offered a manager position in a different division or a coach's position to gain experience.

SECTION 3: All approved managers and coaches must have on file a current completed online profile via SportsConnect and complete a Little League background check prior to interaction with players as a volunteer.

SECTION 4: In the absence of the manager, the first coach and subsequently the second coach will assume the responsibility and authority of the manager. Therefore, attendance by the coaches at all meetings and Local League functions is required from the first coach and strongly encouraged for the second coach.

SECTION 5: All Managers must be at least 18 years of age. A coach under 18 years of age can only be used with Board Approval but cannot be alone with the team without an adult manager or coach present at all times.

SECTION 6: Every team must be represented at every manager's meeting or league requested clinic by the manager and first coach. Each team is expected to attend, and the manager will receive personal notification at least 48 hours prior to any meeting. If a manager is unable to attend, he/she will ensure their team has proper representation. Failure to be represented at a meeting or clinic will lead to suspension of the manager. Failure to be represented at 2 meetings or clinics without prior approval from the Board for justifiable reasons is cause for the team manager to be brought before the Discipline Committee. Disciplinary action may include a recommendation to the Board for the manager's dismissal. "Justifiable Reasons" shall be defined at the sole discretion of the Board.

SECTION 7: All Managers wishing to manage in the Senior division must have at least 1 season of managing or coaching experience in the Major, Junior, or Senior division of Little League, or an equivalent type of baseball program with the same age group and rules. All Junior or Major division managers and coaches must have one season of managing or coaching experience. Experience in other baseball programs can be considered.

SECTION 8: Managers requesting to manage more than 1 team per season will be considered by the Board of Directors on a case-by-case basis. This approval will require a 2/3 vote in favor of the manager taking 2 teams.

SECTION 9: All managers and coaches are expected to act responsibly and not conduct themselves in any way that may be considered detrimental to the best interest of other players and the Local League. No foul language, threats or other verbal or physical abuse will be tolerated. It is the responsibility of the managers and coaches to see that players and parents follow all the rules. Managers will be required to sign league documents acknowledging expected behaviors.

SECTION 10: Managers and coaches may not use cellular phones or any other electronic devices on the field of play. Cell phones or other electronic devices may be used in the dugout during games for non-communication purposes (i.e., personal scorekeeping, not official scorekeeping).

SECTION 11: Managers and coaches shall have no trace of any alcoholic beverage on their breath or use any tobacco products at any Little League function or appear at a Little League function in such condition that indicates the usage of any prescription medicine, intoxicant or depressant to the point they could be deemed to be under the influence. Violations are of a serious nature and will result in a review by the Disciplinary Committee.

SECTION 12: Any manager or coach suspended for 2 or more complete games during the spring season shall not be eligible for All-Star participation.

SECTION 13: Any manager who forfeits a championship or tournament game will be suspended for the remainder of the season and any following games on post-season play. This manager may also be brought before the Discipline Committee. The team coaches will be given the option to take over the team for the remainder of the season.

SECTION 14: Managers and coaches must comply with the Little League official regulations and playing rules book; failure to comply could result in Discipline Committee action. Each manager and coach will need to download the Little League Rulebooks app. Use of an illegal player may result in a forfeit. Repeat offenses will be sent to the Disciplinary Committee for action.

SECTION 15: Pitching logs must be kept by the manager and be available for review prior to the start of each game. Failure to produce a pitching log may result in forfeit. Pitching logs must be signed by each manager and umpire at the conclusion of each game then a copy submitted to the Board Member on Duty at the fields.

SECTION 16: Following the season equipment will be returned on a day determined by the Board of Directors. Should a manager not return equipment their FCLL account will be assessed a \$250.00 fee and registration for the following season will be blocked until the equipment is returned or the \$250.00 is paid.

Article VI. PLAYERS

SECTION 1: Player registration will be closed at the League President's discretion. Following closure, a wait list will be started. Player team assignment from wait list will be determined by age. The highest age in each division will be placed first until all players of that age at time of needed placement is complete (Majors 12, Minor 11, Rookie 8, Farm 7, & Tee Ball 5) 12-year-olds first and then by date of completed registration, with the earliest registered player being first. All division rosters will be in accordance with the Little League Baseball Rules and then FCLL By-Laws.

SECTION 2: The dress code for all players will be strictly enforced. All players are expected to wear a complete uniform. All players are required to wear the league approved jersey with the Little League patch/logo. League approved jerseys cannot be altered in any way. Players must have their shirttails tucked in and their hats/visors (softball) worn correctly when entering the field. Softball players are not required to wear hats or visors. Players may not wear watches, rings, pins, earrings, bracelets, or necklaces, or any other jewelry with the exception of medical alert bracelets or necklaces. Repeated offenses will be taken to the Discipline Committee.

SECTION 3: All players are expected to act responsibly and not conduct themselves in any manner that may be considered detrimental to the best interest of other players/volunteers/umpires or/and FCLL as a league. No foul language, threats or other verbal or physical abuse will be tolerated. The throwing of equipment, tantrums, arguing with umpires, and/or walking out of the dugout may require intervention by a Player Agent with possible referral to the Discipline Committee.

SECTION 4: The manager has the right to bring any player before a Player Agent if that player is not following the directions of the manager. It is strongly suggested that the manager address any issue with the player's parent/guardian before addressing a Player Agent. A Player Agents reserves the right to take any serious issues involving any players directly to the Discipline Committee for resolution.

SECTION 5: Any Player suspended for more than two (2) complete games may not be eligible for All-Star participation.

SECTION 6: Players shall have no trace of any alcohol, or tobacco products on their breath at any Little League function or appear at any Little League function in such condition that indicates the usage of any intoxicant or depressant to the point that could be deemed to be under the influence. Violations are of a serious nature and will result in immediate suspension from the game and referral to the Discipline Committee.

SECTION 7: Players may not use cellular phones or any other electronic devices on the field of play or in the dugout during games. In case of emergency please reach out to the Board Member on Duty for assistance. Board Member on Duty info will be available in the Snack Bar if Board Member on Duty isn't known by Manager or Umpire.

Article VII. BASEBALL PLAYING RULES AND REGULATIONS

SECTION 1: TEE BALL DIVISION

- a. Teams will be assembled by a Player Agent via blind draft. Without exception all 4- and 5-year-olds with less than a year experience will play in the Tee Ball division.
- b. The season shall consist of 12-16 games.
- c. Five coaches or parents are allowed in the dugout or on the field at this level.
- d. Tee Ball is totally instructional. No standings will be kept.
- e. All players will play in all their respective team games they attend. Offense & Defense.
- f. All players in this division must play every defensive position on the field (catcher) at some point throughout the season.
- g. A rotating batting line up shall be used. All batters will be in the lineup for the entirety of each game. If an emergency arises and a player leaves the game their spot in the lineup will be skipped with no penalty to the team.
- h. All players will play defense every inning. Defensive players shall be placed in the infield and outfield. All standard baseball positions will be fielded (including catcher) and extra players will be placed in the outfield. Players will be rotated to all positions on a regular basis. All catchers must wear catchers gear including glove.
- i. The batter shall be allowed a maximum of 5 swings from the tee. Should the player fail to put the ball in play the player shall advance to first following the fifth swing as if the ball was put in play.
- j. As an option for more advanced players the manager or the coach will be allowed to pitch up to 3 overhand soft-toss pitches to each player, from a minimum distance of 15 feet. After the third pitch, the ball will be placed on the tee for a single swing. Should the player fail to put the ball in play the player shall advance to first following the swing as if the ball was put in play. Without exception there will be no pitching from a bucket or kneeling while delivering pitches to the batters.
- k. There will be no protest in this division at any time during the season. Any in game issues will be addressed to the Board Member on Duty/a Player Agent/League Vice President/or President immediately.
- l. The ball must roll a minimum of 3 feet after being batted.
- m. In both Spring & Fall Seasons, no new inning will begin after 45 minutes and there will be a drop-dead time limit of 1 hour.
- n. There will be no recorded outs. All batters will have an at-bat each inning.
- o. The player will advance one base per play unless the ball reaches the outfield grass or goes past the outfielders and then 2 bases will be permitted.
- p. The last batter and any runners on base will advance all the bases.
- q. All bats must have the USA stamp as designated in the Little League Rule Book.

SECTION 2: Farm/Coach Pitch Division

- a. Teams will be assembled by a Player Agent based on the child's age and level of play. All 6-year-olds and all 7-year-olds not drafted onto a Rookie team will be placed on a Farm/Coach Pitch team by a Player Agent. Parents may request their 5-year-old be included in the farm division if the players skill level is advanced, these requests will be brought to a Player Agent prior by the end of verifications and all requests will be approved or denied by Board of Director vote.
- b. The season shall consist of 12-16 games.
- c. Four coaches are allowed in the dugout or on the field at this level. A team parent can also be allowed in the dugout if the number of adults does not exceed 4 total.
- d. Farm/Coach Pitch is totally instructional. No standings will be kept.
- e. All players will play in all their respective team games they attend. Offense & Defense.
- f. All players in this division must play every defensive position on the field (except for pitcher/catcher) at some point throughout the season.
- g. A rotating batting line up shall be used. All batters will be in the lineup for the entirety of each game. If an emergency arises and a player leaves the game their spot in the lineup will be skipped with no penalty to the team.
- h. The fourth outfielder rule shall apply to this division. The extra fourth outfielder shall play equally lined up with the other outfielders (no rover). 2 outfielders will be aligned on either side of second base. All four outfield positions should be played when 10 or more players are in attendance. All catchers must wear catchers gear including glove.
- i. No defensive player shall sit out more than 1 inning per game.
- j. Half Innings will end after the 3rd out is recorded or all players in attendance for their respective team bat in an inning.

- k. The batter shall be allowed a maximum of 5 pitches from the pitching machine or pitching coach, followed by 1 swing off the tee, should the player fail to put the ball in play then the player is out (this out does not count towards the 3 recorded outs rule in j. above). The manager or the coach will throw overhand soft toss pitches, from a minimum distance 20+ feet. Without exception there will be no pitching from a bucket or kneeling while delivering pitches to the batters.
- l. There will be no protest in this division at any time during the season. Any in game issues will be addressed to the Board Member on Duty/a Player Agent/League Vice President/or President immediately.
- m. There will be no stealing at any time.
- n. In both Spring & Fall Seasons, no new inning will begin after 45 minutes and there will be a drop-dead time limit of 1 hour.
- o. All bats must have the USA stamp as designated in the Little League Rule Book. Should a non-USA bat be found in the dugout by the Board Member on Duty it will be removed from the dugout and the parent must take it to their car. A manager will get two warnings and the third offense will result in referral to the Discipline Committee.

SECTION 3: Rookie Division

- a. All teams will be drafted using the method chosen by the Board of Directors (please refer to approved draft methods as listed in the Little League Rule Book, Managers will draw numbers to determine draft order. Only participating managers and members of the Board of Directors may attend the draft. All Non-Minor Division drafted 8-year-olds must be taken at some point in the draft. 7-year-olds that do not attend 1 evaluation will not be eligible for the draft unless roster spots need to be filled, said spots will be filled at a Player Agents discretion. All 8-year-olds must play in the Rookie division, unless drafted to the Minor Division (see By-Laws in SECTION 4 for details)
- b. The regular season shall consist of 14-21 games.
- c. Four coaches are allowed in the dugout or on the field at this level. A team parent can also be allowed in the dugout if the number of adults does not exceed 4 total.
- d. The Rookie division is to be instructional however standings will be kept.
- e. All players will play in all their respective team games they attend.
- f. All players in this division must play every defensive position on the field (except for pitcher/catcher positions) at some point throughout the season. No player shall play more than 2 consecutive innings in a game at any given position (except for the pitcher/catcher positions).
- g. A rotating batting line up shall be used. All batters will be in the lineup for the entirety of each game. If an emergency arises and a player leaves the game their spot in the lineup will be skipped with no penalty to the team.
- h. The fourth outfielder rule shall apply to this division. The extra fourth outfielder shall play equally lined up with the other outfielders (no rover). 2 outfielders will be aligned on either side of second base. All four out-field positions should be played when 10 or more players are in attendance. All catchers must wear catchers gear including glove.
- i. No defensive player shall sit out more than 1 inning per game.
- j. Pitchers will pitch from 46 feet for the entire season.
- k. To develop independent pitchers, the following pitching rules will apply:
 - > March 1 - March 31 (March Rules), there will be no walks. When there have been 4 balls thrown, the Manager/Coach will go out to 40 feet and pitch (standing up) the remaining strikes. * See Below:
 - > April 1 - April 30 (April Rules), walks will be allowed until bases are loaded. When bases are loaded and there have been 4 balls thrown, the Manager/Coach will go out to a distance of 40 feet and pitch (standing up) the remaining strikes. * See Below:
 - *During the time the Manager/Coach is pitching, no bases may be stolen, and the umpire continues to call balls and strikes. A player can only advance to home on a ball hit into play (no walked in runs).
 - > May 1 - June 30 (May/June Rules), there will be no Manager/Coach pitch, walks will be allowed, and runs may be walked in.
 - > Fall Games will follow SECTION 3, SUB-SECTION k/a, "March Rules".

- l. There will be no protest in this division. Any in game issues will be addressed to the Board Member on Duty immediately.
- m. On an overthrow, the runner can advance one base only and then the play is dead.
- n. A runner can steal once the ball crosses the front of home plate.
- o. A player cannot steal home.
- p. The 3-5 Rule will apply for this division. The inning will end after the 3rd out is recorded, or at the conclusion of the play in which the 5th run scores. Only 5 runs may be counted per inning. Starting in the 3rd inning, the run rule will per inning will be lifted, and every inning thereafter.
- q. This division will follow the 15 runs after 3, 10 runs after 4, mercy rule.
- r. In both Spring & Fall Seasons, no new inning will begin after 1 hour and 15 minutes and there will be a drop-dead time limit of 1 hour and 30 minutes. If an inning is not completed due to drop dead will revert to the prior completed inning. In an instance where the home team is ahead, and the no new inning time has been reached the game will be over.
- s. Once the pitcher has control of the ball on the mound, the play comes to a stop.
- t. There may be an optional end of the year standing seeded tournament with specified format determined by a Player Agent and approved by the Board of Directors. This format will be determined prior to April 15" and communicated to managers via email. Changes/Cancellations may be made should the regular season extend beyond Memorial Day. These changes will be determined by the Board of Directors and conveyed to Manager via email as soon as possible.
- u. All bats must have the USA stamp as designated in the Little League Rule Book. Should a non-USA bat be found in the dugout by the Board Member on Duty it will be removed from the dugout and the parent must take it to their car. A manager will get two warnings and the third offense will result in referral to the Discipline Committee.

SECTION 4: Minor Division

- a. All league age 9-year-olds will play in the Minor division. All 10–11-year-olds who are not drafted in the Major division or participated in 1 of the try out will be placed in the Minor draft.
- b. The time limit for all games shall be 1 hour and 30 minutes drop dead at 1 hour 45 minutes.
- c. There will be no fourth outfielder in this division.
- d. The Minor division will bat the whole roster.
- e. The 3-5 Rule will apply for this division. The inning will end after the 3rd out is recorded, or at the conclusion of the play in which the 5th run scores. Only 5 runs may be counted per inning. Starting in the 4th inning, the run rule will per inning will be lifted, and every inning thereafter.
- f. This division will follow the 15 runs after 3, 10 runs after 4, mercy rule.
- g. All teams will be drafted using the method chosen by the Board of Directors. Managers will draw numbers to determine draft order. Only the Manager may attend the draft (no potential coaches).
- h. In the event that a legitimate vacancy occurs on a Major division team during the season, and the 12-year-old player waiting list is exhausted, a list of eligible players in the Minor division may be obtained from a Player Agent. The team manager will have 5 days to select a player from the date the list of eligible players is received. If the selection is not made by the end of the 5th day, the Board shall select a player for the team to fill its vacancy.
- i. Once a player without a waiver on file requesting to stay in the Minor division has been selected (drafted) to play in the Major division he/she will automatically move up and be dropped from the Minor division team roster, per the Little League Rule Book.
- j. Multiple players may be drafted up to the Major division from any given Minor division team.
- k. If a Minor team will drop below 9 players, then the Board will decide how to remedy the situation.
- l. During the last two weeks of the season, no Minor division player will be asked to move up to the Major division to fill a vacancy.
- m. Records will be kept in this division with running standings. The end of year standings will be used to determine overall seeding for an end of season tournament, if applicable.
- n. A courtesy runner will be allowed for both the pitcher and catcher with two outs in the inning. The runner must be the last batted out.
- o. See Article IX for ties.

SECTION 5: Major Division

- a. No League age 9-year-old will be eligible to compete in the Major division. All 10–11-year-olds who did not attend at least 1 tryout are not eligible for the Major draft.
- b. All league age 11 players not wanting to be drafted/consider for the Major Division, must state so by signing a waiver at the time of registrations. Failure to do so will make the player eligible to be consider for the Major Division draft.
- c. All league age 12 year-olds must play in the Major division unless approved by Little League Headquarters District 71, the Board, and with a signed waiver by a parent or guardian.
- d. The Major division will play for 1 hour and 45 minutes. No new inning will occur after 1 hour and 45 minutes, finish the inning.
- e. A courtesy runner will be allowed for both the pitcher and catcher with two outs in the inning. The runner must be the last batted out.
- f. This division will follow the 15 run after 3, 10 runs after 4, mercy rule.
- g. The drop third strike rule applies in the Major Division of FCLL
- h. All returning Spring Major division players must register by the conclusion of the last tryout.
- i. Managers will draw numbers to determine draft order. Only the Manager may attend the draft (no potential coaches).
- j. All teams will be drafted using method chosen by the Board of Directors. If applicable, only the Manager. 10's, 11's and 12's will be drafted in any order. All 12-year-olds must be drafted at some point during the draft. The Major Player Agent will keep each team aware of the number of 12's still needed to draft.
- k. If a legitimate vacancy occurs on a Major division team during the season, the team Manager must request an additional player from a Player Agent. A Player Agent will assign the first 12-year-old from the waiting list to that team. Once the 12-year-old waiting list players have been exhausted; a list of the eligible players in the Minor division may be obtained from a Player Agent. The team manager will have 5 days to select a player from the Minor division from the date the list of eligible players is received. If the selection is not made by the end of the 5th day, the Board shall select a player for the team to fill its vacancy.
- l. During the last two weeks of the season, no Minor division player will be asked to move up to the Major division to fill a vacancy.
- m. Once a player without a waiver on file requesting to stay in the Minor division has been selected (drafted) to play in the Major division he/she will automatically be moved up and be dropped from the Minor division team roster, per the Little League Rule Book.
- n. Regular season standings will be used for Fontana Tournament of Champions (TOC) seeding and All-Star Manager Selection. In addition, the remaining regular season teams will be eligible for a single elimination playoff tournament under rules determined by the Vice President of Baseball and approved by the Board.
- o. See Article IX for ties.

SECTION 6: Junior Division

- a. If the League inter-leagues, all inter-league rules will apply to this division. If there is a rule of play conflict, then the inter-league rules shall take precedence.
- b. All league age 13 & 14-year-old players will be eligible to play in the junior division.
- c. All teams will be drafted using the method chosen by the Board of Directors. If applicable, only the Manager. Managers will draw numbers to decide draft order.
- d. There will be a 2-hour time limit per game (pending interleague rules).
- e. Records will be kept in this division with running standings. The end of year standings will be used to determine overall seeding for All-Star Manager selection.
- f. See Article IX for ties.

SECTION 7: Senior Division

- a. If the League inter-leagues, all inter-league rules will apply to this division. If there is a rule of play conflict, then the inter-league rules shall take precedence.
- b. All league age 15 & 16-year-old players will be eligible to play in the senior division.
- c. All teams will be drafted using the method chosen by the Board of Directors. If applicable, only the Manager may attend the draft. Managers will draw numbers to determine the draft order.

- d. There will be a 2-hour time limit per game. (Pending interleague rules)
- e. Records will be kept in this division with running standings. The end of year standings will be used to determine overall seeding for All-Star Manager selection.
- f. See Article IX for ties.

SECTION 8: Baseball Player Pool

- a. Will be utilized as outlined in the rule book.
- b. Managers and/or coaches must inform the opposing team manager and/or coaches that they are using a player from the player pool prior to start of game. Manager must notify a player agent at least 45 minutes before their scheduled game time in which the player is needed.

ARTICLE VIII SOFTBALL PLAYING RULES & REGULATIONS

SECTION 1: Inter-league

All divisions are subject to Inter-League play. All local rules will be agreed upon by representatives from each league in Inter-league play. The Rule Book will govern all play unless otherwise noted.

SECTION 2: Rookie Division

- a. All league age 7- and 8-year-olds must play in the Rookie Softball division. Exceptions require Board approval.
- b. All Rookie teams will be selected by using the draft method chosen by the Board of Directors. If applicable, only the Manager may attend the draft (no potential coaches). Managers will draw numbers to determine draft order.
- c. In the event there are only enough players signed up to form 1 team, there will be NO try-outs or draft. The team will be assembled by the Board.
- d. For playing rules, please refer to the season rules. The number of games will be determined by the season schedule.

SECTION 4: Minor Division

- a. All league age 9-year-olds will play in the Minor division, unless approved by the Board. All 10–11-year-olds who are not drafted in Major division will be placed in the Minor draft. League age 12-year-olds may play only with written approval by Little League Headquarters, District 71, Board, and waiver signed by parent or guardian.
- b. All Minor teams will be selected by using the draft method chosen by the Board of Directors. If applicable, only the Manager may attend the draft (no potential coaches). Managers will draw numbers to determine draft order.
- c. In the event there are only enough players signed up to form 1 team, there will be NO try-outs or draft. The team will be assembled by the Board.
- d. For playing rules, please refer to the season rules. The number of games will be determined by the season schedule.
- e. In the event that a legitimate vacancy occurs on a Major division team during the season, and the 12-year-old player waiting list is exhausted, a list of eligible players in the Minor division may be obtained from a Player Agent. The team manager will have 5 days to select a player from the date the list of eligible players is received. If the selection is not made by the end of the 5th day, the Board shall select a player for the team to fill its vacancy.
- f. Once a player with no waiver on file requesting to stay in the Minor division has been selected (drafted) to play in the Major division, she will automatically move up and be dropped from the Minor division team roster, per the Little League Rule Book.

SECTION 5: Major Division

- a. No league age 9 will be eligible to play in the Major division unless approved by the Board.
- b. All league age 12 year-olds must play in the Major division unless approved by Little League Headquarters District 71, the Board, and with a signed waiver by a parent or guardian.
- c. All returning Spring Major division players must register by the conclusion of the FINAL TRYOUT.
- d. All teams will be drafted using the draft method chosen by the Board of Directors. If applicable, only the Manager may attend the draft. 10's, 11's and 12's will be drafted in any order. Each Major team must draft the predetermined

number of 12-year-olds at some point in the draft. Predetermined will be based on the number of players a team must draft after Manger Holds. A Player Agent will keep each team aware of the number of 12's they still need to draft.

e. In the event there are only enough players signed up to form 1 team, there will be NO try-outs or draft. The team will be assembled by the Board.

f. For playing rules, please refer to the season rules. The number of games will be determined by the season schedule.

g. If a legitimate vacancy occurs on a Major division team during the season, the team Manager must request an additional player from a Player Agent. A Player Agent will assign the first 12-year-old from the waiting list to that team. Once the 12-year-old waiting list players have been exhausted; a list of the eligible players in the Minor division may be obtained from a Player Agent. The team manager will have 5 days to select a player from the 12-year-old list or the Minor division from the date the list of eligible players is received. If the selection is not made by the end of the 5th day, the Board shall select a player for the team to fill its vacancy.

h. During the last two weeks of the season, no Minor division player will be asked to move up to the Major division to fill a vacancy.

i. Once a player with no waiver on file requesting to stay in the Minor division has been selected (drafted) to play in the Major division, she will automatically be moved up and be dropped from the Minor division team roster, per the Little League rule book

SECTION 8: Softball Player Pool

a. Will be utilized as outlined in the rule book.

b. Managers and/or coaches must inform the opposing team manager and/or coaches that they are using a player from the player pool prior to start of game. A Player Agent must be notified at a minimum of 45 minutes prior to the start of the game.

ARTICLE IX COMMON RULES AND REGULATIONS FOR ALL DIVISIONS

a. Each eligible player must attend 1 of the tryouts in order to be eligible for the draft, unless otherwise excused by the Board per Little League rules.

b. The order of tryouts shall be determined by the player's last name in alphabetical order.

c. Tryouts: Each eligible player shall be given the opportunity to bat, field, throw and run in competition with other children having the same league age. These tryout periods will be conducted in the presence of all managers drafting in each respective age group. In the case of an emergency a manager that is not able to attend a tryout day shall have access to the leagues master tryout grading sheet by contacting the League President or a Player Agent.

d. Any player excused by the Board that does not attend the tryouts will become a hat pick at the conclusion of that respective age draft. Hat picks will not be allowed to be traded.

e. The season begins the first day of official practice.

f. Waiting lists are to be kept by a Player Agent. Managers and coaches should only know that players are available and will not be given access to the names and/or ages of available players. Players are placed on the waiting list by the order they registered and are assigned to a team roster in the order by which roster spots become available.

g. Following the last game of the day on each field the manager of the home team shall be responsible for putting the bases, field bag containing scorebooks/pitch logs, and scoreboard controllers of their respective field, away in the storage shed. It shall be the duty of the team manager, coaches and team parent to see that his/her team cleans up its respective dugout area and stands immediately after the game.

h. For Rookie division and above, the home team will be responsible for providing an official scorekeeper that shall sit at a separate table behind the backstop. If the home team cannot provide a scorekeeper, one of the coaches from the home team will be designated as the official scorekeeper and take their place at the scorer's table. ABSOLUTELY UNDER NO CONDITIONS IS THE OFFICIAL SCORE TO BE KEPT INSIDE OF THE DUGOUT. The visiting team shall be responsible for providing someone to complete the pitching log (baseball only). The pitch counter must sit behind the backstop as well. Scorekeeper and pitch counter must remain neutral while doing their job. The pitching log shall be signed by each manager following the conclusion of every game. The Board Member on Duty shall be responsible for checking scorebooks for accuracy and proper score keeping techniques. If numerous repeated mistakes are found, the Division Director/Player

Agent shall direct the team manager to appoint a different scorekeeper. IF A SCOREKEEPER/PITCH COUNTER IS NOT PROVIDED BY GAME TIME, THE GAME WILL RESULT IN A FORFEIT.

i. In the Major division and below an official game is 3½ innings if the home team is winning or reached the Mercy Rule (otherwise 4 innings). If the game reaches the time limit before (in the Junior division and higher) an official game is 4 ½ innings if the home team is winning, otherwise 5 innings.

j. If a game is suspended, it will resume to first available time to be completed and will follow the Rule Book for continuation.

k. If a game is tied after regulation innings have been played, then a tie will stand.

l. Any game that concluded in a "TIE" will be considered a half win and a half loss for each team.

m. Any tiebreaker will be the team's head-to-head record. If a tie still exists after considering the head-to-head record, then the teams will be officially designated "tied for the season". If a decision needs to be made regarding tournament seeding, then a play-off game will be conducted if scheduling permits. If time does not permit, then the team with the fewest runs against the team it is tied with shall be considered for the tiebreaker. If a tie is still unbroken, a coin flip will determine the tie breaker.

n. The umpire reserves the right to speed up the game by limiting time outs.

o. If a game is called before it is an official game and one or more innings have been completed, the game will be resumed at a later date exactly where it left off (see Rule Book).

p. If a game does not start as scheduled, there will be a 15-minute grace period which will be counted as part of the official game time. The Board will determine if it will be considered a forfeit. The decision to play the game rests with the Board Member(s) on Duty and at the field. In most cases, games will be forfeited unless extenuating circumstances exist (i.e., excessive winds, inclement weather, natural disaster, etc. ...). The decision to forfeit or reschedule a game will be made by the Board.

q. Any player missing three (3) consecutive practices or three (3) consecutive baseball events with no legitimate excuse may be dropped from the team with the approval of the Board.

r. Any issues with attendance should be addressed by the managers to the players parents and then a Player Agent if the parents and Manager can no come to an understanding.

s. Artificial noisemakers are prohibited at and during games. There is no flash photography allowed.

t. There are no "on deck" batters allowed at any time in the Major division and below.

u. Only 3 adults (Manager, 1st Coach, and 2nd Coach) that are designated by the team roster are allowed in the dugout at any time during the games. All must have a completed online volunteer form, a completed background check on file, and have received a League ID badge. Up to 4 adults are allowed in the dugout for Tee Ball, Farm and Rookie Baseball and Softball divisions.

v. Male catchers are to wear hard cups during practices and games. No male player shall be allowed to assume the catcher's position without a hard cup. If a manager allows a male player to assume the catcher's position without a hard cup, that manager will be ejected from the game. It is MANDATORY that the rest of the male team players wear a Soft Supporter during games and practices. Female players are to wear a female supporter.

w. Managers or coaches are permitted to warm up a pitcher at home plate, in the bullpen or elsewhere at any time. This also includes not only in-game warm-ups, but pre-game warm-ups. RULE AND REGULATION CHANGE #3 - RULE 3.09

x. Any player warming up a pitcher in between innings must wear a properly secured catcher's mask and hard protective cup (males).

y. FCLL recommends Catchers wear masks while making plays at home plate.

z. No manager, coach, player, parent, or photographer is allowed outside of the designated dugout area during a game unless given permission by the umpire.

aa. Use of an ineligible player(s) may constitute an automatic forfeit and the game will NOT be rescheduled.

bb. In situations where lightning is observed, play will be stopped and will not resume until the sky is lightning free for 30 minutes. In the event the game must be cancelled, it may or may not be rescheduled.

cc. Safety and Injury Reports must be filled out by the manager and submitted for all injuries prior to leaving the field.

dd. DEAD BALL AREA is the area beyond any intended physical boundary, such as a fence, rope, chalk line, any stands, bleachers, dugouts, player's benches, or designated media areas, or any other boundary line as determined in the pregame conference. If a ball becomes lodged in a fence, backstop, umpire's equipment, or catcher's equipment, it will be considered in a dead ball area.

ee. Game Protests at FCLL during the regular season are entirely under the jurisdiction of the FCLL Protest Committee. The FCLL Protest Committee is composed of the president, player agent, league umpire in chief and one or more other officers or directors who are not managers in division of protest or umpires.

Protests Regarding Misinterpretation of Rules:

1. A team manager may protest any misinterpretation of a rule or regulation. Note: Protests of judgment calls (such as strikes, balls, out, safe, foul, fair, etc.) are not valid reasons for a protest.
2. The manager must immediately, and before any succeeding play begins call time out and confer with the umpire. If the umpire feels the manager is correct, the umpire will change the call. If not, the game will be played under protest.
3. The manager must verbally inform the Board Member on Duty AND file a written report to the president within 24 hours of the end of the game. The president will then meet with the Protest Committee to determine a decision.

Protests for Ineligible Pitcher:

1. Protests can only be made to the umpire in these situations before the umpire leaves the field at the end of the game. Board Members on Duty must also be notified within 10 minutes of the end of the game.
2. Managers must file a written report to the president within 24 hours of the end of the game. The president will then meet with the Protest Committee to determine a decision.
3. When a protest is known and imminent, the potential offender's manager MUST be notified. This notification MUST NOT be delayed until the infraction has occurred.

Protests for Use of Illegal Bat:

1. If the batter enters the batter's box with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter's box then:
 - a. The ball is dead, and the runners must return if they advanced on the play;
 - b. The bat is removed entirely from the dugout and held until after the game.
 - c. The offensive team will lose 1 eligible adult base coach for the rest of the game.
 - d. If there is a repeat offense in future games, the manager will be ejected from the game. Any subsequent violation will result in the newly designated manager being ejected as well.
 - e. Managers must file a written report to the president within 24 hours of the end of the game. The president will then meet with the Protest Committee to determine a decision.
 - f. Pitching rules will be enforced. The amount of rest needed between pitching starts depends on the age. The rest is determined by DAYS not HOURS. Failure to adhere to the rules may result in a forfeit.

- The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:

- 13-16 - 95 pitches per day
- 11-12 - 85 pitches per day
- 9-10 - 75 pitches per day
- 6-8 - 50 pitches per day

>Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- Note 1 If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain: their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs:

(1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position if pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

- Note 2: A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (15- and 16-year-olds: 31 pitches or more) in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit (15- and 16-year-olds: 30-pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until

any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

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

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

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

If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

>Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed, or the game is completed before delivering a pitch to another batter."

- Pitchers league age 15-16 must adhere to the following rest requirements:

If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 61-75 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 46-60 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 31-45 pitches in a day, one (1) calendar days of rest must be observed.

If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

>Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed, or the game is completed before delivering a pitch to another batter.

ARTICLE X TOURNAMENTS

SECTION 1: Optional end of year tournaments may be conducted in Rookie division and above.

SECTION 2: League operated tournaments are non-Little League sanctioned events and are considered "Special Games."

SECTION 3: Specific division rules must be supplied in writing to each manager prior to the start of any tournament.

SECTION 4: Time limits may be waived for some or all divisions; except those rules specifically mandated by Little League, if scheduling accommodates such a waiver.

SECTION 5: Tournament Format

a. The decision as to which format to use will be at the discretion of the Board.

b. Tournament rules and brackets will be given to the managers.

SECTION 6: Brackets may be utilized from the official Little League website found at www.littleleague.org.

SECTION 7: Seeding will be determined by overall regular season records, with the tie-breaker rules as specified in Article IX..

SECTION 8: The two teams in the championship game of the year end tournaments in the Major division will represent FCLL in the Tournament of Champions. The winner of the tournament championship will be the top seed from FCLL and the runner up will be FCLL's 2 seed.

ARTICLE XI ALL-STAR SELECTION

SECTION 1: Due to the reduced number of players and coaches to choose from in the Local League Softball divisions, All-Star selection will be at the discretion of the Board. Selection for softball All-Stars should be within the same spirit as the baseball selections.

SECTION 2: All-Star Managers and coaches

- a. The potential managers of the All-Star teams shall be picked based on the following criteria:
 - Managers must complete the manager commitment form.
 - The current year's Major, Junior and Senior division final standings of the regular season (as defined in the Sections for the applicable divisions under Articles VII and VIII);
 - experience- must be a manager or coach listed on the little league documents.
 - An interview with board members that is scored.
 - Optional divisional manager surveys.
 - All of these categories will have a score and the manager with the highest numbers, with Board approval, shall be determined as the first candidate and would have 1st choice of an All-Star team. The 2nd place candidate would have 2nd choice and the 3rd place candidate would have 3rd choice.
 - If a candidate opts out of taking an All-Star team, then the remaining candidates will be eligible until all managerial positions have been filled for each division.
 - The selected All-Star Managers will recommend candidates for his/her coaching staff to the Board for approval. All coaches shall be current spring season managers or coaches, from the appropriate division within the league (per Little League Rule Book).
 - Should a coaching vacancy occur in All-Stars, the All-Star Manager with the approval of the Board shall fill the vacancy using the same process.
 - No manager or coach shall be eligible for All-Star selection if they have been suspended for 2 or more games during the season.

SECTION 3: 9- & 10-year-old All-Star team

- a. The All-Star team will consist of a minimum of 12 players, but not more than 14 players, as determined by the selected All-Star Manager.
- b. There will be no tryouts of the 9- or 10-year-olds to make the All-Star team.
- c. In keeping with the spirit of the Rule Book, the players will be involved in the process of All Star team selection. All-Star selections for the 9- & 10-year-old team will be completed using the following steps:
 1. A ballot of eligible players will be created by a Player Agent, listing all eligible players for each respective team.
 2. The divisional Player Agent will meet with all division players by team, explain the nomination process, distribute and collect nomination ballots.
 3. Each player will vote via secret ballot for those players from their own team whom they wish to nominate for each All-Star team (players will vote for only players from their own team, not the entire league).
- d. Minor Team voting process.
 1. Three 9- or 10-year-old player from each Minor league team shall be nominated by the players for the 9- & 10-year-old All-Star team.
 2. A Player Agent and one additional Board member will tally all votes cast by players. The top vote getters will then become an automatic All-Star nominee for that team. In case of a tie, all tied players will become All-Star nominees.
 3. Each respective Manager will then have the option to add one additional eligible player from his/her team.
- e. Major Team voting process.
 1. All 10-year-old Major players who are nominated to but not selected on the 10 & 11 year-old All-Star team will be eligible for the 9 & 10 year-old All-Star team.
 2. A ballot of eligible Major players will be created by a Player Agent, listing all eligible players.
 3. Each player will nominate up to 3 from each age group.
 4. A Player Agent and one additional Board member will tally all votes cast by players and the top 3 vote getters from each age category/team will then become automatic All-Star nominees for that age category/team.

5. The list of nominated players will be confidential until the All-Star selection meeting as predetermined by a Player Agent.
6. All Major division managers and 1st coaches and Minor managers will then meet on a date predetermined by a Player Agent for the All-Star selection meeting.
7. All Managers and 1st Coaches from the Major division will cast up to 14 votes.
8. The Board will then convene and select 10 players based on feedback from the players, managers and coaches. The All-Star manager will then be informed of the 10 and able to select up to 4 more players based on list provided to the manager which will be developed by the Board. At the All-Star selection meeting in May of each year, each Major manager and 1st coach will be informed of those players from each team that were nominated by the players.
9. Should a vacancy occur on the All-Star team, the All-Star Manager with approval from the Board will fill the vacancy from the list of players determined by the Board.
10. If a parent removes a player during an All-Star game, the Board has the right to not approve that player for future All-Star teams.
11. The final roster will be submitted to the Board for final approval.

SECTION 4: 10- & 11-Year-old All-Star team

- a. The All-Star team will consist of a minimum of 12 players, but not more than 14 players.
- b. In keeping with the spirit of the Rule Book, the players will be involved in the process of All Star team selection. All-Star selections for the 10- & 11-year-old team will be completed using the following steps:
 1. A ballot of eligible Major players will be created by a Player Agent, listing all eligible players for each respective team age category (i.e., 10–11-year-old ballot, 11–12-year-old ballot).
 2. The divisional Player Agent will meet with all division players by team, explain the nomination process, distribute and collect nomination ballots.
 3. Each player will vote via secret ballot for those players from their own team whom they wish to nominate for each All-Star team (players will vote for only players from their own team, not the entire league).
 4. Each player will nominate up to 3 from each age group.
 5. A Player Agent and one additional Board member will tally all votes cast by players and the top 3 vote getters from each age category/team will then become automatic All-Star nominees for that age category/team. One exceptional Minor division 11-year-olds may be nominated by each Minor Manager and will become a nominee. There will be no Minor division player voting for 11-year-old Minor players.
 6. The list of nominated players will be confidential until the All-Star selection meeting as predetermined by a Player Agent.
 7. All Major division managers and 1st coaches will then meet on a date predetermined by a Player Agent for the All-Star selection meeting.
 8. Each respective manager/1st coach will then have the option to add up to, but no more than 3 additional eligible players for each age/team category from his/her team.
 9. The total nominees from each team may not exceed 6 players for any one category/team.
 10. All Managers and 1st Coaches from the Major division will cast up to 14 votes.
 11. The Board will then convene and select 10 players based on feedback from the players, managers and coaches. The All-Star manager will then be informed of the 10 and able to select up to 4 more players based on list provided to the manager which will be developed by the Board.
 12. Should a vacancy occur on the All-Star team, the All-Star Manager with approval from the Board will fill the vacancy from the list of players determined by the Board.
 13. The final roster will be submitted to the Board for final approval.
- c. All 10-year-old players who are nominated but not selected to the 10 & 11 year-old All-Star team, will be eligible for the 9 & 10 year-old All-Star team.
- d. Should a vacancy occur on the All-Star team, the All-Star Manager with approval from the Board will fill the vacancy from the list provided by the Board.
- e. If a parent removes a player during an All-Star game, the Board has the right to not approve that player for future All-Star teams.

SECTION 5: 11- & 12-year-old All-Star team

- a. The All-Star team will consist of a minimum of 12 players, but not more than fourteen 14 players, as determined by the selected All-Star Manager.
- b. In keeping with the spirit of the Rule Book, the players will be involved in the process of All Star team selection. All Star selections for the 11- & 12-year-old team will be completed using the following steps:
 1. A ballot of eligible Major players will be created by a Player Agent, listing all eligible players for each respective team age category (i.e., 10–11-year-old ballot, 11-12 year-old ballot).
 2. The divisional Player Agent will meet with all division players by team, explain the nomination process, distribute and collect nomination ballots.
 3. Each player will vote via secret ballot for those players from their own team whom they wish to nominate for each All-Star team (players will vote for only players from their own team, not the entire league).
 4. Each player will nominate up to 3 from each age group.
 5. A Player Agent and one additional Board member will tally all votes cast by players.
 6. The list of nominated players will be confidential until the All-Star selection meeting as predetermined by a Player Agent.
 7. All Major division managers and 1st coaches will then meet on a date predetermined by a Player Agent for the All-Star selection meeting.
 8. At the All-Star selection meeting of the respective season each Major manager and 1st coach will be informed of those players from each team that were nominated by the players
 9. Each respective Major manager/1st coach will then have the option to add up to, but no more than, 3 additional eligible players for each age/team category from his/her team.
 10. The total nominees from each team may not exceed 6 players for any one category/team.
 11. All Managers and 1st Coaches from the Major division will cast up to 14 votes.
 12. The Board will then convene and select 10 players based on feedback from the players, managers and coaches. The All-Star manager will then be informed of the 10 and able to select up to 4 more players based on list provided to the manager which will be developed by the Board. At the All-Star selection meeting, each Major manager and 1st coach will be informed of those players from each team that were nominated by the players.
 13. Should a vacancy occur on the All-Star team, the All-Star Manager with approval from the Board will fill the vacancy from the list of players determined by the Board.
 14. The final roster will be submitted to the Board for final approval.
- c. All 11-year-old players who are nominated but not selected to the 11- & 12-year-old All-Star team, will be eligible for the 10- & 11-year-old All-Star team.
- d. Should a vacancy occur on the All-Star team, the All-Star Manager with approval from the Board will fill the vacancy from the list of voted eligible players provided by the Board.
- e. If a parent removes a player during an All-Star game the Board has the right to not approve that player for future All-Star teams.

SECTION 6: Senior All-Star team

- a. The All-Star team will consist of a minimum of 12 players, but not more than 16 players, as determined by the selected All-Star Manager.
- b. All eligible Senior division players will automatically be nominated for the All-Star team.
- c. In keeping with the spirit of the Rule Book, the players will be involved in the process of All-Star team selection. All players shall cast up to 14 votes for players on the ballot (including players from the other teams).
- d. A ballot of eligible players will be created by a Player Agent, listing all eligible players.
- e. The divisional Player Agent will meet with the division players by team, explain the nomination process, distribute and collect nomination ballots.
- f. Each player will vote via secret ballot for those players from their own team whom they wish to nominate for the All-Star team (players will vote for only players from their own team, not the entire league).
- g. Each player will nominate up to 3 players.
- h. A Player Agent and one additional Board member will tally all votes cast by players and the top 3 vote getters will then become automatic All-Star nominees for that team.

- i. The list of nominated players will be confidential until the All-Star selection meeting as predetermined by a Player Agent.
- j. All division managers and 1st coaches will then meet on a date predetermined by a Player Agent for the All-Star selection meeting.
- k. At the All-Star selection meeting, each manager and 1st coach will be informed of those players from each team that were nominated by the players.
- l. Each respective manager and 1st coach will then have the option to add up to, but no more than 3 additional eligible players from his/her team
- m. The total nominees from each team may not exceed 6 players.
- n. All Managers and 1st Coaches from the Senior division cast up to 14 votes.
- o. The 10 players receiving the most votes will automatically receive an All-Star roster spot. If there is a tie at the 10th and 11th positions, the number of players automatically selected moves up to a number where there is not a tie. (i.e. if there is a tie at 10, 11, and 12, then 9 players will be selected; if there is a tie at 9, 10, and 11, then 8 players will be selected, etc.)
- p. The remaining roster spots will be filled by the All-Star Manager, and will be selected from the list of voted eligible players who have 3 or more votes. If there is not a player with at least 3 votes, then the player chosen must have at least 1 vote.
- q. The final roster will be submitted to the Board for final approval.
- r. Should a vacancy occur on the All-Star team, the All-Star Manager with approval from the Board will fill the vacancy from the list of voted eligible players who have 3 or more points. If there is not a player with at least 3 points, then the player chosen must have at least 1 point.
- s. If a parent removes a player or a player removes himself/herself during an All-Star game, the Board has the right to not approve that player for future All-Star teams.