



Policy & Procedure Manual

Revised 2023-24 Season

Policy and Procedure Manual

1. Mission Statement

It is the goal of Land Park Pacific Little League (LPPLL) to implant firmly in the children of our community the ideals of good sportsmanship, integrity, honesty, loyalty, courage, and respect for authority, so that they may be well adjusted, stronger and happier children and grow to be good, decent, healthy and trustworthy citizens.

2. Local By-Laws

As provided for in the Little League International (LLI) Official Regulations, Playing Rules, and Operating Policies (hereinafter “the Little League Rulebook”) the local little league must produce a manual containing the local playing rules, All-Star selection process, code of conduct, fees, team selection criteria, drafts, operating procedures, various policies, etc. Collectively these documents are known as Land Park Pacific Little League local by-laws. By-laws are a set of written rules and guidelines adopted by an organization for governing its own affairs. This Policy and Procedure Manual encompasses the Local By-Laws as required by our Land Park Pacific Little League Constitution. No By-law may conflict with the Little League Rulebook.

The newly elected BOD has the authority to make changes to these documents and procedures. These documents only require BOD consent without the general membership approval. The Board of Directors shall strive to have any changes to these documents approved and in effect no later than 30 days prior to opening day; however, the BOD reserves the right to enact changes with board approval so long as said changes do not drastically change the rules of the game mid-season, so as to not inadvertently interfere with competition, standings, or other critical aspects to the outcome of the season (e.g., standings, tournament eligibility, etc.).

Due to the unprecedented and unpredictable nature of youth sports in the aftermath of the COVID-19 pandemic, the Board of Directors (BOD) may change any of the following rules as necessary but will always be in compliance with local health guidelines and the rules and guidance set forth by LLI.

3. League Code

It is a Little League violation to engage in any activity which gives rise to or could give rise to an appearance or claim of self-dealing, divided loyalty, or conflict of interest by reason of such person’s position within LPPLL. Therefore, no unauthorized use of fields, equipment, utilities, or any other league property without prior approval from the President or other authorized member of the BOD. Further restrictions and definitions of self-dealing can be found in the Little League Rulebook

Maintenance of the playing fields is of utmost importance. Certain applications may occur without widespread knowledge. Therefore, if the gates are locked, you are not allowed on the field without prior approval of the President and/or the Field Operations Officer.

4. Board Member Eligibility

Based on the Little League Principles of Conduct Code, no member of the BOD shall, at the same time, hold office or be a member of the Board of any other youth baseball/softball league or function as an official or representative of such programs. A member of the BOD may hold office or be a member of the board of any Little League Baseball District, Section, or Region of which LPPLL is a subunit. Further

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restrictions and guidelines for the Board of Directors can be found in the Little League Rulebook under “Local League Administration.”

5. Volunteer Eligibility

As a condition of service to LPPLL, all BOD members, managers, coaches, volunteers and any other persons, volunteers or hired workers, who provide regular service to the league and/or have repetitive access to, or contact with players or teams, must annually complete and submit a “Little League Official Volunteer Application” to the League President. Annual background screenings must be completed prior to the applicant assuming her/his duties for the current season. Refusal to annually submit a fully completed “Little League Official Volunteer Application” will result in the immediate dismissal of the individual from all activities associated with LPPLL. The BOD reserves the right to require volunteer(s) to submit to further investigations as they see fit by majority BOD vote. See LittleLeague.org/ChildProtection to the Little League Child Protection Program.

6. Umpire Responsibilities

Each year the BOD will assign an Umpire Coordinator or Umpire in Chief (UIC). The UIC is responsible for recruiting, training, and scheduling all umpires, communicating rule changes, and evaluating and accepting evaluations of umpires by managers, coaches or players.

7. Registration Fees

Registration fees are based on the costs of operations of LPPLL and are determined by the BOD. LPPLL shall request annual registration fees and shall publish the fees prior to the date on which player registration begins.

8. Fee Waiver

It is the policy of LPPLL and Little League Baseball® that the inability to pay registration fees should not prevent a player from participating in the Little League Program. Members who cannot afford to pay registration fees shall submit to the President an application for financial assistance. At the President's discretion, partial or full scholarships may be granted. The President shall treat all such applications confidentially and shall take steps necessary to ensure the annual registration fee policy does not keep a player from participating. However, applicants whose fees are waived are still required to participate in fundraiser activities and volunteer hours, as those responsibilities are not waived.

9. Volunteer Fund - Fee and Refunds

LPPLL requests an annual volunteer fund fee as determined by the BOD. These funds are used to maintain LPPLL facilities and/or activities. The volunteer fund is per family and will be refunded upon the completion of a minimum of eight (8) hours of qualified volunteer work on behalf of the player's family prior to August 1 of the current season. All managers will be reimbursed the fee paid into the volunteer fund after the manager returns all LPPLL-issued team equipment.

10. Registration Fee Refund Policy

Registration fees are used for the operation of LPPLL which is a non-profit organization. In order to receive a refund of the registration fee, the parent/guardian of a player must submit their request for refund in writing to the BOD. **No refunds will be processed without a written request.** The amount of refund will be based on the following criteria:

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A player, who resigns, quits or is injured:

- Prior to the selection of teams, a \$25 administrative fee will be charged, and the remaining balance will be refunded.
- In the case of a season-ending injury after teams are picked, but before any games are played, a \$75 administrative fee will be charged and the remaining balance will be refunded, including volunteer fees.
- Resignation for any reason other than season-ending injury will not be eligible for any refund of any amount.
- On or after Opening Day, no amount of the registration fee will be refunded, including volunteer fees.

11. Code of Conduct

The goal of the BOD is to provide the most positive experience for our players. The actions of managers, coaches, players, volunteers, parents and spectators have the strongest impact and effect on the growth of our children. Our membership and visitors must exhibit courteous, civil behavior and sportsmanship whether on the field or in the stands.

Good Conduct is composed of three related concepts: fair play, character and sportsmanship.

- Fair play refers to all participants having an equitable chance to pursue victory and acting toward others in an honest, straightforward, and dignified manner even when others do not play fairly. It includes respect for others including team members, opponents, and officials.
- Character is typically seen in polite behaviors toward others such as helping an opponent up or shaking hands after a match.
- Sportsmanship expresses an aspiration that the game will be enjoyed for its own sake, with proper consideration for fairness, ethics, respect, and a sense of fellowship with one's competitors. Being a good sport involves being a good winner as well as being a good loser.

Most important, remember that Little League baseball is a game. Parents set the tone. Don't ruin your child's baseball experience. Be positive and supportive.

To reduce any problems at LPPLL activities, the BOD requires you to adhere to the following guidelines:

- Access to the fields is only allowed for Little League games and Little League sponsored activities. No unauthorized use of the fields is allowed.
- Smoking, smokeless tobacco, alcoholic beverages, or illegal drugs are prohibited by Little League Rules & Regulations where the Little League is functioning.
- DOGS ARE NOT ALLOWED AT DOOLEY AT ANYTIME, with the exception of a certified service dog. Additionally, dogs at any Little League event regardless of location must remain on leash for the safety of the dog, the players, and all participants.
- Players and spectators are allowed ONLY TO ENCOURAGE players through cheering. A positive atmosphere should be maintained at all times.
- Chants or comments that are disrespectful, distracting or derogatory to ANY player, manager, coach or umpire are prohibited.

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- DO NOT distract participants from concentrating on the game. This includes the players, coaches, managers or umpires.
- DO watch for safety problems during games and practices to help prevent injuries. This includes watching your children in the stands or on the surrounding grounds.
- Parents, managers, and coaches are expected to set an example of good sportsmanship at all times by positively encouraging players and not vocally questioning or criticizing umpire calls or manager decisions.
- Parents, guardians and others in the stands are to abide by the following:
 - Attempt to be informed of and understand the rules of the game.
 - Appreciate and applaud a good play whether it's made by your child's team or the opposing team.
 - Show compassion for any injured player.
 - Avoid heckling, jeering or distracting players.
 - Show respect for the opposing team, without whom there would be no game.
 - Refrain from using profane or obnoxious language or behavior.
 - Refrain from harassing or swearing at players, coaches or officials.
 - Respect the judgment and strategy of the manager/coach.
 - Avoid criticizing players, managers or coaches for the loss of a game.
 - Respect the property of others and the authority of those who administer the competition.
 - Encourage your child to play by the rules at all times.
 - Refrain from publicly questioning any official's decision or doubting his or her honesty.
 - Recognize the value and importance of umpires, manager and coaches, who expend significant time and effort for the benefit of the players.
 - Emphasize enjoyment and fun.
 - Praise effort as well as improvement.
 - Relax and enjoy the game whether your team is winning or not.
 - Refrain from standing behind the center portion of the backstop.
- Umpires have the authority to halt play and, if necessary, eject players, managers, coaches or spectators who are disrespectful, distracting or derogatory or engage in other unsportsmanlike conduct to anyone involved in the game.
- Pick up all of your trash and your children's trash after each game or practice. Our playing and practice fields are to be kept clean. Please be responsible and help any time that you can.

Poor sportsmanship by managers, coaches, players, or spectators can result in ejection from the game and removal from Dooley Field and other fields where games take place. Therefore, the BOD has adopted the following disciplinary actions regarding misconduct at Dooley Field:

General Membership and Visitors

Any individual found in direct violation of the code of conduct will be asked to stop such violation by the Board Member on Duty (Director on Duty [DOD]), the Manager on Duty (MOD) or any member of the BOD. If the behavior persists or worsens either during that identified incident/day or is identified at another time/day, that person will be subject to the following:

- Asked to vacate the premises.

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- If warranted, escorted off the premises by the DOD, MOD or a police officer.
- Be subject to disciplinary actions as deemed appropriate by the BOD, including a ban from all LPPLL and District 7 activities and/or events.

If any person initiates any physical confrontation, altercation or assault, the Sacramento Police Department will be notified as soon as possible by dialing 9-1-1.

Any persons involved in a physical confrontation will be required to appear before the BOD to explain their actions. Disciplinary action by the BOD may result in a ban or suspension from the LPPLL and its activities. Any persons involved in verbal confrontations may be required to appear before the BOD to explain their actions.

Board Members (regardless of if DOD) should not put themselves in a situation that they deem dangerous where physical or emotional harm may come to them. In that case, attempt to identify the individual, write up the incident, and make a judgment on calling 911.

Managers, Coaches and Players

As per the Little League Rulebook sections regarding ejections and poor sportsmanship, if a manager, coach, or player is ejected from a game, a one game suspension is imposed. If removed by the umpire a second time, a two-game suspension will result for the second offense. A third offense will not be tolerated and will result in dismissal from duties as manager or coach. Please note that the above are minimum consequences. Any ejection of a manager or coach will result in a BOD inquiry or investigation.

All ejections MUST be reported on the Game's Summary Form and shall specify the events resulting in the removal from the field of the manager, coach, or player in question. Both team's managers and coaches shall fill out and sign the Game Summary Form and provide written description to the event.

Unsportsmanlike behavior will not be tolerated. Managers, coaches, or players exhibiting negative behavior may be required to appear before the BOD to explain their actions. Disciplinary action by the BOD may result in a written warning or game(s) suspension depending upon severity or repeated actions by the managers, coaches, or players in question.

12. Manager and Coach Appointments

The President, with approval of the BOD, shall appoint all managers and coaches as per the Little League Rulebook. The power to nominate managers and coaches has been granted solely to the local league President from the inception of the program. The BOD has the right to approve or disapprove any appointment made by the President. This responsibility cannot be delegated. The procedures for appointing managers and coaches must be understood and accepted by all concerned. The policies are:

- There is no seniority or tenure in serving as manager or coach.
- All appointments expire annually.
- All managers and coaches are directly responsible to the BOD.
- There is no appeal process for reconsideration.

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13. Manager and Coach Guidelines

LPPLL appreciates, admires, and respects all those willing to manage and/or coach.

Knowledge of the game is essential but is not the only requirement of a manager or coach. The manager or coach must be a leader. They require understanding, patience, and the capacity to work with young children. Young children often idolize their manager or coach not for their success but as a source of inspiration.

People holding these positions should be able to inspire confidence and earn respect. Above all, they must realize they are helping to shape the physical, mental, and emotional development of these children. Therefore, all managers and coaches must abide and adhere to the following Coaching Principles and Objectives:

COACHING PRINCIPLES

- Reflect an understanding of the age group you supervise.
- Be aware that you are an example to those you coach.
- Demonstrate you have an appreciation of the philosophy of Little League.
- Demonstrate you will cooperate with others in making the program beneficial to all players.
- Show by example that you respect the judgment and authority of the umpire.
- Exercise the leadership role effectively by leaving the game in the hands of the players.
- Provide each player an opportunity to participate in every game.
- Encourage the players at every opportunity.
- Instill a desire to win and to improve, imparting as much baseball knowledge as possible to each player.
- Encourage good health habits and care of the team equipment and uniforms.
- Be instrumental in shaping acceptable behavior patterns, whether the team wins or loses.
- Know the rules and regulations of Little League Baseball®, as well as Local Rules outlined in these Policies and Procedures, and play by them.
- Become well acquainted with the player selection system.
- Select players for the team according to their abilities.
- Be cautious and use sound judgment in any protestable situation.
- Have knowledge of First Aid, Safety and all rules that govern Little League play.

COACHING OBJECTIVE

- Practice sessions are efficient, fun and ensure no one stands around.
- Players are properly taught fundamental skills and game strategy through various drills.
- Instruction is given at the player's level of understanding.
- Players are taught the rules, and the rules are followed.
- Practice sessions end before the players become bored or tired.
- Practice sessions are spaced so they do not become a chore for the players or managers.
- Adequate precautions are taken to avoid injuries.
- Develop desirable and positive habits in players.
- Encourage promptness.
- Encourage good health and safety habits.
- Encourage good sportsmanship and fair play at all times.
- Encourage responsibility and leadership.

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- Practice exemplary game decorum.
- Always be prompt to games.
- Plan ahead to speed the game along.
- Protective gear is used at all times.
- Players are not worn out in practice.
- Set a good example for your players and expect other adults to do so.
- Keep players separated from spectators and ready to play.
- Do not embarrass or reprimand players in front of others.
- Players are continually encouraged.
- Assist players in developing individual goals and reviewing his/her progress.

Managers and/or coaches who violate the current rules in the Little League Rulebook, LPPLL Manager and Coach Guidelines, Local Rules, or any other section of the LPPLL Policies and Procedures may receive a warning or be required to appear before the BOD. Failure to fulfill their responsibilities may result in suspension or dismissal, as determined appropriate by the BOD. The level in which violations are addressed may vary depending on the severity of the offense committed.

14. Manager Responsibilities:

The BOD wants to sincerely thank all managers for their time and dedication to the children of our league. Managers are responsible for the “management” of the team, including but not limiting the following:

It is the manager’s responsibility to attend each meeting. If a manager is unable to attend a meeting, a representative from their team must attend. The manager is responsible for obtaining information released at the meeting. If a manager fails to attend a meeting and fails to send a representative, they may be suspended from managing for one game.

Coaching Clinic: All managers and coaches are encouraged to attend LPPLL’s coaching clinic. Attendance could be considered mandatory, in which case, managers will be advised. If a manager is unable to attend the coaches’ clinic, an assistant coach must from their team must attend the coaches’ clinic, and the manager must meet with LPPLL’s Coaching Coordinator. In the event attendance is required, a team will not be permitted to hold any practices until the manager has fulfilled their responsibilities under this section.

Concussion Protocol: Each manager must complete LPPLL’s concussion protocol training. A team will not be permitted to hold any practices until the manager has submitted their certificate of completion to LPPLL.

Try outs: Each manager is needed to help run the tryouts and evaluate talent. All managers may be required to attend tryouts even if they are in lower divisions.

Team selection: A draft process is used to select each team in the AA, AAA, Majors divisions. This event is scheduled after the tryouts by the Player Agent. The BOD determines selection methods.

Team roster: The Player Agent will issue to each manager a team roster for their respective team.

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Medical release: A completed Medical Release Form is required for each player to participate in team practices or games. These forms, or necessary information summarized electronically, must be in the possession of the manager or coach at all games and practices. No team shall practice nor participate in games without them. Managers or coaches who are involved in activities without these forms, or appropriate information, exposes themselves and the LPPLL to legal repercussions and will may be subject to disciplinary actions by the BOD.

Field permits: Teams will receive assigned practice fields. These fields are permitted, and proof of that permit should accompany the manager to each practice to avoid any conflict.

Scorekeeper (for those divisions that keep score, which include Majors, AAA, and typically AA): The home team is the official scorekeeper of the game. An individual other than the manager or coach should be recruited. The person should be an individual familiar with the game. It is highly recommended that the visitors also provide a scorekeeper.

Pitch counter (for those divisions that pitch): The home team is the official pitch counter of the game. An individual other than the manager or coach should be recruited. The person should be an individual familiar with the game. It is highly recommended that the visitors also provide a pitch counter.

Field preparation: The home team is responsible for field preparation. To show league spirit, please consider working together, home and visitors, to prepare the field.

There are storage sheds behind the 3rd base bleachers on Dooley 1 and behind 1st base on Dooley 2. The MOD or DOD will unlock the sheds prior to the game and lock them at the conclusion of the games. It is the home team manager's responsibility to ensure all equipment (rakes, chalk/paint, bases, etc.) gets returned to the proper sheds. If you use the last of the chalk/paint, be kind and refill.

The playing fields at Dooley Field must be raked and lines marked prior to the game.

A leaf rake or broom may be used to remove excess dirt from the grass part of the infield. The large field rakes are used for the baselines. Rake up and down between the base and home plate, not side to side. The draggers are for dirt only and should NEVER be used or dragged on the grass. Caution should be used to stay away from the edge of the grass as leaving a pile of dirt there will result in "bad hops".

After the game the field must be raked, bases removed, and the chalk/paint and striper secured.

It is recommended that the managers and coaches arrive 60 minutes prior to the scheduled start of the game to ensure these duties can and will be completed before warmups start.

First Aid: It is helpful if you have a basic understanding of first aid. A first aid kit will be issued to each manager to have in their possession at all practices and games. A large first aid kit shall be on hand in the snack shack and at the diamonds in Land Park.

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Team parent: It is advisable that the manager recruit a team parent to help with administrative duties. If the manager does not designate a representative, they are required to fulfill the duties (see team parent section for more information).

Fundraising: Each manager and coach are expected to support the league's fundraising activities. Fundraising is not taken lightly and is essential to the well-being of the league. Each manager and coach must convey to the team and parents that participation is important.

General Information, Game Schedules, Newsletter: Season schedules for each team are issued by the Player Agent. The league will publish newsletters or league related information during the season. It is up to the manager to see that his/her players and parents have the information provided by the league (can be delegated to the team parent).

Manager on Duty (MOD): Managers from all teams are assigned this duty 2 or 3 times per season. You will be issued a schedule at the start of the season and a copy will be posted at the snack shack. If you are unable to fulfill your requirement, it is up to you to find a suitable replacement at least 24 hours prior to your assignment and to notify the Division Representative of the change.

If a manager fails to perform the duties of Manager on Duty when scheduled, and fails to arrange a suitable replacement, they will be suspended from managing for one (1) game.

A list of MOD responsibilities shall be given to each manager and posted in the Snack Shack.

15. Team Parent Responsibilities

The team parent is designed to assist the manager of a team with administrative duties such as team snacks, fundraisers, pictures, telephone trees, snack shack staffing and various other duties. **Note: If a manager does not select a team parent, then it is the manager's responsibility.**

The team parent is required to attend a meeting prior to the beginning of the season. The meeting will go over the upcoming year's fundraisers, snack shack rules and responsibilities, and other important information.

Each team is assigned to work the snack shack during the season. Shift staffing requirements and snack shack duties will be distributed at the team parent meeting prior to the beginning of the season and published in the Snack Shack Operations Manual. It is the responsibility of the manager/team parent to have adequate staffing of the snack shack during their team's scheduled assignment. **The failure of a team to provide sufficient staffing for their snack shack shift will result in one (1) or more of the following: closure of the snack shack and rescheduling the team's snack shack day, and/or reimbursement from the manager/team parent for compensation for their snack shack replacement(s).**

Team snacks: Tickets for team refreshments can be purchased at the snack shack. Generally, the team parent distributes a schedule which allows a different family to be responsible for the snack after each game. To ensure the team always has a snack after the game, a collection can be taken at the beginning of the season and purchase tickets from the snack shack ahead of time.

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16. Snack Shack Volunteer Responsibilities

The objective of the snack shack is to give players an opportunity to be rewarded with a meal, drink or treat regardless of the outcome of their baseball game. This way everyone can go home a winner. Each team is required to work in the snack shack during the season. This is typically done while that team is playing to ensure coverage. Requirements and details governing snack shack operations are published in the Snack Shack Operations Manual.

17. Player Placement, Tryouts and Team Selection (GENERAL GUIDELINES) League Age

A player's "league age" is the age that player will be on August 31 of the baseball season and December 31 of the year preceding the softball season.

T-Ball and Rookie Teams

T-Ball and Rookie players are assigned to teams by the league. The league will attempt to honor requests to place certain players with a particular manager, but due to the complexities of forming teams, we cannot guarantee to satisfy all requests.

Try-Outs

The purpose of Try-Outs is to permit all BOD approved managers, coaches, and BOD members the opportunity to assess each player's skills, such as: catching fly balls, fielding grounders, hitting, running, and throwing.

All players of league age eight (8) or above shall attend tryouts. Failure to attend the required tryouts may result in the player being ineligible for the draft and result in a player being placed in a player pool.

Spring Training

BOD may choose to replace tryouts with "Spring Training". Instead of evaluating players in one traditional tryout session, players will be expected to participate in a 3–4-week skills clinic. The purpose of Spring Training is to allow managers and the BOD more time to evaluate players as well as give players extra practice to shine up their skills before the start of the season. Managers will make their draft decisions based on how the players perform during Spring Training. Majors and AAA are guaranteed a spot in Spring Training, AA will be based on availability of fields.

After Tryouts or Spring Training

The Majors managers will start the draft selection process after the conclusion of tryouts or spring training. The Minor divisions follow in descending order, AAA, AA, etc. The draft protocol will follow the recommended guidelines set in the Little League Operating Manual. The BOD will decide the actual sequence and details of the draft sequence.

The Major and AAA Division managers must protect his or her own player. A Majors/AAA Division manager may select one assistant coach prior to the draft. If an assistant coach is chosen prior to the draft, the manager must protect the assistant coach's player. In AA, a manager may select up to two assistant coaches, and must protect both assistant coaches' players. In all other divisions, it is based on

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parent requests, manager, and coach pairings, etc. To ensure protection for the players, managers and coaches must be announced and approved prior to Try-Outs. The LPPLL Player Agents and President will ensure pairing is not done solely to circumvent the draft process. If necessary, pairing will be voted on by the BOD.

After soliciting evaluations by all managers and prior to the draft, the designated managers' and coaches' players are evaluated and placed in a "draft round" and will represent the team's pick for that round. If both players are determined to be first round picks, that team will forfeit its 3rd round pick and will receive an additional pick in the 9th round. The goal is to ensure a balance of competitive teams. Managers, coaches, and BOD members who witness the draft, shall keep the draft order in strict confidence and will not disseminate any information regarding a player's pick or standing. Attendance at and participation in drafts is limited to Board members, managers, and coaches.

After the teams have been formed and team rosters completed, managers are required to inform players and parents regarding team selection and practice schedules within 48 hours.

During the season if a player is lost due to an illness, injury, change of address, etc., the manager shall strictly adhere to the rules stated in Little League Rulebook. If a player is offered placement in a higher Division and elects not to move up, the player is prohibited from moving up for the rest of that current season.

Softball

Teams for the 8U and 10U divisions shall be formed by the Vice President of Softball and/or Player Agent from the respective division. Teams for the 12U division shall be formed by a draft following similar draft procedures as the baseball program.

Players who request to play in a division above where their age would place them may be required to attend "Spring Training" (tryouts/assessments) to be evaluated for safety purposes for the requested division.

Special Requests

Prior to the draft and by contacting the Player Agent in writing (electronically is acceptable), parents may request that a player not be placed above a certain level. The Player Agent and BOD Members must also keep in mind the safety of the player and the other players in each division when deciding whether to grant this request. Prior to the draft and by contacting the Player Agent in writing (electronically is acceptable), parents of players of similar age may request that siblings be placed on the same team. If the Player Agents, BOD members and respective Divisional Managers agree the request is appropriate, the draft process will be adjusted to keep the siblings together.

18. Complaints Regarding Managers, Coaches and Board Members

The complaint protocol is as follows:

1. If a parent objects to a team manager's policies or actions (or the actions of anyone else associated with the team or league), that parent should first discuss the matter directly with the person involved. Do not approach anyone during a game or practice with your objection. Call

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and discuss the matter over the phone or make an appointment to see him or her in person. Do not attempt to raise your objection when children are present.

2. If you are not satisfied with the response from the manager or coach, you must contact your Division Representative to discuss the problem. The Division Representative is listed on the league website.
3. If you decide to pursue your complaint, you must submit your complaint, in writing, to the BOD. The BOD will meet to discuss the complaint. You may be invited to this meeting along with interested parties or witnesses regarding the complaint. The meeting will take place as soon as possible as long as there is quorum of the BOD. (Note: If this protocol is not followed the complaint will not be heard by the BOD.)
4. In the event that the complaint pertains to the actions of a BOD Member who is managing or coaching, you must contact either a Vice President or the President.

19. Complaints Regarding General Issues from the Membership

All complaints must be in writing and signed. Initially, the BOD will maintain the anonymity of all involved parties. No verbal complaints will be considered.

1. The complaint letter must be brought to a BOD member.
2. Each letter will be read aloud in its entirety before the BOD. It will be determined at that time if further investigation, response or action needs to be taken. All BOD members present will have a vote in making this determination.
3. If further action is to be taken, the appropriate BOD member will notify the person(s) involved that a letter of complaint has been received. At a pre-determined BOD meeting, where the contents of the complaint will be read, the parties involved will be given the opportunity to present their sides.
4. If the BOD determines that disciplinary action is to be taken, it will be done as quickly as possible.
5. The letter will become part of the league's official records and be kept on file for possible future reference.
6. The appropriate BOD member with the findings will notify the parties involved.

20. Game Rescheduling (GENERAL GUIDELINES)

The only rescheduling of games will be for rainouts or if a team is unable to field a team due to a legitimate school function. The Division's Player Agent and President must approve such rescheduling. Games will be rescheduled provided the following procedures are followed:

- Rescheduling due to a school or other function:
 - The manager must notify the Player Agent at least two days prior to game day. Any team making false statements regarding ability to field a team will be subject to automatic forfeit.
- Rescheduling due to weather:
 - Any games rescheduled due to weather will be rescheduled based on field availability and team schedule.
 - If a game is halted, it will only be resumed if it was not a complete game, and the rescheduling policy below is followed. If a game is resumed it will be from the point at which it was stopped and follow Little League Playing Rules.
 - Both managers MUST notify the Player Agent as soon as possible and provide the following information:

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- Indicate the date the game was to occur.
- The team they were scheduled to play.
- Possible dates for rescheduling (as well as dates they could not play).
- For divisions with player pitching:
 - Due to the pitching rules, a make-up game will have to occur when it allows for both teams to have sufficient pitching.
 - The game will be rescheduled within a two-week period.
 - The Player Agent MUST be notified.
 - For Majors and AAA:
 - All make-up games MUST be played in the half in which they were to occur. The President and Player Agent shall schedule all make-up games.
 - AA, Rookie and T-Ball:
 - Games may be rescheduled as long as both managers agree and are approved by the Player Agent.
 - If either manager fails to notify the Player Agent, OR if a game is offered and there is no legitimate reason for a team not to accept the game time, it shall be grounds for forfeit.

21. Land Park Pacific Little League Local Rules (all levels)

Adhere to all rules in the Little League Rulebook. In addition, the following shall be in effect:

- a) The continuous batting order is mandatory for all divisions during both regular and postseason play.
- b) Free substitutions on defense are permitted.
- c) Home team is the official scorekeeper and pitch counter for the game.
- d) Home team occupies the 3rd base side, visitors occupy the 1st base side.
- e) Batting Cage Access: For games on Dooley 1, the Visitor team may use the Batting Cage for 20 minutes starting from one hour before the game time, and the Home team may use the batting cage for 20 minutes starting from 40 minutes prior to the game time. (For example, for a 5:30 p.m. start time, the Visitor team may use the cage from 4:30 to 4:50 p.m., and the Home team may use it from 4:50 to 5:10 p.m.)
- f) Infield Access: The Visitor team shall have access to the infield for 15 minutes starting 40 minutes prior to game time, and the Home team shall have access to the infield for 15 minutes starting 20 minutes prior to game time. (For example, for a 5:30 p.m. start time, the Visitor team shall have access to the field from 4:50 to 5:05 and the Home team shall have access to the field from 5:10 to 5:25 p.m.) To avoid injury to those preparing the field, neither team will have in-field access until infield field prep is complete.
- g) The umpire meeting should take place 5-10 minutes prior to game time.
- h) Each manager shall identify on his/her lineup card which players, if any, are ineligible to pitch in that game.
- i) No parents shall be on the field or in the dugout during game time unless they are the manager or an approved coach. Any person who has repeated access to, or contact with players or teams, must complete and submit an official "Little League Volunteer Application" and be subjected to a background screening pursuant to Megan's Law, and criminal history checks. See Volunteer Eligibility for more information.
- j) An approved (screened) adult volunteer must be in the dugout at all times.

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- k) Each manager will complete the Game Summary Form for all Baseball Majors, AAA and AA games within 24 hours after the conclusion of the game.
- l) The President or designated BOD member may call the game due to weather or field condition prior to games starting.
- m) The BOD Member on Duty will determine with input from team managers whether the fields are playable as a result of weather conditions.
 - i. Once a game is begun, the umpire makes all judgments regarding halting play due to weather conditions and/or lack of daylight.
 - ii. If there is no umpire, then the BOD Member on Duty will make the final decision.
- n) In the event of rule violations during the game, follow the Little League Official Regulations and Playing Rules for the violations in question and consult with the umpire or the BOD member on duty.
- o) Each team is responsible for cleaning up after the game in and around the dugout area. If you are the last game of the day, ensure all equipment is put away.

Any questions regarding Local Rules or Little League Official Regulations and Playing Rules should be directed to your Division Representative.

Field Preparation:

- a) Home team is responsible for field prep, with help from the visiting team in the interest of expediting field prep to ensure both teams are equally able to participate in warmups.
- b) Managers/coaches shall arrive at least one hour prior to game time to prepare the field.
- c) Field preparation equipment is located in the sheds beneath the bleachers.
- d) Outfield foul lines shall be painted if present condition is insufficient.
- e) Pre-game raking and watering of infield dirt shall occur if field conditions require.
- f) Infield lines and batter's box shall be prepared with chalk or paint.
- g) Bases shall be put in place.

Field Clean-up:

1. Home team is responsible for clean-up, with help from the visiting team in the interest of expeditiously clearing the field for the next game or closing of the field.
2. Pull bases and put them in shed.
3. Rake pitcher's mound, batter's box, base lines (rake parallel to baselines) and base areas. 4. Rake perimeter of infield toward the dirt to get dirt off grass.
4. Drag infield (NEVER use draggers on grass).
5. Water infield, pitcher's mound, batter's box, base lines.
6. Replace field equipment and lock shed.

Field Etiquette:

For all players, managers and coaches to have the best experience possible, the following field etiquette must be followed:

1. No hitting hard balls into the fences.
2. No players, spectators or others allowed in the bullpens or batting cages unless they are specifically involved in the game on the field.

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- a. No parents are to be allowed on the field, prior to, during or after the games. All meetings should be held outside of the field. Parents can hand drinks to the manager, coaches and players (per manager or coaches' approval or specific team rules) prior to the game starting.
3. A good game tempo must be utilized:
 - a. Minimize having meetings when you are ready to take the field. Save the meetings for when your team exits the field.
 - b. Prepare for when your catcher needs time to get gear on. Have an extra helmet with throat guard available for the back-up. Remember, an adult is NOT ALLOWED to warm up the pitcher.
4. Exit the dugouts and the field in an expeditious manner. This is extremely important when another game follows. Be courteous to your fellow managers and allow them to take the field for preparation of their next game, while you meet with your team outside the fence line.
5. If a game is scheduled to follow your game, clear out the dugouts quickly and have your team exit so the next team can take the field.
6. If you're responsible for prepping the field, then do so prior to having your team meeting.

Regulation Games:

Regulation Game Clarification – The goal is to have a game consisting of six innings with a definitive winner. However, in some situations a regulation game may not be possible due to weather, daylight or other safety concerns. The Little League Rulebook defines a regulation game as 3.5 innings if the Home team is winning, 4 or more complete innings if the Visitor team is winning.

Rules Governing Divisions:

a) Baseball Divisions

The following are the baseball levels typically provided at LPPLL and the league age of the participants (baseball age is the age the player will be on August 31st of the season):

- Juniors – Player ages 13 and 14
- Majors – Player ages 12 and 11
- AAA – Player ages 11, 10, and 9.
- AA – Player ages 9, 8, and 7.
- Rookie – Player ages 7 and 6.
- T-Ball – Player ages 6 (if have not previously played T-Ball) and 5.

These ages dictate a maximum age requirement, not a minimum. In other words, a 13-year-old is ineligible for Majors without a waiver, and so on.

Any request for a player younger than age 11 in the Majors division or a player younger than age 9 in the AAA division requires written permission by the President or Vice President of the league AND the upper division player agent, as compliant with LLI roles. The leadership represented by this group of BOD members will consider the following criteria:

1. Is the player capable of playing at the promoted level based on his/her demonstrated physical skillset?
2. Is it likely that the player will be drafted in the first 8 rounds?

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11-year-olds are not guaranteed a roster spot in the Majors division based upon the outcome of the Majors draft. 11-year-olds undrafted in the Majors draft will play in the AAA division.

9-year-olds are not guaranteed a roster spot in the AAA division based upon the outcome of the AAA draft. 9-year-olds undrafted in the AAA draft will play in the AA division.

b) Softball Divisions

The following are the softball levels typically provided at LPPLL at the league age of the participants (softball age is the age the player will be on December 31st of the year preceding the season):

- The 8 and Under (8U) Softball Division should consist of 6-, 7-, and 8-year-old-girls as determined by their league age.
- The 10 and Under (10U) Softball Division should consist of 9- and 10-year-old-girls as determined by their league age.
- The 12 and Under (12U) Softball Division should consist of 11- and 12-year-old-girls as determined by their league age.

Any player can “play down” to a lower/younger division regardless of their age if they so choose. However, if younger girl wishes to “play up” to the 10U or 12U Division she must attend “Spring Training” (tryouts/assessments) to be evaluated for safety purposes.

c) Playing Rules – Juniors

Rules are determined based on participation in the inter-district league.

d) Local Rules – Majors

Adhere to all rules in the Little League Rulebook with the following additions:

- Selection of the team to play in the Tournament of Champions shall be based on the winner of the Dooley Championship Series (DCS) playoff at the end of the regular season, according to procedures to be established by the BOD and published by the start of the regular season.
- Pool players: If a team has a scheduled game in which fewer than nine (9) players can attend, a pool player may be added to the roster for that game only. The pool player shall be selected at random by the Player Agent from a list of eligible names to be compiled by the Managers and the Division Representative. Pool players cannot bat before roster team players in the line up and may only play outfield positions. A maximum of three (3) pool players can be added to a team. No pool players may be added to a team that has nine (9) roster players in attendance at the start of the game. If a roster player comes late to a game, they will be added to the bottom of the lineup.
- Mandatory Play: a player cannot sit defensively for more than 3 innings, no more than two of which may be consecutive.
 - Violations of mandatory play rule:

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- First violation: Manager receives one game suspension. Manager must also appear before the BOD for determination of ability to continue as a manager with the league.
- Second violation: Manager is removed and cannot participate in DCS or All-Stars.
- Speed Up Play:
 - A courtesy runner may be used for the catcher when there are two outs.
 - The courtesy runner shall be the last batter called out (not an out on the bases).
- Game Length:
 - Play six (6) innings or until darkness, in which case the score shall be the score at the end of the last full inning.
 - If a game is called before an official game is met (3.5 innings for the home team if ahead), it will resume where it left off on a date and time determined by the Scheduling Coordinator, which may include a doubleheader.
- Tie Games:
 - Regular Season: If the game is tied after six (6) innings, one (1) additional inning may be played if daylight allows. If the game remains tied, the game shall be declared a tie.
 - DCS: If the game is tied after six (6) innings, the following tiebreaker will be played to determine a winning team:
 - The ~~seventh~~ 7th inning will be played as normal.
 - Starting in the top of the eighth 8th inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second 2nd base.
- 10-Run Rule:
 - Once a game is “official” after 3.5 innings, if the home team is up team 10 or more runs or after the completion of 4 innings or if the visiting team is up 10 or more runs the manager of the team with least runs shall concede the victory to the opponent.

Note: All-Star players will be selected from this division.

e) Local Rules – AAA

Adhere to the Little League Rulebook with the following additions:

- Selection of the team to play in the Tournament of Champions: same as Majors.
- Pool players: same as Majors.
- Mandatory Play:
 - A player cannot sit defensively for more than 2 innings, which may be consecutive.
 - All players must play at least one inning in the infield prior to the completion of the 4th inning.
 - Violations of mandatory play rule:
 - First violation: Manager receives warning.

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- Second violation: Manager receives one game suspension. Manager must also appear before the BOD for determination of ability to continue as a manager with the league.
- Third violation: Manager is removed and cannot participate in DCS or All-Stars.
- Speed Up Play:
 - A courtesy runner may be used for the catcher when there are two outs.
 - The courtesy runner shall be the last batter called out (not an out on the bases).
 - No dropped third strike rule.
 - Maximum 5 runs per inning with the exception of the 6th/open inning, or extra innings.
- Game Length/Open Innings:
 - Play 6 innings or until darkness, in which case the score shall be the score at the end of the last full inning.
 - If a game is called before an official game is met (3.5 innings for the home team if ahead), it will resume where it left off on a date and time determined by the Scheduling Coordinator, which may include a doubleheader.
 - No game shall be more than 2 hours. At the start of the game, the umpire shall set a timer for 1 hour 20 minutes (regular season) or 1 hour 30 minutes (DCS). The umpire shall announce the start time and the home team (official scorekeeper) shall record it.
 - When the timer goes off, if the visitor is at bat with no outs, it is the final inning (“open inning”). Under any other circumstances, the next inning will be the final one. The Umpire shall announce the open inning.
- Tie Games:
 - Regular Season: If the game is tied after 6 innings, one additional inning may be played if the time has not expired and if daylight allows. If the game remains tied, the game shall be declared a tie.
 - DCS: If the game is tied after completion of the open inning, the following tie breaker will be played to determine a winning team:
 - The next inning will be played as an open inning.
 - Starting in the top of the second extra inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. The inning shall be played as an open inning.
- 10-Run Rule:
 - Once a game is “official” after 3.5 innings, if the home team is up team 10 or more runs or after the completion of 4 innings or if the visiting team is up 10 or more runs, the scoreboard will be turned off and manager of the team with least runs shall concede the victory to the opponent. Both teams will play until 6 innings have been completed or time has expired.
 - If this situation, the last inning played will not be an “open inning” and will have a maximum of five (5) runs per innings.
 - The pitchers pitch count will still be counted and pitching regulations based on Regulation VI will still be strictly enforced.

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Note: All-Star players will be selected from this division.

e) Local Rules – AA

Adhere to all rules in the Little League Rulebook with the following additions:

- No game shall be longer than one (1) hour 30 minutes (90 minutes).
- Game shall consist of up to six (6) innings. Games may end earlier by agreement of both teams.
- No extra innings in the event of a tie.
- Any new inning which begins after 70 minutes shall be a coach pitch inning.
- No STANDINGS but score is kept. THIS IS AN INSTRUCTIONAL LEVEL.
- Ten (10) players on the field for defense, four (4) outfielders.
- Outfielders must play at least at the outfield grass when the ball is pitched.
- No player shall pitch more than six (6) defensive outs in any single game.
- Maximum five (5) runs per inning.
- Once there are three (3) outs recorded, the bases will be cleared of any base runners and the coach shall pitch the remainder of the batting order until all batters have hit.
- A team may continue through their batting order to match the number of batters of their opponent. This may mean a player bats more than once in an inning.
- Mandatory rotation of all players throughout various positions (except pitching).
- All players must play at least two (2) innings of infield in the first four (4) innings. If a team has 13 players present, all players must play at least two (2) innings of infield in the first five (5) innings.
- Maximum of two (2) innings per game at a specific position except for pitcher, which is based on total number of defensive outs (up to six [6]).
- A player cannot sit defensively for more than two (2) innings.
- A courtesy runner shall be used for the catcher when there are two (2) outs. The courtesy runner shall be the last batter called out (not out on the bases).
- Maximum of two (2) coaches in the outfield for defensive direction.
- No WALKS.
- Hybrid Player/Coach Pitch
 - Players will pitch for the first 60 – 70 minutes, then a coach shall pitcher the remainder of the game.
 - Pitching distance for the first half of the season shall be 40 – 42 feet.
 - Pitching distance for the second half of the season shall be 42 – 46 feet.
 - Discretion is allowed for the President, Coaching Coordinator, and Division Representative (after consulting with managers) to change the pitching distance to to any other point if the pitching supports it.
 - New pitchers will be allowed no more than eight (8) warm up pitches. Between innings are allowed to throw no more than five (5) warm up pitches and are limited to one (1) minute.
 - A pitcher may pitch no more than the pitch count limit, respective to the pitcher's age, per game or six (6) outs in a game, whichever comes first.
 - If a pitcher hits the limit during the middle of a batter, they may complete the batter.

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- If four (4) balls are pitched, a coach will pitch a number of pitches equal to the strikes remaining on the batter.
- Coach pitch will be from 35 feet from home plate.
- A coach may get one additional pitch if the last pitch was a wild pitch, and the player did not swing.
- If the player misses or the coach pitches were unhittable, the player is out.
- At bat continues when fouling off the final pitch unless caught.
- Discretion is allowed for the President, Division Representative, managers and coaches to eliminate the coach pitch half-way through the season or at any other point if the pitching supports it.
- If a player is hit by pitch, the player shall be given three (3) pitches by a coach.
- Safety ball is used (not T-ball, but other safety soft ball).
- No bunting.
- No dropped third strike rule.
- No stealing or advancing on a passed ball or wild pitch.
- Runners may not advance more than one base on each overthrow.
- Game played regardless the number of players.
- Umpires may be used. If no umpire is available, the games are to be umpired by managers, coaches, and/or parents/guardians.
- Prior to the start of the game, a discussion between managers should occur to discuss the strike zone and umpiring responsibilities.

f) **Local Rules - Rookie**

Adhere to all rules in the Little League Rulebook with the following additions:

- No game shall be longer than one (1) hour and 15 minutes (75 minutes) unless mutually agreed upon by both managers to play up to 90 minutes and there is no game scheduled after.
- Game shall consist of up to six (6) innings. Games may end earlier by agreement of both teams.
- NO STANDINGS and NO SCORE is kept. THIS IS AN INSTRUCTIONAL LEVEL.
- Five (5) Players in the infield (including pitcher). There shall be no catcher. All other players in the outfield.
- All players must play in the infield at least one (1) inning per game.
- Maximum two (2) innings per game at a specific position.
- Maximum of two (2) coaches in the outfield for defensive direction.
- Coaches will pitch to his/her team from one knee at approximately 35 feet.
- The coach that pitches cannot direct the runners. Saying “go” or “run” is not direction. The purpose of this rule it to have the players look to the first base or third base coach for direction.
- The inning is over when the team at bat has bat through their lineup.
- Maximum five (5) pitches per at bat. At bat continues when fouling off the fifth pitch unless caught. If after five (5) pitches the player doesn't hit, the tee will be brought out to put the ball into play. There are no walks.
- Base coaches must be coaches (not players).

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- No infield fly rule.
- No sliding – Offending player warned.
- No bunting – Batter returns to batting with that pitch expended.
- No stealing – Players are warned and returned to base that they vacated.
- On an overthrow a runner may NOT advance.
- Safety ball is used (not T-ball, but other safety soft ball).
- Once the ball is controlled within the infield, the play is over. Runners get to advance to the base they're going to.
- Players can overrun a base and are declared safe as long as no turn to advance is made (specifically 2nd and 3rd base).
- Players are removed from bases when declared out.
- Game played regardless the number of players.

g) Local Rules - T-Ball

Adhere to Little League Regulations with the following additions:

- No more than 12 players per team.
- Each game will be three (3) innings long or an hour (60 minutes) in length, whichever comes first. Home team shall announce and record start time.
- NO STANDINGS. Every team wins every game. **This is an instructional level.**
- All players will play in the field and bat each inning.
- Only two coaches on the field at any one time.
- Base paths are 50 feet (10 feet shorter than the posts).
- No stealing.
- No sliding at any time.
- Runners may NOT advance on an overthrow.
- No infield fly rule.
- T-ball designated safety balls are used at all times.
- Once the ball is controlled within the baseline, the play is over. Runners get to advance to the base they're going to.
- Game played regardless of the number of players.
- We will use a 15-foot dead circle. All batted balls must travel outside it or be ruled a foul ball.

h) Local Rules – Softball 8U Division

Adhere to Little League Regulations with the following additions as outlined in this section.

- All games last either four (4) innings or one (1) hour 15 minutes.
- The 8U Division shall be “coach-pitch.” If a player wishes to pitch, they may be given an opportunity later in the season by agreement of the coaches for both teams playing each other. Each batter shall be given five (5) pitches to hit the ball, regardless of whether they are balls or strikes. If the batter does not hit the ball within five (5) pitches, a tee is brought out and they hit the ball off the tee. Since there are no balls or strikes, there are also no umpires for U8.

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- Note: The pitcher should take five (5) balls with them at a time, so the game is not unnecessarily slowed down by the catcher being unable to catch and throw the ball back to the pitcher in a timely manner.
- There shall be no stealing, but players should advance one (1) base on over-throws and errors. Players shall not advance more than one (1) base on an over-throw or error. Once the ball gets back into the infield, the ball is “dead” as if the umpire called time out.
- Keeping score is optional based on the coaches’ discretion. There is no “mercy rule.” Each inning shall end upon either the defensive team getting three (3) outs or the offensive team batting through everyone in their lineup.
- Every player on the roster shall be included in the batting lineup.
- Each team shall field 10 players in the field at all times, unless they are prevented from doing so by having insufficient players. The 10 players shall be positioned in the six (6) normal infield positions (P, C, 1B, 2B, SS, and 3B), as well as four (4) outfield positions (RF, RCF, LCF, LF).
- The 8U Division uses 60-foot bases and the pitchers typically pitch from approximately 30 feet from home plate. A 10-inch training softball is used, which is softer than a typical 11- or 12-inch softball.
- The 8U Division shall not participate in All Stars or the Tournament of Champions (since keeping score is optional).

i) Local Rules – Softball 10U Division

Adhere to Little League Regulations with the following additions as outlined in this section.

- All games last either six (6) innings or one (1) hour 45 minutes.
- The 10U Softball Division shall be “player-pitch.” There will be four (4) balls and three (3) strikes like in normal softball. As such, umpires shall officiate every game. However, in lieu of “walks” where the batter is awarded a free base, if a batter gets four (4) balls, their coach will come out and give them three (3) pitches to hit. If the batter does not hit one (1) of those three (3) pitches fair, the batter is out. This is regardless of whether the three (3) coach pitches are balls or strikes. The distance from home plate to the pitcher’s rubber shall be 35 feet, but the coach may get closer (30 feet) when throwing the three (3) balls following a “walk” by the player pitcher. The 10U Division uses 60-foot bases and a standard 11-inch softball.
- There shall be stealing permitted in the 10U Division, and players are only allowed to steal when the ball reaches the hitter. Runners should advance on overthrows and errors, but once the ball gets back to the pitcher within the pitcher’s circle, the ball is “dead” as if the umpire called time out (“The Circle Rule”).
- Keeping score in the 10U Division is mandatory, and there is a “mercy rule,” whereby each inning shall end upon either the defensive team getting three (3) outs or the offensive team scoring five (5) runs.
- Every player on the roster shall be included in the batting lineup.
- Each team shall field nine (9) players in the field at all times. These fielders shall be positioned in the six (6) normal infield positions (P, C, 1B, 2B, SS, and 3B), as well as, the three (3) normal outfield positions (RF, CF, LF).

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- The 10U Division shall also participate in All-Stars.
- As teams are selected by the coaches in lieu of a draft (identical to 8U), therefore the 10U Division shall not participate in the “Tournament of Champions.”

j) Local Rules – Softball 12U Division

Adhere to Little League Regulations with the following additions as outlined in this section.

- All games last either six (6) innings or one (1) hour 45 minutes.
- The 12U Softball Division shall be entirely “player-pitch.” There will be four (4) balls and three (3) strikes like in normal softball. As such, umpires shall officiate every game. Unlike the 10U Division, if a batter gets four (4) balls the batter is awarded a “walk” and a free base like standard softball rules. The distance from home plate to the pitcher’s rubber shall be 40 feet. There shall be stealing in the 12U Division, and the runner may steal when the ball leaves the pitcher’s hand. The ball is live at all times (No “Circle Rule” like in 10U). A standard 12-inch softball shall be used for the 12U Division.
- Each team shall field nine (9) players in the field at all times. These fielders shall be positioned in the six (6) normal infield positions (P, C, 1B, 2B, SS, and 3B), as well as, the three (3) normal outfield positions (RF, CF, LF).
- There is a “mercy rule,” whereby each inning shall end upon either the defensive team getting three (3) outs or the offensive team scoring five (5) runs.
- Every player on the roster shall be included in the batting lineup.
- Keeping score is mandatory and there shall be a draft in the 12U Division. As such, the 12U Division shall participate in both All Stars and the “Tournament of Champions,” which is a tournament at the end of the season where the 1st place 12U team from LPPLL will play the 1st place 12U teams from the other Division 7 little leagues.

22. All-Star Selection Procedures

This section will provide an overview of the key components of the All-Star policies and procedures, including eligibility criteria, team selection method(s), commitment expectations, and the role of managers, coaches, players, families, and league officials (BOD members). By adhering to these procedures, we aim to create a positive and rewarding experience for all participants, both on and off the field. Ultimately, LPPLL will strive to assemble competitive teams that uphold the values of sportsmanship, teamwork, and dedication.

These procedures are applicable to all teams, unless specifically stated otherwise. The teams covered by this section are:

- Baseball Juniors
- Baseball Tournament (10/11/12) Team
- Baseball 9/10/11 Team
- Baseball 8/9/10 Team
- Baseball 8U Team
- Softball 8/9/10 Team

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All Star Committee:

The All-Star Committee is primarily responsible to determine recommendations to be put forward to the BOD related to All-Star policies and procedures. Additionally, members of the All-Star Committee shall also administer the determined team selection process(es) as outlined below. Committed to fairness and excellence, the committee ensures that selection procedures and all All-Star policies are conducted with integrity and respect.

- The All-Star Committee shall comprise of no fewer than four (4) BOD members, which also must comprise of the following positions:
 - President and/or the Vice President
 - Upper Division Player Agent and/or Upper Division Coaching Coordinator
 - Softball Vice President and/or Softball Upper Division Player Agent
 - Baseball Lower Division Player Agent and/or Baseball Lower Division Coaching Coordinator
- Under the lead support of the President and All-Star Coordinator, the All-Star Committee Members' primary roles consist of:
 - Responsible to participate/support All-Star general administration (for levels the committee member does not have a player considered).
 - Research, discussion, survey, various aspects of All-Star considerations and form recommendations/options for BOD consideration.
 - Administration and counting of ballots (for levels the committee member does not have a child eligible for)
 - Participate in manager selection meetings to serve as BOD presence (for levels the committee member does not have a child eligible for)
 - Assist All-Star Coordinator and President with All-Star communications, administrative processes, etc.
- The All-Star Committee is responsible to reevaluate these All-Star provisions each year as outlined below as well as to ensure the provisions are consistent with LLI rules and regulations. Upon annual reevaluation, any recommended changes shall be put to the BOD for consideration and approval prior to the beginning of the regular season.
- The All-Star Committee shall consider the following factors each year and put forward recommendations to the BOD for consideration, as applicable:
 - What each team's selection process should be. Processes can include but are not limited to, a ballot process, player votes, a consensus of managers' votes, etc.
 - Manager/coach selection process.

Note – this list is not exclusive of what the All-Star Committee may evaluate and form a recommendation to be put forward for BOD consideration.
- THESE DECISION POINTS MAY CHANGE FROM SEASON TO SEASON TO ALLOW THE BOD TO CONSIDER THE MAKEUP OF THE AGES IN EACH OF THE UPPER DIVISIONS FOR ANY GIVEN YEAR.

Eligibility:

Players must meet the eligibility requirements of Little League International General Eligibility Rules and Tournament Rules to be eligible to be an LPPLL All-Star. Eligibility requirements include league age (relative to the respective All-Star team), residency or school attendance, participation in other programs, or participation in at least eight (8) regular season games. Eligibility is not based upon division, rather the appropriate league age respective to the applicable All-Star team.

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Advisory to Parents and Guardians:

Players are eligible to make the LPPLL All-Star teams based upon their league age respective to each team. In order for a player to be considered, the player's family and the player's commitment is required during the tournament season. This commitment consists of being available DAILY for practices and games from June 1st until at least mid-July and possibly mid-August (depending upon All-Star team as well as the success of the team). Families are advised to plan accordingly.

Commitment Letter:

- To be eligible for consideration as an All-Star, families must complete the Commitment Letters that are distributed to all families who are age eligible describing the commitment expectations of LPPLL as well as a summary of the All-Star selection process. Families MUST outline any date(s) they are unavailable on the Commitment Letter. All interested families must return the form, indicating whether their player wishes to be considered for an All-Star team. Commitment Letters must be signed by a parent or guardian. Once a Commitment Letter has been signed and submitted, the player is considered "committed" (whether fully or partially), however, this does not mean they will be selected for an All-Star Team Roster.
- For players who wish to be considered for All-Stars, the completed and signed Commitment Letter shall specify information including whether the player is available for daily practices or whether there is a period of time the player will be unavailable. For those players with a period of unavailability (e.g., due to a family vacation, etc.), the Commitment Letter shall require that the family certify that they understand the player may not be placed on the ballot if there are enough fully committed players for consideration.
- The player's commitment to full participation is required during the tournament season. Depending on the age level, the commitment can run from early June through August, depending on the success of the team. The managers may hold daily practice. The expectation is that players attend all practices. Managers may only excuse a player from attending three (3) full or partial practices or one (1) game for good cause. Good cause will never include playing another sport. The BOD retains discretion to excuse further absences in extraordinary circumstances. Unexcused absences may result in removal from the team. Should a player have an unexcused absence or partial absence from a practice or game, the manager shall notify the BOD, via the All-Star Coordinator, which will then collect the relevant information and determine whether to remove the player from the team.
- Partially committed players may be eligible to be selected for an All-Star team at the discretion of the managers, taking into consideration of each player's period of unavailability.

Managers' Selection Process:

When forming teams via a Managers' Selection method, the All-Star roster(s) are determined by the managers as more fully described below. Each All-Star team shall comprise of a minimum of 12 players and a maximum of 14 players.

- Each All-Star team roster shall be comprised of players who are selected at a meeting of the regular-season managers in the corresponding divisions/age range as outlined below.
 - Manager representation of age corresponding divisions:
 - Baseball Juniors – Juniors manager(s).

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- Baseball Tournament (10/11/12) Team – Majors managers.
- Baseball 9/10/11 Team – Majors managers.
- Baseball 8/9/10 Team – AAA managers.
- Baseball 8U Team – AA managers.
- Softball 8/9/10 Team – Majors (10U) managers.
- In the event an age eligible player is from another division than that of the managers' selection meeting as outlined above, the manager(s) of the player(s) shall also attend the selection meeting to provide insight related to the player(s)'s skill level, abilities, attitude, commitment, etc. Other managers from those respective divisions may also attend to provide insight related to the player(s) based on what they observed throughout the regular season.
 - Example: A baseball age 10 player is eligible and indicated their interest for the 9/10/11 team but played in AAA throughout the regular season. That player's AAA manager would also attend the selection meeting along with the Major's division managers to provide insight. Additionally, other AAA managers may also attend to provide insight based on their observations during the regular season.
- The Player Agent from the respective divisions should also attend the manager selection meeting, as needed.
- The meeting shall take place at a reasonable time and place. All managers from the respective division shall be in attendance. If a manager is unable to attend the meeting, a BOD approved coach from that team may attend in the manager's place.
- A representative of the All-Star Committee who does not have a child in the relevant division shall attend the meeting.
 - The All-Star Committee representative shall ensure the meeting is conducted in an appropriate manner, consistent with the approved policies and procedures, and to record the final selections.
 - The All-Star Committee representative shall provide the list of committed players who are eligible and interested in the relevant All-Star team.
 - The All-Star Committee representative shall make no effort to influence the managers' selections.
 - The All-Star Committee representative shall share the following information with the managers:
 - Eligible and committed players who are either fully or partially committed and their dates of unavailability.
 - The managers shall select players for the roster based upon factors including, but not limited to:
 - Quality of play,
 - Baseball skill and athleticism,
 - Position needs,
 - Coachability,
 - Character, and
 - Player availability as listed on the player's signed commitment letter.
- The managers have discretion to select 12 – 14 players to the roster as they see fit to create the best possible team. The managers shall take into consideration

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the different tournament rules that apply based upon the number of players on a roster.

- Alternate players may be identified in the event a player on the roster is unexpectedly able to play.
 - Alternate players' names must not be revealed until permitted by the All-Star Committee. This may be at a separate time than the release of the All-Star rosters.
- The confidentiality of the proposed players for the All-Star team is of utmost concern.
- The selection order will not be discussed outside the managers' meeting and under no circumstances should players or parents be told of the selection order of the players.
- The names of the players shall not be made public until released by the BOD via the All-Star Committee the morning following the conclusion of the final DCS game, barring any unforeseen circumstances.
- The BOD will first directly notify families with a player who made an All-Star team. The BOD will subsequently notify the families with a player who did not make a team.

All-Star Manager and Coach Selection:

- Managers and coaches for each respective team are eligible to be selected from the division(s) as outlined:
 - Baseball Juniors – manager and coach(es) shall be regular season team managers and/or coaches from the Juniors Division.
 - Baseball Tournament (10/11/12) Team – manager and coach(es) shall be regular season team managers and/or coaches from the Majors Division.
 - Baseball 9/10/11 Team – manager and coach(es) shall be regular season team managers and/or coaches from the Rookies, AA, AAA, and Majors Divisions.
 - Baseball 8/9/10 Team – manager and coach(es) shall be regular season team managers and/or coaches from the Rookies, AA, AAA, and Majors Divisions.
 - Baseball 8U Team – manager and coach(es) shall be regular season team managers and/or coaches from the AA division.
 - Softball 8/9/10 – manager and coach(es) shall be regular season team managers and/or coaches from the 8U, 10U, and 12U Divisions.
- All managers and coaches shall be sent a form summarizing expectations, eligibility, and expected time commitment. Only managers and coaches in the regular season as outlined above shall be eligible for selection (however managers are not limited to becoming managers, and coaches are not limited to becoming coaches). The form shall indicate whether the manager or coach wishes to be considered, and in what role.
- Managers/coaches shall sign and submit the interest letter/form if they wish to be considered as an All-Star manager or coach.
- From the list of eligible candidates who wish to be considered, the BOD will select the managers of the All-Star teams. Considerations shall include:
 - Previous coaching experience, including All-Star experience,
 - Character, integrity, league standing, and

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- Regular-season and playoff conduct and performance.
- The BOD may require interviews of prospective managers and coaches to clarify each person's aptitude for their respective role and determine the best fit.
- Once the All-Star managers are selected, the managers shall then select two (2) formal coaches from a list of BOD-approved, eligible coaches.
 - No more than two (2) formal coaches shall be selected per team.

All-Star Team Administration:

- Families are responsible for the cost of the All-Star uniforms. In the event a family cannot afford the cost of the uniforms, scholarships will be available at the President's discretion. LPPLL shall provide the managers and coaches with hats and polo shirts.
- Shortly after the All-Star teams are made public, the BOD shall hold a barbecue at Dooley Field to welcome the players and families. The barbecue will be hosted by the 10-11 team's All-Star families. During the barbecue, each All-Star manager shall host short, breakout meetings that include the President. Talking points for the managers shall include:
 - Explain how All-Stars is different from the regular season. [Many players already know it, but there are rookies at every level.]
 - Discuss your philosophy for setting lineups and playing time.
 - Discuss philosophy for how communication will occur with all the roles.
 - Describe how every player is needed at every practice.
 - Explain that the only reasons to miss practice are events like an illness or family emergency. Advise the parents that if their child cannot be at practice, they should contact the manager and advise the reason for needing to miss the practice.
 - Tell the players that when they come to practice, they need to stay for the entire practice. If they need to leave a practice early for some reason, the manager must be advised ahead of time and the manager must consider approval for appropriate reasons as outlined above.
 - Leaving early without permission is the same as missing practice. Managers cannot excuse anyone to leave early to attend an event for another sport.
 - Manager and coaches will treat every player with respect. The same respect is expected in return. Further, players are expected to treat each other with respect too. Everyone will be positive and support our teammates.
- When an All-Star player has any absences beyond those which the manager is authorized to excuse, the manager must inform the BOD, via the All-Star Coordinator, of the circumstances, and the BOD may then take action as appropriate and necessary.
- In the event an All-Star player is removed from the team due to absence, incident, injury, or because the player is no longer eligible under Little League rules, the President, with consultation from the All-Star Committee, shall have discretion to determine how to proceed relative to replacing the player, consistent with Little League rules. However, once rosters are submitted to Little League International, no substitutions are allowed.