



White Book

Local Policies and Rules Manual

Pearland Little League Baseball Association, Inc.

WWW.PEARLANDLITTLELEAGUE.COM

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I. Version History

- A. Version 1.0 – Approved by the board of directors - 1/12/25

II. Safety

- A. All games will be governed by the PLL Safety Program ASAP plan – Please see website
- B. During games or practices, players are not allowed to chew gum or eat.
- C. Dugouts will be kept in a neat and orderly manner to prevent accidental injuries to players who may otherwise trip over bats, balls, or other equipment.
- D. Smoking is only permitted in the parking lot, this includes electronic cigarettes.
- E. No pets of any kind, other than service animals, are allowed on the park premises.
- F. All accidents should be reported to the Safety Director within twenty-four (24) hours.
 - 1. (See the Safety Manual for procedures.)
- G. Batting helmets must always be worn in the batting cages. No bats shall be swung outside the batting cages, soft toss areas, or fields.
- H. No pickup baseball games using real bats shall occur on PLL fields or PLL Dad's Club property
- I. No noise makers, including walk up music.
- J. Players playing the position of catcher from Hybrid division and up must wear a cup, a throat guard on their mask, full chest protector and leg gear.
- K. Closed toed shoes must be worn on the field or in cages.
- L. A double first base will be used in the ITB/TB/Hybrid divisions
- M. All fields with dugout windows (Major/Minor/CP/6/7/8) all coaches will remain in the dugout while on defence with the following exceptions
 - 1. TB – 2 coaches allowed outside of the dugout
 - 2. Hybrid – 2 coaches allowed outside of the dugout

III. Scheduling

- A. Please see the scheduling policy on the website for more details on how the schedule is created and prioritized.
- B. Rescheduling of regular season games.
 - 1. They will be rescheduled in the order in which they were cancelled.
 - 2. The Scheduler shall re-schedule all make-up games and all suspended games at the earliest possible time so long as thirty-six (36) hours of notice is given to the managers of the teams via email or text message. These slots could include weeknight, Saturday, or Sunday.
 - 3. This rule can be waived if both managers agree.
- C. If a team has more than one game to make-up, the most logical ordering of games will occur, this will not necessarily be in first make-up, then second order.
- D. The thirty-six (36) hour rule is waived during the last forty (40) days of the season and make-up games may be rescheduled at the Scheduler's discretion. If a rainout or resumed game cannot be played because of the inability of either team to place eight players on the field before the game begins, this shall constitute grounds for a forfeit.
- E. The Scheduler will attempt to reschedule games in which a team cannot field eight players due to a school or religious function.
 - 1. Managers must notify their Division Director and the Scheduler at least three (3) days ahead of the scheduled game. Failure to give proper notice is grounds for forfeiture of the game.

2. Games rescheduled for school or religious functions will be scheduled on the next available day (same as rainouts).
3. The Manager not requesting the original reschedule may ask for another reschedule if he/she cannot field a team of nine (9). The game may be rescheduled for the next available day, and that game may not be moved again.
4. The Manager requesting the original reschedule may not request to move the rescheduled game for any reason.

F. Suspended games clarifications

1. If a game is interrupted by weather after it has reached official status, then the game will not be resumed (even if there was time on the clock), and the final score will revert to the score at the last completed inning.
2. Games with time remaining that are suspended due to weather prior to the completion of four (4) innings shall be resumed where time was left off and in the situation at hand.
3. If less than one (1) inning is played before suspended, the game will be replayed in its entirety.

IV. Division Information

A. Instructional Tee Ball – 4-years old and first time 5 years old

B. League-age 5 year olds can register to play ITB or TB, but league age 5 year olds are encouraged to play ITB unless they have previously played at Pearland LL.

C. Tee Ball – 5 year olds and 6's that would like to play down

D. Hybrid – 6 year olds

E. Coach Pitch 7 – league age 7 year olds

F. Coach Pitch 8 – league age 8 year olds

G. Minor A – 8-9 years old

1. 8 year old players not selected in the Minor A draft will play CP

H. Minor AA – 10 year olds

I. Minor AAA – 11 year olds

J. Major (Kid Pitch) – 12 years old (Players not selected into Major Division will play in the Minor Division.)

K. Junior/Senior (Kid Pitch)- 13-16 years old

L. Playing up: Players (ages 6, 8, 9, and 10) may play up one (1) Division level as long as identified spots are available, they are chosen in the Draft and have attended tryouts in both their “play up” and “regular age” divisions (i.e. six (6) year old may be drafted into Coach Pitch if they try out for both Coach Pitch and T-Ball, and there are available roster spots that do not take teams above their targeted player count). If a player is playing up, they must be selected within the first three (3) rounds, not to include the manager or coaching option.

M. Playing Down:

1. T-ball and ITB players may play down one division with a doctor's note and board approval.
2. Players may stay down a division upon Parents request. They will not be eligible for any all-star teams.

N. Manager and coach options are not allowed for players who are playing up. This may be petitioned to the board or approved by the board if deemed in the best interest of the players and league.

O. Roster Sizes

1. Major Division teams must have eleven (11) players on their opening day roster and maintain an eleven (11)-player roster for the season.
2. Minor, Pee Wee teams strive for eleven (11) player rosters, dependent on coach availability.
3. Coach Pitch, T-Ball and ITB teams strive for twelve (12) player rosters, dependent on coach availability.

P. Tryouts-Spring Season Only (No Tryouts for Fall Ball)

1. All players must participate in at least one (1) available tryout to be eligible in their draft.
2. Four (4)-year old's will not try out.
3. Players who do not attend at least one (1) available tryout, without valid reason (i.e. injury, illness), must contact the PLL The Board prior to the PLL Draft, and discuss their reason for failing to attend a tryout. The PLL The Board will determine if the player will be placed into the draft or removed from eligibility for draft.
4. PENALTY – Any player determined by the PLL The Board to have “thrown” or falsified their tryout will be a “Hat Pick” in the Draft and will not be eligible for All Stars/Futures for that player's first eligible year.

V. Replacing Players

- A. If a team permanently loses a player through injury, illness, change of address, or any other reason, the Team Manager must notify both the Player Agent and Division Director within twenty-four (24) hours.
- B. The Player Agent will attempt to fill the roster spot via the waitlisted players.
- C. The Player Agent will then contact the player's parents and get consent for the player to be added to the league.
- D. The Player Agent will then inform the Manager of his new player, which completes the transfer, and the Manager may then contact the player and his parents. Players will be eligible to play immediately after joining the team.
- E. Players will not be added to a team that has less than five (5) games remaining on its schedule. A Manager's failure to notify the Player Agent and Division Director about the loss of a player within the seventy-two (72)-hour period will result in the Manager's immediate suspension for two (2) games and possible further discipline as determined by the PLL Executive Board.
- F. If a waitlisted player is not available, the replacement players will be used to fill in on a game-by-game basis. See “Replacement Player Rules.”
- G. Before the player transfer is made official by the Player Agent, the Manager (or anyone affiliated with the team) may not, under any circumstance, contact a player or a player's parents.
- H. Anyone who circumvents this player transfer process will be deemed to have committed a serious violation of PLL rules. The Player Agent must refer all violations to the PLL's Board for appropriate action.

VI. Single-Game Replacement Players

- A. Replacement Players will be used by teams that will likely not have 9 players at a scheduled game because of non-season-ending injuries, scheduling conflicts, or other temporary absences.
- B. As soon as a manager or coach knows that a team will likely not have 9 players for a scheduled game, the manager or coach must immediately request a Replacement Player by contacting BOTH the Player Agent and Division Director.
 1. If you are short players, please text or call the player agent, don't just send an email.
 2. If the request is made relatively close to game time, the request must be made via text or phone call, and not via email.
 3. Managers and coaches will not have the right to randomly pick and choose players from the pool within their respective division
 4. Manager/coach not following the process will be referred to the Disciplinary committee.
- C. Pool Creation - The Player agent and with assistance of the Division Director will create and run a pool of players that can be assigned to teams that are short players on a rotating basis.

1. All replacement players must be a member of Pearland Little League.
 2. To register as a replacement player, players/parents must fill out the request form sent out by the player agents or send an email directly to the player agents.
- D. When a player participates in a game on a team other than his/her own team, such player cannot play certain positions.
1. T-ball/Hybrid/Coach pitch 7&8– the replacement cannot play pitcher or 1st base.
 2. Minors A thru Majors - the player cannot play pitcher or catcher.
 3. Replacement player must bat last.
- E. If a player in the correct division cannot be found, a player from one division below may be utilized.
1. Replacement players from within the division will be prioritized over outside the division.
- F. The Player Agent will keep a record of which teams request replacement players. Upon the third request of a replacement player during either a Spring or Fall season, the division director will have a meeting with the coach to discuss the roster issues. All options for resolving , up to adding a player from the wait list player, may be considered.

VII. Waitlist

- A. Players will be placed onto the Waitlist if they register after Regular Registration or after the Divisions are deemed full, as determined by the PLL Board. Waitlisted players will be added to a roster on an as-needed basis
1. No up front fees will be charged for any player who registers after regular registration and is placed on the waitlist.
 2. A waitlisted player will be placed on a team in their appropriate division if there is a spot open for a player.
 3. If a waitlisted player joins the team prior to the start of games, then the player will be responsible for paying all regular registration fees, including all fundraisers (i.e. candy sales and raffle tickets).
 4. All fees need to be paid in full prior to the player joining team practice or games.
 5. If a waitlisted player joins the team after the start of games (due to the departure of one of the team's original roster players) then the player will pay in accordance with PLL's prorated fees rule (see Proration of Fees).
 - a) All fees must be paid in full prior to the player joining team practice or games.

VIII. Draft

- A. All Divisions will have snake drafts. The last round of each draft in the Senior, Major, Minor, CP, and TB divisions which do not have enough players for each team will then be decided by draw where each team will select from a hat either a blank (no draft choice required – one can be made if so desired by trading a number with someone willing to do so who also draws a number), or must draft a player choice with a number until all players are drafted. All teams not having a player in the uncompleted round will then draw numbers from a hat for placement of any additional children (players). The Player Agent and President will be the only individuals to know the order in which additional children (players) are to be placed. If the eleventh (11th) round is the final round of the draft, then the order of picking shall be randomized.
- B. No Draft Requests: Parents may request that their child not be drafted by a coach or manager.
1. The League must receive each request before the last tryout date.
 2. LATE REQUESTS WILL NOT BE ACCEPTED.
 3. All No Draft Requests must be submitted directly to the Player Agent by the player's guardian.

4. Each request must identify the Coach or Manager by name and must provide a specific reason or reasons for the request.
 5. All requests for NCR will be reviewed by the NCR committee, who will only honor good faith, reasonable, and legitimate requests.
 6. If such a request is honored, then the Manager or Coach will not be permitted to draft that player.
 7. The requests will remain confidential.
 8. If Manager or Coach of record has more than five (5) non-coaching requests, his right to coach will be forfeited for the season. This can be brought to the Executive Board for appeal if the Manager or Coach deems appropriate.
- C. The draft process for a team is complete once the list of players drafted has been turned in by the Manager/Coach to the Player Agent, or acting Player Agent, and signed by both.
1. No trades are permitted after the draft process is complete.
- D. Manager's Option: The manager's sons, daughters, or grandchildren must be claimed as a "manager's option" and may not be drafted by other teams.
1. The manager must draft his son or daughter in the third (3rd) round and fifth (5th) round if you have multiple.
- E. Coach's Option: The coach's son or daughter must be claimed as a "coach's option" and may not be drafted by other teams.
1. The coach's son or daughter must be drafted in the fourth (4th) round.
 2. To exercise a coach option during the draft, the coach's application must be in the hands of a PLL The Board by the night of the draft.
- F. Sibling Option: Any team selecting a player who has a sibling eligible as an option, must select the other sibling with the next available consecutive draft choice.
1. If neither sibling is drafted prior to the ninth (9th) round, one (1) sibling will become a hat pick to be selected at random during the Hat Pick round, with the sibling becoming their teammate during the last full round of the draft.
 - a) Siblings means a child who lives as a brother or sister in the same house, including natural brothers or sisters with either one or both parents in common, adopted brothers or sisters, step brothers or sisters, foster brothers or sisters, or the child of a parent's partner where the child for whom the school place is sought is living in the same family unit at the same address as that sibling. It also includes natural brothers or sisters where the child for whom the school place is sought is not living in the same family unit as the same address as that sibling.
- G. Hat Picks: Any player who does not try out will either be a ninth (9th) round "hat pick" or placed into the draft.
1. The decision to place a player into the draft or leave him as a "hat pick" will be decided by the Player Agent in consultation with the Division Director.
 2. In making that decision, the Player Agent and Division Director will seek input, from each team, on the players who did not try out.
 3. If the Player Agent and Division Director determine that the player's skill level is significantly greater than a ninth (9th) round draft pick, then the player shall be placed into the draft.
 4. Prior to the draft, the Player Agent or Division Director shall explain the value/skill of the player to the Managers and Coaches.
- H. No trades of Hat Picks will be allowed.

- I. Transportation Options: No transportation options will be honoured or accepted, except for ITB.

IX. Team Managers and Coaches Responsibilities

- A. All Manager/Coach applications will be submitted to the PLL Board. From the applications submitted, the Division Director will make recommendations for the Division's managers and coaches.
- B. The Manager must select a Team Mom to aid in the team operation.
- C. The Major Division teams will provide Buddies for Challenger games as assigned. When performing as Buddies, each Major Division Team must be represented by no less than fifty (50) percent of the players on their roster, in full uniform. Penalty: If a team fails to perform as Buddies, then that team's Manager will be ineligible to manage the team's next scheduled game.
- D. A Manager may refuse to play a player in a game because of disciplinary reasons relating to behaviour in games or in practices. Before refusing to play a player in a game, the Manager must notify and discuss the penalty with the Player Agent, Division Director, and the Player's Parents. The Player must be listed as ineligible on the line-up card and the reason must be recorded in the Official Score Book. NOTE: If a player is penalized for any reason, then any other player on the team shall be penalized likewise for the same infraction.
- E. Regulation IV(a) NOTE 2 and Tournament Rule "Participation in Other Programs" (T-4). PLL recognizes that Little League allows players to participate in multiple baseball programs and participate in the Tournament program. Consistent with the Manager's ability to conduct the affairs of the team, a player who repeatedly misses practices or games for any reason first must be referred to the Division Director and Player Agent for investigation immediately.
 1. If the Player Agent and Division Director are unable to resolve the truancy issue, the Player and the Parents of the Player in question will be referred to The Board (or The Board's approval designee) for further action, up to and including removal from league eligibility and forfeiture of registration fees.
 2. A manager may use absences to request a game suspension of a player. At least forty-eight hours before the suspension, the manager must provide the Player Agent and Division Director notice of the proposed suspension so they can validate the circumstances for the absences and if that the suspension aligns with the treatment of other players. The Player Agent and Division Director must approve or deny the Manager's request no later than twelve (12) hours prior to the start of the game or the suspension is allowed.
- F. All Managers/Coaches/Volunteers must submit an online background check application in a manner directed by PLL. All Managers will receive an approved list of Volunteers from the Safety Director. Managers/Coaches are to only use approved Volunteers at practices and games. Any Manager/Coach that has unapproved Volunteers in contact with the team (including at offsite practices) will be suspended for a minimum of one (1) game.
- G. At the immediate conclusion of every game, both Managers will sign the umpires official scorecard, which will verify the final score and pitch counts.
- H. Website Updates (Pitch Counts/Days Rest/Scores)
 1. Home Team Managers must input scores, pitch counts, and day's rest on the website by 4:00 p.m., the day after every game.
 - a) You must call the Information Director by 3:00 p.m. on the day after the game if you cannot enter the data as required above.
 - b) Penalty: Failure to input the data above or failure to notify the Information Director as required will result in a warning, any time after that will result in a one (1) game suspension of the Home Team Manager.

2. Visiting Team Managers must validate the score and pitch count data entered.
 - a) If the Visiting Manager feels that there is an error in the score or pitch counts, the manager should immediately notify the Division Director.

I. Practice Limitations

1. Pre-season practice can begin on the day after the Dicks Sporting goods Coach meet and greet event
2. Majors and Minors AAA and AA - may have unlimited team functions (i.e. practices, batting cage sessions, practice games, games, etc.) per week.
3. Minors A, Coach Pitch 7&8, hybrid and T-Ball - May have no more than three (3) mandatory and one (1) optional team function(s) (i.e. practices, batting cage sessions, practice games, games, etc.) per week.
 - a) No team function should exceed two (2) hours.
4. ITB - May have no more than three (3) team functions (i.e. practices, practice games, games, etc.) per week.
 - a) No team function should exceed one (1) hour.

J. Pre-/Post-Game Responsibilities

	Home Team	Visiting Team
Dugout	Third Base Side	First Base Side
Scoreboard/ Scorebook	Official Scorekeeper (scorebook) Pitch count cross checker	Official Pitch Counter Scoreboard Operator
Frist Game of the Day	Chalk the batter's box & base paths (15 minutes prior 2to game start)	Remove all tarps and mound covers (15 minutes prior to game start)
Last Game of the Day	All trash must be picked up and emptied from the bleachers, dugout, and around the entire field on both sides. Replace all trash can liners.	Rake and water field Replace all tarps and mound covers.
Game Results and Pitch Counts	Must input scores, pitch counts, and day's rest on the website by 4:00 p.m., the day after every game.	Must validate the score and pitch count data entered

- K. Prior to games, team warm-up activities will be conducted in the outfield grass. On game days, individuals and/or teams are not allowed to take infield practice on the infield grass.
- L. If the fields need work due to rain earlier in the day, the cages will be closed until the fields are ready to be played on, pending approval by the Director on Duty (DOD). A DOD may also authorize teams to use the batting cages if parents are working on the field and they will be ready for play as scheduled.
- M. Pitch Count Sheets will be kept by parents on both teams.
- N. Facility Upkeep Responsibilities
 - 1. Each team will be responsible for providing 2 volunteers for each PLL “work day” (usually two days/year).
 - 2. During the season, each team will be assigned one (1) weekend to clean around an assigned field. The cleaning must be completed by Sunday at 6 p.m. Cleaning around the field includes picking up all trash on and around the field, blowing all sunflower seeds from the dugout and from underneath the bleachers, and any other clean up deemed necessary.
 - 3. Failure to fulfill facility upkeep responsibilities may result in disciplinary action (game suspension for manager, loss of practice facilities or slots at Dad’s Club, etc)

X. Field and Park Decorum

- A. Any member of PLL who violates Field and Park Decorum rules (signs posted around the ballpark), which also covers social media post(s), will be subject to discipline by the Board of Directors or its designee. When a violation of PLL’s Field & Decorum rules occurs, the Board authorizes Directors at the park to act immediately in the best interest of the reputation of PLL and the Pearland Area Dads Club.
- B. In providing the safest and most positive experience at the park:
 - 1. PLL Directors who witness violations of the Field and Park Decorum rules, have the authority to take appropriate action as deemed necessary for the safety and best interest of PLL, including politely asking the offender to leave the grounds of the Dad’s Club.
 - 2. PLL Directors who receive a report about a violation of the Field and Decorum rules, but who do not witness the incident, have the authority to take appropriate action as deemed necessary for the safety and best interest of PLL, including asking the offender to leave the Dad’s Club.
 - 3. Whenever an incident is reported or witnessed, PLL Directors should fill out and submit an incident report to the Executive Board.
 - 4. Upon receiving an incident report, the Executive Board or its designee will will follow the disciplinary procedures outline in the policies and procedures handbook and take appropriate actions.
- C. Umpire Ejections
 - 1. The Executive Board will notify any “Ejected Person” within forty-eight (48) hours of offense to schedule a meeting.
 - 2. The Ejected Person cannot return to any team activities until the meeting is concluded.
 - 3. The Executive Board or its designee will meet to address the issue within five (5) days of offense to discuss and address additional suspension games if necessary.

XI. Pearland Little League Regular Season Rules

Little League Pitching Rules								
Pitchers	Max Pitches/Day until April 1st	8yr old: 35 9 or 10yr old: 50 11 or 12yr old: 65 13 to 16yr old: 75						
	Max Pitches/Day after April 1st	8yr old: 50 9 or 10yr old: 75 11 or 12yr old: 85 13 to 16yr old: 95						
			0 days	1 day	2 day	3 day	4 day	
	Rest days required	14 and Under	1-20	21-35	36-50	51-65	66+	
		15 and 16 yr olds	1-30	31-45	46-60	61-75	76+	
	Multiple Games in a day	May pitch in one game per day				If <31 pitches thrown in 1st		
	Consecutive Games	Pitching in consecutive games is allowed, subject to rest requirements. May not pitch						
	Suspended Game Resumed Next day	See LL rule book for complete ruling						
	Returning to Mound	Pitcher once removed cannot return to the			A pitcher who has been removed can			
	Catching	A pitcher who delivers 41 or more pitches (subject to threshold exception) cannot play						
Intentional Walk	At any time - 4 pitches added to pitchers total							

Pearland Little League Regular Season Rules									
	5 - Tball	6 - Hybrid	7-Coach Pitch	8 Coach Pitch	9 - A	10 - AA	11 - AAA	12 Major	13-16 Jr/Sr
Non-wood Bats	USA - Tball bat	USA - Tball or regular Bat	USA - Bat						BBCor
Mandatory Play	2 innings in the field and 1 at bat								
Time Limits (No New Inning may begin)	1:15	1:30	1:30	1:30	1:45				
Regulation game	4 innings (3 1/2 if home ahead), or time limit has been reached							5 innings (4 1/2 if home ahead) or time limit reached	
Extra Innings	No	No	Yes - Extra innings may be played as long as there is time on the clock						
Early Game suspension time (game may be halted by DOD)	7:30	7:45			8:00pm				
Late game Curfew Time (Game may be halted by DOD)	9:00pm	9:30pm			10:00pm			10:30pm	
Substitutions	Free Substitutions								
Defensive Conferences	N/A			Pitcher must be removed on 3rd visit in inning or 4th visit of game		Pitcher must be removed on 2nd visit in inning or 3rd visit of game			
Mercy Rule	10 after 4, (3 1/2 if home is ahead), 8 after 5							15 after 3, 10 after 4, 8 after 5	15 after 3, 10 after 5, (4 1/2 if home is ahead), 8 after 6
Runs per inning	5 Run limit						7 - run limit	unlimited	
	If an over the fence home-run occurs all runs that exceeds the run limit will count								
3rd Strike not caught	N/A			Batter out		Batter is out if 1st based occupied and less then 2-outs. If 1st is unoccupied or there are two outs, batter becomes runner and defense must put them out			
On Deck Batters	No							Allowed	
Illegal Bat	Batter is out, unless defense takes result of the play								
Batters Box	Batter must keep one foot in batters box except for certain conditions (see rule book). Penalty - warning then strike								
Coaches total and then the number allowed outside of dugout	4-2	4 (includes pitcher)-2	4 (includes pitcher)		3 Coaches total in the dugout.				
	Fields with Windows - 'Major, Minor, Field 6, Field 7, Field 8, and Coach pitch (Field 5 once window is added). Coaches will remain in the dugout on these fields when not coaching bases.								
Protests	Not allowed	Playing rule - Must be made before next pitch, play, attempted play Ineligible pitcher/player - as soon as facts become							
Facemask or C-Flap	Required							Not required	
Pregame Duties	Home Team - Chalk the Field (NOT THE GRASS) Visitor - Pull the mound cover and water the mound								
Ingame Duties	Home Team - Scorebook and Pitch count check Visitor - Scoreboard and official pitch count								
Postgame Duties	Home Team - Trash Visitor - Rake and Water and cover the mound								
Overthrow Rule	See Div Rules	See Div Rules	See Div Rules	No					
Infield Fly	N/A			In effect - Runners on 1st and 2nd and less then 2-outs. Fly ball in the infield					
Play stoppage for Injury	If a player becomes incapacitated during a play, the play immediately stops. If it is a fielder then runners are awarded one base, if it is a runner (deadball is called and all runners return to the previous base.								
2025 version 1 - Last edited on 1/31/25									

XII. PLL Ground Rules and Options

- A. A specific act of unsportsmanlike conduct under Regulation XIV occurs if: during an at-bat when the pitcher is on the mound, a batter assumes a bunting position and, prior to the pitch, moves the barrel or handle of the bat in a way that, in the judgment of the umpire, is an attempt to visually distract or heckle a struggling pitcher (such as, but not limited to, a motion known as “wagging the bat”). The penalty for this act of unsportsmanlike behaviour will be that the pitch is called a strike, regardless of location, and no runners may advance.
- B. A specific act of unsportsmanlike conduct under Regulation XIV occurs if: during an at-bat when the pitcher is on the mound, a batter assumes a bunting position and, prior to the pitch, moves the barrel or handle of the bat in a way that, in the judgment of the umpire, is an attempt to visually distract or heckle a struggling pitcher (such as, but not limited to, a motion known as “wagging the bat”). The penalty for this act of unsportsmanlike behaviour will be that the pitch is called a strike, regardless of location, and no runners may advance.
- C. Continuous Batting order has been adopted for all divisions of play at PLL
 - 1. A player arriving late to a game may not enter the game once their team’s leadoff batter has completed their second plate appearance. If the game is suspended, the player arriving late to the original scheduled game may enter the game per Rule 4.01(d).
 - 2. Any player who the Manager declares as ineligible for the game due to illness, injury, or disciplinary reasons may not enter the current game unless the game becomes suspended and is resumed later per Rule 4.01(d).
- D. Use of Ineligible pitcher
 - 1. If it is determined that a team used an ineligible pitcher, then the Offending Team Manager will be suspended the next two (2) games.
 - 2. Managers will be subject to discipline by the PLL Executive Board whether the violation was protested or discovered later.
- E. Little League Rule 1.01 – Number of players to start and finish a game is 8 – Local option
 - 1. If a game is started with eight (8) players, the ninth (9th) position in the batting line-up will be called an out every time it comes up in the line-up.
 - 2. This does not apply if the game is started with nine (9) players and a team loses a player to injury. In that case the spot in the line-up is skipped and not an out each time.
- F. Games can end in a tie.
 - 1. Extra innings can be played if there is time remaining on the clock (N/A to T-Ball).
 - 2. There is no limit to the number of innings that can be played while time remains on the clock.
 - 3. A tie baseball game will count as one-half (½) game won and one-half (½) game lost.
- G. Continuation Rule: If an inning is started all attempts should be made to complete it. The DOD has discretion to end an inning due to curfew rules. Depending upon the game situation the final inning may have to be rescheduled.
- H. Slug Bunting is prohibited in all divisions. Slug Bunting (also known as Fake Bunt/Slash or Slash Bunting) is defined as the act of showing bunt and then swinging or slashing at the pitch.
 - 1. A batter who slug bunts (or attempts to slug bunt) is out, whether or not contact is made with the pitch.
 - 2. Runners may not advance and are returned to the base occupied when the slug bunt occurred.

XIII. Special Rules for Instructional T-Ball (ITB) Division

- A. The scoreboard will NOT be used to keep the game score, but can be used to keep the game time.
- B. Up to twelve (12) players can be on the field with no more than six (6) infielders positioned near the correct positions (pitcher, first baseman, second baseman, “rover” who must be behind second base, shortstop, and third baseman).
- C. All infielders must stay on the infield dirt until the batter has hit the ball. On fields with an entire dirt infield, the infielders must not cross the line of the bases until the batter has hit the ball.
- D. The pitcher must have both feet touching the pitching rubber (46 ft) until the ball is hit. Penalty: If a violation of this rule occurs, the manager on offense can: (1) accept the play “as-is” or (2) request a replay. If a replay is requested, the prior pitch will not count and runners will return to their prior bases.
- E. All outfielders must stay on the outfield grass until the ball is hit.
- F. A catcher shall not be used.
- G. In each at bat, a team shall bat through the entire batting order. If 3 outs are earned, the batting team will clear the bases and continue batting through the rest of the entire batting order. Once the team has batted through the entire batting order, the half inning is complete.
- H. There will be no strikeouts.
- I. When a ball is hit into the infield, it will be considered a fair ball only if it travels beyond the bunting circle. Balls that come to a stop within the ten (10)-foot bunting circle will be considered foul balls.
- J. On a ball hit in the infield, a batter cannot advance further than first base. On a ball hit into the outfield, the batter cannot advance further than second base.
- K. Players must be removed from the base if called out.
- L. Teams can have 6 coaches. On offense, the team can have one coach at the tee, one first base coach, one second base coach (if wanted), one third base coach, and two dugout coaches. On defense, the team can have four coaches on the field to help with their defense.
- M. Game Time Limits. Regardless of the game circumstances, the game will end at fifty-five (55) minutes but the batter will finish their at bat. If there will be less than 5 minutes left in the 55 minutes when a team will start batting, then play will continue until 55 minutes unless both coaches agree to not start the next half inning.
- N. Games must be played with a specific softer baseball chosen for ITB.

XIV. Special Rules for T-Ball Division

- A. The batter is allowed a total of three (3) swings. The batter is out if the third (3rd) swing is a foul ball.
 - 1. "Measuring up" does not constitute a swing, even if the ball is knocked off the tee.
- B. When a ball is hit into the infield, it will be considered a fair ball only if it travels beyond the bunting circle.
 - 1. Balls that come to a stop within the ten (10)-foot bunting circle will be considered foul balls.
- C. All infielders must stay on the infield dirt until the batter has hit the ball.
- D. All outfielders must stay in the outfield grass until the ball is hit.
 - 1. On fields with an entire dirt infield, the infielders must not cross the line of the bases until the batter has hit the ball.
 - 2. The pitcher must have both feet touching the pitching rubber (46 ft) until the ball is hit.
 - a) Penalty: If a violation of this rule occurs, the manager on offense can; (1) Accept the play As-Is or (2) Request a replay (*In the event of a replay, the prior pitch will not count and runners will return to their prior bases*).
- E. The catcher must wear a chest protector and a mask/helmet with a throat guard.
- F. The catcher must stand in the catcher's circle on the first base side when a right-handed batter is hitting, and in the catcher's circle on the third base side when a left-handed batter is hitting.
 - 1. Bunting is NOT allowed. An intentional bunt is an automatic out. The batter must take a full swing and follow through.
 - 2. Judgment of a full swing will be the Umpire's decision.
 - 3. Tapping the ball is not considered a swing and is not a foul.
- G. The tenth (10th) player on a team's defense must be utilized as a fourth (4th) outfielder.
- H. The Umpire shall call "time" when all three of the following conditions are met:
 - a) The ball is in the possession of an infield player inside of the infield
 - b) The lead runner has stopped advancing to the next base
 - c) No defensive play is imminent
 - i. Any runner who has not completely passed the halfway mark must return to the previous base.
 - 2. Any runner who has completely passed the halfway mark will be awarded the next base.
- I. Overthrow Rule: The runner(s) will be permitted to advance at their own risk on the first overthrow, from the outfield or infield, but not more than one (1) additional base. A second overthrow is irrelevant and does not allow for further additional bases. If a runner is tagged out while advancing in any way, then they are out. An overthrow is defined as a ball that goes past the fielder at any base the thrower intends to throw, regardless of a misplay by the baseman or the thrower. The next base is set when the throw is made, based on where the runners are going at that time. If a runner goes past the furthest base allowed and is not tagged out, they will be allowed to return to the furthest base they achieved legally.

1. Example 1: If the shortstop overthrows the first baseman, the batter can advance to second at his own risk.
 2. Example 2: If more than one (1) runner is on base, the batter and the other runners can at most advance to the base they are in progress of going to and the one after.
 3. Example 3: If a runner is not advancing at the time of an overthrow, at most they can gain the next base at their own risk.
- J. A team may start an inning with any defensive alignment of their choice.
1. Teams are allowed to move players only once per game during an inning.
 2. The team must call time and notify the scorekeeper when a move occurs during an inning.
 3. The Scorekeeper will annotate the book accordingly.
 4. If a substitution must be made for issues such as injury, attendance, etc., then the Manager may adjust the defensive alignment while making that substitution.
- K. Must use a specific ball.

XV. Special rules for Hybrid Division

- A. The Hybrid division will use normal LL baseballs
- B. The division may use either TBall or regular bats with the USA stamp
1. Non-tball bats are preferred as they are better designed for pitched baseballs
- C. Four (4) coaches are allowed in the dugout for Hybrid division games.
- D. The Coach-Pitcher must be an approved volunteer and will throw from a Thirty (30)-foot line in an overhand motion from a standing position or on one knee.
- E. After a pitch has been thrown, the Coach-Pitcher may not communicate with the batter. Communication includes non-verbal cues (i.e. hand signals). Communication can start again after the at bat is complete, signified by the play being called dead or a new batter coming to bat.
1. Penalty: The first violation of this rule will be a warning. The second violation will result in the coach-pitcher's removal from the game.
- F. The Coach-Pitcher must give all fielders the opportunity to play the ball by making every effort to stay out of their way. If a batted ball hits the Coach-Pitcher before being touched by a defensive player, the ball is dead, it is considered a no pitch, and the batter resumes the at-bat.
- G. If the Coach-Pitcher (in the Umpire's judgment) intentionally touches a legally batted ball or interferes with any defensive play (including blocking the view of any defensive player), then interference will be called, and the batter will be out. If the coach-pitcher is preventing himself from injury then it will be considered a no pitch. The Umpire will return all other runners to the last base that was legally touched at the time of interference.
1. Penalty: The first violation of this rule will be a warning. The second violation will result in an ejection of the Coach-Pitcher.
- H. A player will receive 3 pitches and may swing at all 3. It is not an out if a player misses all 3. Instead a tee will be setup and the player given 2 swings off the Tee. If they foul both of those off then the player will be called out.
- I. There are no walks. A batter shall not become a base runner unless he or she hits the ball into fair territory, or the Umpire calls catcher's interference. If a pitched ball hits a batter, the ball is dead, the pitch will count, and the batter will finish his or her turn at bat.
- J. No bunting: This is an Umpire judgment call. If a violation of this rule occurs, the ball/play will be declared dead; (1) The batter will be called back to the plate, (2) The pitch will count, and (3) No runners will advance.
- K. No stealing is allowed.

- L. The defense is allowed ten (10) position players per inning (four (4) outfielders only).
- M. The Player-Pitcher must stand inside the 10 foot pitching circle. The player fielding the pitcher's position will take his or her position inside the ten (10)-foot pitching circle.
 - 1. The Player-Pitcher will remain with one (1) foot in the pitcher's circle until the ball has been hit or received by the Catcher.
 - 2. Penalty: If the Player-Pitcher violates this rule, the Manager on offense can: (1) Accept the play As-Is or (2) Request a replay (*In the event of a replay, the prior pitch will not count and runners will return to their prior bases*).
- N. All infielders must stay on the infield dirt until the batter has hit the ball. All outfielders must stay in the outfield grass until the ball is hit. On fields with an entire dirt infield, the infielders must not cross the line of the bases until the batter has hit the ball. Penalty: If a violation of this rule occurs, the Manager on offense can: (1) Accept the play As-Is or (2) Request a replay (*In the event of a replay, the prior pitch will not count and runners will return to their prior bases*).
- O. Catchers may use their regular glove or a catchers mitt
- P. The Umpire shall call "time" when all three of the following conditions are met:
 - a) The ball is in the possession of an infield player inside of the infield
 - b) The lead runner has stopped advancing to the next base
 - c) No defensive play is imminent
 - 1. Any runner who has not completely passed the halfway mark must return to the previous base.
 - 2. Any runner who has completely passed the halfway mark will be awarded the next base.
- Q. There is no infield fly rule.
- R. Overthrow Rule: The runner(s) will be permitted to advance at their own risk on the first overthrow, from the outfield or infield, but not more than one (1) additional base. A second overthrow is irrelevant and does not allow for further additional bases. If a runner is tagged out while advancing in any way, then they are out. An overthrow is defined as a ball that goes past the fielder at any base the thrower intends to throw, regardless of a misplay by the baseman or the thrower. The next base is set when the throw is made, based on where the runners are going at that time. If a runner goes past the furthest base allowed and is not tagged out, they will be allowed to return to the furthest base they achieved legally.
 - 1. Example 1: If the shortstop overthrows the first baseman, the batter can advance to second at his own risk.
 - 2. Example 2: If more than one (1) runner is on base, the batter and the other runners can at most advance to the base they are in progress of going to and the one after.
 - 3. Example 3: If a runner is not advancing at the time of an overthrow, at most they can gain the next base at their own risk.

XVI. Special Rules for Coach Pitch Divisions (CP7 and CP8)

- A. Four (4) coaches are allowed in the dugout for Coach Pitch games.
- B. The Coach-Pitcher must be an approved volunteer and will throw from a forty (40)-foot line in an overhand motion from a standing position or on one knee.
- C. After a pitch has been thrown, the Coach-Pitcher may not communicate with the batter. Communication includes non-verbal cues (i.e. hand signals). Communication can start again after the at bat is complete, signified by the play being called dead or a new batter coming to bat.
 - 1. Penalty: The first violation of this rule will be a warning. The second violation will result in the coach-pitcher's removal from the game.

- D. The Coach-Pitcher may be substituted at any time during a game with the notification and approval of the Umpire.
- E. Any Coach-Pitcher of record who is substituted is ineligible to return to the position for the remainder of the game.
- F. The Coach-Pitcher must give all fielders the opportunity to play the ball by making every effort to stay out of their way. If a batted ball hits the Coach-Pitcher before being touched by a defensive player, the ball is dead, it is considered a no pitch, and the batter resumes the at-bat.
- G. If the Coach-Pitcher (in the Umpire's judgment) intentionally touches a legally batted ball or interferes with any defensive play (including blocking the view of any defensive player), then interference will be called, and the batter will be out. If the coach-pitcher is preventing himself from injury then it will be considered a no pitch. The Umpire will return all other runners to the last base that was legally touched at the time of interference.
1. Penalty: The first violation of this rule will be a warning. The second violation will result in an ejection of the Coach-Pitcher.
- H. Three (3) swinging strikes or five (5) pitches will constitute an out. A batter will continue to receive pitches when fouling off the third (3rd) strike or final pitch.
- I. Final Pitch (5th pitch): Any player who does not swing at or attempt to hit the fifth (5th) / final pitch AND is "hit" with the fifth (5th) / final pitch will get another pitch / bat attempt.
- J. There are no walks. A batter shall not become a base runner unless he or she hits the ball into fair territory, or the Umpire calls catcher's interference. If a pitched ball hits a batter, the ball is dead, the pitch will count, and the batter will finish his or her turn at bat.
- K. No bunting: This is an Umpire judgment call. If a violation of this rule occurs, the ball/play will be declared dead; (1) The batter will be called back to the plate, (2) The pitch will count, and (3) No runners will advance.
- L. No stealing is allowed.
- M. The defense is allowed ten (10) position players per inning (four (4) outfielders only).
- N. The Player-Pitcher must stand inside the 10 foot pitching circle. The player fielding the pitcher's position will take his or her position inside the ten (10)-foot pitching circle.
1. The Player-Pitcher can stand to either side of the Coach-Pitcher, but no closer than the 40 foot pitching line. He/She can be to the left, or the right of the Coach Pitcher but no closer than the forty (40)-foot pitching line.
 2. The Player-Pitcher will remain with one (1) foot in the pitcher's circle until the ball has been hit or received by the Catcher.
 3. Penalty: If the Player-Pitcher violates this rule, the Manager on offense can: (1) Accept the play As-Is or (2) Request a replay (*In the event of a replay, the prior pitch will not count and runners will return to their prior bases*).
- O. All infielders must stay on the infield dirt until the batter has hit the ball. All outfielders must stay in the outfield grass until the ball is hit. On fields with an entire dirt infield, the infielders must not cross the line of the bases until the batter has hit the ball. Penalty: If a violation of this rule occurs, the Manager on offense can: (1) Accept the play As-Is or (2) Request a replay (*In the event of a replay, the prior pitch will not count and runners will return to their prior bases*).
- P. Catchers must use a catcher's mitt (this is also required in district play) and must throw back to the pitcher.
- Q. The Umpire shall call "time" when all three of the following conditions are met:
- a) The ball is in the possession of an infield player inside of the infield
 - b) The lead runner has stopped advancing to the next base

- c) No defensive play is imminent
 - 2. Any runner who has not completely passed the halfway mark must return to the previous base.
 - 3. Any runner who has completely passed the halfway mark will be awarded the next base.
- R. There is no infield fly rule.
- S. **COACH PITCH 7 (CP7) Only** - Overthrow Rule: The runner(s) will be permitted to advance at their own risk on the first overthrow, from the outfield or infield, but not more than one (1) additional base. A second overthrow is irrelevant and does not allow for further additional bases. If a runner is tagged out while advancing in any way, then they are out. An overthrow is defined as a ball that goes past the fielder at any base the thrower intends to throw, regardless of a misplay by the baseman or the thrower. The next base is set when the throw is made, based on where the runners are going at that time. If a runner goes past the furthest base allowed and is not tagged out, they will be allowed to return to the furthest base they achieved legally.
- 1. Example 1: If the shortstop overthrows the first baseman, the batter can advance to second at his own risk.
 - 2. Example 2: If more than one (1) runner is on base, the batter and the other runners can at most advance to the base they are in progress of going to and the one after.
 - 3. Example 3: If a runner is not advancing at the time of an overthrow, at most they can gain the next base at their own risk.

XVII. TB & CP Defensive Rules: Making A Proper Baseball Play

- A. In the T-ball and Coach pitch divisions, when the ball is put into play, the initial fielder shall make the appropriate baseball play by throwing to the appropriate fielder covering the base to which the runners are advancing. If the player fielding the ball is a fielder that would normally cover the base that the runner is advancing to then tagging the base or the runner would be deemed appropriate and an out would be called. If it is not the appropriate player/play then the runner would be called safe.
- B. Clarification of bases that can be tagged:
- 1. 1st baseman can tag first base
 - 2. 2nd baseman and SS can tag second base
 - 3. 3rd baseman can tag 3rd bas
 - 4. Homeplate can be tagged by the pitcher or catcher
- C. On plays where the correct position player as listed above tags the base, the umpire does not have discretion to rule the runner as safe based on the distance run by the defensive player.
- D. Examples:
- 1. Bases empty, ball hit to the pitcher – pitcher must throw the ball to first. If the pitcher runs to first or runs and tags the runner prior to first base the runner would be safe.
 - 2. Runner on 1st and 2nd, ball hit to the SS – SS can tag the runner advancing to third or touch 2nd or throw to first.
 - 3. Runner on 1st and 2nd, ball hit to the Pitcher – pitcher must throw to 1st, 2nd, or 3rd
 - 4. Ball hit to the outfield and the player that is in the pitcher position runs to field the ball in the outfield and runs to tag runners trying to advance to different bases. The runners would be safe at the appropriate base they were going to since that is not the correct baseball play being made.

5. If the infielder covering a base inappropriately crashes (ex 1st base charging in for a ball hit directly to the pitcher) to try and circumvent this rule by making it favorable for the pitcher to run and make the play. That is not teaching the fielders the proper way to play and the runner would be safe.
- E. This rule applies to the first play being made after the ball was put into play. Subsequent plays/outs may be made by any players. If the play is made by a fielder that is not the appropriate baseball play then the runner will be ruled safe.
- F. Exceptions can be made if in the Umpires judgement the appropriate play was made even if it was by an "incorrect" player. Example, ball hit between 1st and 2nd, first baseman is pulled away from the bag in an attempt to field the ball, the pitcher ends up with the ball and runs to tag first and beats the batter-runner. Not every example can be covered by this rule but the spirit of the rule is to teach the kids at the young ages to make the appropriate baseball play and to throw/catch the ball.
- G. The umpire has discretion to rule teams that appear to be intentionally rolling or bouncing a ball to first base as a "travesty of the game" and award the runner as safe. The umpire must issue a warning on the first offense.

XVIII. Rules for Fall Ball Season

A. Practices

1. Teams will be given practice times at the dad's club fields during the week.
2. Minimum one weeknight, with a potential second slot on the weekend.
3. If additional practices are desired a team may utilize other facilities.
4. Teams (All divisions) can have a max of 3 practices/events per week

B. Game Play-Regular Fall Season

1. All Regular Spring Season rules apply unless specified below.
2. Scores will be kept during games, but standings will not be recorded.
3. Pitch Limitations
 - a) Majors/Minors - 50 pitch count maximum for the regular season games.
 - b) Jr/Sr – 65 pitch count maximum for the regular season.
 - c) Tournament play – Pitchers may throw their age maximum as described in LL rule book.
 - d) All pitching regulations apply – i.e., LL pitching days of rest apply.

C. Game Time Limits

1. Time Limits for No New Inning to Start:
 - a) ITB 1:00
 - b) T-Ball 1:10
 - c) Coach Pitch 1:25
 - d) Minor/Major/Jr/Sr 1:40
2. All games have a drop-dead time that is fifteen (15) minutes later.
3. At the drop-dead time – we will finish the batter that is currently at the plate and then call the game.

D. Runs Per Inning:

1. 5 Runs per inning (Up to 8 with an over the fence home run) for all divisions Tee Ball- Seniors

E. Game Play-Fall Tournament

1. All Regular Season rules apply unless specified below.
2. This is a single elimination tournament meaning once a team loses their season is complete.

3. Brackets will be determined by a blind draw.
 4. Home Team is decided by a coin toss for every game.
 5. Time will be the same as Fall Season. The drop-dead rule does not apply.
 6. No game shall end in a tie. If time has expired or the maximum innings for a complete game have been reached and a tie score results, the following tiebreaker rules will be used:
 - a) First tie breaker inning – Offense starts with Bases loaded; defense starts with one out. – 8 run limit per inning applies.
 - b) Second tie breaker inning – Offense starts with Bases loaded; defense starts with two outs. – 8 run limit per inning applies. (Kid Pitch repeat until winner)
 - c) Third Inning – (TB/CP – winner is most defensive outs in game). If still tied – Coaches Rock/Paper/Scissors, best 2 out of 3.
- F. CP Specific rule clarifications:
1. Overthrow rule will be effect for the entire fall season.

XIX. League Winners and Tie Breakers

- A. The Champion of the Leagues in each division will be the team with the best winning percentage at the end of the season schedule. All games played will be factored into the decision.
- B. Tie Breakers will be determined as follows:
 1. Head to head vs. all teams in the tie.
 2. Record against in-division opponents.
 3. Strength of victory.
 - a) A team's strength of victory is the total games won by each opponent that a team has beaten.
 - b) Each win by the opponent counts as one game and each tie by the opponent counts as one-half game.
 - c) If a team has beaten the same opponent twice, then that opponent's win total is counted twice.
 - d) For example: If Team A and Team B finished tied with a 12-2 record and the twelve opponents beaten by Team A won 84 games and the twelve opponents beaten by Team B won 82 games, then Team A has a better strength of victory.
 4. One Game Playoff to settle division winner.****Game to be set by League Scheduler per League Policy****
 5. Coin flip – If agreed between the two teams.
 - a) Coin flips will eliminate only one (1) team from a tie, at which point the tiebreakers will be applied again with the remaining teams.
 - b) Can be used in lieu of 2d above.
 - c) Must be agreed by both Managers/Coaches.
 6. NOTE: In the case of ties with more than two (2) teams, once a team is eliminated from the tie, start back over at the top of the tiebreakers with the remaining teams; if multiple teams are eliminated at the same step, they are all eliminated. For example: If four (4) teams are tied and the strength of victory tiebreaker is to be applied and the teams have strength of victory scores of 50, 50, 48, and 47, the teams with 48 and 47 are eliminated and the two teams with 50 scores go back to head to head.

XX. Futures, All Stars, & Tournament Teams

- A. Futures Games (6's, 7's, and 8's)
 - 1. The league will make 2 futures teams from each of these league age groups
 - 2. Managers are picked in order of season record for age groups 6,7, and 8 winner of division gets teams, 2nd place manager would get 2nd team if needed and so forth until all teams are formed.
- B. All-Star Teams (Kid Pitch)
 - 1. Number of teams and age configurations will be voted on by the board each year when final numbers are confirmed.

XXI. PLL All-Star Selection Committee

- A. The All-Star Selection Committee shall consist of: (1) The Little League President, (2) The Little League Vice-President, (3) The Senior Little League Vice-President, (4) The Player Agent, and (5) Senior Player Agent.

XXII. PLL All-Star Eligibility

- A. To be eligible for consideration for the 12-year-old All-Star teams, the player must be completing his second consecutive PLL spring season, unless the player did not live in the PLL boundary during the prior spring season or the player can prove an injury prevented his participation during the prior spring season.
- B. A player may also be eligible for All-Star consideration if the player has played 4 prior Spring seasons in PLL (not including ITB or the current Spring season).
- C. To be eligible for All-Star consideration, a player must also have played in 90% of the regular season games, excluding justifiable absences caused by injury, illness, or school function.
- D. Players are eligible for consideration of futures, all-stars, and tournament teams, based on their league age, regardless of which division they played.
 - 1. Clarification for League age 8 yr olds – They are eligible for the teams in the division they play. IE if the player is in CP8 division they are eligible for CP8 Futures. If they Play in "A" Ball they are eligible for the 9yr old All stars and Tournament teams, they cannot drop down into the futures division.
- E. Parents may petition PLL's Board for exceptions to the eligibility rules and the Board must approve any exceptions.
- F. Managers or Coaches, who leave the league for one (1) or more seasons, will be ineligible to manage or coach a PLL All Star team upon returning to the league until their second consecutive spring season.

XXIII. PLL All-Stars: All Star Ranking Meeting

- A. Parents/Players must realize the time commitment for the All-Star season, and that any absence after the first day of practice will be cause for replacement, at the discretion of the All-Star Manager.
- B. The Manager and Coach of record for each team will meet in a separate meeting called by the Player Agent with at least seven (7) days prior notice.
- C. If possible, the meeting should occur after first place has been decided.
- D. As soon as practicable but no later than this meeting, the Managers and Coaches of record will be given a list of players who are eligible for All-Star consideration.
- E. Before voting, the Managers and Coaches must do the following:
 - i. Each manager must attest to the eligibility to each player on their team, including having played in 90% of games.
 - ii. should openly discuss the eligible players so that everyone has input on the players being considered for the All-Star team. The discussion should help the Managers/Coaches rank the players and provide guidance for the All-Star Manager.
- F. At the meeting, each team must rank the players from their team who signed up for All-Star consideration.
- G. Any information divulged during this meeting shall remain confidential and must not be discussed outside the selection meeting.
- H. After the discussion, each team shall complete one ballot that rank-orders the eligible players.
- I. Each ballot must rank-order a minimum of twenty (20) eligible players and a maximum of 30 eligible players. Ballots will be submitted at the meeting to the player agent.
 - i. If there are fewer than 20 eligible players, the ballot must include all eligible players
- J. Ballots with less than twenty (20) eligible players will be invalid and not used.
- K. The players should be ranked based on their abilities with the best player being ranked number 1 and the lowest number 20.

XXIV. PLL All-Stars: Tabulating Results

- A. After the All-Star ballots have been submitted, the Selection Committee (Little League President, Little League Vice-President, Senior Little League Vice-President, Senior Player Agent, and Player Agent) will tabulate the ballots and create a rank-ordered list, with the point totals, of the top twenty (20) players, including ties. To be considered official and complete, at least two (2) members of the Selection Committee must be present during the vote tabulation.
- B. The rank-ordered list, with points total, will be given to the All-Star Manager as soon as that manager is approved by the PLL Board.

XXV. PLL All-Stars: All-Star Manager Selection

- A. The All-Star Manager will be selected by a vote of the PLL Board in a special meeting called for that purpose. The All-Star Manager will be selected from the eligible managers in their respective divisions. All managers wanting to be considered must fill out an application
 - 1. The managers within each division will rank the managers that applied for a team and provide feedback to the PLL board to aid in their selection of the manager.
- B. The managers of teams with the highest place finish are recognized as the preferential managers, but selection by the PLL board is not automatic. The executive board will interview prospective managers, consider the comments and rankings by managers within the division, and make recommendations to the full board. If 1st place team manager is not selected the process would start over with the 2nd place manager, repeat process as necessary in order of standings until Manager selected.
- C. Managers can be ruled ineligible because of poor standing within PLL; including, but not limited to: unmet financial obligations, recurring, poor displays of sportsmanship, etc.
- D. Once approved, the All-Star Manager may select up to two (2) eligible coaches of record that must also be in good standing with PLL to assist as All-Star Coaches. The selected coaches must be approved by the full board of directors. These Coaches must be regular season Manager or Coaches of record. A Manager or Coach of record is a volunteer brought before The Board no later than April 15th as provided for in the Tournament Section of the Little League Baseball Rules and Regulations.
- E. Managers will be selected from the following divisions:
 - 1. Senior Division - Senior all-star manager
 - 2. Junior Division - Junior and Intermediate (50/70) all-star managers
 - 3. Major Division –12 year old all-star managers
 - 4. AAA Division – 11yr old all star and tournament manager
 - 5. AA Division – 10 year old all star and tournament team manager
 - 6. A Division – 9 year old all-star and tournament team manager
 - 7. CP 8 Division – All 8 year old futures teams managers
 - 8. CP 7 Division – The remaining 7 year old futures teams managers.
 - 9. Hybrid Division – All of the 6 year old futures teams managers.
- F. Players may be chosen in a higher division if the manager chooses.
- G. If there are not eligible managers from the listed division, the Board may appoint another regular season manager of record from a different division to fill a position of manager for an all-star, tournament, or futures team.

XXVI. PLL All-Stars: Tryouts & Team Selection

- A. Tryouts will happen for each player pitch all-star division, futures teams will not have tryouts. The top 20 players will automatically be invited to the tryout, the manager may select 5 "wild card" players to attend if necessary.
- B. After the tryout the final All-Star Team is selected by the Manager and staff
- C. The manager is responsible for choosing the remaining players up to the minimum and/or max number allowed by rule (currently 12 and 14 respectively). If a team desires to keep less than the minimum they must request this to the tournament committee. If the committee supports the decision it will be submitted to D15 for approval.
- D. Manager shall have the option of taking two wild card players on the final roster. Wild cards must be approved by the All-Star Committee.
- E. If a manager chooses, they may select a player from a lower division that attended the tryout.