

Alameda Little League By-Laws and Local Rules (adopted February 27, 2024)

The Board of Directors adopted the following rules to govern conditions that may not otherwise be addressed in the Little League Baseball 2024 Official Regulations and Playing Rules, or to clarify Rules as they pertain to our local league. No Rule contained herein shall supersede Official Little League Rules ("OLLR").

1. Behavior and Conduct

- A. The Alameda Little League Parent Code of Conduct shall be strictly observed. The actions of Players, Managers, Coaches, Umpires, Parents, and Spectators must be above reproach. The use of profanity, discourtesy, lack of respect for others, or any violent verbal or physical behavior, as well as all violations of the Parent Code of Conduct shall be grounds for immediate removal from Little League playing areas by any Board Member. The President may suspend any manager, coach, player, spectator, or any other volunteer and the Board may review all violations of the Alameda Little League Code of Conduct and determine the appropriate sanctions, which can include permanent removal from Alameda Little League.
- B. The use of tobacco, drugs or alcohol is prohibited on or around Little League playing areas, including contiguous school property. Violations will result in removal from Little League playing areas.
- C. Food, candy, sunflower seeds and all beverages (except water and sports drinks) are NOT allowed in the dugouts, and players may NOT consume food during games. Managers will be held responsible for infractions. Managers are responsible for cleaning the dugouts at the end of the game.
- D. Coolers and fast foods (pizza, etc.) may not be brought onto the premises. We encourage use of the snack bar.
- E. Any player or participant who intentionally destroys, defaces or vandalizes property on or around the Little League fields, including intentionally damaging any of the bases or the field of play, will be subject to ejection and suspension.
- F. All pets must be on a leash. No pets will be allowed in the fenced area between and around the Major and Minor Fields.
- G. Spectators shall not coach players or attempt to communicate with them in any way.
- H. Participants are encouraged to recycle and/or compost.

2. Field Maintenance and Availability

- A. For weekend games, earlier scheduled games that are cancelled due to weather or field conditions cannot bump games scheduled later in the day (e.g. if the 9:00am game is cancelled, but by 11:30am the fields are ready for play, the teams scheduled for the 11:30am game will take the 11:30am time slot).
- B. Setting up the field prior to the game is the responsibility of the home team, unless league staff has already prepared the field. Cleaning up after the game is the responsibility of the visiting team. However, both teams are responsible for setting up the field if there has been rain. If the fields are not ready 15 MINUTES BEFORE GAME TIME, infield practice is canceled.

3. Standings, Makeup Games and Ties

- A. Division Standings will be based on a cumulative point system. Teams will be awarded 2 points per win, 1 point per tie, and 0 points per loss. Manual adjustments pursuant to tie-breaker rules will be made at the end of the season for purposes of playoff seedings.
- B. Games rained out or games shortened and not yet official due to rain or unplayable conditions will be played (or completed) as soon as possible. If Managers cannot agree on the earliest possible date, the President and Vice President shall determine the date on which the game will be played/resumed.
- C. If a game has reached the time limit in A, AA and AAA divisions, or curfew in Majors division, or is stopped due to unplayable conditions, and is already an official game with the score tied, the game may end as a tie. The Managers may schedule a continuation game in order to complete it. In the case of a tie, both teams will be awarded the number of points as stated above.
- D. The President and/or Board of Directors reserve the right to rule on any other postponements for any other reason.

4. Baseball Rules For All Competitive Divisions (Intermediate, Majors, and Minors)

- A. Continuous batting order will be used in all Divisions. The League will NOT adopt the option of a Special Pinch Runner in any Division.
- B. The Manager must notify the Plate Umpire, prior to the start of the game, when a player is benched for disciplinary reasons. The Plate Umpire and the Manager will ensure that the President and Player Agent are aware of the benching.
- C. All "Dead Ball Areas" are defined as those areas that are concrete or are outside the fenced area of the field. For Rittler Park, the fenced areas include the imaginary line drawn in continuation down each outfield fence line. IT IS THE MANAGER'S RESPONSIBILITY TO KEEP HIS/HER SPECTATORS BEHIND THE FENCE LINE.
- D. Rule 4.10(e) of the Official Little League Rules ("OLLR") regarding the 10-run and 15-run mercy rules will not be utilized in any Division.
- E. OLLR Rule 6.02 (c) regarding keeping a foot in the batter's box will not be enforced.
- F. OLLR Rule 9.01 (d) regarding stealing pitching signs will be applied and enforced per that rule.
- G. All protests will be resolved according to OLLR Rule 4.19. The League adopts the option to resolve all protests before the next pitch in the Minor Divisions.
- H. All Divisions shall have a regular season schedule as approved and published by the Board of Directors and posted on the website.

- I. All Divisions shall have a Championship playoff with all teams eligible. The Major Division playoff shall be double elimination; all Minor playoffs shall be single elimination. Seeding shall be determined by points earned; ties will be broken with the Tie Breaking System as defined later in this document. Winners in all Divisions shall represent the League in District 4 T.O.C. except for the A Division, in which there is no T.O.C.
- J. In the event of an injury to a runner, the last player to have batted who is not on base shall be the substitute runner.
- K. Teams may start and play a game with 8 players. No outs will be charged for missing batters.
- L. In addition to a Manager, the Intermediate and Major Division teams are allowed to have two coaches, while teams from all other Divisions may have three coaches.
- M. A courtesy runner may be used with two outs for the catcher only and must be the player who made the last out.
- N. In all divisions below Intermediate, no on-deck batters are allowed during the game. This includes the use of batting tees, nets, or any other equipment, or such actions as soft-toss. All players other than the lead-off batter, the current batter, a baserunner, or a base coach must be in the dugout.

5. Intermediate Division

- A. Players shall be selected by the Managers in a draft.
- B. Continuous batting order shall be used.
- C. There will be a regular season schedule, with all teams qualifying for a Championship Playoff and seedings determined by points earned.

6. Baseball Major Division Rules

- A. The Major Division Draft shall be as follows: The draft rotation shall be randomly drawn, not based on the previous year standings. Assuming eight teams, the sequence will be 1-8, then 8-1, then 1-8, etc., also known as a "snake" sequence. Managers are not permitted to waive a draft choice. NOTE 1: All players who played in the Major Division last year MUST be drafted at some point in the current draft. The Player Agent shall ensure that this is accomplished during the course of the draft. NOTE 2: All Managers' sons/daughters, plus the sons/daughters of one assistant coach (per team), will be evaluated by the President, Vice President, and Player Agent who shall declare the round taken based on talent. Therefore, a son/daughter could be placed in any round, based on the evaluated talent.
- B. Minimum defensive play shall be three full defensive innings (9 outs). The nine outs do not need to be consecutive.
- C. Continuous batting order shall be used. Defensive changes except the pitcher position may be substituted freely but the minimum play rule must still be observed.
- D. Uncaught third strike rule will be observed subject to Official Rules.
- E. Time limits can NEVER be imposed in the Major Division. Night games that are ended due to curfew are subject to the provisions of OLLR Rule 4.10.

7. Baseball AAA Division Rules

- A. The AAA Division shall be drafted by the Managers as follows: After the Major Draft Selection is completed, the Player agent shall provide all approved Minor Division Managers a list of eligible players for the Minor Division which includes all players age 7 through 11 who have attended evaluations, in addition to those 12-year-olds whose parents/guardians have submitted Regulation V Waivers that have been approved. The AAA Division shall be composed of all-12 year-olds with approved Regulation V Waivers, all remaining 11-year-olds who were not selected into the Major Division, 10 year-olds, and 9 year-olds. The Player Agent may limit the number of 9-year-olds in AAA. The draft rotation shall be randomly drawn. Assuming eight teams, the sequence will be 1-8, then 8-1, then 1-8, etc., also known as a "snake" sequence. Managers are not permitted to waive a draft choice. All Managers' sons/daughters, plus the sons/daughters of one assistant coach (per team), will be evaluated by the President, Vice President, and Player Agent who shall declare the round taken based on talent. Therefore, a son/daughter could be placed in any round, based on the evaluated talent.
- B. No new inning shall start after two hours from the first pitch when there is a following game on that field. Night games that are ended due to curfew are subject to the provisions of OLLR Rule 4.10. Playoff games do not have time limits.
- C. Minimum Play Rule: In all games, no player can play defensively more than one inning more than any other player on the team. Defensive players, except the pitcher, may be substituted freely. Unless a player is injured and must be removed from the field, a player must play an entire defensive inning to satisfy the minimum play rule. A player inserted from the bench onto the field during an inning must play for 3 consecutive outs in that inning to be credited with one inning for minimum play. See penalties in Section IV (i) that will be applied for failing to achieve this increased minimum play rule. If a game is shortened due to weather, light or the time limit, the minimum play rule shall still apply. However, the penalty for a violation shall be to start the player in the field in the next game and to have the player in the field for enough innings to make up what he or she missed in the shortened game.
- D. In the event a player is injured or leaves the game, that position in the batting order will be skipped. If a player arrives after the first pitch, that player will be placed last in the batting order. If the player arrives after the second inning has been completed, the minimum play rule for that player shall be waived.
- E. Pitchers may not pitch in more than 3 innings in one day. A pitcher making a single pitch in an inning is considered to have pitched a full inning. All Little League Pitch Count and Days of Rest Rules apply.
- F. A team may not score more than five runs in its half-inning. There is no maximum in the last inning of the game. After 90 minutes of play and before the start of the next inning, the umpire shall consult with the managers and decide if the upcoming inning is the last inning due to time limits or darkness. If the umpire has determined that the next inning is the last inning, then that decision is

final even if there is time left after completion of the inning. If the 2-hour time limit is called before the game is official, the game shall continue but only to the extent that the game becomes official. The game may end in a tie.

- G. Unless otherwise approved by the Board of Directors to help enable larger rosters to satisfy minimum play requirements, each team will only have 3 players in the outfield.

8. Baseball AA Division Rules

- A. The AA Division shall be drafted by the Managers and composed of all remaining 10-year-olds and 9-year-olds who were not selected into the AAA Division, plus 8-year-olds. The Player Agent may limit the number of 8-year-olds in AA. The draft rotation shall be randomly drawn. Assuming eight teams, the sequence will be 1-8, then 8-1, then 1-8, etc., also known as a "snake" sequence. Managers are not permitted to waive a draft choice. All Managers' sons/daughters, plus the sons/daughters of one assistant coach (per team), will be evaluated by the President, Vice President, and Player Agent who shall declare the round taken based on talent. Therefore, a son/daughter could be placed in any round, based on the evaluated talent.
- B. No new inning shall start after two hours from the first pitch. This rule applies to all games, weekday and weekend, regardless of whether there is a following game. Tie games may be finished unless there is a following game on the same field. Playoff games do not have time limits.
- C. Minimum Play Rule: In all games, no player can play defensively more than one inning more than any other player on the team. Defensive players, except the pitcher, may be substituted freely. Unless a player is injured and must be removed from the field, a player must play an entire defensive inning to satisfy the minimum play rule. A player inserted from the bench onto the field during an inning must play for 3 consecutive outs in that inning to be credited with one inning for minimum play. Penalties in OLLR Section IV (i) will be applied for failing to achieve this increased minimum play rule. Each player must play at least one (1) inning in the infield. **If a game is shortened due to weather, light or the time limit, the minimum play rule shall still apply. However, the penalty for a violation shall be to start the player in the field in the next game and to have the player in the field for enough innings to make up what he or she missed in the shortened game.**
- D. In the event a player is injured or leaves the game, that position in the batting order will be skipped. If a player arrives after the start of the game, that player will be placed last in the batting order. If the player arrives after the second inning has been completed, the minimum play rule for that player is waived.
- E. Managers may use four players in the outfield. All four outfielders must be positioned on the outfield grass until the ball reaches the batter.
- F. Pitchers may not pitch in more than 2 innings in one game. A pitcher making a single pitch in an inning is considered a full inning. All Little League Pitch Count and Days of Rest Rules apply.
- G. A team may not score more than five runs in its half-inning. There is no maximum in the last inning of the game. After 90 minutes of play and before the start of the next inning, the umpire shall consult with the managers and decide if the upcoming inning is the last inning due to time limits or darkness. If the umpire has determined that the next inning is the last inning, then that decision is final even if there is time left after completion of the inning. If the 2-hour time limit is called before the game is official, the game shall continue but only to the extent that the game becomes official. The game may end in a tie.
- H. A runner may advance only one base on a pitch that is not hit, regardless of how many misplays the defense makes. For example, with a runner on first, a pitch gets by the catcher to the backstop. The catcher throws wildly into centerfield, and then the centerfielder throws the ball out-of-play past third base – the runner is entitled only to second base. Runners who attempt to advance more than one base or over-run a base may be tagged out. If the runner reaches the next base safely, the runner will be forced to return. A batter that receives a walk to first base may not advance to second base prior to the next pitch.
- I. Once the pitcher has the ball and is, in the judgment of the umpire in the immediate area of the pitcher's mound, all runners must immediately return to the preceding base or advance to the next base. If, in the judgment of the umpire, a runner is attempting to advance to the next base BEFORE the pitcher has received the ball, then the ball is live and a play may be made on the runner. No runner may advance on a return throw from the catcher to the pitcher when the ball has not been hit. Runners may not advance on overthrows by the catcher to the pitcher.
- J. No Delayed Steals. Delayed steals from or to any base are prohibited. If the runner tries a delayed steal and is tagged out, the out counts. If the runner is safe, the umpire will instruct the runner to return to the preceding base.
- K. Leaving Early Honor System: Managers and coaches shall cooperate with each other in order to ensure that all runners do not leave their base until the pitched BALL HAS REACHED THE BATTER. Managers and coaches are expected to return their own players to the base if they have left early.
- L. Bunting is permitted. Fake bunt and swing is not permitted; if attempted, 1) the pitch is a strike if swung at and missed; 2) a foul ball is counted if fouled; or 3) otherwise, the ball is dead, the batter shall return to the batter's box, and no pitch will be charged toward the pitcher's pitch count. In no case shall runners be permitted to advance.
- M. The AA strike zone is defined as follows: a called strike is any pitch that clears the plate on the fly at or lower than the batter's shoulders and is no greater than two ball lengths off the outside of the plate or one ball length off the inside of the plate.

9. Baseball A Minor Division Rules (Machine Pitch)

- A. The A Division shall be drafted by the Managers and composed of all remaining 9- and 8-year-olds who were not selected into the AA Division, plus 7-year-olds. The Player Agent may limit the number of 7-year-olds in A Division. The draft rotation shall be as randomly drawn. Assuming eight teams, the sequence will be 1-8, then 8-1, then 1-8, etc., also known as a "snake" sequence. Managers are not permitted to waive a draft choice. All Managers' sons/daughters, plus the sons/daughters of one assistant coach (per team), will be evaluated by the President, Vice President, and Player Agent who shall declare the round taken based on talent. Therefore, a son/daughter could be placed in any round, based on the evaluated talent.
- B. No new inning shall start after two hours from the first pitch. Playoff games do not have time limits.
- C. Minimum Play Rule: In all games, no player can play defensively more than one inning more than any other player on the team. Defensive players may be substituted freely. Unless a player is injured and must be removed from the field, a player must play an entire defensive inning to satisfy the minimum play rule. A player inserted from the bench onto the field during an inning must play

for 3 consecutive outs in that inning to be credited with one inning for minimum play. See penalties in OLLR Section IV (i) that will be applied for failing to achieve this increased minimum play rule. Each player must play at least two (2) innings in the infield AND no player may play any ONE position more than two (2) innings. **If a game is shortened due to weather, light or the time limit, the minimum play rule shall still apply. However, the penalty for a violation shall be to start the player in the field in the next game and to have the player in the field for enough innings to make up what he or she missed in the shortened game.**

- D. No balls or non-swinging strikes will be called by the umpire. Each manager shall encourage his or her players to swing at pitches. Swinging and missing a pitched ball or hitting a ball foul (with less than two strikes) will count as a strike.
- E. Continuous batting order will be used. In the event a player is injured or leaves the game, that position will be skipped. If a player arrives after the start of the game, that player will bat last. If the player arrives after the second inning has been completed, the minimum play rule shall be waived for that player. The Board strongly recommends and encourages each manager arrange the batting order so that each player has about the same number of at-bats during the season.
- F. Managers may use four players in the outfield. If so, all four outfielders must be positioned on the outfield grass. Outfielders may NOT put out a runner BY FORCE OUT OR TAG at any base on a bounding fair ball fielded by them unless the runner fails to make an attempt to run to that base. This does not apply to any fly ball, whether or not it is caught.
- G. A team may not score more than five runs in its half-inning. There is no maximum in the last inning of the game. After 90 minutes of play and before the start of the next inning, the umpire shall consult with the managers and decide if the upcoming inning is the last inning due to time limits or darkness. If the umpire has determined that the next inning is the last inning, then that decision is final even if there is time left after completion of the inning. If the 2-hour time limit is called before the game is official, the game shall continue but only to the extent that the game becomes official. The game may end in a tie.
- H. There is no bunting, and runners may not steal. Fake bunt and swing is not permitted either; if attempted, 1) the pitch is a strike if swung at and missed; 2) a foul ball is counted if fouled; or 3) if hit fair, the ball is dead and the batter shall return to the batter's box. In no case shall runners be permitted to advance.
- I. Any batted ball coming to rest under, or in close proximity to, the pitching machine shall be declared a dead ball. The batter shall advance to first base and all runners shall advance one base. Any ball striking the pitching machine shall become a dead ball and the batter awarded first base. All runners may advance one base from where they were when the ball was batted.
- J. Once the pitcher has the ball and is, in the judgment of the umpire, in the area of the pitching machine, all runners must immediately return to the preceding base. If, in the judgment of the umpire, a runner is attempting to advance to the next base BEFORE the pitcher has received the ball, then the ball is live and a play may be made on the runner. No runner may advance on a return throw from the catcher to the pitcher when the ball has not been hit. On all overthrows, a runner can advance only one base after the overthrow regardless of the number of overthrows and regardless of whether the ball is live or dead. Umpires will return all runners who have advanced in violation of any rule.
- K. Leaving Early Honor System: Managers and coaches shall cooperate with each other to ensure that all runners do not leave their base until the pitched BALL HAS REACHED THE BATTER. Managers and coaches are expected to return their own players to the base if they have left early.
- L. Safety Rule for pitching position: The player who is in the pitching area shall not be in front of the machine until after the ball is hit.

10. Farm Division Rules (Coach Pitch)

- A. The Player Agent shall assign all players in the Farm Division and communicate rosters to Managers.
- B. No score shall be kept in Farm Division. Games last either 4 innings or 1 hour and 15 minutes, whichever comes first.
- C. Continuous batting order shall be followed; one half of the team bats per inning.
- D. The Manager of the team on offense (or his/her base coaches) shall remove his/her team's players from the bases when a clear out is made. The Manager and coaches on defense shall have no authority or input in the decision to remove a player.
- E. Defensive players shall be rotated each inning. A player may not play in the same position in any two innings in one game.
- F. The infield players shall be as prescribed in Little League baseball rules; the outfield may have as many players as remain on the team.
- G. A coach will pitch to the batters; the maximum number of pitches is 8, then a tee must be used. No strikeouts shall be called.
- H. Coaches are NOT allowed on the field on defense, except for helping the catcher. On offense, of the three coaches, one must at all times occupy the dugout, while the other two shall be in the normal base coach boxes; of the two base coaches, one is allowed near home plate to assist batters.

11. T-ball Division Rules (No Pitching)

- A. The Player Agent shall assign all players in the T-ball Division and communicate rosters to Managers.
- B. No score shall be kept in T-ball Division. Games last either 4 innings or 1 hour 15 minutes, whichever comes first.
- C. Continuous batting order shall be followed; one half of the team bats per inning.
- D. Defensive players shall be rotated each inning. A player may not play in the same position in any two innings in one game.
- E. The infield players shall be as prescribed in Little League baseball rules; the outfield may have as many players as remain on the team.
- F. All batters will hit off of a tee. No strikeouts shall be called.
- G. Coaches are allowed on the field for instruction on defense. On offense, of the three coaches, one must at all times occupy the dugout, while the other two shall be in the normal base coach boxes; of the two base coaches, one is allowed near home plate to assist batters.
- H. The final batter of the half inning shall be permitted to circle the bases.

12. Pitching Rules

- A. Any player on a regular season team may pitch; however, a league-age 12-year-old is not eligible to pitch in the minor leagues.
- B. With the exception of play in the Intermediate Division, pitchers once removed from the mound cannot return to the game as a pitcher.
- C. In the Major and Intermediate Divisions, a pitcher must be removed on the second visit of an inning, and the third in any game. In the AA and AAA Divisions, a pitcher must be removed on the third visit of an inning, and the fourth in any game.
- D. The manager must remove the pitcher when the pitcher reaches the pitch limit for his/her age group. A pitcher that reaches his/her maximum while facing a batter can continue to pitch until the batter is retired or reaches base.
- E. **Days Rest Requirements:**
1-20 pitches in a day - no rest required
21-35 pitches in a day - 1 calendar day of rest required
36-50 pitches in a day - 2 calendar days of rest required
51-65 pitches in a day - 3 calendar days of rest required
66 or more pitches in a day - 4 calendar days of rest required
- Daily Pitch Limits By League-Age:**
13 years old - 95 pitches per day
11-12 years old - 85 pitches per day
9-10 years old - 75 pitches per day
7-8 years old - 50 pitches per day
- F. A pitcher who reaches his/her imposed days of rest threshold while facing a batter may continue to pitch until the current batter has been retired or reaches base, or the third out occurs. The pitcher will only be required to observe the calendar day(s) of rest for the threshold that he/she reached during that at-bat, provided the pitcher is removed before delivering a pitch to another batter.
- G. In all Divisions, no player may pitch on three consecutive calendar days, regardless of his/her days rest status.
- H. **Pitcher/Catcher Rule:** Any player who has played the position of catcher for more than 3 innings is not eligible to pitch in the rest of the game or on the same calendar day. 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 in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-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.

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 provided that 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.

- I. **Intentional Walk:** In the Major and Minor Divisions, a pitcher does not need to throw pitches to intentionally walk a batter. Manager will call time and ask the umpire for the intentional walk. Refer to OLLR Rule 6.08 (a) (2). The remaining number of pitches required to complete the intentional walk will count towards the pitcher's pitch count.
- J. **Suspended Games:** In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility as determined on the day the game is to be resumed. In AAA and AA, the number of innings pitched by a pitcher in the halted game count towards the maximum number of innings the pitcher can pitch in the resumed game.

13. Post-Season Seeding Tie-Breaker Process

Team Points as shown on the Alameda Little League website standings shall determine division team seedings for purposes of the playoffs. The rules below - in order - will be used to break ties in the event teams have the same number of points after the regular season.

Two Teams Tied

1. Head-to-head play between the tied teams
2. Points awarded in games played against the number one seed in the division.
3. Points awarded in games played against the number two seed in the division (continue comparing points against the remaining teams in the division in order until the tie is broken).
4. Least runs scored by opponent in games between the tied teams.
5. Least runs scored by opponents in all regular season games.
6. Coin toss.

Three (Or More) Teams Tied

1. Total points awarded in games played among all the tied teams.
2. Points awarded in games played against the number one seed in the division.
3. Points awarded in games played against the number two seed in the division (continue comparing points against the remaining teams in the division in order until the tie is broken).
4. Least runs scored by opponents in games among all the tied teams.
5. Least runs scored by opponents in all regular season games.
6. Coin toss.

(Note: If two teams remain tied after the third team is eliminated during any step, the tiebreaker reverts to step 1 of the two-team format).

14. All-Star Selection Process

Intermediate Tournament Team: The Manager and coaches of the regular season teams shall meet and select the All-Star team.

12 Year Old International Tournament Team: The first 6 players are voted onto the team by their Majors peers. The next 4 players are selected by the Major Division Managers. The Tournament Team Manager then selects at least 3 more players from the Major Manager votes. All players on this team shall be 12 years old. The President may allow the Tournament Team Manager's son to be selected if not previously selected.

11 Blue: Major Division Managers vote in the first 10 players; the next 3 or 4 players are chosen by the All-Star Manager for that team. To be eligible, players on Blue must be from the Majors division. No input from AAA managers is given unless requested. 11 Blue all-stars are purely age 11.

10 Blue: AAA Division Managers vote in the first 10 players; the next 3 or 4 players are chosen by the All-Star Manager for that team. 10 Blue all-stars are purely age 10.

15. Ground Rules

Minor Field and Major Field:

- The field is fully enclosed by fencing along sidelines, outfield, dugouts and backstop. All areas within the fenced areas are considered in play, with the exception of the dugouts themselves. The limit of the dugout is defined as the edge of the concrete at the open end of the dugout leading to the dirt of the field.
- All equipment must be fully inside the dugout, and not hanging on the fencing outside the dugout.
- A batted ball must go completely over the yellow fence topper on the outfield fence to be considered as leaving the field of play. A batted ball that hits the yellow fence topper and returns directly to the field is in play. A batted ball that goes over the yellow fence topper in flight in fair territory, or hits a foul pole above the yellow fence topper in flight, is a home run. A batted ball that bounds over the yellow fence topper in fair territory is a double.
- Flags or banners installed on poles mounted to the outside of the fencing are considered to be outside the field of play, regardless of the actual hanging position of the banner or flag. Balls that make contact with such banners or flags are considered to have left the field of play, and the umpires will position runners according to the Playing Rules. Banners or signs mounted to the inside of the fencing are in play.
- The light pole situated in foul territory on the Minor Field in left field is in play. Any fair batted ball that hits the pole or settles near the pole is a live ball.
- A batted ball that hits the overhead portion of the backstop is a foul ball, and the ball is a dead ball. A thrown ball that hits the overhead portion of the backstop is in play and the ball is live.
- A batted or thrown ball that skips under any fencing and leaves the field of play is considered a dead ball.

Kees Field and Anderson Field:

- The field is partially enclosed by fencing along the dugouts and backstop, but not between the dugouts and outfield fence. The virtual extension of the dugout front fencing, plus the virtual extension of the outfield fence, combine to complete the perimeter of the field of play. All areas within that perimeter are considered in play, with the exception of the dugouts themselves. The limit of the dugout is defined as the edge of the concrete at the open end of the dugout leading to the dirt of the field.
- A batted ball must go completely over (or under) the temporary outfield fence to be considered as leaving the field of play. A batted ball that bounds over (or under) the fence in fair territory is a double.
- A batted ball that hits the backstop is a foul ball, and the ball is a dead ball. A thrown ball that hits the backstop is in play and the ball is live.
- A batted or thrown ball that bounds or lands completely outside the virtual extensions of the playing perimeter noted above is considered a dead ball; no ball can be caught or retrieved outside that perimeter.