

2014

RUSHMORE
LITTLE
LEAGUE

RUSHMORE LITTLE LEAGUE BYLAWS





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RUSHMORE LITTLE LEAGUE, Inc
RAPID CITY, SOUTH DAKOTA
BY-LAWS
Revision(January, 2011)

These By-Laws may be amended, repealed or altered in whole or in part by a Majority vote at any duly organized meeting of the Members, provided that the RLL board has reviewed the proposed changes. Draft of all proposed amendments shall be submitted to Little League Baseball for approval.

I. REGULATIONS

All leagues Bylaws are exceptions or changes of the Affiliation rulebook and are to be used in addition to the rulebook. Any Bylaws directly or indirectly relating to rules from the rule book must be Board approved and cannot lessen the requirements set Forth by Little League Headquarters, but may strengthen those requirements to adapt to the local league.

All Bylaws approved for the beginning of the season will be adhered to. Any changes desired by any division must be submitted to the Board for consideration and/or approval before such changes can be administered.

Any situation not covered or specifically spelled out in the Operation Manual, Little League Playing Rules, or Constitution and Bylaws, shall be and can be brought to the Board of Directors for discussion.

Players in every division shall wear athletic shoes, no metal cleats. Shorts will not be worn in any baseball division. No shorts will be worn in the girls Pee Wee and Minor divisions. Major and senior division uniforms may include shorts, with all players wearing league issued uniforms.

Any player requiring medical attention for any reason such as serious illness or injury must present a doctor's authorization to return to practice and games.



II. Managers and Coaches

1. Adults, 18 years of age or older, may apply to manage, coach or umpire.
2. Each team shall have only 1 manager. All managers must be appointed and approved prior to the tryouts for Minor, Major or senior divisions. No new coaches can be submitted to nor approved by the Board for any Major or Senior team until after the draft in their division except coaches with no eligible children in this draft, any time in the Minor division.
3. Only a senior coach on a Major or Senior Division team may exercise a son or daughter option during drafts, providing there is no manager option. A senior coach is one that was assigned and was over 50% active at practices and games on that team the entire previous year. One manager and only one coach option shall be allowed at the Minor drafts. -
4. Only 3 approved managers/coaches may be in the dugout in all divisions.
5. Any Manager or Coach that does not adhere to the rules, Constitution, and By-Laws may be subject to suspension or termination by the Board per Article III C. page 1. Any penalties set forth in the Rules and Regulations Book will be adhered to and enforced before such suspensions, as mentioned can be enforced.

III. TEAM MANAGER SELECTION

1. Multiple applicants shall be allowed to appear before the board prior to voting.
2. The Board will, by Majority vote of those present, select the applicants to be appointed by the President. Seniority of a current manager will be given priority; however, it will not be a guarantee that manager will retain that position. Manager must submit coach applications for Board approval prior to any practice or game.

IV. TEAM MANAGER/COACH RESPONSIBILITIES

1. Coaches must know all following manager's responsibilities, as in the absence of the manager, the coaches will be expected to carry out these duties.
2. Attend clinics and manager/coaches meetings. Know the rules; contact the Divisional Vice President to obtain 1 copy of the Constitution and By-laws. Additional copies may be purchased from the league.
3. Select team parents, and inform them of their responsibilities.



4. Pitcher heart guards strongly recommended in Minor, Major and senior divisions.
5. Obtain equipment and uniforms from equipment manager and sign for responsibility of equipment before it is checked out. Equipment and uniforms should be washed and returned to the manager within a week of the last game of the season. Uniforms need to be hand delivered (on hangers) to the equipment manager no later than September of that season. Failure to do so will result in that manager getting a bill from the league treasurer for the cost of replacing the team uniform(s).
6. Sign for responsibility of keys assigned by the Divisional Vice President and return keys with equipment and uniforms. Equipment sheds must remain locked at all times.
7. After teams are selected, fill out roster of the players and submit a copy or email to each player's parents on the team.
8. Schedule practice sessions for your team. Obtain practice field authorization and have it present at all practices.
9. Have a cell phone available, water, and bathroom closest to your practice field.
10. Keep first aid kit with you and knowledge of how to use it. Keep medical release forms with you during practice and games in case of injury.
11. Know your chain-of-command and how to contact them. Key persons are your Player Agent, Divisional Vice President and Player Representative.
12. Establish good communications with players and parents. Informed parents will know who to contact with problems and concerns and become more involved in the League's activities.
13. Brief your team parents on field etiquette, including the League policy against negative comments, absenteeism from practice and games without proper notification to the manager or coach, and unsportsmanlike conduct.

A) Players: Discipline can be as follows

- i. Absenteeism: infraction not to exceed 1 game benching by the next available game.
- ii. Unsportsmanlike conduct (i.e. throwing equipment etc. before or after games in uniform, practice) at activities associated with Little League will result in benching. During games will result in immediate removal from the game.

B) Parents, Guardians, and Spectators



- i. Team managers and coaches must inform parents that they can be ejected from game(s) for unacceptable behavior and/or use of unacceptable language
14. Contact the Player Agent if having a problem with a player. All disciplinary action(s) must be reported to the Player Agent or Board President prior to or immediately after game in which the player has been disciplined. Discuss with players and parents rationale for requesting disciplinary action(s).
15. Notify the Player Agent immediately if a player quits for any reason.
 - A) Replacement of players shall be in accordance with the rules in the Little League Rules and Regulations Book and Rushmore Little League By-Laws.
 - B) Managers will have 7 days or prior to the third consecutive game, whichever comes first, to pick up a new player.
16. Have good communications with your sponsor, if you have one. Keep them informed of the activities of their team. Give them a team picture. It is encouraged that both home and visiting team keep a scorebook at each game. Official score book and team book shall not be kept side by side.

V. Role of the Team Parent

1. Get team roster from the manager, which includes players and parents names and phone numbers. Assist manager in calling players, etc.
2. Organize other parents on the team to help in the concession stand when your team is assigned.
3. Collect treat money from parents and pay for treats following each game. Notify concession personnel when starting the last inning.
4. May be asked to distribute materials for fund raiser to the players and collect money.
5. Coordinate with manager a date for taking team pictures and distribute the pictures when received.
6. Fill out list of names and phone numbers of volunteers working your teams scheduled concession time one week prior to sign up. Sheet will be posted in the concession stand building.
7. Trophies or awards for the managers, coaches, and players are optional. This is the responsibility of the parents of the players to provide.



8. May organize a team picnic, with the help of the other parents.

VI. Pre and Post Game Responsibilities

Home Team Responsibilities:

Visiting Team Responsibilities:

Provide the home plate umpire (Minor division and lower)	Provide the field umpire (Minors division and lower)
Field prep and setup (raking, foul lines, bases, raising and lowering flag)	Turn in line-up card to official scorekeeper, umpire and opponents manager (exception T-ball)
Turn in line-up card to official scorekeeper, umpire and opponents manager (exception T-ball)	Clean up trash after game
Review rules with umpire before game if needed	Review rules with umpire before game if needed
Return bases, umpire gear and any other league equipment to the crows nest if it is the final game of the day.	Empty garbage cans if full
Provide official pitch count and official scorekeeper	
Have umpire and managers sign official book after game	
Rake the field after game is complete	
Empty garbage cans if full	
Turn off field lights	
Lock all gates, crows nest and bathrooms if it is the last game of the day	

VII. Inclement Weather

1. Before the game

- A) Rule 3.1a - The managers of both teams shall agree on the fitness of the playing field before the game starts. In the event the two managers cannot agree, the president or a duly delegated representative shall make the determination. No players can take the field when lightning registers on the meter between 3-8 miles. Games will not start if the lightning meter registers lightning between 3-8 miles. All players must clear the field and not resume play unless 15 minutes have passed without a reading of 3-8 on the meter. The 15 minute suspension starts over every time the meter registers 3-8 miles.

2. After the game has started



- B) Rule 3.1b -The home plate umpire shall be the sole judge as to when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field. The umpire shall not call the game until at least thirty minutes after play has been suspended. Exception: Games will be immediately suspended if the lightning meter registers lightning between 3-8 miles. All players must clear the field and not resume play unless 15 minutes have passed without a reading of 3-8 on the meter. The 15 minute suspension starts over every time the meter registers 3-8 miles.

VIII. 5&6 YEAR OLD T-BALL RULES

PHILOSOPHY: To teach basic skills in baseball and softball with emphasis on sportsmanship, team play and recreation.

1. The batter will hit a ball off of the tee, swinging until ball is hit. NO THROWING BATS!
2. There will be no pitching.
3. Every player on either team will have one chance at bat per inning.
4. Games consist of 3 innings or 1 hour; whichever comes first.
5. Every player will take the field when their team is on defense.
6. There will be only one base on an overthrow.
7. A play is stopped when the catcher has the ball.
8. Players must be rotated to allow experience in all positions.
9. A soft rubber ball will be used.
10. Practices will be limited to 2 per week.
11. Games will be limited to 2 per week.
12. Team managers and coaches will both instruct and umpire during the game.



13. There will be no scoring and no winner or loser in the game.
14. You may borrow players from the opposing team only.
15. No older or younger or unregistered children may participate in either practices or games.
16. Home team dugout is by third base and visitors dugout is by first base. Visiting team bats first and home team bats last.
17. Practice cannot start until 2 weeks before the first scheduled game.
18. All parents will be asked to work the concession stand at least one time per child per season.
19. There will be no smoking or tobacco in the dugouts or on the fields.

HOME TEAM:

1. Field preparation
2. Return equipment and bases after the game.

VISITING TEAM:

1. Clean up trash after game

IX. RULES FOR PEWEES (Machine Pitch)

Ages- League age 7 or league age 6 with one year of t-ball.

***Note: Six year old players without 1 year of T-ball will be allowed to enter the Pewee division if requested by the parent and approved by Rushmore Little League board members.**

Regular Little League Rules will be followed with the following exceptions:

Team managers and coaches will instruct an umpire games.

Each player must have:

1. At least 2 innings on defense and bat 1 time per game. (Rule Book IV, I)
2. At least 3 innings in the infield on defense with 3 consecutive games. –
3. Catchers:



- A) Catchers can catch a maximum of 3 innings per game.
4. The runner may advance only one base on an overthrow.
 5. No runner may advance on a passed ball.
 6. No runner may advance if an overthrow occurs when the catcher is returning a pitched ball to the pitcher.
 7. No runner may score from third base on an overthrow of third by the catcher.
 8. When there is a play at home, the runner must slide or be declared out after one warning. This rule is to protect the catcher.
 9. The last batter may continue until called out, held to a base, or reaches home plate safely.
 10. Batter must have both feet in the batters box.
 11. You may use adult coaches or player coaches on the bases. Player coach must wear a helmet.
 12. Three innings constitutes an official game. Extra innings will be played within time constraints. There is a 1 hour and 30 minute time limit for all games. When the time limit expires, the game is stopped.
 13. Ten Players will take the field when their team is on defense. The outfield is considered the edge of the grass.
 14. Round Robin ball order will be used. All players will bat in the lineup regardless if they are in the field playing a defensive position. All players will bat in the same order for the entire game. Late players can be added at the end of the batting order.
 15. Batting once through the lineup or 3 outs ends your teams turn on offense or defense.
 16. Each player must rotate in position at least once per game, preferably once per inning, with all players playing each of the positions throughout the season.
 17. No stealing or leading off.
 18. Free substitution for all players.
 19. Players cannot leave the base until the ball is hit.
 20. Seven players are required at starting time.



NOTE: The manager must notify the director or president of the league at least 24 hours ahead of the game if he cannot field a team. If this is not done, the game is canceled at the field.

21. This is a machine pitch league. The official pitching distance is 40 feet. Bases are 60 feet apart.
22. A defensive player shall stand next to the manager or coach who is feeding the pitching machine to field hit balls. (Adults cannot field any hit balls.)
23. When an infielder returns the ball to the pitcher on the mound, runners must return to the base to which they last advanced.
24. No bunting.
25. A hit batter will continue to bat.
26. The strike zone will be from the armpits to the knees.
27. No team standings will be kept.
28. No score will be kept in each game.
29. There will be no smoking or tobacco in the dugouts or on the fields.
30. These games are for the kids' instruction and for fun.



X. 8 YEAR OLD DIVISION

League Age 8: Can play in the 8 year old division or petition up to the 9 year old division

Regular Little League Rules will be followed with the following exceptions:

***Note: Seven year old players will be allowed to enter the 8 year old division if requested by the parent and approved by Rushmore Little League board members.**

1. Time limit of 1 $\frac{3}{4}$ hours or 6 innings, whichever comes first. Most games will go a maximum of 4 innings. (A new inning can only start before the game time reaches 1 $\frac{3}{4}$ hours. A new inning can not begin after the game has reached the 1 $\frac{3}{4}$ hour time limit.) Some games at CL will be 1 $\frac{1}{2}$ hours!
2. Inning ends upon 3 defensive outs or after 4 runs are scored. 4 runs are the maximum amount of runs that can be scored in an inning.
3. Base stealing is not allowed. One base on any overthrow. A runner may not take extra bases on multiple overthrows. One additional base is the maximum amount that a runner can take on any series of overthrows.
4. The batting order shall include all boys at the game. Teams shall bat through the batting order, keeping track of outs and the 4 run limit. No switching of the batting order once the game begins. Late players are allowed and shall be added to the end of the batting order.
5. Bunting is allowed!
6. No on deck batter. No head first sliding to a base.
7. The pitcher will pitch until the batter is retired by strikeout or has hit the ball into play. If the pitcher throws 4 balls or hits the batter, the batting team's coach will come in to pitch. The batter will continue to hit until he either hits the ball or strikes out. The batters strike count will remain when the coach comes in to pitch. There are no walks.
8. Pitching Rules- See LL Rules.
9. Each player must play an inning at an infield position. If time permits, each player should play an inning in an outfield position.
10. Home team shall provide the plate umpire and the visiting team will supply the field umpire.



11. The home team is responsible for field preparation, bases, umpire equipment, raking and chalking the field and putting all equipment away after the game. Both teams need to clean their dugouts and stands.
12. Managers/coaches will decide on game cancellations in case of inclement weather. Make up games must be scheduled through the league director.
13. Runners must slide or avoid the catcher at any play at home.
14. Free substitutions. Regular Little League rules shall govern subject to these exceptions.
15. Base runners can not leave base until the ball has either been hit, or has crossed home plate.
16. Adults may warm up pitcher. Warm-up may not exceed eight (8) pitches or one (1) minute.
17. Remember that this is an instructional league. Every effort should be made to make the game enjoyable for each player, regardless of his skill level.

XI. 9 YEAR OLD DIVISION

Age 9: Can play in the 9 year old division or try out for minors/majors placement.

***Note: Eight year old players will be allowed to enter the 9 year old division if requested by the parent and approved by Rushmore Little League board members.**

Regular Little League Rules will be followed with the following exceptions

1. Time limit of 1 $\frac{3}{4}$ hours or 6 innings, whichever comes first. An inning may not start after the 1 $\frac{3}{4}$ time limit has passed. When the time limit expires, the inning in process will continue to be played in its entirety.
2. Inning ends upon 3 defensive outs or after 4 runs are scored. 4 runs are the maximum amount of runs that can be scored in an inning unless the batter hits a HR over the fence which results in more than 4 runs scoring.
3. Base stealing is allowed. One base on an overthrow. Runners may advance on an overthrown ball from the catcher to the pitcher. Multiple overthrows will allow runners to keep advancing.
4. Base runners can steal on passed balls or caught balls by the catcher. Runners May advance to home if a play is made on them or on a bad throw back to the pitcher. ***Runners may not go home on a pass ball!***



5. The batting order shall include all boys at the game. Teams shall bat through the batting order, keeping track of outs and the 4 run limit. No switching of the batting order once the game begins. Late players are allowed and shall be added to the end of the batting order.
 6. Bunting is allowed!
 7. No on deck batter. No head first sliding.
 8. Pitching Rules- See LL Rule Book.
 9. Each player must play an inning at an infield position.
 10. Home Team must supply game balls. Home team shall provide the plate umpire and the visiting team will supply the field umpire.
 11. The home team is responsible for field preparation, keeping the official scorebook, announcing (if available), raking and chalking the field, and putting all equipment away after the game.
 12. Managers and coaches will decide before the game on game cancellations if the field is not playable because of the weather. The umpires are in charge of calling the game once it begins. Make up games must be scheduled through the league directors.
 13. Runners must slide or avoid the catcher on any play at home. Failure to do so will result in runner being called out. If it is determined that the runner has intentionally created contact with the catcher, the runner may be ejected from the game.
 14. Free substitutions. Regular Little League rules shall govern subject to these exceptions.
 15. Base runners can not leave base until the ball has either been hit, or has reached home plate.
 16. Adults may warm up pitcher. Warm-up may not exceed eight (8) pitches or one (1) minute.
 17. No balks shall be called on pitcher. Umpire shall give a warning.
- * Remember that this is an instructional league. Every effort should be made to make the game enjoyable for each player, regardless of his skill level.

XII. MINOR DIVISION



All Little League Rules are to be followed, with the following exceptions:

One adult coach and one player coach may do the coaching at first and third bases.

Adults are not permitted to warm up pitchers.

All Little League Rules are to be followed, with the following exceptions:

1. 1 hour and 45 minutes time limit. No inning may start after 1 hour and 45 minutes have been played. The next inning starts after the last out has been made.
2. Only 5 runs per inning are allowed to be scored.
3. Three adults may be in the dugout
4. Round Robin batting will be used. If a player leaves for any reason, his spot will be skipped without an out occurring.
5. Each player will play a minimum of six consecutive outs defensively and at least 1 at bat.
6. Judgment calls by umpires cannot be appealed. Only calls involving rule violations may be appealed.
7. At game time, if 8 players are not present, team will automatically forfeit. If either team can only field 8 players then both teams will use 8. If additional players show up after game has started with 8, then the 9th player can be added at start of the next inning.
8. Runners must slide or avoid the catcher on any play at home. Failure to do so will result in runner being called out. If it is determined that the runner has intentionally created contact with the catcher, the runner may be ejected from the game.
9. At the end of 4 complete innings the game may be called at if there is a ten run or greater difference in the score.
10. Team members league age 12 are not allowed to pitch



11. All parents will be asked to work the concession stand at least one time per child per season.

XIII. BOYS MAJORS RULES

No Local Option, see current year rule book.

XIV. THE DRAFT SYSTEM

All eligible candidates league age twelve must be drafted to a little league major division. Players will only be considered eligible if they attend tryouts.

When a thorough tryout program has been completed the draft can begin. Draft order selection is based on final overall standing from the previous year. The final overall standing includes all games played between Rushmore Little League and all interleague games that count toward the city standings.

Draft order for Rushmore Little League with Four Teams

Final Standing	Draft Order
4 th	1 st
3 rd	2 nd
2 nd	3 rd
1 st	4 th

All eligible 12 year old players will be selected first. All draft rounds will follow the same order with the 4th place team picking again after the first round is completed. The draft order will continue until there are no more 12 year olds to select. The 12 year old draft is now considered over and the draft process for all other eligible players will start over. The team with the least amount of victories (4th place) will again have the first pick and continue in the same order until all teams have 12 players.

Once a team has 12 players, they must sit out the remainder of the draft. You may not draft more than 12 players for any reason.

No team may have more than 8 players of the same age group.

Trades involving players for draft choices are not permitted as described in the Little League Operating Manual.



XV. PLAYER DRAFT OPTIONS

A team is not required to select a sibling based on parent request at the Major level. It is the manager's discretion whether that child has the talent level to play at the Major's level. Try-outs are still required for the sibling/son/daughter to be considered an eligible draft option.

1. Draft options must be made in writing to the player agent 48 hours prior to the draft.

A. Brother/Sister option:

- i. Two or more siblings in the draft, first brother or sister is drafted. Manager automatically has the option to draft brother or sister in the next round. Failure to do so makes the undrafted player available to any other team. If player is undrafted, they will be placed on a minor team. Exception to the option: If a draftee is 12 years old, the 12 year old draft must be completed first. Should the manager use the brother/sister option in this case, the first pick for the brother/sister option will be used the first round after the 12 year old draft is completed.

B. Brother/Sister option of player currently on same team:

- i. Manager may submit an option on the brother/sister draftee. If option is submitted the manager must draft the player within the first 3 rounds of the draft.

C. Sons/Daughters of Managers:

- i. Manager has son or daughter eligible
 - b. Manager must submit option in writing
 - c. Manager must exercise option at or before specified round based on player age as outlined below.
 - d. Parent/manager option takes priority over any other option.
- *Note: The 12 year old draft must be completed before the manager option is utilized. Draft round selection is outlined below.**

Round Selection

Age 9-10	Draft round 5
Age 11	Draft round 4
Age 12	Draft round 3

D: Sons/Daughters of Coaches

- i. New coaches shall not be appointed nor approved until after the draft.
 - a. Returning coach may exercise option through manager provided



- i. Coach has served as a coach or manager (at any level) for the past 2 years.
- ii. Coach is returning to the same major league team as last year.

*Note 1: In order to exercise this option the coach must qualify under both of the previous conditions.

Those players not drafted to Majors will play A-Minor ball.

All draft eligible 9 year olds, and all 10, 11, and 12 year old players not currently on a Major team must try out. Failure of 10, 11 and 12 year old players to try out for the Major division will result in child not being able to play in any division. (A written excuse of absence would need to be submitted to the Board of Directors, by parents or legal guardians. If absence is approved by the Board, child would be-eligible to play in the Minor division only.)

Minor league players CANNOT be drafted up during the last 2 weeks of the regular season. Only Board approved managers and coaches will be allowed at the draft. Nine year old players may be drafted with draft eligibility form signed by parent or guardian.

Minor league players that did not tryout may be brought up to the Majors ONLY with Board approval. Loss of a player is governed-by Article 1, D, 16.

XVI. Game Schedule

Game schedules will be made up annually by the Divisional Commissioners. Night games should be avoided during the school year whenever possible.

If two, games are scheduled on the same field on the same night, no inning in the 5:30PM game can begin after 7:45PM. No inning may start after 10:00PM.

XVII. Minimum Playing Time

Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.

PENALTY: The player(s) involved shall start the next scheduled game, play any previous requirement not completed for Section (i) and the requirement for this game before being removed.

The manager shall for the:

- A. First Offense - receive a written warning.



B. Second Offense - a suspension for the next scheduled game.

C. Third Offense - a suspension for remainder of the season.

NOTE:1. If the violation is determined to have been intentional, a more severe penalty may be assessed by the Board of Directors. However, forfeiture of a game may not be invoked.

NOTE 2: There is no exception to this rule unless the game is shortened for any reason, at which time the Local League may elect not to impose a penalty on the manager/coach.

Each player acquired shall, for the duration of their major Little League career be the property of the team making the acquisition, unless subsequently traded or released.

(A). To be released from current team, the player and parents must submit a letter in writing stating the reason for the release. The parent and player shall then appear before the Board for approval.

If a person had previously resided within the league boundaries for two years while serving that league as a dedicated manager, coach or member of the Local League Board of Directors for two years, his or her sons and/or daughters are eligible to try out and be selected by teams in that league (1) provided such service to the league from which the person has moved has continued, (2) subject to written agreement from the league within whose boundaries they currently reside and (3) supported by a recommendation of the District Administrator, to Regional Director to the Charter Committee. See Regulation IV.

XVIII.ALL-STAR PLAYER SELECTION PROCEDURE

1. Each All-Star team will consist of a minimum of 12 and maximum of 13 players, with no alternates selected. Manager should try to select a player from each team. If managers feel there is not a qualified candidate on a team they do not have to select a player from that team. The goal is to put the best team on the field for our respective All-Star team. All 11 and 12 year old players are eligible for All-Star selection under the following rules (below) governing All-Star player selection.

2. Voting

Twelve-year old players in baseball and softball Major league may vote for only 12-year old ALL-STAR players in their respective leagues.



3. The above players will select by Majority vote any five (3) to an ALL-STAR team under the following:

- A) Each player will vote for three (3) players from other than his/her team on a secret ballot.
- B) Voting will be coordinated and verified by the appropriate Player Agent.
- C) In the event of a tie for the 3rd position, league managers will vote to break the tie between these players.
- D) By unanimous decision of all Major (boys and girls) team managers, any voted-in player can be removed from the ALL-STAR team.

4. Seven (7) eligible players (see #1) will be selected by Majority vote of team managers in the respective leagues under the following rules:

- A) Manager decides, before any manager vote, on 12 or 13 players. Each manager will cast a secret ballot of (7) votes, one (1) vote for each of seven (7) eligible players from teams other than his/her own
- B) Each team will have a 3 minute period to advise the league managers of the STRONG points of their ball players that they would like to see selected to the ALL-STAR team.
 - 1. The seven (7) players with the largest number of votes are appointed to the ALL-STAR team.
- C) In event of a tie vote for the 7th position, managers will cast a series of ballots of 1 (one) vote each, until the tie for the 7th position is resolved. - -
- D) Selected all-star managers will select 11th, 12th and the optional 13th positions.

5. The Board of Directors may remove any player on an ALL-STAR team for disciplinary action.

6. Any vacant positions after ALL-STAR player selection (1-5 above) must be filled by the All-STAR team manager with any player eligible for ALL-STAR selection.

7. All of the ALL-STAR ballots will be retained with draft records for oneyear.

8. The Board of Directors must make fmal approval of ALL-STAR personnel.

The ALL-STAR team roster will be posted following the City Tournament Division Championship, posted at the concession stands.

XIX. ALL-STAR MANAGER SELECTION PROCEDURE

- 1. Manager will be decided upon best record.
- 2. The all-star manager will select 2 coaches to assist with the all-star team.
- 3. The Board of Directors will make final approval of ALL-STAR personnel.

