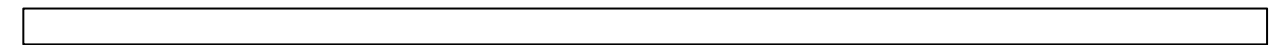


Eastlake Little League

2023 Local League Rules & Regulations

Baseball and Softball Divisions



Approved, **January 2023**

Eastlake Little League Board of Directors

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PREFACE

Eastlake Little League (ELL or Local League or League) Baseball and Softball is governed by regulations listed by priority as follows:

- Little League Baseball, Incorporated
- The Operating Manual of Little League Baseball and Softball District 9
Administrator's Interpretations & Rules
- Eastlake Little League Constitution
- Eastlake Little League Local Rules & Regulations (contained herein)

No rule or policy may be passed by ELL that is in direct conflict with rules and regulations contained in publications of a higher priority as listed above.

PERSONNEL

A. Board Of Directors

1. **Officers**

The Board of Director (Board) officers required to be elected from the membership are: President, Vice President, Secretary, Treasurer, Players Agent and Safety Officer

2. **Meetings**

Board meetings should be held during the first week of each month (excluding July and August), beginning no later than October. Special meetings may be called by the President or a majority of the Board. Board meetings are open to all interested parties and are posted on the ELL website calendar. All board members are expected attend. A quorum of either the the majority of the board or the Executive Board (president, vice presidents, procurement officers, chief umpire, secretary, registration officer, player agents, and treasurer) is required to approve league rules and legislation. The Executive Board only comes into effect should an overall quorum of the board as a whole not be in attendance.

3. **Elections**

Board of Director Members are all elected annually, typically in June. The number of managers, including minor league representation, elected to the Board shall not exceed a minority of the total Board members. All parents, coaches, managers, umpires and League officials in ELL are eligible to vote for Board members. Following the election, the Board of Directors will meet and elect its officers within the membership of the Board.

4. **Authorizations**

A Board Director is not authorized to enter into transactions which extend beyond the current fiscal year without the approval of the ELL Board.

5. **Leadership Qualities of Officers**

- Thoroughly acquainted with the objectives and the philosophy of Little League

Baseball and Softball and are able to guide the efforts of League personnel towards these goals.

- Knowledgeable of the intent of the Rules and Regulations, both international and local rules, and are able to interpret them correctly to parents and the public, as well as to League personnel.
- See that ELL personnel are kept up to date with all current Little League information, such as rule changes, tournament plans, training pamphlets, clinics, etc.
- Program the workload and delegate responsibility so that the burden does not fall on a few individuals.
- Provide an apprenticeship and training program for all managers, coaches and umpires whenever possible.
- Are alert for outstanding prospective personnel.
- Make provisions for new personnel to be exposed to training or preparation before they assume an active role in the Local League.
- Work together in a manner that gains favorable support for the Little League program.
- Provide leadership and support of ELL's Guiding Principles.

6. Committee Membership

The President appoints board members to all committees and all appointments are subject to final approval by the Board of Directors. The following are the typical committees along with the Board Member roles that typically on such committees. These committee names and roles are only guidelines and the President may appoint committees and individuals other than noted below. All committees and appointments are annual and must be approved each season.

- a. Budget Committee: President, VP's, Treasurer, Procurement officer Baseball, Procurement officer Softball
- b. Disciplinary Committee: President plus six President Appointees (typically VP's, Player Agents and Chief Umpire)
- c. Manager Selection Committee: VP's, Coaching Coordinator, Player Agents
- d. Rules Committee: President, VP's, Chief Umpires, Player Agents
- e. Tournament Committee: President, VP's, Coaching Coordinator, Chief Umpire
- f. All Star Ballot Committee: President, Player Agents, Chief Umpire, President Appointees
- g. Safety Committee: President, VPs, Safety Officer, Field Ops, Chief Umpire
- h. Baseball All-Star Vetting Committee: President, VP Baseball, Coaching Coordinator, Player Agent Baseball, Safety Officer

B. Manager / Head Coach & Coaches

The adult instructors have the responsibility of the overall welfare of all the player-oriented activities in the ELL Baseball and Softball programs. The Managers / Head Coaches (collectively with coaches, as "Coaches") have the total team responsibility, some of which include: establish team rules and discipline, conduct parent's meetings, publish schedules provided by the Board, oversee work parties which involve the parents, be prepared for practice and games and ensure the adherence to all the ELL rules and regulations and policies. The Coaches have the responsibility of the players in instruction, safety, sportsmanship and development of team play.

1. Applications

All individuals interested in managing a team must apply to be a manager on a year-to-year basis. The President appoints all managers and coaches, subject to approval by the Board of Directors. The Manager Selection Committee (MSC) reviews and vets all manager applicants and recommends MSC approved manager candidates to the President. If the President does not approve a MSC approved individual as a manager, the President shall instruct the MSC to vet additional applicants. The President should not approve a manager applicant that has not been properly vetted and approved by the MSC. When the available manager positions have been approved by the President, the MSC and the President will present the names of the approved manager candidates to the Board for final approval. If the President rejected a MSC approved manager applicant, the President may briefly summarize why the applicant(s) was rejected as a courtesy to the MSC and to the Board. Manager applicants rejected by the President are simply not approved and no Board of Directors action is allowed. The Board of Directors can either approve in total or reject in total the President's approved manager appointments.

2. Commitment

- Managers and coaches need to be willing to learn and abide by the Little League International Rules and Regulations and by the local ELL rules, policies and guiding principles.
- Attend ELL meetings when requested.
- Participate in ELL functions, i.e., Opening Day ceremonies, fundraising, work party days, picture day and various clinics.
- Spend the time necessary with the team at practices and games.
- Be willing to make up rainouts, tied or suspended games or continue them as required on the day and at the time assigned by the appropriate ELL official.
- Handle the administrative requirements of the team, i.e., obtaining accurate team rosters, medical release forms and other items required by ELL.
- Attend ELL and or District 9 clinics on coaching, rules and safety. Be willing to learn more about Baseball and Softball and how to teach young people the proper way to play the game.
- Be responsible for proper safeguarding and use of all ELL equipment, facilities and uniforms. Be responsible to turn in all ELL equipment and uniforms at the end of the season.
- Teach players and parents fair play, sportsmanship, team play and respect for the opponent and umpires.
- Work with all ELL personnel and assist in providing an umpire core for ELL.
- Accept the decisions of the ELL Board of Directors as final. Understand that if found in violation of any of these rules, policies or proper conduct, any individual in the League is subject to immediate suspension and or dismissal from ELL.

3. Leadership Qualities of Managers and Coaches

- Reflect an understanding of the age group they supervise.
- Are aware that they are an example to those with whom they work.
- Demonstrate that they have an appreciation of the philosophy of Little League, and cooperate with others in making the program of mutual benefit to all youngsters.
- Show by example that they respect the judgment and the position of authority of the umpires.
- Exercise their leadership role adequately, but leave the ball game in the hands of the players.
- Instill in their players a respect for the authority and decisions of the adult leaders in the Local League. Encourage their players at every opportunity.
- Instill a desire to win and to improve, striving to impart as much knowledge of the game as possible to each player.
- Encourage good health habits, good grooming and care of the uniform.
- Are instrumental in shaping acceptable behavior patterns whether the team wins or loses.
- Know the playing Rules and Regulations of ELL and Little League Inc. and are able to interpret them correctly. Play by the rules and adhere to their intent, instilling in the players a respect for the rules of the game.
- Are well acquainted with player selection system used in the Local League and select players for the team according to their abilities.
- Are cautious and use sound, reasonable judgment in a protest situation.
- Have had an opportunity to participate in a preparatory training program or clinic.
- Have knowledge of first aid and safety.

4. Parent Meeting

Each coaching staff is required to attend the parent meeting in February. Schedules, practices, attendance and parental responsibilities should be discussed at said meeting. Experience indicates that informed parents are more inclined to help out with the many tasks associated with a Little League team and program. A familiarization of Little League rules should be conducted in order to help prevent any abuses of such rules. Additionally, a review of the Local League structure should be done in order to identify such individuals as the Divisional VP, Player Agents and Chief Umpire, who may assist in answering certain questions during the season.

The parents' meeting should be held separately, away from the practice field, where a manager has the individual attention of all his / her parents. Each player should have a parent present at the parents' meeting.

5. One-Team Rule

A person may be the manager or coach of record for only one (1) competitive team. A competitive manager may also manager an instructional team if approved by the President and VP of that division, and only if there are not enough volunteers to manage at the instructional level. They may be an assistant coach to help out on any team provided it does not interfere with their Managing duties without approval from President and VP.

6. Practice Fields

The coaching staff has the full responsibility of a practice area and may not conduct a practice on any field not authorized and approved by ELL. Safety standards are to be strictly observed, i.e., catcher's gear and protective helmets to be used, care in swinging the bats, supervising the players at all times, etc. If there is a requirement for materials or an additional practice area, contact the appropriate ELL VP.

Remember, the success of the team at game time is directly the product of their reaction and conduct at practice. Use of school and municipal facilities is a privilege, not a right. Adhere to facility rules, park in authorized areas; adhere to speed limits and coordinate field use with the appropriate ELL VP.

NOTE: Managers and coaches are reminded that NO practice can be conducted until after equipment pickup, generally in late February or early March, or upon being specifically authorized by the appropriate ELL VP.

7. Statistics

Either paper or electronic scorebooks should be maintained by the coaching staff. It is always a good idea to check the team scorebook with the official scorebook, especially concerning innings played and the number of pitches thrown by each of the team's pitchers. Make sure scorekeepers note clearly how many innings have been played and the number of pitches thrown by each of the team's pitchers. Managers are responsible for ensuring the official score sheet is complete.

The home team's scorekeeper is the Official Scorekeeper for each game at the AAA, Coast, and Majors levels, and as such is the Official Pitch Count Recorder. The manager shall compare pitch count records with the Official Scorekeeper at the end of each inning to ensure proper pitch count for the pitcher of record, and all discrepancies should be resolved before the start of the next inning.

8. Standings

The Webmaster is responsible for updating the standings for the applicable levels of competitive baseball. The winning manager is responsible for recording the final score in the online system no more than 24 hours following the completion of the game.

9. Pictures

The use of photo equipment is allowed with the only restriction being that the user may not be inside the playing field unless authorized pursuant to Little League Rule 3.15. Team pictures are generally arranged for ELL by a professional photographer, coordinated through ELL with time and place scheduled by the program Directors; photos are not mandatory. It is recommended a parent be appointed with each team to handle picture arrangements and collect the money.

10. Selection Guidelines

ELL Selection Guidelines For Team Managers					
Baseball & Softball	T-Ball, A, AA and AA Softball	AAA	Coast	Majors	Juniors, Seniors & Big League
*Game Knowledge ELL experience preferred	Rudimentary Willingness to learn	Game playing or coaching experience	1-year baseball coaching experience	2-years game coaching experience 1-year Coast or	3-years game coaching experience 1-year Major level (girls)

				equivalent (boys)	
Training Basic Technical and Coaching Skills	Beginning Technical Training (AI & AI) Coach Effectiveness Training In-house training & meetings (ELL) Safety & First-Aid	Intermediate Technical Training (AI & AI) Coach Effectiveness Training Rules Training (ELL Umpire Training) In-house training and meetings (ELL) Safety & First-Aid	Advanced Technical Training (e.g., CYO, AI & AI) Coach Effectiveness Training Rules Training (ELL Umpire Training) In-house training & meetings (ELL) Safety & First-Aid	Advanced Technical Training (e.g., CYO, AI & AI) Coach Effectiveness Training Rules Training (ELL Umpire Training) In-house training & meetings (ELL) Safety & First-Aid	Advanced Technical Training (e.g., CYO, AI & AI) Coach Effectiveness Training Rules Training (ELL Umpire Training) In-house training & meetings (ELL) Safety & First-Aid
Training Recommended and desirable		Pitching (boys) Hitting (boys) Fielding	Pitching (boys & girls) Hitting (boys & girls)	Pitching (boys & girls) Hitting (boys & girls)	Pitching (boys & girls) Hitting (boys & girls)
*Personal Attributes Same for All Program Levels	Ability to work with kids Ability to communicate with parents.	Positive and supportive attitude	Willingness to support League activities	Adheres to ELL policies	Exhibits good sportsmanship
*Willingness to Recruit Volunteers Same for All Program Levels	Ability to attract and obtain people to help with all League activities	Volunteers are needed to help with: Umpiring, Field Prep., Concessions,	Sign-ups, Coaching, Scorekeeping, Team activities, Administering the League, and other League Activities		

Selection criteria based upon (*) items above, plus the following factors:

- Applicant has a child in the program level for which he/she is applying for.
- Applicant has demonstrated prior involvement in ELL programs

C. Umpires

Each year umpires are an integral part of completing a successful learning experience throughout ELL. They have the important responsibility of ensuring that all playing and safety rules are enforced, while tactfully coping with potentially difficult situations. ELL

hopes to encourage more parents into becoming umpires by providing instructional booklets and clinics to gain confidence and knowledge of the game. Umpires will provide ELL with their observations during the game on the coaches, players and parents by completing the sportsmanship rating on the official score sheet (to the extent such a process exists) or as requested by the ELL board or in communication with the Umpire-in-Chief (“UIC” or “Chief Umpire”). Umpires in ELL are mostly paid professionals; however, the League also implements the use of both volunteers and paid teenagers or young adults.

Following the parent meeting and prior to the start of regular season play, each manager or team representative will provide to the Chief Umpire the names of all volunteer umpires for their team. ~~Managers are required to submit a minimum of three umpire volunteers per team.~~

D. Annual Background Checks

All managers, coaches, umpires and League officials and any other person working with players is required to complete a “Little League Volunteer Application” prior to the applicant assuming his/her duties for the current season. ELL shall not permit any person to participate in any manner, whose background check reveals a conviction or guilty plea for any crime involving or against a minor. ELL may prohibit any individual from participating as a volunteer or hired worker, if ELL deems the individual unfit to work with minors, or for any other reason as the Board or President may choose, including, but not limited to, previous suspensions from other youth organizations.

ELL must conduct a nationwide search that contains the applicable government sex offender registry data as stipulated by Little League Baseball, Incorporated.

CONDUCT

Any member or player in the league Anyone found vandalizing, destroying, defacing, stealing or attempting to break into ELL property, writing graffiti, etc. on ELL facilities or facilities used by ELL by either league officials, parents, neighbors, City of Sammamish or anyone else, will be immediately suspended from the league pending a hearing for possible dismissal from the league by the ELL Board of Directors. The penalties may be suspension or dismissal from the League and/or prosecution to the fullest extent of the law.

Eastlake Little League prides itself in providing all players, parents and family members a clean and wholesome environment in which to play ball games and practice. A reminder to all League personnel, managers, coaches, umpires, parents and any other interested parties are encouraged to report any suspicious behavior or any unidentifiable person or strangers frequenting or loitering around a ball park or practice field to the local law enforcement agency or to any Eastlake Little League board member. Eastlake Little League does not allow any rowdies or anyone suspected of any violation of law, consumers of alcoholic beverages, drug users, etc. to remain on the grounds of any of the Little League facilities. Eastlake Little League shall take whatever steps are necessary to see that this type of activity does not happen.

A. Code Of Conduct

1. Volunteer Code of Conduct

As a volunteer for Eastlake Little League, I commit myself to creating a positive

experience for all players in the league and to reinforce sportsmanship. I understand that children are involved in organized sports for their enjoyment, and I will do my best to make it fun for them. I promise to uphold the following code of conduct to serve as a role model of these principles:

- I will do my best to provide a safe playing situation for my players and I will not encourage any behaviors or practices that would endanger the health and well-being of the athletes.
- I will place the emotional and physical well-being of my players ahead of my personal desire to win.
- I will treat each player as an individual, remembering the large range of emotional and physical development for the same age group. I will never ridicule a player for making a mistake or for losing a competition.
- I will do my best to organize practices that are fun and challenging for all my players.
- I will lead by example in demonstrating fair play and sportsmanship to all my players, coaches, officials and spectators at every practice and game. I will not engage in any kind of unsportsmanlike conduct such as booing and taunting, the use of profane language or gestures, or refusing to shake hands.
- I will provide a sports environment for my team that is free of drugs, tobacco, and alcohol, and I will refrain from their use at all youth sports events.
- I will be knowledgeable in the rules of the sport that I manage/coach and will teach these rules to my players.
- I recognize that our umpires are volunteers and will treat them with respect at all times. I will set a good example for the players and the parents in my interactions with the umpires. I will not argue, question or complain about umpire calls in any ways that may be heard by umpires, coaches, players, or other parents.
- I will not allow the players, parents, or other coaches to argue, question, or complain about umpire calls in any ways that is disrespectful to the umpires.
- I will use those managing/coaching techniques appropriate for all of the skills that I teach.
- I will remember that I am a youth sports manager/coach and that the game is for the enjoyment of children and not for the adults.
- I promise to review and practice basic first aid principles needed to treat injuries of my players

2. Parent's Code of Conduct

As a parent of an Eastlake Little League player, I commit myself to creating a positive experience for all players in the league and help the coaches reinforce sportsmanship. I understand that children are involved in organized sports for their enjoyment and I will do my best to make it fun for them. I promise to uphold the following code of conduct as stated in the ELL Local Rules and serve as a role model of these principles:

- I will encourage my children to participate in sports and support their desires to play in their chosen sports. I will not force my child to participate in any given sport.
- I will remember that children participate to have fun and that the game is for our children, not for the adults.
- I will inform the coaches of any physical disability or ailment that may affect the safety of my child or the safety of others.

- I will learn the rules of the game and the policies of the league.
- I will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every practice, game or other sporting event.
- I will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent such as booing and taunting, the use of profane language or gestures, or refusing to shake hands.
- I will not encourage any behaviors or practices that would endanger the health and well-being of the athletes.
- I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
- I will demand that my child treat other players, coaches, officials and spectators with respect regardless of race, creed, color, sex or ability.
- I will teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
- I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
- I will never ridicule or yell at my child or other participants for making a mistake or losing a competition.
- I will emphasize skill development and practicing and discuss how they can benefit my child over winning. I will also de-emphasize games and competition in the lower age groups.
- I will promote the emotional and physical well-being of the athletes ahead of any personal desire I may have for my child to win.
- I recognize that our coaches are volunteers and will treat them with respect at all times. I will not question, discuss, or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place.
- I recognize that our umpires are volunteers and I will treat them with respect at all times. I will not argue, question or complain about umpire calls in any ways that may be heard by umpires, coaches, players, or other parents.
- I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all sports events.
- I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.
- I will get my children to their practices and games on time and with all of their equipment.

3. Players Code of Conduct

- Play for FUN.
- Work hard to improve your skills.
- Be a team player - get along with your teammates.
- Learn teamwork, sportsmanship and discipline.
- Be on time for practices and games.
- Learn the rules and play by them. Always be a good sport.
- Respect your manager, coach, teammates, parents, opponents and officials.
- Never argue with an official's decision.

B. Conduct And Disciplinary Actions

1. Purpose

Eastlake Little League has the right to discipline any person associated with the league when it determines that league rules, regulations, or operating policies have been violated. Disciplinary matters regarding any player, manager, coach, umpire or Member shall be resolved by the Disciplinary Committee of the Board, and there shall be no appeal from the decision of the Disciplinary Committee on any such disciplinary matter. Disciplinary matters involving any member of the Board, the Disciplinary Committee, or any other league committee, shall be resolved by the Board.

The Disciplinary Committee (or Board, as applicable) shall have the right to impose any or all of the following as discipline:

- a. Caution or censure of the person.
- b. Suspension of the person from league activities for a specified period of time and/or a specified number of games and/or from specific league positions (such as manager, coach or umpire).
- c. Other punishment for a specific period of time.
- d. Any decision may contain conditions for continued involvement or may contain steps to be completed to remedy the problem giving rise to the violation.

No discipline shall be longer than the remainder of the current fiscal year which ends on September 30. Disciplinary actions shall not carry over to the next fiscal year.

2. Factors To Be Considered In Determining An Appropriate Course Of Action

- a. Reasonableness of Action. No disciplinary action shall be taken against a person associated with ELL unless the allegations against that person are supported in writing by the preponderance of the evidence.
- b. Factors to be Considered in Selecting Penalties. In selecting a proposed penalty or deciding what penalty to impose for an offense, the Board considers the following factors:
 - i. the nature and seriousness of the offense, including whether the offense was intentional, technical or inadvertent, was committed maliciously for gain, or was frequently repeated;
 - ii. the individual's past disciplinary record;
 - iii. consistency of the penalty with those imposed upon other people for the same or similar offenses;
 - iv. impact upon the reputation of ELL.
- c. Nondiscrimination. Under no circumstances shall ELL discriminate against any person by taking disciplinary action on the basis of any of the following:
 - i. race, color, religion, sex, age, national origin, disability or sexual orientation;
 - ii. partisan political beliefs, affiliations or activities; or
 - iii. marital status.

3. Record Keeping

The League President or designee shall maintain a record of the allegations, deliberations, and decisions of the Board for all issues raised concerning any disciplinary action(s).

C. Guidelines For Disciplinary Offenses And Penalties

The guidelines of disciplinary offenses and penalties are established to provide uniformity in determining actions taken against individuals who have violated ELL rules. The offenses listed do not address game rules, which are covered by Little League Rules. For the purpose of the table, the following terms are defined:

1. **Assault** includes, but is not limited to the following acts committed on or threats against an individual: hitting, kicking, punching, choking, spitting at or on, grabbing or bodily running into; the act of kicking or throwing any object that could inflict injury; damaging property.
2. **Unsportsmanlike Conduct** includes, but is not limited to: any actions taken that disrupts or makes a mockery of the game; use of obscene or vulgar language or gestures; baiting or inciting opposing players or manager/coaches; repeated ejection from the game; throwing or kicking equipment.
3. **Safety Violation** includes, but is not limited to: any conditions during a game or practice that poses a threat to the safety or endangerment of players, coaches or spectators.
4. **Drug and Alcohol Use** includes the use of any legally controlled substance; use of any alcoholic beverage; or use of prescription drug(s) that impairs the judgment of the manager/coach, especially as it pertains to the safety of the players. Players are prohibited from the use of such substances. ELL officials are prohibited from using alcoholic beverages during all ELL sanctioned games and practices, including post-season and tournament play.
5. **Tobacco Use** includes the use of any tobacco or tobacco products during all ELL or district sanctioned games, practices, and/or other ELL-related activities.
6. **Harassment** includes unsolicited remarks, gestures or physical contact; display or circulation of written material or pictures derogatory to either gender or to racial, ethnic or religious groups; or basing personnel decisions on a volunteer's, member's or official's response to sexually oriented request. Sexual harassment is a type of harassment and occurs when this type of verbal or physical conduct is sexual in nature or is gender based; that is, directed at a person because of their gender.

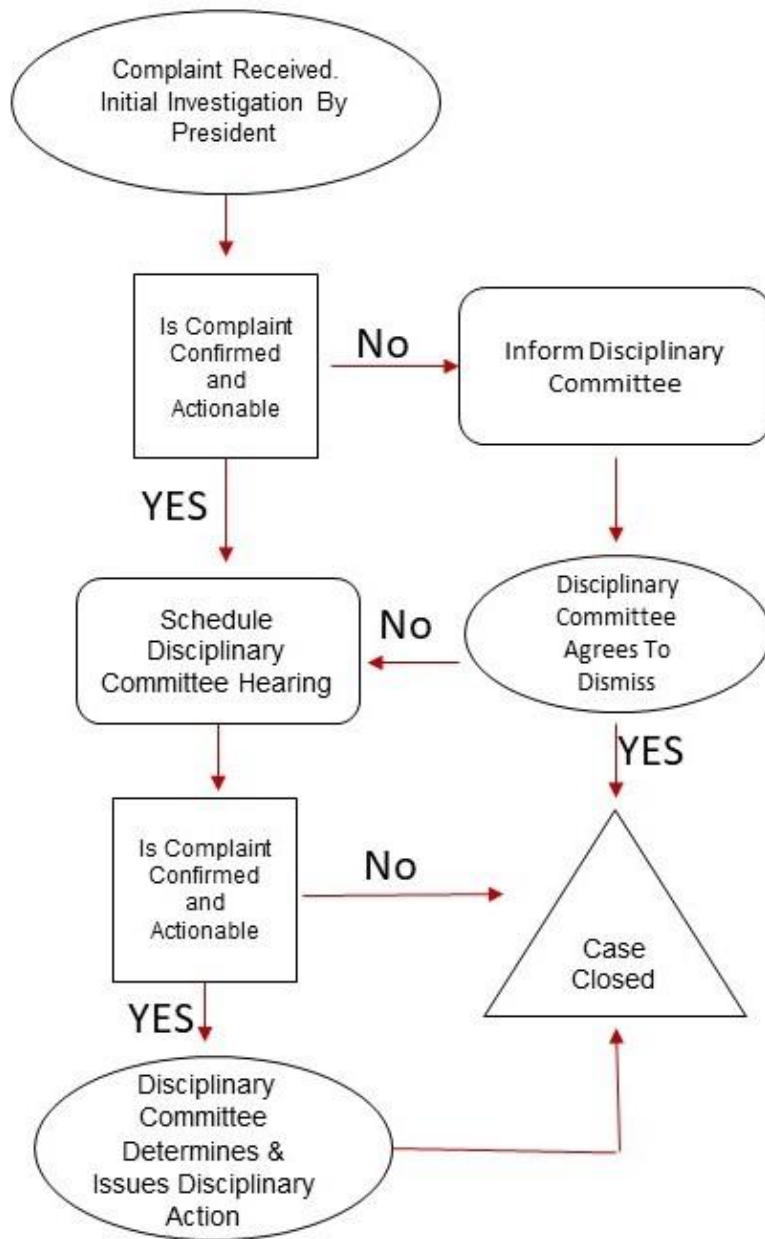
Type of Delinquency or Misconduct	Penalty For First Offense *	Penalty For Second Offense *	Penalty For Subsequent Offenses *
Assault or Harassment	Expulsion from the game and premises; removal from any official duties and responsibilities pending hearing. Option to be removed from the league pending review by the Disciplinary Committee.	Two (2) to four (4) game suspension. Option to be removed from the league pending review by the Disciplinary Committee.	Suspension for remainder of season. Shall not participate in or observe any league or team practices, games or events.
Safety Violation	Warning.	Minimum one (1) game suspension.	Two (2) to four (4) game suspension for each repeated.
Unsportsmanlike Conduct	Expulsion from the game and premises; minimum one (1) game suspension.	Two (2) to four (4) game suspension.	Suspension for remainder of season. Shall not participate in or observe any league or team practices, games or events.
Drug and Alcohol Use	Expulsion from the game and premises; minimum one (1) game suspension.	Two (2) to four (4) game suspension.	Suspension for remainder of season. Shall not participate in or observe any league or team practices, games or events.
Tobacco Use	Warning.	Minimum one (1) game suspension.	Two (2) to four (4) game suspension for each repeated.

* ELL reserves the right to enforce penalties greater than those defined above.

D. Disciplinary Action Procedure

1. Disciplinary Committee

In order to be as efficient as possible and act as quickly as needed, the President shall form a Disciplinary Committee (“Committee”) at one of its regularly scheduled board meetings. Such Committee will be made up of seven (7) board members, one of whom is the President, and the Committee must be approved by the Board. The Committee will hear any complaints brought forth to any member of the board and the Committee has the authority to discipline any person involved in an ELL program, including but not limited to ELL officers, umpires, managers, coaches, players and parents.



If a case comes to the Committee in which a Committee member has a personal conflict or is a manager/coach at the same level as where the infraction took place, such Committee member shall recuse themselves from the case and they will be replaced by another board member, appointed by the President and acceptable to the remaining Committee members.

2. Referrals Process

Any issue that may require discipline regarding any manager, coach, umpire, player or member to be considered may be brought to the attention of the league by any person. The President shall initially handle all referrals. If the President is the subject of the potential discipline, the referral shall be handled by a Vice President on the Disciplinary Committee.

3. Referrals Investigation

The President or other Disciplinary Committee members under the President's direction may at any time investigate the issues relating to the referral. In conducting this investigation, the President may contact the person who is the subject of the referral and potential discipline as well as any other persons with knowledge of matters relating to the issues presented.

The President may determine that potential discipline should not be considered because of insufficient grounds to impose discipline or for other reasons. In that event, the President shall promptly inform the Disciplinary Committee of his or her decision in writing. If three or more members of the Disciplinary Committee provide written notice to the President within five days of receipt of the President's notice of the decision not to proceed that they wish to have the matter considered at a hearing, a hearing will be conducted notwithstanding the President's decision not to proceed.

If the President determines that there is an adequate basis in fact for a hearing, the President shall promptly schedule a hearing with the Disciplinary Committee as soon as practicable. At least five days' notice of the hearing shall be provided to the person who is the subject of the potential discipline. Such notice may be provided by email, and shall be also provided either by hand delivery or certified mail, return receipt requested. Notice will be deemed to have been provided when the email is sent to the affected person. The President shall present any information gathered to the Disciplinary Committee during any hearing which is conducted.

4. Temporary Suspensions

Prior to a hearing, the President is empowered to temporarily suspend any manager, coach, umpire, player or member on an interim basis. The President is to use this interim power sparingly, and only in situations where the safety of any person might be placed at risk, where there may have been violation of a law, or where there has apparently been flagrant violation of league rules. The President will take such interim action by providing email notice and a telephone message to the person who is the subject of the potential dispute. The Disciplinary Committee by 2/3 majority vote is empowered to revoke any interim suspension at any time.

5. Hearing Procedure:

Per Little League Rule 9.05 (C), after receiving an umpire's report that a manager, coach or player has been ejected from a game, the President shall require such manager, coach or player to appear before at least three members of the Disciplinary Committee to explain their conduct. In the case of a player, the manager and/or player's parent(s) or guardian(s) shall appear with the player in the capacity of an advisor. This hearing should be held as soon as possible, within five days of the ejection if at all possible. The members of the Committee present at the meeting shall impose such penalties that it feels are warranted, but may not lessen the requirements of being suspended for his or her team's next physically played game including being in attendance at the next game site and any pregame and postgame activities. The ejected individual does not have to meet in front of the Committee

prior to the minimum single game suspension. In most cases, the minimum of a single game suspension will have already been administered.

Ejection hearings and all other disciplinary hearings brought before the Disciplinary Committee shall be conducted in an informal but orderly fashion. The person who is the subject of the disciplinary hearing shall have the right to attend the presentation of all evidence to be considered and shall have the right to present evidence. The President shall preside over the hearing. No one other than the Disciplinary Committee and the subject of the discipline shall have the right to attend the hearing or to hear the testimony of any witness. In any hearing involving a minor, the minor shall have the right to have his/her parents or legal guardians present.

- At the disciplinary hearing, the President and the Disciplinary Committee shall:
- Re-state the charges for the record.
- Provide the accused with ample opportunity to respond.
- Could decide to take no further action.
- Could decide to draft a warning or letter of reprimand.
- Could decide on some other punishment, or to revoke all or part of the person's membership privileges for a specific period of time, but not longer than the remainder of the current fiscal year.

Any hearing on discipline and any interim suspension may be terminated by the President upon receipt of written notice from the person affected by the hearing/suspension that the person has voluntarily resigned his or her position and/or terminated his or her Membership in Eastlake Little League..

6. Decision of Disciplinary Committee

At the conclusion of the fact-finding hearing, the Disciplinary Committee shall adjourn for deliberation. Unless a 2/3 majority of the Committee finds that adequate grounds exist for disciplinary action, the complaint shall be dismissed. If the 2/3 majority of the Committee finds that adequate grounds exist for disciplinary action, then the committee shall issue a written decision setting forth the rule, regulation or policy violated, and the sanction ordered as a result of the violation. Depending upon the severity of the infraction and taking into consideration prior repeated infractions, sanctions may include reprimand or censor, dismissal or suspension from any further ELL activities. The decision may also contain conditions for continued involvement in ELL activities and may contain steps to be completed to remedy the problem that gave rise to the violation. The decision of the 2/3 majority of the Disciplinary Committee shall be final.

7. End of Season Disciplinary Actions

If a manager or coach is ejected in the last game of the season for that individual, suspension or other penalties shall not carry forward to the next season. Disciplinary action can only be administered during the current fiscal year ending on September 30. Depending upon the severity of the infraction and associated penalties, such penalties may be grounds by the league President to automatically remove the individual from consideration as a manager, coach or umpire.

8. Request For Reinstatement

The disciplinary decision of the Disciplinary Committee shall be final, and shall not be subject to appeal. A disciplined individual may, however, submit in writing a request for early termination of disciplinary sanction, including a request for reinstatement in ELL related activities. Any such request shall be made in writing, directed to the ELL President, and shall set forth the reasons why the requested relief should be granted. Following the written request for relief for reinstatement, the Disciplinary Committee may consider the request at a scheduled meeting. If a 2/3 majority of the Disciplinary Committee votes to terminate or modify the sanctions, the same shall be terminated or modified as set forth by the Disciplinary Committee in a written decision to the violator. Such written decision may contain conditions to the violator for further involvement in ELL activities.

E. Ejection From A Game

Parents, fans, coaches and managers are reminded that a person ejected from a game/ball park will leave the ballpark, to include the parking lot and surrounding park area, within two (2) minutes. A manager, coach or player ejected from a game is suspended from all team activities through and including, his or her team's next physically played game, and may not be in attendance at the site from which they are suspended. ELL will absolutely not tolerate uncontrolled or unsportsmanlike conduct. If a parent or fan is ejected from a game/ball park, for whatever reason, twice in one season, they will be persona non grata for the remainder of the season; they will not be allowed to come to any ELL games.

SAFETY CODE

Safety--this is the first consideration at all times in all aspects of games and practices. It is everyone's responsibility to insure that safety is followed and to make on-the-spot corrections when necessary. For complete details, see ELL's Safety Plan, published on the ELL website, and provided upon request from the ELL Safety Officer.

A. Action Plan Elements

- Baseballs/softballs cannot be used for pre-game batting practice on the field, except if being hit into a net. Whiffle or tennis balls may be used.
- Managers, coaches, umpires and ELL officials should have some training in first aid.
- First-aid kits will be made available and stocked at the game fields.
- No games or practices will be held when weather or field conditions are unsafe, particularly when lighting is inadequate or when thunderstorms are nearby. Play should be halted in these situations, in particular, if there is lightning or the sound of thunder, play shall be stopped immediately.
- Play area should be inspected frequently for holes, damage, stones, glass and other foreign objects.
- Only players, managers, coaches, umpires or other volunteers who have completed the required background checks are permitted on the playing field and in dugouts during games and practice sessions.

- Procedure should be established for retrieving foul balls batted out of the playing area.
- During practice and games, all players and base coaches should be alert and watching the batter on each pitch.
- During warm-up drills players should be spaced so that no one is endangered by wild throws or missed catches.
- Equipment should be inspected regularly, especially for cracked or damaged helmets.
- Batters must wear approved protective helmets during all batting practice, including, but not limited to, soft toss, tee work, etc., as well as during games. Helmets must meet NOCSAE specifications and standards and bear the NOCSAE stamp and exterior warning label.
- Catchers must wear catcher's helmet, throat guard, chest protector and shin-guards at all times while acting as catcher in the crouched position for games, pre-game bullpen warm-ups, and at practice. Male baseball catchers must wear a protective supporter and cup.
- Catchers must wear the facemask and helmet when warming up pitchers during and between innings of a game and for infield practice prior to a game. This applies even if the catcher is standing.
- During sliding practice, teams must use the league provided break-away bases or drop-down plastic bases, preferably in the outfield.
- At no time should "horse play" be permitted on the playing field or in the dugout.
- Parents of players who wear glasses should be encouraged to have their child wear "safety glasses."
- Common sense in regards to safety would prevail in any situation not covered.
- ***All male players at AAA and above must wear protective cups. No exceptions!***
- ***An adult will remain at the field until every child has been picked up by a known adult.***

B. Jewelry Rule

Pursuant to Little League, Inc. rules, all players at all levels, both Baseball and Softball, must not wear watches, rings, pins, jewelry, earrings or other metallic items, except eyeglasses, during a game or practice. Medical alert bracelets can be worn if taped down. Umpires, base and plate, will not wear watches, pins or jewelry while working a game. Umpires are advised to reiterate to the managers, coaches and players, prior to the start of each game, the need to remove such items and that if a player fails to do so that he/she could be subject to removal from the game, but not ejection. New earring posts CANNOT merely be taped down, but have to be removed.

REGISTRATION

A. Player And Volunteer Registration.

Every administrator, coach, manager and player must be duly registered every year. Player registration is normally completed by the second week of December, but with an added late fee, registration generally remains open until player evaluations and draft in late January or early February for competitive levels and may remain open later for instructional levels.

Announcement of ELL registration is made to each of the schools within our boundaries in October and/or November, in addition, announcements are sent through email, social media as well as other marketing efforts. Every new player to ELL must attend a scheduled walk-up date to show proof of age and proof of residency or risk being released or put on a waiting list if enrolling after the time designated for registration. A valid, original birth certificate, or other proof of age documents as approved by Little League, must be presented to ELL representatives for each child new to the program.

A player who is eligible by age and boundary rules will have an opportunity to register to play in ELL, unless physically or mentally incapable based on safety considerations, unless a Challenger Division is organized. A player must reside within ELL league boundaries and not merely attend a school within ELL league boundaries to qualify to play in ELL.

B. Refund Policy

Parents may cancel their child's enrollment in an Eastlake Little League program or activity at any time. In the case of paid programs such as baseball or softball, participants may cancel their enrollment up to the day of Skills Evaluations (usually the first Saturday in February) and receive a full refund less a \$30 administrative fee. All requests must be made in writing via email to the appropriate level Player Agent. No refunds are offered for cancellations made after skills evaluations and beyond. No late or special fees will be refunded, regardless of timing of cancellation.

PLAYER EVALUATIONS

At the time of registration or shortly thereafter, all players Little League age 9-12 for Baseball and Softball and ages 13-18 for Intermediate, Junior, Senior and Big League, will be notified of the player skills evaluation dates, times and the location. Eight-year-olds wishing to be evaluated in order to be eligible for placement on a AAA team may participate in skills evaluation – the AAA level has very limited space available for eight-year olds. The evaluations are used to assess and evaluate each player as to ability and skill in order to place them at the proper level of play.

Coaches or evaluators will evaluate each player in pop flies, fielding, throwing, hitting, and pitching. Each player must attend skills evaluations to be eligible to be drafted on an AAA, Coast, or Majors, or for an Intermediate, Juniors, Seniors or Big League team. Otherwise, players shall forfeit eligibility, unless an excuse is presented and accepted by a majority of the Board members, and all coaches have been provided the opportunity to evaluate the player before the player draft. Managers' and coaches' children, as well as brother and sister option players, are required to go through evaluations just like any other player.

Managers and independent volunteers will evaluate all the players using the same forms and evaluation rating system. Managers only need to evaluate the eligible players at the level they are coaching. After all players have been evaluated, the evaluation sheets are given to the player agent or VP of Baseball. All of the evaluations will be combined, averaged, and totaled to make a common evaluation ranking sheet. Ranking sheets will be provided to managers at each level prior to the player draft.

LEAGUE STRUCTURE & DIVISIONS

Tee Ball

ELL baseball Tee Ball is organized as one league and one division for boys, and is managed by the VP of the Instructional League. Softball Tee Ball is tee ball/coach pitch for girls and is managed by the VP of softball.

Instructional Softball and Instructional Baseball

ELL Instructional including Sluggers A and Sluggers AA levels are organized as one league with one division for each level.

Softball

ELL Softball, including AAA, Coast, Major and Junior levels is organized as one league with one division for each level.

Baseball

ELL Big Diamond Baseball, and if applicable, Intermediate, Juniors, and Seniors is organized and managed by the VP of Big Diamond Baseball. Big Diamond Baseball will play in a league consisting of an interlocking game schedule with teams from other Washington District 9 leagues. Such league may include teams from other Washington Districts, as determined on a yearly basis in conjunction with the District 9 Administrator or assistant administrators.

ELL Baseball, including AAA, Coast and Majors is organized as one league with one division for each level. In the event the Majors Baseball level has 11 or more teams, the League's teams are split into two divisions according to Little League, Inc. regulation and recommended process and options. The Teams would then comprise of a single League with two Divisions.

If ELL is divisionalized, all Little League, Inc. and ELL Local Rules apply to both Divisions, except where noted herein.

1. League Structure

If the league must be divisionalized per the guidelines above, each level requiring divisionalization is divided into an "American" and "National" division comprising, as closely as possible, an equal number of teams and players.

The divisions are separate, but under the rules of inter-league play teams from one division play those from another within the same level (Majors, Coast or AAA).

Any expansion will add teams to each division so as to maintain, as closely as possible, an equal number of teams and players within each division. As much as is possible, expansion will be equivalent for both divisions (For example, a two-team expansion at the Majors level will place one expansion team in both Divisions.).

2. Draft & Trades

The "Common Pool Draft Method" from the Little League Operating Manual will be used to select players for teams. If divisionalized, teams from each division alternate in the drafting of players from a common pool of all registered players available to be drafted to respective levels (Majors first, followed by Coast and then AAA).

Draft Order:

a. Equal Number of Teams at a Level:

For AAA, Coast and Majors levels, all players are released prior to the tryouts and draft. A draw just prior to the draft will determine individual team draft order. If the levels are divisionalized, a coin flip just prior to the draft will determine which division

drafts first. Within each division, a draw just prior to the draft will determine individual team draft order.

- b. Unequal Number of Teams at a Level (This only applies if the levels are divisionalized):

For any particular level, if there are an unequal number of teams in the two Divisions, the Division having the greater number of teams will draft first. The Division having the lesser number of teams will draft second.

- c. Team Draft Order Assignment Level (This only applies if the levels are divisionalized):

Teams from the Division having the first draft selection will be assigned to the odd number draft positions according to draw or placement as determined above.

Teams from the Division having the second draft selection will be assigned to the even number draft positions according to draw or placement as determined above.

Draft options and rules apply across divisions. An option by a manager in one division will be honored by teams in the other division.

Trades between teams, including between teams in different divisions, requires the approval of the Player Agent and follows all other applicable rules.

Assignment of new managers to teams and divisions within levels will be by random draw.

3. All Star Teams & Selection

If divisionalized, each division will field its own all star teams, selected entirely from the players, managers and coaches within the respective division. This applies to both Little League, Inc. and District 9 Special Games Tournaments. Otherwise, one team will be fielded for each tournament.

A player, manager or coach is eligible for membership only on an all star team selected from the division and/or level in which he/she is listed on a regular season team roster.

Voting for all star team players, managers and coaches for each division's team(s) is restricted to members of that division and/or level. Managers will go through a vetting process with a subcommittee of the board prior to being placed on the ballot.

4. District 9 Special Games Coast Invitational Tournament

If divisionalized, each division will field its own separate team. Otherwise one regular season Coast team (usually the first place team) will be entered in this tournament.

DRAFT

The ELL Board will review the returning player counts and team compositions on an annual basis after registration to determine what draft method is best suited to provide an equitable distribution of player talent and team parity. ELL will use appropriate draft methods from the Little League Operational Handbook or an approved alternative.

A. Draft Systems

Order of Drafts:

- 1st - Seniors, Juniors & Intermediate Levels (if applicable, and these may take place separately)
- 2nd – Majors Level
- 3rd - Coast Level
- 4th - AAA Level

The Player Agent(s) and applicable VPs shall establish the Tee Ball, Sluggers A, Sluggers AA and Sluggers AA Softball teams by school attendance, player age, and, among other things, where possible, such as, but not limited to, parent requests to accommodate car pools and friends playing together.

Each team participating in a draft shall be represented by its manager (or designee).

Players who continuously play in ELL are allowed to be drafted more than one level above that which they played the prior season, such that an A-ball player in Baseball or Softball may be placed in AA or drafted to AAA provided that they are age-eligible. Incoming players who did not participate in ELL the previous year are eligible for any level that they qualify for based on their LL age and ability, Majors. Brother / sister options take priority over age level rules if the players involved are capable of playing at the given level, as stated above, and an option is exercised. This exception must be reviewed and approved by the Player Agent and the League President. Additionally, an occasion may arise (such as the smaller number of players in softball or a league age change by Little League International) whereby a player(s) needs to skip a level in order to fill an upper team's roster. If this case occurs, this exception must be reviewed and approved by the applicable Player Agent and the League President. This is applicable only for levels AAA, Coast, Majors, Juniors and Seniors.

1. Seniors, Juniors, Intermediate, Majors, Coast and AAA Baseball

The Seniors, Juniors, and Intermediate level teams shall have player evaluations each year as stipulated by the Big Diamond Baseball VP in conjunction with the Seniors, Juniors and Intermediate managers. Such time of evaluations and the method of the draft shall be determined on a yearly basis as needed based on the numbers of teams organized as this level.

At Majors, Coast and AAA levels, all returning players go through player evaluations each year and those not drafted to the Majors will be placed into the general player pool for selection to Coast and AAA.

Each level will have its own separate draft. The rotational or "serpentine" draft system will be utilized. For example, in a six-team league the team to pick first will have the 1st, 12th, 13th, 24th & 25th, while the team to pick 6th would have the 6th, 7th, 18th, 19th pick and so on until all rosters are filled. The managers will draw numbers to determine the draft order. The draw will take place just prior to each level's draft.

The Player Agent shall announce prior to the start of the draft any changes in player eligibility, and the number of players each team will select.

2. Seniors, Juniors, Intermediate, Majors, Coast and AAA Softball (Minor Leagues)

At Seniors, Juniors, Majors, Coast and AAA, all returning players go through player evaluations each year and those not drafted to the Majors will be placed into the general player pool for selection to Coast and AAA.

Each level will have its own separate draft. The rotational or "serpentine" draft system will be utilized. For example, in a six-team league the team to pick first will have the 1st, 12th, 13th, 24th & 25th...while the team to pick 6th would have the 6th, 7th, 18th, 19th pick and so on until all rosters are filled. The managers will draw numbers to determine the draft order. The draw will take place just prior to each level's draft. If there are less than three teams at a particular level the draft will be in order and will not serpentine.

The Player Agent shall announce prior to the start of the draft any changes in player eligibility, and the number of players each team will select.

B. Options (All Leagues)

An option is an agreement between a Manager and the Player Agent covering a special condition. All options must be in writing and be submitted to the Player Agent prior to the draft. Player options will be monitored closely by the Player Agent. Draft options adhere to the Little League Operating Manual.

1. Brothers / Sisters - Current Year Draftees

A Manager may submit an option in writing to the Player Agent on two or more brother and/or sister candidates who are subject to the draft. When the first brother or sister is drafted under the option agreement, the other siblings draft position is determined by the Player Agent based on the results of the shared skills evaluation list provided by the competitive baseball level managers. The board will inform the coaches in advance of evaluations of the siblings that select being together.

Brother and sister options are not automatic, especially if the younger brother / sister is Little League age ten (10) and the option is placed by a Major League Manager, the younger brother / sister is Little League age nine and the option is placed by a Coast League Manager or the younger brother / sister is Little League age eight and the option is placed by a AAA League Manager. Normally the decision to allow a brother / sister option will be made by the ELL President, Divisional VP, and Divisional Player Agent prior to that year's draft. Any special circumstance can be discussed prior to the draft if necessary.

2. Sons / Daughters Options (All Leagues)

If a manager has a son / daughter eligible for the draft and wishes to draft them, the manager must submit the option in writing to the Player Agent. The parent-manager is required to exercise this option prior to the close of the specific draft round specified within the Little League Operating Manual depending upon the League Age of the son/daughter. Parent-manager options take priority over any other option.

Draft Rounds: The Player Agent will determine what round(s) a Manager's Sons/ Daughters will be drafted using the compiled skills ranking sheet provided by the managers. If there are 4 teams, a son or daughter ranked 16th on the list will be drafted in the 4th round regardless of the pick that Manager has that round.

Majors, Intermediate, Juniors, and Seniors will use the same method above, however they must be drafted in or before the following rounds based on players age and level:

BASEBALL				
Draft Round	Little League	Intermediate	Junior	Senior
5	9-10	11	12	13,14
4	11	12	13	15
3	12	13	14	16

SOFTBALL			
Draft Round	Little League	Junior	Senior
5	9-10	12	13,14
4	11	13	15
3	12	14	16

Seniors, Juniors and Intermediate level son/daughter options will be determined by the VP of Big Diamond Baseball, to the extent applicable and necessary.

For the softball division teams, if the son/daughter options described above is not applicable; rather, the VP of Softball, in conjunction with the Softball Player Agent and the League President, will determine which round the respective managers' daughters will be taken. As an option, the League President, applicable level VP, Player Agent and Majors level managers may decide to use the above noted Coast & AAA ranking system on Majors son/daughter options.

Eastlake Little League recognizes that the above method of exercising options on sons, daughters and siblings does not conform to the player selection system rules specified within the Little League Operating Manual. The reason for this local rule option is to provide additional parity between teams so as to not reward or penalize teams where the known skill levels of such option players are significantly different and could be anywhere between a 1st round pick to a 12th round pick.

3. **Manager Options**

Parents / Guardians of Major League players, who become managers or coaches after their child has been selected to a Majors team, may not automatically claim their sons or their daughters, but must trade for them at the proper time if said son or daughter has been previously assigned to another team.

4. **Manager Election**

At the beginning of the season, a Minor League manager may elect to not have his son or daughter move up to the next level of play. If the manager declares this at the beginning of the season, the child cannot be moved up to the next level of play at any point during the season.

C. **Secrecy (All Leagues)**

Players, coaches and parents shall never be told the position in which players were drafted or the number of votes they received in Tournament Team selection. See Coaches Code of Conduct.

D. **Trades**

Upon the completion of a draft, the Player Agent shall announce a 15-minute period for trades for that draft only. There shall be no trades between levels of play (i.e., trades from

Majors to Coast, etc.). A parent-manager who has failed to draft his/her child prior to the completion of the specified round may trade for that child during this trade period, or allow the child to remain on the other team. All trades must be submitted to and approved by the Player Agent. If approved, the trade must then be approved by the President.

Following "Draft Day", Managers may, if they desire, trade players until seven (7) days after the Official First day of practice. ALL TRADES DURING THIS PERIOD SHALL BE MADE THROUGH AND WITH THE APPROVAL OF THE PLAYER AGENT. All trades must be for justifiable reasons and be approved by the Player Agent, the President and the parent or guardian of all players involved.

BASEBALL / SOFTBALL

A. Make Up Of Teams

1. **Senior, Junior and Intermediate Baseball Leagues** shall consist of no more than fifteen (15) players per team, as feasible, who are assigned following the player evaluations, to the extent such evaluation exists at this level, or at such number as determined by the VP of Big Diamond Baseball. If ELL has Intermediate 50/70 Baseball League teams, participation will be limited to only 13-year old players and all 13-year olds must play at that level.
2. **Major Baseball League** will consist of no more than twelve (12) players per team, with a maximum of ten (10) teams in a division. All candidates who are league age twelve (12) must be drafted to a Major Division team, and no Major team shall consist of more than eight (8) twelve year olds. Exceptions can only be made with written approval from the District Administrator, and only if approved at the local league level by the Board of Directors and the parent of the candidate. In addition, no Majors team can carry more than two (2) ten year olds. The Player Agent has to monitor this situation during the draft. Major League teams will be selected through a draft procedure following player evaluations.
3. **Coast Baseball League** should consist of no more than twelve (12) players per team selected from the 9-11 year olds remaining after the Major Baseball League draft. Coast League teams will be selected through a draft procedure following player evaluations.

Coast 11 Year Old Rule - It is the intent of ELL to allow every qualified remaining 11 year old to play at the Coast level. The only exception to this rule is if a player is identified as a safety risk prior to or at tryouts, and reviewed and approved by the ELL President, Player Agent and Divisional VP, to play at a lower level.

AAA Baseball League should consist of no more than twelve (12) players per team selected from the 9-10 year olds remaining after the Coast Baseball League draft. AAA League teams will be selected through a draft procedure following player evaluations. There are a limited number of roster spots available for 8-year olds, as determined just prior to the draft. Once those spots have been filled, no more 8-year olds may be drafted.

AAA 9 and 10 Year Old Rule - It is the intent of ELL to allow every qualified remaining 10 year olds and all 9 year olds to play at the AAA Level. The only exception to this rule is if a player is identified as a safety risk prior to or at tryouts, and reviewed and approved by the ELL President, Player Agent and Divisional VP, to play at a lower level.

4. **A, AA and T-ball Baseball League** will consist of as many teams as space allows, and should contain no more than fourteen (14), nor fewer than six (6) players per team, ages 4 - 6 for T-ball, 6 and 7 year olds for Slugger A, and 7 and 8 year olds for Slugger AA.
5. **Senior Softball League** shall consist of no more than sixteen (16) players per team, as feasible, who are assigned following the player evaluations to the extent such evaluation exists at this level.
6. **Junior Softball League** shall consist of no more than fifteen (15) players per team, as feasible, who are assigned following the player evaluations, to the extent such evaluation exists at this level.
7. **Major Softball League** will consist of no more than thirteen (13) players per team, with a maximum of ten (10) teams in a division. The exact number of players per team will be determined by the Softball Player Agent, the Softball VP, and the ELL President. Provided enough qualified, willing 12-year-olds are available to be drafted into the Majors softball division, teams shall consist of no less than six (6) or more than eight (8) twelve year olds. In addition, teams cannot carry more than two (2) ten year olds. The Player Agent has to monitor this situation during the draft. Major League teams will be selected through a draft procedure following player evaluations.
8. **Coast Softball League** should consist of no more than thirteen (13) players per team selected from the 9-11 year olds remaining after the Major Softball League draft. The exact number of players per team will be determined by the Softball Player Agent, the Softball VP, and the ELL President. Coast League teams will be selected through a draft procedure following player evaluations.

Coast 11 Year Old Rule - It is the intent of ELL to allow all 11 year olds to play at the Coast level. The only exception to this rule is if a player is identified as a safety risk prior to or at tryouts, and reviewed and approved by the Player Agent and League President to play at a lower level.

9. **AAA Softball League** should consist of no more than thirteen (13) players per team selected from the 8-10 year olds remaining after the Coast Softball League draft. The exact number of players per team will be determined by the Softball Player Agent, the Softball VP, and the ELL President. AAA League teams will be formed by coaches following player evaluations. Nine year olds have the option of electing to play AA Softball instead of AAA Softball.

AAA 9 and 10 Year Old Rule - It is the intent of ELL to allow every qualified remaining 10 year olds and all 9 year olds to play at the AAA Level. The only exception to this rule is if a player is identified as a safety risk prior to or at tryouts, and reviewed and approved by the Player Agent and League President to play at a lower level.

10. **AA Softball League** will consist of as many teams as space allows, and should contain no more than thirteen (13) players per team, ages 6, 7, and 8.
11. **Tee/A Softball League** will consist of as many teams as space allows, and should contain no more than ten (10) players per team, ages 5-6.
12. **Level of Play Policy:**
 - a. All requests for a level of play change must be made in writing to the Player Agent no less than 3 days prior to the Draft.
 - b. Parents may request that their player be allowed to play at a lower level.
 - c. If, in the majority opinion of the Divisional VP, the Player Agent, and the President, a player would present a safety risk either to himself or other players at his or her predefined level of play, the Player Agent will contact that player's parents and notify them of an option to play at a more appropriate level prior to the Draft.
 - d. Assignment to a level of play other than as defined in the league structure above may be made by a majority vote of the Board of Directors.
13. **Limited Number of Baseball/Softball Events:** No team shall have an organized Baseball/Softball event on more than five (5) events a week. An organized baseball/softball event for purposes of this section includes: game, makeup game, partial game, practice (whether full team practices or partial team), batting practice (whether at a batting cage at ESP, or other such facility), or a separate team pitching practice. A practice for an individual player is excluded from the definition of 'practice' above. For purposes of this section, a "week" is the period of time from Sunday through the following Saturday. Team parties or picnics in which no baseball is being played or practiced are not baseball/softball events hereunder. A team shall not turn down or reschedule a game to circumvent this rule. The team must reschedule or cancel a practice. If this rule is violated, the corresponding manager will be automatically suspended for one week.

B. Uniforms & Equipment

1. Purchasing Authority

No one may charge items of clothing, equipment or other materials to ELL unless duly authorized by the ELL Procurement Officer(s) or President.

All equipment and Little League supplies and uniforms will be issued to the managers and coaches, normally after team drafts have occurred. The time will be arranged by the ELL Program Uniform and Equipment Focal.

Treat the uniforms as if they were your own.

All ELL uniforms and equipment are to be used only for use in ELL and Little League, Inc. approved games, practices, etc., for all regular and pre- and post-season use. Unauthorized use of such equipment or uniforms is strictly prohibited.

2. Athletic Cups

All male participants must wear a protective cup during all practices and games. Players who are not equipped with a protective cup must not participate in practice or games.

C. Parent Meetings

1. Guidelines

Parents' role in Little League is to become involved. We need your help. Don't always say "they" will take care of it, because "they" is "YOU."

Parents should accept the fact that they must demonstrate responsibility and take the initiative to make the local program successful. ELL is not a club in which membership implies baby-sitting benefits and entertainment privileges. Parents are responsible to assure their children are picked up on time after games and practices.

Practically speaking, Little League is an adult, all-volunteer work project constructed, supervised and assisted by parents who desire to make its benefits extend to their children. Each parent should join in the total effort. There is a place and a job to do for all. The parent who shirks this responsibility cannot, in turn, expect someone else will assume the burden.

2. Parents' duties on game day:

- a. Help coaches prepare the field for play, i.e., raking the infield, putting down chalk lines and putting out the bases. Managers and coaches have plenty to do prior to game time and should not have to get the field ready for play. After all, they have worked all week at practice with the players, giving their time, energy and knowledge. Start early before game time to get the field ready.
- b. At least one parent must be assigned to be the team's official scorekeeper. This person should be available for every Home game.
- c. During the season, team pictures will be taken by a professional photographer. Have a team parent in charge of taking orders when pictures are taken, for collecting money from the players at the time of the picture taking, and to help speed the process along.
- d. Explain Little League rules to the new parents and players, especially certain ELL rules; for example: Number of innings a player must play per game, etc. Have an open discussion on rules and regulations.
- e. ELL does not allow "booing" or verbal abuse of Umpires, Managers, Coaches or Players from anyone in or near the stands. Spectators will be warned, in most instances, by the Umpire and if the abuse continues, the person or persons will be ejected from the ball park. ELL Officials also have the authority to remove anyone from the stands for inappropriate behavior. Coaches and Managers can also be removed from a game by ELL Officials for inappropriate behavior. It is the responsibility of the team manager to keep his/her spectators under control. Managers, Coaches and fans are advised that "a person ejected from the ball

park will leave the ball park, to include the parking lot and surrounding area, within two (2) minutes. A serious misconduct could result in possible suspension, dismissal or persona non grata for anyone, immediately, even if it is the first offense. An ELL Official as defined for this Paragraph . may be any one of the following: ELL President, VP, Player Agent, Chief Umpire/Assistant Chief Umpire, or Coaching Coordinator, specifically, or generally, any ELL Board Member, after notifying offender of capacity as an ELL Official.

D. Players

1. Required Forms

Waiver forms and medical release forms must be signed by a parent and/or guardian and in a Manager's possession before any player is allowed to practice or play. League Medical release forms are typically signed electronically during online registration.

2. Uniforms – Regular Season Play

Players on the field must be in full uniform to include cap, uniform jersey with attached Little League patch on left sleeve, pants and socks. No upgrading of uniforms by teams is authorized. Managers should attempt to minimize additional costs for the parents at the team level.

ELL GAME AND SPECIAL RULES

A. Use Of Unauthorized Players

Any ELL Manager, Coach or league official who allows an unauthorized player from another regular season team to play in a play-off, league championship or other special game will be immediately dismissed from ELL. Such stacking of teams will not be allowed under any circumstances. If a team is unable to field the minimum number of players, then that game will be forfeited, postponed or scheduled as appropriate, but it will not be played with players filling in from another team or league except as otherwise provided by Little League Regulation V (c), and approved by ELL.

B. Pitchers

At no time immediately prior to or during a game will any non-player warm-up a pitcher. For all levels of baseball and softball, each will follow the rules in the applicable Little League Rulebook.

C. Game Preliminaries

Field prep needs to be completed 30 minutes before the scheduled game starting time to enable time for infield warm-ups. If it has been raining or the field is in poor condition, field prep should start early enough to finish on time. Both the Visitor team and the Home team parents should help each other prepare the fields and put the equipment away after the game.

Home team shall always occupy the third-base dugout.

Home Team Responsibilities

1. Provide two new game balls.
2. Provide Official Scorekeeper and pitch-count.
3. Ensure that umpire crew signs the score sheet and completes the sportsmanship portion before leaving the field of play following the game, if applicable.
4. Turn in official score sheet and lineups to designated location, as determined by the Divisional VP.

Home Team is responsible for field duties including:

- Prepare, rake and line the fields.
- Install bases and equipment needed for the game.
- Install flags and scoreboard equipment.
- After the game, rake and repair field.

NOTE: City Owned Fields will be prepped by the city. Volunteers may rake the infield for practice if necessary but may not chalk any part of the field.

Both Teams (Home and Visitors):

For Majors, Set-up outfield fences on fields where provided, especially for baseball on the East Sammamish Park (“ESP”) fields #1 and #2.

Coast and AAA do not need to set up the fences, however if the fences were set up for a previous game, Coast and AAA will need to take them down and store them properly.

NOTE: The only acceptable reasons for not setting up the fences prior to the start of a game are those that are related to poor weather and/or field conditions consuming all the available manpower to prepare the field for play. The outfield signs for ELL’s sponsors must be displayed whenever possible.

After last game of the day, stow fences (when used) to permit mowing the fields – both teams are responsible for this, and failure to do so may result in a team fine of \$50 per incident.

Visiting team should help home team properly return and store league equipment in storage facilities.

Both Team Parents should assist the Home team so that the Head Coach and Assistant coaches can concentrate on pre-game activities with their team. This is especially important when the fields are wet.

Support Team Responsibilities

If umpire(s) do not show up, two parents, or otherwise duly-trained individual, must be provided to umpire a game, one home plate umpire and one base umpire. Umpires should try to arrive 30 minutes prior to the start of the game.

D. Warm-Up And Infield Practice

1. Visiting Team infield/outfield practice commences at 25 minutes prior to start of game for 10 minutes.
2. Home Team infield/outfield practice commences at 15 minutes prior to start of game for 10 minutes.

3. If normal infield practice time is not available, the teams shall equally split whatever time is available.
4. While one team is conducting their fielding practice, the opposing team may not be on the field of play. They should be in their dugout with the gate door closed.

E. Minimum Play Rule (MPR)

The MPR is applicable for only baseball levels AAA, Coast and Majors. No player on the roster who is present for the entire game will sit out more than two defensive innings in any game (i.e., all players in the dugout at the first pitch of the game are held to this rule – those players arriving late for whatever reason are not held to this rule). The Manager will keep a record of game attendance, and the innings and positions played for all players. If a player becomes injured and cannot finish the game, it is the Manager's responsibility to immediately inform the opposing Manager, the plate Umpire, and the official scorekeeper. At the Majors level, each player shall play a minimum of one (1) defensive inning in the infield before the completion of the fifth inning. At Coast and AAA level, each player shall play a minimum of two (2) defensive innings in the infield before the completion of the fifth inning. There is no exception to this rule unless the game is shortened for any reason (a game is not considered shortened if the home team does not complete the offensive half of the sixth inning or any extra inning due to winning the game). In addition, all players at competitive levels are required to pitch to a minimum of 7 batters over the course of the season, unless the player chooses to opt out of this requirement.

Failure to meet the infield MPR will mean that the player in question must start the next game and complete both the previous MPR requirement and the current game MPR requirement before he can be removed. The manager in violation is subject to disciplinary action, and will receive, at a minimum, an e-mailed notification for the first offense, a suspension for the second offense, and will be suspended for the season for a third offense. Waivers to the MPR for a particular player must be approved in advance by the ELL President, Divisional Player Agent, and Safety Officer.

F. Starting And Ending The Game

1. In AAA and Coast games no new inning will be started after two hours (2:00) of game time has elapsed unless the score is tied or four (4) innings have not been completed. Note: An inning starts upon the third out of the previous inning. AAA and Coast games are also subject to a two hour thirty minute (2:30) time limit if a scheduled game immediately follows the game currently being played. Games suspended due to the two hour thirty minute (2:30) rule will be resumed and played to completion at a later time in accordance of official Little League rules (sections 4.10 – 4.12).
Game time is not suspended for rain or inclement weather, except as provided in the Weekend Rule below. Majors games are governed by the Little League Rule Book, aka "Green Book".
2. Game time commences at the scheduled start time when umpires are present. The only reason game time does not commence at the regularly scheduled time is lack of Umpires.
3. Tie Games -- see Little League Rule 4.12 for additional clarification. A tie game may be completed immediately after the end of a regulation game (a regulation game as

defined by the Little League Rules and herein below) if there is not another game following the game in progress (thus a game can continue past the 2:30 mark if tied) and both the managers and umpire agree that there is sufficient daylight or weather conditions to resume the game. If the game cannot be continued or is still tied when the umpire calls the game (due to weather or lack of daylight), the game must be resumed at another time to determine a winner. All resumed games will be subject to the two hour and thirty minute Time Limit. The home team Manager / Head Coach is responsible to contact the appropriate divisional VP to get the game rescheduled, and to coordinate the revised game time with the Umpire Crew and visiting team Manager / Head Coach. The team will be assigned the first available game slot. The Little League rules regarding pitchers remains in full force and effect.

4. A game that is not started due to weather or other cause shall be rescheduled. The home team Manager / Head Coach is responsible to contact the appropriate divisional VP to get the game rescheduled, and to coordinate the revised game time with the Umpire Crew and visiting team Manager / Head Coach. The team will be assigned the first available game slot.
5. Weekend Rule---A Weekend game (Game 1) that is not started due to inclement weather and that is able to start prior to the next regularly scheduled game (Game 2), shall start and be played, and if unable to start, shall be canceled and rescheduled. If the game (Game 1) is started within 60 minutes of the regularly scheduled start time, the following game (Game 2) start, and all subsequent games, shall be slid or the game canceled and rescheduled.

The intent of this rule is to reward the efforts of teams that dry out, repair, and prepare a field from the inclement weather with the option of playing.

6. A regulation game shall be as follows:

T-Ball, Sluggers A	3 complete innings
Sluggers AA & AA Softball	4 complete innings
AAA, Coast & Majors	4 complete innings
Big Diamond (All Levels)	5 complete innings

G. Mercy Rule

1. There shall be a run limit of five (5) runs per inning for Minor League play, i.e., AAA and Coast. Unlimited runs for the 6th inning, for baseball Coast.

Per Green Book Rule 4.10(e) - A manager must concede the game if his/her team is behind by 15 runs after 3 innings (2 1/2 if the home team is ahead) or 10 runs after 4 innings (3 1/2 if the home team is ahead).

As pursuant to Little League, Inc., Rule 4.10 (e), the losing manager must concede the victory to the opponent.

Big Diamond (Intermediate, Juniors, and Seniors) baseball and softball mercy rules will be pursuant to Little League rules and any predefined interlock rules.

H. Continuous Batting

For all levels of play up through Little League Majors, all players on each team shall bat in

continuous rotation. No changes in batting order shall be made as a result of field substitution. Juniors baseball will be pursuant to Little League and interlock rules.

Softball: Senior League Softball shall follow the substitution rules in their respective Rulebooks. Senior League Baseball and Softball shall follow the substitution rules in their respective Rulebooks.

I. Adult Base Coaches

At the manager's discretion, both base coaches may be adults. However, it is strongly recommended that the manager consider using at least one player as a base coach. An approved coach is required to be in the dugout at all times.

J. Schedule

Each year, divisional VPs will propose to the Board of Directors, for approval, a schedule of play consisting of the number of games and how final standings will be determined for Tournament play.

K. Player Release & Filling A Vacancy On A Team

Release of players shall follow the Little League Operations Manual and the respective Rule Books.

If a team has an injured player that will miss more than three weeks of regularly scheduled games (not pre-season, aka 'cactus league' games), that player will be replaced and the team will carry 13 players for the remainder of the season. Players MUST be replaced. It is NOT up to the manager to make a decision to play with fewer players and this could provide an unfair advantage. This requirement is waived if the team loses the player within 17 days of the last scheduled regular-season league game of the league.

L. T-Ball Rules

1. Regulation Game. A game will consist of two complete innings. No game will extend past 1-3/4 hours from the scheduled start time. It is strongly recommended that the managers attempt to play three or even four innings, if they can complete those in a reasonable time. Equipment. The ball will be a 9" circumference "safety" ball.
2. Field. The distance between bases will be 50 feet. The front edge of the pitcher's rubber will be 30 feet from the tip of home plate. Boxes will be drawn at first and third base for base coaches. An arc of 15-foot radius measured from the tip of home plate will be drawn from the 1st base line to the 3rd base line marking the 15-foot foul line (see At Bat below).
3. Defensive Team. The defense shall consist of all players on the defensive team's roster who are present at the game. Only six defensive players will be allowed in the infield. All players should get at least one defensive inning in the infield; it is required that each manager rotate the players each inning between the infield and outfield. It is expected that managers will rotate their defensive lineups between every inning in a manner that attempts to equalize playing time for all players at all positions over the course of the season; unless a position is a safety threat to a player.
4. Batting Order. All players on the roster who are present for the game will be included in the batting order. It is required that the manager rotate the batting order from

- game to game.
5. Umpires. There is no formal umpiring at the T-Ball.
 6. Inning. An inning will consist of two half-innings. The offensive team's half inning will end when all players have batted once.
 7. Coaching. Adult coaches and managers may be present on the field to advise the defensive players but must not interfere with play. Two adult base coaches will be allowed on the field, one each at 1st and 3rd base, for the purpose of coaching base runners. Base coaches must remain inside the coaching box while the ball is in play. No other adults will be allowed on the field.
 8. Pitching. The ball shall not be pitched, but shall be hit off a tee that shall be set on home plate. The Player who occupies the defensive position of the pitcher must stay in contact with the pitching rubber until the ball is hit. Upon the completion of each play, the coach at home plate shall call "time" and place the ball on the tee. When all defensive Players are in position, the coach begins the next at bat.
 9. At Bat. No strikes will be called. The batter will remain at the plate until he/she successfully hits the ball into fair play. Any hit ball, which travels less than 15 feet from home plate, will be considered foul.
 10. Base Running. Runners must stay in contact with the base until the ball is hit. Stealing is not permitted. In the event of an overthrow at any base, all base runners may advance one base beyond the base to which they are currently en route. In the event of a ball hit to the outfield, the base runners may continue to advance until such time as the ball is returned to the infield, at which point the base runners must stop at the next base they reach. Exception: on a hit ball by the last batter, base runners may continue to advance until the last batter has been put out at any base or has scored. Sliding is not permitted.
 11. Infield Fly Rule. Infield Fly Rule will not be called.

N. Slugger A Rules

1. Regulation Game. A game will consist of three complete innings. No game will extend past 1-3/4 hours from the scheduled start time.
2. Equipment. The ball will be a 9" circumference "safety" ball.
3. Field. The distance between bases will be 60 feet. The front edge of the pitcher's rubber will be 30 feet from the tip of home plate. A circle of 10-foot radius (pitcher's circle) will be drawn with its center on the pitcher's rubber. Boxes will be drawn at first and third base for base coaches.
4. Defensive Team. The defense shall consist of all players on the defensive team's roster who are present at the game. Only six defensive players will be allowed in the infield. All players should get at least one defensive inning in the infield; it is required that each manager rotate the players each inning between the infield and outfield. It is expected that managers will rotate their defensive lineups between every inning in a manner that attempts to equalize playing time for all players at all positions over the course of the season; unless a position is a safety threat to a player.
5. Batting Order. All players on the roster who are present for the game will be

included in the batting order. It is required that the manager rotate the batting order from game to game.

6. Umpires. The home team will furnish a home plate umpire, and the visiting team shall furnish a field umpire, for each game.
7. Inning. An inning will consist of two half-innings. The offensive team's half inning will end when all players have batted once.
8. Coaching. The adult pitcher will not coach from the mound except during time-out. The same is true for adult Umpires behind the plate and at the base. Two adult base coaches will be allowed on the field, one each at 1st and 3rd base, for the purpose of coaching base runners. Base coaches must remain inside the coaching box while the ball is in play. The defensive team may have one or two coaches in the outfield, if necessary.
9. Pitching. Each team shall have an adult pitcher who will pitch to his/her own team from the mound or a couple of feet in front of the mound. No base is awarded if the batter is hit by a pitched ball. Pitching underhand and / or on the knees is allowed. The adult pitcher may not interfere with a live ball. The adult pitcher and player pitcher must start each play within the 10-foot pitcher's circle.
10. At Bat. Each batter will receive a maximum of five pitches from the adult pitcher. If the batter fails to hit the ball into fair territory within the five pitches, the batter will hit the ball from a tee. Exception: in the event that the batter hits the fifth or subsequent pitches foul, the batter will remain viable until such time as the batter fails to make contact with a pitched ball. There will be no walks. Bunting is not permitted.
11. Base Running. Runners must stay in contact with the base until the ball is hit. Stealing is not permitted. In the event of an overthrow at any base, all base runners may advance one base beyond the base to which they are currently en route. Direct throws from the infielders intended to go to the pitcher (player or adult), are dead balls and not overthrows.

Any runner who has not advanced more than halfway to the next base when the pitcher gains control of the ball in the pitcher's circle must return to the previous base unless naturally forced to advance by a runner from a previous base. (e.g. runner on first naturally forces runner on second to advance, runner must go to third, unless put out) A throw from an outfielder to the pitcher is not a dead ball until the pitcher gains control of the ball within the pitcher's circle. Exception: on a hit ball by the last batter, base runners may continue to advance until the last batter has been put out at any base or has scored. Any base runner that is called out must leave the playing field immediately. Sliding is not permitted.

12. Infield Fly Rule. Infield Fly Rule will not be called.

O. Slugger AA Rules

1. Regulation Game. A game will consist of six complete innings. No game will extend past 1-3/4 hours from the scheduled start time.
2. Equipment. The ball will be a 9" circumference "safety" ball.
3. Field. The distance between bases will be 60 feet. The front edge of the pitcher's rubber will be 30 feet from the tip of home plate. A circle of 10-foot

radius (pitcher's circle) will be drawn with its center on the pitcher's rubber. Boxes will be drawn at first and third base for base coaches.

4. Defensive Team. The defense shall consist of ten players, with no more than six infielders. No player on the roster who is present for the entire game will sit out more than two defensive innings in any game, and each player must play a minimum of two innings in the infield. It is expected that managers will rotate their defensive lineups between every inning in a manner that attempts to equalize playing time for all players at all positions over the course of the season; unless a position is a safety threat to a player.
5. Batting Order. All players on the roster who are present for the game will be included in the batting order, and will bat their position in the batting order regardless of whether they are included in the defensive lineup for any given inning. It is required that the manager rotate the batting order from game to game.
6. Umpires. The home team will furnish a home plate umpire, and the visiting team shall furnish a field umpire, for each game.
7. Inning. An inning will consist of two half-innings . The offensive team's half inning will end when three outs have been recorded, or all batters in the team's batting order have come to the plate and completed an at bat. Strike outs shall not be recorded as a defensive out until midway through the AA season. The Divisional VP shall be responsible for determining the date by which strike outs will be recorded as defensive outs and communicating that date to the divisional managers. There is no last batter rule, and the last batter should not be announced, thus allowing the final play to come to its natural conclusion. The manager of the offensive team is responsible for ensuring that the inning is ended in accordance with these rules.
8. Coaching. The adult pitcher will not coach from the mound except during time-out. The same is true for adult Umpires behind the plate and at the base. Two adult base coaches will be allowed on the field, one each at 1st and 3rd base, for the purpose of coaching base runners. Base coaches must remain inside the coaching box while the ball is in play. No other adults will be allowed on the field.
9. Pitching. Each team shall have an adult pitcher who will pitch to his/her own team from the mound, or a few feet in front of the mound. The pitcher may pitch from his/her knees. If the batter is hit by a pitched ball, no base is awarded. A flat, overhand pitch will be used. The adult pitcher may not interfere with a live ball. The adult pitcher and player pitcher must start each play within the 10-foot pitcher's circle.
10. At Bat. The umpire shall not call non-swinging strikes; no base on balls will be awarded. It is the umpire's responsibility to make sure that the batter knows the strike count against him. Batters are retired on three strikes. Bunting is not permitted.
11. Base Running. Runners must stay in contact with the base until the ball is hit. Stealing is not permitted. In the event of an overthrow at any base that leaves the field of play, all base runners may advance one base beyond the base to which they are currently en route. Any runner who has not advanced more than halfway to the next base when the pitcher gains control of the ball in the

pitcher's circle must return to the previous base unless naturally forced to advance by a runner from a previous base (e.g. runner on first naturally forces runner on second to advance, runner must go to third, unless put out). In the event of a hit ball or overthrow which remains in fair play, base runners may continue to advance until the ball is in the control of the pitcher within the pitcher's circle. Any base runner that is called out must leave the playing field immediately. Sliding is not permitted.

12. Infield Fly Rule. Infield Fly Rule will not be called.

13. Scorekeeping. There is no scorekeeping at AA baseball.

P. AAA Rules

Pitching Minimum: All players shall pitch to a minimum of 7 batters during preseason and/or regular season game(s) (unless they have officially opted out of pitching).

Game Length: All AAA games will have the time limit enforced. The No New Inning Time Limit is 2 hours.

The No New At Bat Time Limit is 2 hours 15 minutes.

Minimum Play: Every player must fulfill the minimum of two innings played at an infield position within the first five innings of the game.

Protests: All protests must be resolved before the next play per the option in Rule 4.19(g).

Run Limit: The per-inning run limit is suspended in the sixth and later innings as specified in rule 5.07.

Pitching Innings Limit: No pitcher can pitch more than 3 innings per game. Otherwise, all the Little League Baseball Rulebook pitching rules for pitching limits apply.

Overthrows: Runners may only advance 1 base on an overthrow.

Stealing Bases: Runners may only steal 1 base per pitch, even if the catcher overthrows.

Delayed Stealing: Delayed stealing is not permitted.

Scoring Runs: Once a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, runs can only score as a result of obstruction, being forced in, or a batted ball.

Walk Limit

- a. If the defensive team issues three total bases on balls in an inning, that defensive team is subject to the Walk Limit rule for the remainder of that inning.
- b. When the player-pitcher is pitching, if the batter is touched by a pitched ball, this is always handled per Rule 6.08(b) and is not affected by the Walk Limit.
- c. When the Walk Limit rule is in effect, no batter may be awarded a base on balls. If the player pitcher issues a base on balls, the batter does not advance to first base but instead stays as the batter, the coach-pitcher takes over, and the at bat continues.
- d. The umpire will call balls and strikes when the coach-pitcher pitches. If there are zero-1 strikes against the batter they will carry over when the coach-pitcher steps in. If there are two (2) strikes, it will

roll back to 1 strike. If the coach-pitcher issues a base on balls, the batter does not advance to first base but instead stays as the batter, and the at bat continues. The batter can strike out.

- e. The player-pitcher starts every new at bat.
- f. No runner may advance on a pitch thrown by the coach-pitcher unless forced or the ball is batted. A coach-pitched ball that is not batted becomes a dead ball once it passes the batter and the plate.
- g. If the coach-pitcher hits a batter with a pitch, the ball will be declared dead. The pitch is “no pitch” and is neither a ball nor a strike and base runners may not advance. The batter does not advance to first base but stays as the batter and the at bat continues.
- h. Once a coach-pitched ball is batted, Rule 7.13 applies normally: When a pitcher is in contact with the pitcher’s plate and in possession of the ball and the catcher is in the catcher’s box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.
- i. Bunts are not permitted when the coach-pitcher is pitching. If the batter bunts, the ball will be declared dead. The pitch is “no pitch” and is neither a ball nor a strike and base runners may not advance.

Pitch Counts and Minimum Play

- j. Every pitch thrown by the player-pitcher counts toward the player-pitcher’s pitch count, even if that pitch results in a base on balls that is not awarded.
- k. No pitch thrown by the coach-pitcher counts toward the player pitcher’s pitch count.
- l. An at bat that is completed by the coach-pitcher counts as an at bat toward the player-pitcher’s season minimum play pitching time.

The Coach-Pitcher

- m. The coach-pitcher must be either the manager of the offense or one of the offense’s two coaches.
- n. Per Rule 4.05, one adult must be in the dugout at all times.
- o. Exception to Rule 4.05: while a coach-pitcher is pitching, the offense may choose to field only 1 base coach.
- p. The coach-pitcher must not coach from the mound except during a time-out.
- q. The coach-pitcher has the option of pitching from the pitcher’s plate or from within 5 feet of the pitcher’s plate. While the coach-pitcher is pitching, the player-pitcher remains on the field as a fielder, standing behind and to either side of the coach-pitcher. The player-pitcher must be within a 10-foot circle of the pitcher's plate at the time of the coach pitch.
- r. Coach-pitches must be delivered overhand.
- s. The coach-pitcher must not interfere with the defense or touch a live ball. If a batted ball is unintentionally touched by the coach-pitcher, the ball will be declared dead. The pitch is “no pitch” and is neither a ball nor a strike and base runners may not advance. Other situations involving the coach-pitcher are potentially interference and are subject to the umpire's judgment.

Q. Softball Tee / A / AA Rules

1. Regulation Game. A game will consist of four complete innings. No game will extend past 1-3/4 hours from the scheduled start time.
2. Equipment. The ball will be a 10” circumference “safety” ball.

3. Field. The distance between bases will be 50 feet for Tee/A softball and 60 feet for AA softball. The front edge of the pitcher's rubber will be 30 feet from the tip of home plate. A circle of 10-foot radius (pitcher's circle) will be drawn with its center on the pitcher's rubber. Boxes will be drawn at first and third base for base coaches.
4. Defensive Team. The defense shall consist of all players on the defensive team's roster who are present at the game. Only six defensive players will be allowed in the infield. Each player must play a minimum of two innings in the field, and at least one of those innings in the infield.
5. Batting Order. All players on the roster who are present for the game will be included in the batting order.
6. Umpires. The home team will furnish a home plate umpire, and the visiting team shall furnish a field umpire, for each game.
7. Inning. An inning will consist of two half-innings. The offensive team's half inning will end when all players have batted once and the last batter has been put out at any base or has scored.
8. Coaching. The adult pitcher will not coach from the mound except during time-out. The same is true for adult Umpires behind the plate and at the base. Two adult coaches will be on the field, one each at 1st and 3rd base, for the purpose of coaching base runners. Base coaches must remain inside the coaching box while the ball is in play. No other adults will be allowed on the field.
9. Pitching. Each team shall have an adult pitcher who will pitch to his/her own team from the mound. If the batter is hit by a pitched ball, no base is awarded. A flat, underhand pitch will be used. The adult pitcher may not interfere with a live ball. The adult pitcher and player pitcher must start each play within the 10-foot pitcher's circle.
10. At Bat. Each batter will receive a maximum of five pitches from the adult pitcher. If the batter fails to hit the ball into fair territory within the five pitches, the batter will hit the ball from a tee. Exception: in the event that the batter hits the fifth or subsequent pitches foul, the batter will remain at bat until such time as the batter fails to make contact with a pitched ball. There will be no walks. Bunting is not permitted.
11. Base Running. Runners must stay in contact with the base until the ball is hit. Stealing is not permitted. In the event of an overthrow at any base that leaves the field of play, all base runners may advance one base beyond the base to which they are currently en route. Any runner who has not advanced more than halfway to the next base when the pitcher gains control of the ball in the pitcher's circle must return to the previous base unless naturally forced to advance by a runner from a previous base (e.g. runner on first naturally forces runner on second to advance, runner must go to third, unless put out) In the event of a hit ball or overthrow which remains in fair play, base runners may continue to advance until the ball is in the control of the pitcher within the pitcher's circle. Exception: on a hit ball by the last batter, base runners may continue to advance until the last batter has been put out at any base or has scored. Any base runner that is called out must leave the playing field immediately. Sliding is not permitted.

12. Infield Fly Rule. Infield Fly Rule will not be called.

TOURNAMENT TEAMS

A. Coast Invitational

1. The ELL Coast-level team which wins the ELL Year-End Tournament may represent ELL at the Washington District 9 Coast Invitational tournament if the Board decides to send a team to the tournament. If this team declines, then the second place team shall be offered the slot. If the second-place team declines, then the slot shall be offered in order of rank through the remaining teams.
2. If the Manager and Coach of the team selected to represent ELL cannot manage the team in the tournament, the Tournament Committee may recommend a replacement to the Board for approval from the ranks of Coast or AAA Managers or Coaches. If no Manager can be found, then the team shall decline.

B. Other Approved Tournaments

ELL will participate in the other tournaments, such as the 11-year old Coast all-star tournament and the league champion tournaments run by ELL, together with the Sammamish Little League, Issaquah Little League, and possible other District 9 Little Leagues. The number of teams participating in these tournaments from each level is not known until the tournament is organized each year. Entry into this tournament will include all ELL teams that are eligible to participate. These tournaments will begin after the end of the regular season and before the beginning of the District 9 post-season tournaments.

The President, with consent by the ELL Board, will coordinate this activity annually to assure maximum participation and minimize conflicts with the District 9 post-season tournaments.

C. District 9 Baseball Tournament Teams

Team Composition

The process for determining the eligibility and the selection and notification of players, managers and coaches is administered by the Tournament Team Committee ("TTC"). The members of the TTC shall not be managers or coaches of record for Coast or Majors regular season teams. The TTC is wholly responsible for preparation of ballots, administering proper and secret balloting, and distributing and collecting eligibility and commitment documents from players, coaches and managers. The TTC is charged with ensuring the integrity and confidentiality of the process and all discussions and ballot results are confidential.

The ELL Tournament Team selection for the Big Diamond baseball teams shall be determined by the VP of Big Diamond Baseball and ELL President. The selection process shall be approved by the TTC.

The ELL Tournament Team selection for Majors, 9/10/11 year old, and 8/9/10 year old teams will be made as follows:

- a. Majors Tournament Team. The Majors Tournament Team ballot shall be composed of eligible and available players of league age ten (10) eleven (11) and twelve (12) in the Majors Division. Players on Minor League rosters are not eligible for the Majors

Tournament Team.

- b. 9/10/11-Year-Old Tournament Team. The 9/10/11-year-old Tournament Team ballot will be composed of eligible and available players of league age nine (9) ten (10) and eleven (11) playing in the Majors Division. Players on Minor League rosters are not eligible for the 9/10/11-year-old Tournament Team.
 - c. 8/9/10-year-old Tournament Team. The 8/9/10-year-old Tournament Team ballot will be composed of eligible and available players of league age eight (8) nine (9) and ten (10) playing in the Majors and Coast Divisions. Players on AAA rosters are not eligible for the 8/9/10-year-old Tournament Team.
 - d. Player Eligibility. All players on a roster as defined in (a), (b) and (c) as of the mid-point in the season (that point in which 50% of the regular-season games have been played) shall be eligible for selection to the Tournament Team. Players must commit to being available for all practices and team related functions during the tournament season and any absences must be approved by the TTC. Any unapproved absence may result in removal from the team.
 - e. Player Availability. Approximately three weeks prior to the end of the season, all eligible players as defined in (d) will be issued a Letter of Commitment by the Player Agent. This letter must be returned to any member of the TTC within the time determined by the TTC. This letter must contain the following information:
 - 1. Name, address and telephone number of player
 - 2. Confirmation that the parent can produce an original government issued birth certificate, or other documents to show proof of age for the player (as required by Little League International rules) within three days of notification of acceptance to the roster.
 - 3. Confirmation that the parent can provide legal proof of residence within three days of notification of acceptance to the roster.
 - 4. Dates and places of tournament.
 - 5. Statement of availability and commitment of player.
 - 6. Statement of parent commitment, responsibility and possible expense involved.
 - 7. Player and parent signature indicating availability and understanding of responsibility.
- PLAYERS WHO DO NOT TURN IN THIS LETTER OF AVAILABILITY SHALL BE CONSIDERED UNAVAILABLE.*
- f. Ballot Preparation. All players meeting the eligibility and availability requirements as defined in (a) through (e) will have their names placed on the appropriate ballot or ballots.
 - g. Players Balloting. Toward the end of the regular season, on a date to be announced, each player on a team present at the time of the vote shall cast one ballot for a tournament team. Each player will cast a vote for a maximum of twelve (12) players from those on the ballot. The players may vote only for players listed on the ballot. Voting will be by secret ballot. Ballots listing more than twelve (12) players with votes will be discarded and not counted in the totals. These ballots shall be collected by a minimum of two people designated by the TTC and shall be counted by the TTC at a time and place determined by the TTC. The TTC shall keep a record of the

counts by team.

- h. Intermediate, Juniors and Seniors Balloting. All players on ELL Intermediate, Juniors and Seniors baseball team rosters are eligible to vote for the respective Intermediate, Juniors and Seniors Tournament teams. If there are not enough Intermediate, Juniors or Seniors players within ELL to form Tournament teams, the players who would like to be considered for the team may need to attend a tryout or other event, as determined by the TTC. The Intermediate, Juniors and Seniors Tournament Teams may be comprised of players from more than one league, as determined by the TTC, in conjunction with the VP of Big Diamond Baseball and the League President, and the other leagues' TTC and/or Big Diamond VP's.
- i. Majors Balloting. All players on Majors team rosters are eligible to vote for the Majors Tournament Team.
- j. 9/10/11-year-old Balloting. The eligible players shall be listed on a ballot separate from the Majors Tournament Team ballot. All players on Majors team rosters are eligible to vote for the 9/10/11-year-old Tournament Team.
- k. 8/9/10-year-old Balloting. All players on Coast team rosters are eligible to vote for the 8/9/10-year-old Tournament Team. Individual players with a league age of nine (9) and ten (10) on a Majors team roster are eligible to vote for the 8/9/10-year-old Tournament Team.
- l. Manager and Coach Voting Eligibility. Majors Division managers and one Coach of record from each team will vote for the Majors Tournament Team and the 9/10/11-year-old Tournament Team. Coast Division Managers and one Coach of record from each team will vote for the 8/9/10-year-old Tournament Team. The name of the Coach of record who will vote must be forwarded to the TTC in advance of the balloting.
- m. Managers Balloting. Approximately the first week in June, on a date to be announced, each team manager of record and one coach of record from his team that is present at the time of the vote shall cast one ballot for each tournament team for which he or she is eligible to vote. Voting will be done by secret ballot. Each manager and one coach of record from his team that is present will cast one (1) ballot on which twelve (12) players MUST be selected. Ballots listing votes not exactly equal to twelve (12) or otherwise incorrectly filled out will be discarded and not counted in the total. These ballots shall be collected by a minimum of two people designated by the TTC and shall be counted by the TTC at a time and place determined by the TTC. The TTC shall keep a record of the counts.
- n. Composition of Tournament Team. The TTC will verify the totals of the players' ballots and managers' ballots for each tournament team. The names of the eleven (11) players receiving the greatest vote totals from the Players' Ballots will constitute the "**Players Top 11**" list. The names of the eleven (11) players receiving the greatest vote totals from the Managers Ballots will constitute the "**Managers Top 11**" list. In the event of a tie vote in the Players Top 11 list, the managers vote totals for the tied players will be used to resolve the tie to eleven (11). In the event of a tie vote in the Managers Top 11 list, the players vote totals for the tied players will be used to resolve the tie to 11. If a tie cannot be resolved in this manner, then the Top 11 list or lists affected will be expanded to include all names involved in the tie. **The TTC will compare the Players Top 11 with the Managers Top 11 and all players named on BOTH lists are selected to the Tournament Team for their division.**

The remaining names from both Top 11 lists will be pooled by the TTC and, together with the names of the players already selected, be presented to the Tournament Team Manager. The Manager will not know which Top 11 list the pooled names came from nor will he know each player's vote total. **The manager will fill the remaining first eleven (11) positions of the team roster from this pool.** (Example: If seven players are named on BOTH the Players Top 11 list and the Managers Top 11 list, those seven players are automatically selected to the team. The manager will select four (4) more players from the pool of eight (8) players. The pool of eight (8) is those players named to only ONE of the Top 11 lists.)

- o. Remaining Roster Positions. The remaining roster position will be selected by the tournament team manager from any eligible player on the appropriate ballot
- p. Manager's, Coaches' Children: The tournament team Manager's children are automatically eligible to be placed on the tournament team. The assistant Coaches children' are eligible if they meet the voting requirements noted above.
- q. Tournament Team Roster Positions. All tournament teams shall have no less than 12 and no more than 14 roster positions.
- r. Ballots Confidential. The contents of any and all ballots and the vote totals will be held strictly confidential by the TTC. No player, manager or other person shall be informed as to the votes or totals on any or all of the ballots and the Top 11 lists. Ballots will be held by the President for 60 days, and then destroyed.
- s. Announcement of Tournament Teams. The Tournament Team Committee will announce the Tournament Team Rosters no earlier than the date(s) listed in the current year's Official Little League Tournament Rules and Guidelines and District 9 tournament team guidelines, and follow strictly the rules and procedures contained in those guidelines.
- t. Change in Availability. After the announcement of the team, if a player becomes unavailable, the team manager will fill the roster position by selecting a player from the pooled names as specified in (n).
- u. If an all-star ballot of eligible players cannot be constructed due to enough players not being able to meet the commitment requirements, the TTC and all-star manager can opt to review the commitment levels of individual players to approve exceptions to the availability requirements.

Tournament Team Manager & Coach Selection

The players and managers in each division shall select their division's manager subject to approval by the Board of Directors. Each Tournament Team Manager shall select one or two coaches, subject to approval by the Board of Directors.

Prior to the vote for Tournament Teams, at a date to be announced by the TTC, a meeting of managers and coaches of record will be held to discuss the Tournaments, the selection process, commitment by players, coaches and parents, and to invite individuals eligible and available to request their names be listed on the ballot for Tournament Team Manager.

- a. Eligibility. Managers or coaches of record from the Majors division will be eligible for managing the Majors Tournament Team. Managers or coaches of record from the Majors division will be eligible for managing the 11-year-old Tournament Team. Managers or coaches of record from Coast and Majors divisions will be eligible for managing the 9/10 year-old Tournament Team.
- b. Balloting. The TTC will prepare ballots for each division listing the available and eligible managers. These ballots will be presented to the players at the same time they cast their votes for the tournament team as specified in Section C., Sub Section g. Player Balloting). Each player, team manager, and one coach of record from each team will vote for the manager they feel would make the best tournament team manager. Vote will be by secret ballot. At least two (2) persons on the committee must total the votes and keep separate vote totals. The totals and individual ballots will be presented to the President for appointing managers. All individual ballots and totals are confidential.
- c. Appointment of Manager. The person receiving the highest total for each Tournament Team will be the Tournament Team Manager, which is subject to appointment by the President and ratification by the TTC. In the event that the President, in confidential consultation with the TTC, does not judge that an individual will represent the highest ideals of ELL, the President may replace him or her with the person receiving the next highest vote total. In the event of a tie, the President, in confidential consultation with the Tournament Team Committee, will resolve any and all ties. The President's appointments will be presented to the Board of Directors for ratification in a special board meeting on the day chosen by the TTC, or via electronic voting. The President shall notify the Tournament Team Managers within twenty-four (24) hours after receiving Board ratification.
- d. Appointment of Coaches. Each Tournament Team Manager will request, within twenty-four (24) hours after being notified of his or her appointment, one or two coaches to be appointed to the Tournament Team. If the requested individuals are acceptable to the President, the President shall appoint the individuals followed by board ratification in the same methodology as Tournament Team Manager.
- e. Change in Availability. If a manager or coach becomes unable to fulfill the commitment to a Tournament Team after appointment and approval, the President, after consultation with the remaining coaching staff, will appoint a substitute from among those eligible, subject to ratification by the Board of Directors.
- f. Ballots Confidential. The TTC will keep all ballots and vote totals strictly confidential. No ELL member shall be informed of any or all votes or totals. Ballots will be held by the President for 60 days, and then destroyed.

D. District 9 Softball Tournament Teams

Team Composition

The process for determining the eligibility and the selection and notification of players, managers and coaches is administered by the Tournament Team Committee (“TTC”). The members of the TTC shall not be managers or coaches of record for Coast or Majors regular season teams. The TTC is wholly responsible for preparation of ballots, administering proper and secret balloting, and distributing and collecting eligibility and commitment documents from players, coaches and managers. The TTC is charged with ensuring the integrity and confidentiality of the process and all discussions and ballot results are confidential.

The ELL Tournament Team selection for Juniors, Majors, 9/10/11-year-old, and 8/9/10 year old teams will be made as follows:

- a. Juniors Tournament Team. The Juniors Tournament Team ballot shall be composed of eligible and available players of league age thirteen (13) and fourteen (14) in the Juniors Division.
- b. Number of Players: The TTC shall recommend to the ELL board the number of players to be selected for each Tournament team, whether 10, 11, 12, 13 or 14 players. Final approval for the number of players per team shall be made by the ELL board.
- c. Majors Tournament Team. The Majors Tournament Team ballot shall be composed of eligible and available players of league age ten (10) eleven (11) and twelve (12) in the Majors Division. Players on Minor League rosters are not eligible for the Majors Tournament Team. Players who dual roster on a Juniors team and play their required number of season games at Majors, have the option to play on the Tournament Team at either level.
- d. 9/10/11 Year Old Tournament Team. The 9/10/11 year old Tournament Team ballot will be composed of eligible and available players of league age nine (9) ten (10) and eleven (11) playing in the Majors Division. If ELL cannot field a full team of 9/10/11 year old players from the Majors Division, eligibility for the 9/10/11 year old Tournament Team will be opened to 10-yr olds and 11-year olds at the Coast Division subject to the eligibility and availability rules below.
- e. 8/9/10-year-old Tournament Team. The 8/9/10-year-old Tournament Team ballot will be composed of eligible and available players of league age eight (8) nine (9) and ten (10) playing in the Majors and Coast Divisions. If ELL cannot field a full team of 8/9/10 year old players from the Majors and Coast Divisions, eligibility for the 8/9/10 year old Tournament Team will be opened to 8-yr olds and 9-yr olds in the AAA Division subject to eligibility and availability rules below.
- f. Player Eligibility. All players on a roster as defined in (a), (b) and (c) as of the mid-point in the season (as determined by the Board) shall be eligible for selection to the Tournament Team. Players must commit to being available for all practices and team related functions during the tournament season and any absences must be approved by the TTC. Any unapproved absence may result in removal from the team.

- g. Player Availability. Approximately three weeks prior to the end of the season, all eligible players as defined in (d) will be issued a Letter of Commitment by the Player Agent. This letter must be returned to any member of the TTC within the time frame stipulated by the TTC. This letter must contain the following information:
1. Name, address and telephone number of player
 2. Confirmation that the parent can produce an original government issued birth certificate, or other documents to show proof of age for the player (as required by Little League International rules) within three days of notification of acceptance to the roster.
 3. Confirmation that the parent can provide legal proof of residence within three days of notification of acceptance to the roster.
 4. Dates and places of tournament.
 5. Statement of availability and commitment of player.
 6. Statement of parent commitment, responsibility and possible expense involved.
 7. Player and parent signature indicating availability and understanding of responsibility.

PLAYERS WHO DO NOT TURN IN THIS LETTER OF AVAILABILITY SHALL BE CONSIDERED UNAVAILABLE.

- h. Ballot Preparation. All players meeting the eligibility and availability requirements as defined in (a) through (e) will have their names placed on the appropriate ballot or ballots.
- i. Players Balloting. Approximately two weeks from the end of the season, on a date to be announced, each player on a team present at the time of the vote shall cast one ballot for a tournament team. Each player will cast a vote for a maximum of thirteen (13) players from those on the ballot. The players may vote only for players listed on the ballot. Voting will be by secret ballot. Ballots listing more than thirteen (13) players with votes will be discarded and not counted in the totals. These ballots shall be collected by a minimum of two people designated by the TTC and shall be counted by the TTC at a time and place determined by the TTC. The TTC shall keep a record of the counts by team.
- j. Juniors Balloting. All players on Juniors team rosters are eligible to vote for the Juniors Tournament Team. If there are not enough Juniors players within ELL to form one Juniors Tournament team, the players who would like to be considered for the team may need to attend a tryout or other event, as determined by the TTC. The Juniors Tournament Team may be comprised of players from more than one league, as determined by the TTC, in conjunction with the VP-Softball and the other leagues' TTC and/or VP-Softball.
- k. Majors Balloting. All players on Majors team rosters are eligible to vote for the Majors Tournament Team.
- l. 9/10/11-year -old Balloting. If a 9/10/11-year-old Tournament Team is being fielded by ELL, the eligible players shall be listed on a ballot separate from the Majors

- Tournament Team ballot. All players on Majors team rosters are eligible to vote for the 9/10/11-year-old Tournament Team.
- m. 8/9/10-year-old Balloting. All players on Coast team rosters are eligible to vote for the 8/9/10-year-old Tournament Team. Individual players with a league age of ten (10) on a Majors team roster are eligible to vote for the 8/9/10-year-old Tournament Team.
 - n. Manager and Coach Voting Eligibility. Majors Division managers and one Coach of record from each team will vote for the Majors Tournament Team and the 9/10/11-year-old Tournament Team. Coast Division Managers and one Coach of record from each team will vote for the 8/9/10-year-old Tournament Team. The name of the Coach of record who will vote must be forwarded to the TTC in advance of the balloting.
 - o. Managers Balloting. Approximately two weeks from the end of the season, on a date to be announced, each team manager of record and one coach of record from his team that is present at the time of the vote shall cast one ballot for each tournament team for which he or she is eligible to vote. Voting will be done by secret ballot. Each manager and one coach of record from his team that is present will cast one (1) ballot on which thirteen (13) players **MUST** be selected. Ballots listing votes not exactly equal to thirteen (13) or otherwise incorrectly filled out will be discarded and not counted in the total. These ballots shall be collected by a minimum of two people designated by the TTC and shall be counted by the TTC at a time and place determined by the TTC. The TTC shall keep a record of the counts.
 - p. Composition of Tournament Team. The TTC will verify the totals of the players' ballots and managers' ballots for each tournament team. The names of the twelve (12) players receiving the greatest vote totals from the Players' Ballots will constitute the "**Players Top 12**" list. The names of the twelve (12) players receiving the greatest vote totals from the Managers Ballots will constitute the "**Managers Top 12**" list. In the event of a tie vote in the Players Top 12 list, the managers vote totals for the tied players will be used to resolve the tie to twelve (12). In the event of a tie vote in the Managers Top 12 list, the players vote totals for the tied players will be used to resolve the tie to 12. If a tie cannot be resolved in this manner, then the Top 12 list or lists affected will be expanded to include all names involved in the tie. **The TTC will compare the Players Top 12 with the Managers Top 12 and all players named on BOTH lists are selected to the Tournament Team for their division. The remaining names from both Top 12 lists will be pooled by the TTC and, together with the names of the players already selected, be presented to the Tournament Team Manager.** The Manager will not know which Top 12 list the pooled names came from nor will he know each player's vote total. **The manager will fill the remaining first twelve (12) positions of the team roster from this pool.** (Example: If seven players are named on BOTH the Players Top 12 list and the Managers Top 12 list, those seven players are automatically selected to the team. The manager will select 5 more players from the pool of 10 players. The pool of 10 is those players named to only ONE of the Top 12 lists.)
 - q. Remaining Roster Position. The remaining roster position will be selected by the tournament team manager from any eligible player on the appropriate ballot.
 - r. Tournament Team Roster Positions. All tournament teams shall have no more than 13 roster positions.

- s. Ballots Confidential. The contents of any and all ballots and the vote totals will be held strictly confidential by the TTC. No player, manager or other person shall be informed as to the votes or totals on any or all of the ballots and the Top 12 lists. Ballots will be held by the President for 60 days, and then destroyed.
- t. Announcement of Tournament Teams. The Tournament Team Committee will announce the Tournament Team Rosters no earlier than the date(s) listed in the current year's Official Little League Tournament Rules and Guidelines and District 9 tournament team guidelines, and follow strictly the rules and procedures contained in those guidelines.
- u. Change in Availability. After the announcement of the team, if a player becomes unavailable, the team manager will fill the roster position by selecting a player from the pooled names as specified in (m).
- v. *If an all-star ballot of eligible players cannot be constructed due to enough players not being able to meet the commitment requirements, the TTC and all-star manager can opt to review the commitment levels of individual players to approve exceptions to the availability requirements.*

Tournament Team Manager & Coaches Selection

The players and managers in each division shall select their division's manager subject to approval by the Board of Directors. Each Tournament Team Manager shall select two coaches, subject to approval by the Board of Directors.

Prior to the vote for Tournament Teams, at a date to be announced by the Tournament Team Committee, a meeting of managers and coaches of record will be held to discuss the Tournaments, the selection process, commitment by players, coaches and parents, and to invite individuals eligible and available to request their names be listed on the ballot for Tournament Team Manager.

- a. Eligibility. Managers or coaches of record from the Juniors division will be eligible for managing the Juniors Tournament Team. Managers or coaches of record from the Majors division will be eligible for managing the Majors Tournament Team. Managers or coaches of record from the Majors division will be eligible for managing the 11-year-old Tournament Team. Managers or coaches of record from Coast and Majors divisions will be eligible for managing the 9/10 year-old Tournament Team.
- b. Balloting. The TTC will prepare ballots for each division listing the available and eligible managers. These ballots will be presented to the players at the same time they cast their votes for the tournament team as specified in (1.g.) Each player, team manager, and one coach of record from each team will vote for the manager they feel would make the best tournament team manager. Vote will be by secret ballot. At least two (2) persons on the committee must total the votes and keep separate vote totals. The totals and individual ballots will be presented to the President for appointing managers. All individual ballots and totals are confidential.

- c. Appointment of Manager. The person receiving the highest total for each Tournament Team will be the Tournament Team Manager, which is subject to appointment by the President and ratification by the TTC. In the event that the President, in confidential consultation with the TTC, does not judge that an individual will represent the highest ideals of ELL, the President may replace him or her with the person receiving the next highest vote total. In the event of a tie, the President, in confidential consultation with the Tournament Team Committee, will resolve any and all ties. The President's appointments will be presented to the Board of Directors for ratification in a special board meeting on the day chosen by the TTC, or via electronic voting. The President shall notify the Tournament Team Managers within twenty-four (24) hours after receiving Board ratification.
- d. Appointment of Coaches. Each Tournament Team Manager will request, within twenty-four (24) hours after being notified of his or her appointment, one or two coaches to be appointed to the Tournament Team. If the requested individuals are acceptable to the President, the President shall appoint the individuals followed by board ratification in the same methodology as Tournament Team Manager.
- e. Change in Availability. If a manager or coach becomes unable to fulfill the commitment to a Tournament Team after appointment and approval, the President, after consultation with the remaining coaching staff, will appoint a substitute from among those eligible, subject to ratification by the Board of Directors.
- f. Ballots Confidential. The TTC will keep all ballots and vote totals strictly confidential. No ELL member shall be informed of any or all votes or totals. Ballots will be held by the President for 60 days, and then destroyed.

E. Tournament Team Finances

- a. All Tournament Teams \$500 towards team gear, decals etc.
 - 1. No alteration of Eastlake Little League Logo may be use without written permission from the board
- b. Each participant will receive, Hat, Jersey, Pants, and a roster shirt provide by ELL.
- c. Players must wear Black Matte Helmet.
- d. ELL may provide additional funding for travel if a team advances to State, Regionals, or World Series. Amount to be approved by ELL Board.

INSURANCE

A. Insurance Coverage

ELL insurance coverage is secondary insurance and only covers claims not covered by a primary insurance policy. ELL insurance is provided by Little League, Inc., through an insurance company underwriter. Handle all insurance claims through to their conclusion to make certain disposition is final. Reporting of any accidents, as soon as possible, to Managers / Head Coach, ELL's Safety Officer and the ELL President is important. Report all injuries within 48 hours. Insurance claim forms can be obtained through the ELL Safety Officer and need to be given to the ELL President for proper forwarding.

FIELDS

A. Practice Fields

It is important that teams utilize the practice field they are assigned and not move on to some other field simply because a team does not care for its assigned field's condition. Managers who decide on their own to practice other than on their assigned field may be in jeopardy of playing on a field not covered specifically under ELL's insurance.

In addition, vacating a practice field by practicing elsewhere or deciding not to practice (other than because of poor weather or scheduled games), without notifying the Fields Coordinator or the appropriate VP, causes problems. For example, ELL continually needs to justify why it needs so many practice fields to the City of Sammamish Parks Department, Lake Washington School District and other user organizations. If fields are vacant, then the Parks Department and other organizations have concrete examples for ELL not using its fields properly and thus possibly forcing ELL to give up said practice fields/areas.

Many of our fields are located on public and private school grounds. Players and parents are NOT to enter the buildings before, during or after practice. All participants or spectators of games or practices must park in posted areas and not on the field or in restricted areas. Be courteous and respect the facilities. If any damage occurs, i.e., broken window, etc., report it to the Fields Coordinator or the appropriate VP immediately. If another team from ELL or other organization is on your assigned field, at the same time your team is scheduled, be polite in resolving the conflict. Do NOT get into a confrontation or shouting match. Just ask for the Facility-Use-Form they are required to have with them and get the name of the team, organization and manager. Report it to the Fields Coordinator and the appropriate VP as soon as possible.

B. Field Preparation

See Game Preliminaries.

C. Work Parties

Remember ELL has adopted many of the fields we play on so **WE are responsible for the time and cost to maintain the fields' condition**. Periodic work parties are required to get our facilities into playing condition. It is the responsibility of every team to get the maximum volunteer help to complete all assignments.