



LOCAL RULES AND BYLAWS

Effective **January 2025**

These local rules and operating policies (“Local Rule(s)”) of Laguna Niguel Little League, Inc. (“LNLL” or the “League”) have been adopted by the LNLL Board of Directors (“Board”). The LNLL Local Rules serve as an addendum to and are subject to the “Little League Baseball Official Regulations, Playing Rules and Operating Policies” (“Little League Rule(s)”) promulgated by Little League Baseball, Incorporated (“LLB”), the California District 55 regulations, rules, or policies (“D55 Rule(s)”) promulgated by District 55 Little League (“District 55” or “D55”), and the Laguna Niguel Little League Constitution (“LNLL Constitution”). The LNLL Local Rules may not be modified except as approved by the Board. All divisions shall follow the Little League Rules except as modified by these Local Rules. Little League Rules will be used for interleague Junior, Intermediate, Majors, AAA, or AA Division games to ensure common rules between teams.

1) PITCHER ELIGIBILITY:

- a) The manager must remove the pitcher when said pitcher reaches the limit for his/her age and division of play, as noted below, and players must adhere to the calendar days rest requirement, as noted below. A pitcher may remain in the game at another position.

DIVISION	MAXIMUM PITCHES PER DAY	0 DAYS REST	1 DAY REST	2 DAYS REST	3 DAYS REST	4 DAYS REST
AA	50	1-20	21-35	36-50	N/A	N/A
AAA	65 (50 for 8 year olds)	1-20	21-35	36-50	51-65	N/A
Majors	85 (75 for 10 year olds)	1-20	21-35	36-50	51-65	66+
Intermediate	85	1-20	21-35	36-50	51-65	66+
Junior	95	1-20	21-35	36-50	51-65	66+

- b) Pitchers in the Single A Division may not pitch more than one (1) inning per game; a pitcher who pitches in any part of an inning may not pitch in any subsequent innings.
- c) The Little League Rules and these Local Rules do not require that a pitcher be removed based on the number of batters hit by the pitcher in an inning or game. Managers are expected to use sound judgment to ensure the safety of the pitcher and opposing batters and an overall safe game environment for all players.
- d) Teams may follow blue book pitch count rules when playing against interleague opponents.
- e) Pitcher/catcher rules:

- i) If a player plays catcher for 3 innings or less and then pitches 21 pitches or more, that player cannot go back to playing catcher that game. However, they can finish a batter.
- ii) If a pitcher pitches 41 pitches or more, they cannot play catcher for that game. However, they can finish a batter.
- iii) If a catcher catches for 3 innings and 1 pitch (in the 4th inning) or more, they cannot pitch for the remainder of that day.

2) General Rules

- a) Every catcher's mask must have a dangling throat protector, including "hockey style" helmets; male catchers must wear a protective support and cups at all times
- b) Batting rings (i.e., doughnuts) are not permitted at any level
- c) On-deck batters are not permitted and players should not be holding a bat in the dugout (exception: when a helmeted player goes out to retrieve a dropped bat between batters)
- d) A pitcher's undershirt, if exposed, may not be white or gray; a pitcher may not wear any items on his/her hands, wrists or arms which may be distracting to the batter (e.g. sweat bands)
- e) Family members or friends are not permitted in the dugout at any time
- f) Metal cleats are not allowed except in Intermediate, Junior, and Senior divisions.
- g) All bats must be put away and not swung by players within 30-minutes of game start time
- h) At game start time, both teams should line up on their foul line and perform the Little League Code of Conduct.

3) DIVISION RULES

- a) Tee Ball Division:
 - i) General: Tee Ball teams typically will be formed with a smaller number of players (7-9) so that players will have more at bats and be more involved in the field when games are played. Games will be played on fields with 50-foot bases and a tee placed on home plate.
 - ii) Substitutions and Mandatory Play: All players shall play defensively in the field in each inning. Players should be rotated positions while considering player safety. All players will bat every inning hitting off the tee (with the last batter hitting a "home run" ball). The batting order should be adjusted each inning.
 - iii) Run Limits: Score is not kept.
 - iv) Time Limits: Games are scheduled for 90 minutes; the first 30 minutes is intended for warm-ups while the following 60 minutes is for the game. Games will consist of 3-4 innings at the discretion of both managers.
- b) Rookie Division:
 - i) General: Games will be played with managers or coaches pitching to their respective teams. A player shall be allowed a total of no more than six (6) pitches. If a player does not put the ball in play after six (6) pitches, the player will hit off a tee (there are no strikeouts or walks).
 - ii) Substitutions and Mandatory Play: All players shall play defensively in the field in each inning. (no catchers). Players should play both infield and outfield positions while considering player safety. All players will bat every inning hitting

off the tee (with the last batter hitting a “home run” ball). The batting order should be adjusted each inning.

- iii) Run Limits: Score is not kept.
- iv) Time Limits: Games will consist of 3-4 innings at the discretion of both managers to target a 60 minute game.

c) Single A Division:

- i) The season begins with “scrimmage” games that will not count towards a team record. After the scrimmages, there will then be four (4) “competitive” games during the season, where the scores will count toward standings for playoff placement.
- ii) General: Base runners may advance when the ball remains in the outfield grass due to the hit. Bunting is not allowed. Players may not advance on overthrows.
- iii) Scrimmage Game Rules: Games will be played with a coach or manager pitching to their own batters. Players will get a total of five (5) pitches from the coach or manager. The coach that is pitching must have at least one foot on the dirt of the pitching mound area. If a player does not put the ball in play after the five (5) pitches, the player will take first base. Teams will bat their entire batting order each inning. Outs can be recorded on the bases (players will be removed from the bases when an out is recorded; no strikeouts, no walks).
- iv) Competitive Game Rules: Player pitchers will pitch up to four (4) pitches to a batter. Player pitchers must pitch from the rubber. Balls and strikes are called by the hitting team’s manager, and the number of strikes will move from the kid pitcher to the coach pitcher after four (4) pitches are thrown. A batter will continue receiving pitches from the coach until the ball is put into play or the batter receives three (3) strikes total from the pitcher and manager or coach combined. A batter may not walk, but a batter may strike out. In the first 3 innings, the side will be retired once three (3) outs are recorded or a team scored five (5) runs in an inning. In the fourth innings, the side will be retired once three (3) outs are recorded or every member of the team has a chance to hit. If there are uneven teams, the team with fewer players can send the same number of batters to the plate as the number of players on the opposing team. Substitutions and Mandatory Play: Not more than ten (10) defensive players may be placed on the field defensively, including a catcher and a pitcher/pitcher’s guard. Any additional players beyond the standard nine (9) players must be placed in the outfield.
- v) Run Limits: For competitive games, the side will retire after five (5) runs have been scored or 3 outs recorded during the first three (3) innings of a game. The fourth (4th) and final inning shall be an unlimited run inning unless 3 outs are recorded. However, the runs in the 4th inning will be limited to one rotation of the batting order.
- vi) Time Limits: During the first half of the season, when outs are not officially recorded and teams bat through their entire order in an inning, games will typically consist of three (3) innings total. Once outs are recorded and teams do not bat through their entire order in an inning, no new inning shall start after 1 hour and 15 minutes from the start of the game. Games shall not be more than four (4) innings.
- vii) Other: The Infield Fly Rule does not apply.

d) AA Division:

- i) Continuous Batting Order: Teams shall use a continuous batting order of all players on the team roster during the entire season. For any player arriving after a game has started, the player shall be placed at the bottom of the batting order without penalty if his/her position in the batting order has been passed. This is not a batting out of order rule violation. If a player does not arrive by the start of the fifth (5th) inning, such player shall not play in that game.
- ii) Substitutions and Mandatory Play: Free defensive substitutions are allowed during the season; however, no player shall sit out two (2) innings in a row.
- iii) Run Limits: During the first five (5) innings of a game, the side will retire after three (3) outs are recorded or five (5) runs have been scored. A total of more than five (5) runs for an inning shall be counted in the event of an over-the-fence home run. Any subsequent innings (or the final inning as determined by time or umpire) shall be unlimited runs innings. Teams may bat through the order more than one time in an inning if the maximum run limit has not been reached or three outs have not been made.
- iv) During the regular season for the AA Division, at 1 hour and 30 minutes from the start of the game, the existing inning shall be finished, and the next inning shall be the final inning played with unlimited runs. These time restrictions do not apply during playoffs.
- v) Other: The Infield Fly Rule does not apply.

e) AAA Division:

- i) a. Continuous Batting Order: Teams shall use a continuous batting order of all players on the team roster during the entire season. For any player arriving after a game has started, the player shall be placed at the bottom of the batting order without penalty if his/her position in the batting order has been passed. This is not a batting out of order rule violation. If a player does not arrive by the start of the fifth (5th) inning, such player shall not play in that game. See, Local Rule A.IV.4
- ii) Substitutions and Mandatory Play: Free defensive substitutions are allowed during the season; however, no player shall sit out two (2) innings in a row.
- iii) Run Limits: During the first five (5) innings of a game, the side will retire after three (3) outs are recorded or five (5) runs have been scored. A total of more than five (5) runs for an inning shall be counted in the event of an over-the-fence home run. Any subsequent innings (or the final inning as determined by time or umpire) shall be unlimited runs innings. Teams may bat through the order more than one time in an inning if the maximum run limit has not been reached or three outs have not been made.
- iv) Time Limits: During the regular season for the AAA Division, at 2 hours from the start of the game, the existing inning shall be finished, and the next inning shall be the final inning played with unlimited runs. These time restrictions do not apply during playoffs.

f) Majors Division:

- i) Continuous Batting Order: Teams shall use a continuous batting order of all players on the team roster during the entire season. For any player arriving after a game has started, the player shall be placed at the bottom of the batting order without penalty if his/her position in the batting order has been passed. This is not

- a batting out of order rule violation. If a player does not arrive by the start of the fifth (5th) inning, such player shall not play in that game.
- ii) **Substitutions and Mandatory Play:** Free defensive substitutions are allowed during the season; however, no player shall sit out two (2) innings in a row.
- iii) **Time Limits:** No new inning shall begin after 2 hours and 15 minutes from the start of the game. These time restrictions do not apply during playoffs.
- g) **Intermediate Division:**
 - i) Intermediate Division is governed by Little League and D55 Rules.
- h) **Juniors Division:**
 - i) Juniors Division is governed by Little League and D55 Rules.

4) OTHER IMPORTANT LITTLE LEAGUE - GREEN BOOK RULES

a) Run Limits:

- i) **AA, AAA, and Majors Divisions:** A mandatory ten (10) run rule will be enforced after four (4) innings if the visiting team is ahead and after three and one half (3½) innings if the home team is ahead. The spirit of rule will also apply in each subsequent inning of the game.
- ii) **Intermediate and Juniors Divisions:** A mandatory ten (10) run rule will be enforced after five (5) innings if the visiting team is ahead and after four and one-half (4½) innings if the home team is ahead. The spirit of rule will also apply in each remaining inning of the game.

5) ADDITIONAL INFORMATION

- a) **UIC Discretion:** At the completion of an inning, if the game UIC determines that, due to an approaching time limit or impending darkness, fewer than six (6) innings will be played (seven (7) innings for Junior and Intermediate Divisions), the game UIC shall announce to both managers at the START of the next inning that the game is in the unlimited runs inning.
- b) **Players Arriving Late:** A player arriving after the game has started may still play in the game provided the player arrives prior to the start of the fifth (5th) inning. It is at the managers discretion if they choose to let a late player enter the game. If a player does not arrive by the start of the fifth (5th) inning, the player may not play in that game. A player arriving after the third (3rd) inning but prior to the start of the fifth (5th) inning must play at least six (6) defensive outs.
- c) **Mandatory Play Infraction:** If there is a potential infraction regarding the mandatory play requirements, the opposing manager must deliver notice of any infraction of this rule within 48 hours of the conclusion of the game to the applicable division commissioner, President, and Player Agent. If it is determined that an infraction regarding Substitutions and Mandatory Play occurred, the violating manager will serve a one (1) game suspension for the next scheduled game. A second (2nd) infraction will result in a two (2) game suspension for the next two (2) scheduled games. A third (3rd) infraction will be grounds for further disciplinary action including removal as manager by the Board.
- d) **Pitcher Eligibility Infraction:** If a manager or coach allows a player to pitch who is ineligible for that game, the manager will be suspended for the next scheduled game and

other disciplinary or remedial action may be imposed by the Board or the Rules and Protest Committee. The opposing team manager must deliver notice of any infraction of this rule within 48 hours of the conclusion of the game to the applicable division commissioner, President and Player Agent.

BYLAWS

1) LEAGUE FORMAT

- a) Playing/League age is determined per little league guidelines as of September 1 of the year of play.

Division of Play	League Age
Senior	15 years old
Junior	13-14 years old
Intermediate	12-13 years old
Majors	10-12 years old
AAA	9-11 years old
AA	8-10 years old
Single A	7-9 years old
Rookie	5-7 years old*
Tee Ball	4-6 years old

- b) Fall ball players may play by previous or future spreading season league age.

Player Age Exceptions

6 year olds may play Single A upon parent request and approval by the Player Agent.
7 year olds may be eligible for the AA draft and 8 year olds may be eligible for AAA draft with parent request and Player Agent approval. If approved, the player must be drafted in the first 6 rounds.

9 year olds must be drafted in the first 7 rounds for AAA.

10 year olds must be drafted in the first 4 rounds for Majors. (first 5 rounds if < 4 teams)

2) MANAGERS, COACHES, AND PLAYERS

- a) The Board, based upon nomination of each division commissioner and/or the Player Agent, approves the appointments of managers at all division levels. Managers may select up to two (2) “official” coaches, subject to nomination by the Commissioner and/or Player Agent and approval of the Board.
- b) Players must register before they attend tryouts or any practice or scheduled team event.

3) DRAFTED DIVISIONS:

- a) For the spring season, players must participate in a player evaluation facilitated by the Player Agent before being eligible for the draft. Teams will be selected by a draft. Players in divisions below the AA Division shall be placed on teams by random selection, drawing or assignment at the discretion of the applicable division commissioner subject to approval of the Player Agent.
- b) During the Fall season, players for all divisions will be placed on teams at the discretion of the Fall Ball commissioner subject to approval of the Player Agent. For all drafted divisions, the manager may freeze their own child subject to little league rules. If a manager elects to freeze his/her son/daughter, then he/she must draft his/her son/daughter in or before the specified round.
- c) Managers shall notify the applicable division commissioner within twenty-four (24) hours after a player withdraws from a team.
- d) Managers shall notify the applicable division commissioner if a player is absent for two (2) consecutive weeks of scheduled team events such as batting practice, field practice, or games.
- e) Draft Rules:
 - i) For drafted divisions, all players must attend an evaluation hosted by the player agent in order to be eligible for a drafted division.
 - ii) For Majors, managers will select their child in the round according to their players age per little league policy for draft rounds.
 - iii) For AA and AAA divisions, managers will select their child in the same round as is dictated by the commissioner.
 - iv) Draft selection will follow a snake model with pick order rotating per the example below:

Round	Team 1	Team 2	Team 3
1	1st pick	2nd pick	3rd pick
2	6th pick	5th pick	4th pick
3	7th pick	8th pick	9th pick
4	12th pick	11th pick	10th pick
5-12	And so on for each following round		

4) PLAYER REPLACEMENTS

- a) Player registration will close for purposes of the draft and team composition based on a date determined by the President or the Board.
- b) Players may register after that date and will be placed on a waiting list for their respective divisions.
- c) If a waiting list exists and a replacement player is needed, players will be assigned from the waiting list for the applicable division on a “first in, first out” basis.
- d) If no waiting list exists and a replacement player is needed, Majors Division teams will

obtain replacements from the AAA Division; AAA Division teams will obtain replacements from the AA Division; and AA Division teams will obtain replacements from the Single A Division. All players are subject to call-up with the exception of the child of the manager. If a team is in need of a player or players to maintain a minimum roster of players in accordance with Little League Rules and the Local Rules, and there are no players on a waitlist or no eligible players to be called-up from a lower division, the manager of that team will request that the Board solicit unregistered player(s) to register for the appropriate division of LNLL.

- e) All player replacements must have the approval of the Player Agent.
- f) Each team may lose only one (1) player to a higher division until all other teams in that division have lost a player to a higher division.
- g) All replacements must be completed no later than forty eight (48) hours after the Player Agent notifies the manager that a replacement is necessary. If the team needing a replacement has not selected a player by the deadline, the applicable division commissioner will select the replacement player in consultation with the Player Agent.
- h) Managers must immediately notify the Safety Officer of a player injury. A timeline for the player's return to team events should be provided within twenty-four (24) hours after diagnosis of the injury. If the player is under the care of a medical professional, written notice (e.g. a doctor's note) indicating the player will be unavailable to play for more than twenty-one (21) days will require a replacement player be selected at the time of notification. If the player has been unable to play for twenty-one (21) calendar days, a replacement player must be selected on the twenty-second (22nd) day. For players injured prior to Opening Day for the season, the count of twenty-one (21) calendar days will start as of the date of Opening Day as opposed to the date of injury. For players injured on or after Opening Day, the count of twenty-one (21) days will start as of the date of injury. If a replacement player is selected for an injured player that subsequently obtains medical clearance to resume play in accordance with these Local Rules, the injured player and replacement player shall remain rostered and play on the same team for the remainder of the season.
 - i) Replacement players will only be allowed up to thirty (30) days prior to the last game scheduled for the applicable division.
 - ii) Majors/Intermediate players may substitute on older Intermediate and Juniors teams upon agreement by both managers and commissioners and Player Agent approval. Pitch count should be managed per Majors rules cumulatively across both teams. The borrowing coach must limit pitching per the younger manager's request.

5) PLAYING THE GAME

- a) No team is permitted to play a game against a team from a different division. (e.g. a AA Division team cannot play against a AAA Division team).
- b) Up to two (2) player representatives from each team will lead all the participants in the LLB Pledge prior to the start of each game. The UIC should request that the team representatives position themselves on the mound and the teams line up on their respective foul lines five (5) minutes prior to the game start time to recite the pledge and start the game on time. After the LLB Pledge, each team Manager is required to meet with the game UIC to discuss ground rules for that particular field. This is not the time or place for an extensive discussion of baseball rules by either the UIC or each team's

coaching staff.

- c) There will be no batting practice within thirty (30) minutes of the game start time. This applies to batting cage work, wiffle ball practice, hitting into a net, etc. Failure to comply may result in sanctions imposed on the manager. Managers and coaches shall not allow hitting against or improper use of fences and equipment at any time.
- d) If a player is forced to leave a game as a result of an injury and is unable to return to the game as a result of that injury, the manager shall report the injury to the Player Agent and the applicable division commissioner. The game UIC shall notify the League UIC, the league Safety Officer and the league President. All notifications shall be made within twenty-four (24) hours of the incident. The injured player may not participate in any way until the League receives written parental permission. If the injured player requires any professional medical attention (e.g. doctor visit, hospital, paramedics, clinic, etc.), a medical release signed by a medical professional shall be required before the player can return to team events including batting practice, field practice or games. Any manager who violates this rule is subject to disciplinary action by the Board

6) RESCHEDULING OF POSTPONED GAMES FOR AA, AAA, MAJOR, AND INTERMEDIATE DIVISIONS

- a) If a game needs to be rescheduled due to an act of God, the applicable division commissioner, affected managers and the League scheduler will meet to determine when games will be played. These games will be rescheduled and played within a twenty-one (21) day period, subject to end of season time restrictions, and other factors that may be considered by the Board. Postponed games between LNL teams more than 14 days prior to the end of the season will be counted as losses if they are not rescheduled.
- b) If a game is rescheduled due to a specific team situation, for example, illnesses prohibit a team from fielding nine (9) players, the applicable division commissioner, affected managers and League scheduler will meet to determine when the game can be played. Rescheduled games shall not adversely affect the ability of the team not rescheduling the game in terms of pitch count, player eligibility or season schedule. If the affected teams cannot reach agreement on when to play the game within seventy-two (72) hours after cancellation of the initial game, the applicable division commissioner or the Rules and Protest committee, will determine if the canceling team will forfeit the game.

7) UMPIRES

- a) Stand-by Volunteer Parent Umpire: A volunteer parent umpire from each team should be available in the event a League umpire is not scheduled for the game. If no parent is willing to accept this obligation, the manager or coach will be required to serve as umpire. **NOTE**: The parent volunteer can be a person who at the start of the season is listed with the LNL UIC as a regular League umpire.
- b) League Umpire: A person who has attended local umpire training, is eligible to umpire under Little League Rules, Local Rules and D55 Rules, and has demonstrated a willingness to help will be listed on the League UIC's umpire roster.
- c) District Tournament Umpires: League umpires who have attended additional training and have demonstrated a reasonable ability and desire to advance are eligible to be considered for a District Tournament Umpire nomination from the League UIC and approval of the League President. The umpire nominee will have their name submitted to the District 55 UIC for consideration to umpire games throughout District 55 and as a tournament umpire. This process can lead to eventual selection as an umpire to work the

Little League World Series in Williamsport, PA.

- d) UIC: The League UIC shall be responsible for recruiting, training, scheduling, creating, and maintaining a roster of all League umpires. The League UIC will be selected by the Board. The League UIC will be a member of the Rules and Protest Committee and a direct liaison to the President concerning umpire issues.

8) UMPIRE SCHEDULING

- a) Junior Division: Umpiring assignments for all interleague Junior Division games are scheduled through a website hosted by District 55, but umpire coverage for each game is the responsibility of the home team. Due to the level of play and field size in this division, every effort should be made to schedule both a plate and a base umpire for each game.
- b) Intermediate and Major Division: Due to the advanced player level and speed of play in this division, every effort will be made to schedule both a plate and base umpire. However, the League UIC will assign each team a set number of specific games that they will be responsible for providing umpires for in the event the League is not able to provide a plate and/or base umpire.
- c) AAA Division: Every effort will be made to schedule a plate umpire. However, the UIC will assign each team a set number of specific games that they will be responsible for providing umpires for in the event the League is not able to provide both a plate and base umpire.
- d) AA Division: The philosophy of the AA Division should be training oriented in nature. The UIC will attempt to schedule at least a plate umpire for AA games. However, the UIC will assign each team a set number of specific games that teams will be responsible for providing umpires for in the event the League is not able to provide a plate and/or base umpire. The AA Division will most often be used for the training of umpires. Beginning umpires, just as beginning players, are expected to make mistakes. As the experience of these volunteers will vary, so will the level of officiating. Patience among managers, coaches, umpires, players, parents and other spectators is the key to a successful AA Division baseball program and essential to retaining and increasing volunteer umpires.
- e) Single A, Coach Pitch, and Tee Ball Divisions: Umpires will not be scheduled, although the Single A Division may utilize games to train new volunteer umpires. Managers will typically share umpire responsibilities for the game unless such authority is agreed upon by both managers to be granted to a volunteer.
- f) Late or No-Show Umpire: In the event no umpires are present five (5) minutes prior to the scheduled start of the game, the home team manager shall attempt to contact the League UIC. If at ten (10) minutes after the scheduled start of the game, no League umpire is present or there is no additional information about an umpire's imminent arrival, the home team manager shall select a volunteer to be the plate umpire and the visiting team manager shall select a volunteer to be the base umpire. If, after the game starts, a League umpire (listed on the League UIC's umpire roster), arrives at the game and desires to work, the League umpire should assume the role of the game UIC to be the plate umpire and should be assisted by the volunteers as needed to be a base umpire. For this change of umpire to take place, both managers should agree with the change.

9) FIELDS AND EQUIPMENT

- a) In the event of rain or wet field conditions, the City of Laguna Niguel (“the City”) may close one or more baseball fields for practices or games. It is the responsibility of each team manager to call the City’s parks and recreation information hotline (362-4351, then press 3) to determine field availability. If a division commissioner of an affected division is notified about field closure, that division commissioner must also notify each of the teams scheduled to use the fields for either practice or games that the fields are closed. Any closed field may not be used until the City reopens it. Any manager or coach who allows his team to use a closed field will be subject to disciplinary action by the Board.
- b) Managers are responsible for the care, treatment and return of League property and equipment. The League will provide each manager with a list of the equipment issued. Each manager will be financially responsible for the replacement of any equipment not returned to the League.
- c) Prior to the first game of the day, the Home team is responsible for preparing the field, and having it ready thirty (30) minutes prior to the scheduled start time of the game. Both teams are responsible for cleaning their respective dugouts after the game. However, if another team is having a practice on the field, prior to a scheduled game, it is the responsibility of the practicing team to prepare the field (water, drag, rake and draw all lines). The practicing team shall have the field ready for play thirty (30) minutes prior to the start time of the game, which follows their practice. It is suggested a crew of parent helpers be picked by the manager to assist in the field preparation at the conclusion of a practice. The teams playing, however, should assist in the field preparation as well in order to ensure timely completion.
- d) The home team, for the last scheduled game of the day, is responsible for putting away the score book and ensuring all League equipment (rake, hose, line marker, umpire equipment, etc.) is put away and the gear locker/shed is locked.
- e) Metal spikes are only permitted in the Junior and Intermediate Divisions, but only on Chapparosa Park Fields #1 and #2.
- f) In keeping with the spirit and intent of LBB’s ban of the use of alcohol and tobacco, the use of “e cigarettes” and “vapor emitting” devices are not allowed in the field area including around the snack bar and batting cages.

10) STANDINGS, PLAYOFFS, AND POSTSEASON DISTRICT 55 TOURNAMENT OF CHAMPIONS

- a) Standings will be kept in the AA, AAA, Major, and Intermediate Divisions for the regular season.
- b) Playoffs for the AA, AAA, Major and Intermediate Divisions will consist of a double elimination tournament or a format approved at the discretion of the board. Playoffs for the Single A Division may consist of a single elimination format or alternate format approved at the discretion of the board.
- c) Tied records in regular season or playoff pool play will be resolved according to the following:
 - a) Head-to-head record
 - b) Head-to-head runs against
 - c) Head-to-head runs scored
- d) Seeding and playoffs will occur in the Intermediate, Major, AAA, AA, and Single A Divisions as follows:

- a) Intermediate, Major, AAA, and AA Divisions: Playoff seeding will be based upon the win-loss record during the regular season.
- b) Single A Division: Playoff seeding will be based upon the win-loss record during the competitive season games.
- e) Double Elimination Playoff: If a double-elimination tournament is selected, each team will participate and continue playing until the team loses for the second time or reaches the final game.
 - a) Intermediate, Major, AAA, and AA Division Tournament of Champions
Participation: One (1) or two (2) teams from each drafted division will represent LNLL in the District 55 Tournament of Champions (“TOC”). If two (2) teams represent LNLL, the 1st place team during the regular season will represent LNLL as the 2nd seeded teams in TOC. The playoff champions for each division will represent LNLL as the 1st seeded teams in TOC. If the playoff champion(s) is/are also the 1st place team(s) during the regular season, then the 2nd place team(s) during the playoffs will be the 2nd seeded team for TOC. If only one (1) team in each division is allowed to represent LNLL in TOC, that team will be the playoff champion.

11) ALL-STAR SELECTION

1. The league will form all star teams for the following age groups/divisions: 8-9, 9-10, 10-11, Little League (11-12), Intermediate, and Junior All-Stars. Teams will consist of up to twelve (12) players.
2. The Player Agent will conduct separate division meetings (“All-Star Team Selection Meeting”) with all managers from their respective divisions. Managers (or coaches designated by the manager and approved in advance of the meeting by the Player Agent) must attend the All-Star Team Selection Meeting.
 - a. Majors Division managers will vote for players to make the Little League (11-12) All Star Team and the 10-11 All-Star Team.
 - b. AAA Division managers will vote for players to make the 9-10 All-Star Team and the 8-9 All Star Team.
 - c. Junior Division managers will vote for players to make the Junior Division All Star Team;
 - d. Intermediate Division managers will vote for players to make the Intermediate All Star Team.
3. At each All-Star Team Selection Meeting, a ballot with the names of players in that division that have returned the All-star commitment letter will be provided to each manager or coach designee.
 - a. Only those players who, along with their parents, have signed and returned the All-star Commitment Letter, attesting to eligibility, availability and commitment to attend all All-Star practices, games and related team events, will be placed on the ballot and eligible for selection to an All-Star team.
4. Each manager will be given a few minutes to discuss players on his/her team. AA and AAA Commissioners will provide feedback on behalf of younger players (e.g. AAA 11 year olds and AA 8-9 year olds). Each manager shall vote (“Manager Votes”) for up to twelve (12) players. A manager may vote for players on his/her own team. Managers may vote for any league-age player who is eligible for a particular All-Star Team (e.g. managers may vote for a league-age 11-year old to play on the 11-12 All-Star Team).

5. All Manager Votes, and a tally signed by both the Player Agent and the applicable division commissioner shall be delivered to and independently verified by the Executive Committee before approval of the Board, and announcement of each All-Star Team.
6. The twelve (12) players receiving the highest number of Manager Votes will be placed on the applicable All-Star Team. In the event that there is a tie for the 12th player, the All-Star Team manager will select from the tying players who will make-up the final spot(s) to complete the team of twelve (12) total players.
7. The coaching staff for each All-Star Team is selected as follows:
 - a. Any Manager or Coach interested in being an All-Star Manager must submit a request to the player agent at least 24 hours prior to all-star voting. At the All-Star Team selection meeting the Player Agent will announce the interested names and the Managers will cast a vote for their choice of All-Star Manager. All chosen All-Star Team managers must be nominated by the Player Agent for approval by the Board.
 - b. Each All-Star manager will select from their applicable division two (2) coaches that were regular season team managers or official coaches, subject to nomination by the President and approval of the Board

12) AA Showcase Game:

1. Managers in the AA Division shall vote for players to play in one season ending AA Showcase Game played at or before LNLL's Closing Day Ceremonies, as follows:
 - a. All players in the AA Division, regardless of league age, are eligible to play in the AA Showcase Game.
 - b. The Player Agent and the AA Division Commissioner shall meet with all managers from the AA Division to select the teams.
 - c. Each AA manager selects four (4) (up to six (6) if deserving) players to be considered for the AA Showcase Game selection. The number of players to be submitted by each team will be at the discretion of the AA Commissioner based on the number of teams and their performance throughout the season.
 - d. The managers for the championship game will be selected as the managers of the 2 showcase teams. If one is not interested or available, the AA Commissioner will select the replacement.
 - e. Each AA Showcase Game team manager will select two (2) AA Showcase Game coaches. First priority should be given to the other AA managers.
 - f. The AA Showcase Game teams will be assembled by the AA Commissioner from the list of selected with a view toward striking a competitive balance between the teams.
 - g. The game is recommended to last 4 innings. No player may pitch more than 1 inning during the Showcase game. Pitch limits will be considered relative to the game itself as well as any playoff games played previously by the showcase players (including the championship that same day).