

Local Rules East Vineland Little League

EAST VINELAND LITTLE LEAGUE

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Local Rules

Preamble: This document comprises East Vineland Little League Rules and Regulations. In no case do these rules preempt the Official Rules and Regulations of Little League Baseball unless by official action of the EAST VINELAND LITTLE LEAGUE Board of Directors as permitted by the Little League Charter. The EAST VINELAND LITTLE LEAGUE Constitution/By-Laws supersede all Local Rules.

A. Safety—Weather

1. Upon visible lightning, game play or practice is to suspend immediately.
2. All Players, Managers and Coaches must clear the field and seek shelter either at the Little League Building, or in a vehicle.
3. PLAYERS MAY NOT SEEK SHELTER FROM LIGHTNING IN THE DUGOUTS.
4. The game, or practice, may resume 30 minutes after the last lightning strike or when the field is deemed playable.
5. Umpires MUST take the initiative to suspend the game. Do not rely on the Coaches.

B. Field & Equipment Responsibilities

1. Each team must be represented at all work parties. The manager is responsible to arrange for a minimum of (1) one individual (manager, coach, player parent) to represent their team for all work parties that are scheduled.
2. The manager, along with team assistant coach and/or parent of the Home team, is responsible for ensuring adequate representation at each of their team's assigned field preparation days. It is suggested no less than two (2) individuals are available on assigned days. It is the home team's responsibility to prepare the assigned field on the assigned day. Preparation will include:
 - a) Field preparation crew must arrive promptly at least 45 minutes prior to the start of the game
 - b) Infield preparation
 - c) Lining the field if not completed by City of Vineland
 - d) Clean up of any trash in the dugouts or around assigned field

Local Rules East Vineland Little League

- e) General assignments requested by the Field Maintenance Director as needed
- 4. For Inner League games at Fiocchi Field, Home Managers and Coaches are responsible for cleaning both dugouts after each game. For East Vineland Games, both teams are responsible for cleaning the dugout after each game/practice.
- 5. Home Managers and Coaches are responsible for raking the infield after each game/practice.
- 6. Failure to comply with the previous five (5) rules may result in a one game suspension for that manager after review by the East Vineland Little League Board of Directors.
 - a) Repeated failure to do so may result in a two game suspension and so on.
 - b) The respective Player Agent and the executive board will consider any extenuating circumstances.
 - c) If a manager is suspended, he/she is not permitted to be at the complex during the play of the next regularly scheduled game.
- 7. Players are NOT allowed to rake the fields.
- 8. All Managers and Coaches are responsible to walk the field prior to a game and/or practice to identify any safety issues. If a safety issue is identified it must be corrected immediately.
- 9. Managers, and/or Coaches, should notify the Equipment Manager immediately when defective or damaged equipment is found so a suitable replacement can be provided.
- 10. The team manager is responsible for returning league issued equipment promptly at season's end on scheduled equipment return dates unless other arrangements are made with equipment manager. Dates and times TBD. Failure to return equipment on scheduled date and time will result in forfeiture of the manager's ability to manage or coach the following season. Managers are required to clean their equipment prior to its return, and to pull out any damaged pieces and label accordingly when delivered to Equipment Manager. Managers must return all items listed on the Equipment Checklist. (See Equipment Checklist for list of items)
- 11. In order to maintain the integrity of the fence, Soft-toss or Pepper games with hard balls into the fences or backstops are strictly prohibited. Soft sponge-like balls or wiffle balls are permitted. Additionally, baseball training devices are not permitted during game play.
- 12. Managers and Coaches must supervise and prevent players from digging holes into the field with their cleats. This is both a safety and field maintenance issue.

Local Rules East Vineland Little League

C. EAST VINELAND LITTLE LEAGUE Complex Rules

1. All managers and coaches are required to inform and remind parents and families of the players of the EAST VINELAND LITTLE LEAGUE Complex Rules and may be held responsible for the actions of their players, parents and spectators.
2. All volunteers must complete the Little League Volunteer Application and submit it to the EAST VINELAND LITTLE LEAGUE Executive Board before Managing, Coaching and/or assisting with EAST VINELAND LITTLE LEAGUE players. Also, each volunteer must be in the process of completing the Fingerprinting requirement and Rutgers Safety Course by April 1st of that applicable season. Failure to complete the Fingerprinting Process in a timely fashion may result in a loss of privileges. Volunteers must complete this process every three years. List of approved coaches will be posted each week during the season in the Mailroom and updated accordingly by the Safety Officer.
3. Only Safety Certified managers, coaches and/or parents are allowed to assist with practices or games.
4. Only Safety Certified managers, coaches and/or parents are allowed to assist with practices in the Batting Cages.
5. The manager is responsible to enforce all the Pole Barn Rules posted at the complex. In addition:
 - a) Make sure that spectators remain in the fenced area at all times. No one other than Approved Players, Managers and Coaches are allowed to be in the batting cages. (No exceptions)
 - b) Players are not permitted to swing a bat unless in the batting tunnel or with a coach at the soft toss and/or tee location. That is, bats are to remain below the belt. (Managers and Coaches must enforce this rule)
 - c) All practice baseballs; Tee's and Batting Helmets must be picked up and returned to their storage area.
 - d) Players must not throw balls at the walls and/or any light fixture.
 - e) No colored drinks are permitted at any time. Water only.
 - f) Tee ball division is not permitted to utilize the Pole Barn Complex without Board approval.
 - g) Shorts are permitted.

D. Game Play—Conduct

1. Any Manager, Coach, Player, or Parent ejected by an umpire during a game will be fined \$25.00 and suspended for the remainder of the game and the next physically played game. 2nd offense will result in a hearing in front of the East Vineland Little League Disciplinary Board. All fines will be donated to Local charity voted on by the East Vineland Board of Directors.

Local Rules East Vineland Little League

2. The use of inappropriate language and/or conduct including poor sportsmanship by Managers, Coaches, Players or parents will not be acceptable under any circumstances. The use of such language, conduct, or sportsmanship may result in a one game suspension and applicable fine as agreed upon by East Vineland Little League Disciplinary Board. The Zero Tolerance policy will be strictly enforced!
3. Any Players, Managers, or Coaches throwing field equipment may be subject to a one game suspension and applicable fine.
4. A suspended Manager, Coach, Player, or Parent will NOT be present at the East Vineland Little League complex during the next physically played game.
5. At any time, a Manager or Coach may be subject to removal from his position by the Board of Directors of East Vineland Little League pending a 2/3 majority vote.
6. If a player participates on a travel team during the East Vineland Little League season, it must be treated secondarily to that child's Little League game and team. Additionally, all players must participate in at least 60% of his/her scheduled games to be eligible for post-season play and All-Stars. The requirement for Senior League and above shall be 60%.

E. Game Play-Safety (All Little League Rules Apply)

1. Outfielders and Infielders warming-up before the start of an inning must "throw the baseball in" on the —dugout side. That is, throwing the ball across the infield is strictly prohibited.
2. No player shall be allowed to wear metal spikes or cleats except as permitted at the Senior League level.
3. All male and female catchers must wear a protective cup.
4. All batters and base runners must wear approved protective helmets.
5. There is no —on-deck circle, or an area to be used as such, anytime during the game, or practice.
6. All players must wear team uniforms. No outside travel uniforms may be worn at any time.
7. All managers and coaches must be safety certified by Rutgers and Fingerprinted and Approved by the City of Vineland.
8. A player catching the pitcher at any time MUST wear a conforming Catcher's Mask (including throat guard).

Local Rules East Vineland Little League

9. If a Manager or Coach asks a parent to assist during the course of a game or practice, **THE PARENT MUST BE RUTGERS SAFETY CERTIFIED AND MUST HAVE COMPLETED, AND SUBMITTED THE LITTLE LEAGUE VOLUNTEER APPLICATION. ALSO, THEY MUST BE FINGERPRINTED AND APPROVED TO COACH BY THE CITY OF VINELAND.** Failure to comply may result in a 1-game suspension of the Team Manager and/or further action by the Board of Directors.

10. **MEDICAL RELEASE FORMS:** Managers and coaches must have in their possession the medical release forms for each of their players at all games and practices. Very important if a serious injury occurs.

11. **INJURIES:** In the event a player becomes injured in conjunction with League activities and under the supervision of the team manager or coaches, it is the Manager's responsibility to file the appropriate accident report and immediately contact the League President and Safety Officer. Accident Reports can be found on the East Vineland Little League website and in a bin located in the Clubhouse. This will ensure that the incident will be reported to Little League within the required 24 to 48 hours of the injury. An EAST VINELAND LITTLE LEAGUE Board Official acting in the capacity of or on behalf of the Safety Officer will regularly monitor the accident report for proper handling.

12. Baseball bat – please reference Little League Official Regulations and Playing Rules.

13. Teams having difficulty fielding players due to Long term Injury, Illness, Relocation, etc. – Refer to Official Regulation and Playing Rules - Selection of Players.

14. Managers, Coaches or parents may never warm-up a pitcher at any level.

15. Players are permitted to coach the bases during a game. Players can't occupy the coaching box until all warm ups are completed and baseballs are returned to the defensive teams dugout. It's the Managers and Coaches responsibility to assure that the player is capable of coaching. Players coaching the bases must wear protective headwear

F. Game Play—General

1. Unless indicated otherwise within this document, the official regulations and playing rules, with addendums, of Little League Baseball apply.

2. By Local Rule, any manager that violates the minimum play rule, as defined by the rules & regulations must have all players that did not satisfy the minimum requirement start the next game and fulfill the requirement of the previously played game and the current game. Violation of this Little League rule will first result in a verbal warning. A second violation in the same season will result in a one game suspension. Additional violations in the same season will result in additional, more severe penalties as provided in the Little League (LLB) rules & regulations.

Local Rules East Vineland Little League

3. At the 9/10 division and up, there will be a maximum of four (4) RUTGERS SAFETY CERTIFIED and CITY APPROVED individuals per team, permitted within the confines of the field during a game.

4. Managers CANNOT reschedule games. The League President with the input of the Master Scheduler will make every effort to reschedule games.

5. Any pitcher that pitches (41) forty one or more pitches will be unable to catch the remainder of that game and day.

6. EAST VINELAND LITTLE LEAGUE will supply TWO (2) umpires for each game played with the exception of the 9/10 division which requires one (1) umpire. However, the 9/10 playoffs may use two (2) umpires if available.

7. For each season, the ten-run rule as contained in Little League rules will apply.

8. If a team cannot field nine players, the Manager must submit a list of the missing players to the Respective Player Agent, including a reason for their absence. All teams will receive a notification of the rescheduled game, and the underlying reasons causing the schedule change.

9. Managers cannot manipulate the game schedule to gain an advantage over their opponent. If there is evidence of schedule manipulation, the following penalties will be enforced:

- a) The Manager of the offending Team will receive a 1-game suspension. Repeat offenses will result in a recommendation to the EAST VINELAND LITTLE LEAGUE Board of Directors for the Manager's removal.
- b) A recommendation will be made to the EAST VINELAND LITTLE LEAGUE Board of Directors to enforce a forfeiture of the game by the offending team.

10. Consistent with the manager's ability to conduct the affairs of his or her team, a manager may disqualify a player from the team for the current season, subject to Board of Directors approval, if the player does not maintain a 60% attendance record for all practices and games combined. Subsequently, a player that is disqualified from his or her team may not participate in the All-Star tournament. If a player is injured during the season, the player must provide proof of injury subject to Board review to be eligible for the All Star voting process. For Senior League, this percentage shall be 60%.

G. Game Play—Standings

1. It is the Manager's responsibility to ensure that the standings posted on the East Vineland Little League web site or as otherwise posted in an official manner (and maintained by the League V.P.) are accurate.

Local Rules East Vineland Little League

2. Each Manager in the 9/10 division through 11/12 Division is required to report games scores and pitch counts on the East Vineland website no later than 24 hours after games completion. This will insure that the standings and pitch counts on the web site are accurate and up to date. Senior League will maintain a manual log subject to review.

3. Division standings are determined by a team's **OVERALL** record. In the event of a standings tie in the overall record at the end of the season, the following tiebreaker rules apply, starting with the highest ranking tied situation:

- a) In the event of a tie for the best in-division winning percentage, the team with the best head-to-head record within the Division breaks the tie.
- b) The team with the best In-Division (EVLL vs. EVLL games) winning percentage breaks the tie.
- c) In the event of a tie in head-to-head competition with runs against, the team with the lowest number of runs against versus all teams within the Division (East Vineland only), will serve as the next tiebreaker.
- d) If, after the previous tiebreaker rules a tie remains, a coin toss will serve as the final tiebreaker.

4. For games outside East Vineland only: A Forfeited Game is a game declared ended in favor of the offended team by the score of 6 to 0 and shall be recorded on the East Vineland website as such. East Vineland games only must be rescheduled.

H. Draft Order 11/12 and up only

1. In the event of a tie for the worst overall record, for draft order purposes, the following tiebreaker rules applies:

a. In the event of an In-Division tie for the worst record:

1. The team with the worst head-to-head record breaks the tie.
2. If, after the previous tiebreaker rules a tie remains, a coin toss will serve as the final tiebreaker.

2. Once the team with the worst overall record is established, such team will be assigned the 1st draft pick in the following regular season draft.

I. Draft Rules –9/10 division shall redraft each season with no protections from prior season. The 9/10 division shall employ a snake draft.

1. Managers are encouraged to maintain a balance of players of various age groups. However, in no event shall a manager be permitted to exceed 8 players of a single qualified age group (ages 9, 10, 11, 12, 13, 14, 15 or 16) on any team unless approved by the East Vineland Little League Board of Directors.

2. Unless a time is specified otherwise by the Respective Player Agent, Managers and coaches must not contact any players drafted until after 6:00 pm of the day of

Local Rules East Vineland Little League

the draft meeting. If the draft meeting concludes any time after 9:00 pm and the following day is a school day, then no player may be contacted until after 6:00 pm on the day following the draft meeting unless specified otherwise by the Respective Player Agent.

3. Player Trades – Refer to Little League Operating Manual - Trading

4. Violation of any of the Draft Rules may be grounds for dismissal as a manager or coach.

5. In the announcement of tryouts, EAST VINELAND LITTLE LEAGUE contacts all who signed up to inform them about the dates, times and sites of the tryout. Tryout dates and times should be varied, and registration of new players continues up until the time of the late tryout date. This allows for late registration, giving all children in the community ample opportunity to play.

5a. During tryouts each candidate should be given the opportunity to attempt the following :

- a. Bat 8 pitches – 2 bunt attempts
- b. Field 5 fly balls (weather permitting)
- c. Field 5 ground balls
- d. Throw five ground balls to first base from short stop position (weather permitting)
- e. Run in competition with children having the same league age.

6. All of those required to try out should be informed of the dates and times, and the importance of attending the tryout.

7. The player agent oversees the tryout and produces a list, for each manager, of the eligible candidates and their ages.

8. All managers are informed that attendance at the tryout is mandatory. At EAST VINELAND LITTLE LEAGUE, all eligible candidates must try out (including "Option" players). Exception: The league may opt to immediately place all 9 and/or 10 year olds in the Minor League, without a tryout. It is recommended that any 11 year olds who are not of sufficient ability to play in the 11/12 Major Division be placed in the 9/10 Minor Division. Twelve year olds can only be placed in the 9/10 Minor Division with an Approved Waiver.

9. If a candidate fails to attend at least 50 percent of the tryouts, the first step is to find out why. At EAST VINELAND LITTLE LEAGUE Little League, the player agent obtains a written excuse from the parents. If the excuse is acceptable to a majority of the board, the child can enter the draft and be placed on a team. If the excuse is not acceptable, the child cannot play in the league AT ANY LEVEL for that season.

Local Rules East Vineland Little League

10. With the exception of a 12-year-old playing in 9/10 Minors with an Approved Waiver, any child who is placed on a Minor League team (and is the correct age for the 11/12 Major Division) is IMMEDIATELY eligible to be called up to the 11/12 Major Division, in the event of a vacancy. (Regulation IV f.)

11. The 11/12 Major Division will consist of players that are league age eleven (11) and twelve (12) years old. The 9/10 Minor division may consist of players ages 7 to 11 years of age.

12. All ten (10) year old may be considered for placement in the 11/12 Major Division in the event that: (1) all of the eligible eleven (11) and twelve (12) year olds have been drafted to an 11/12 Major team, which will be determined prior to the draft. All eligible ten (10) year-old players must be notified at least 24 hours prior to official 11/12 tryout.

13. Exceptions to eleven year olds playing in the 11/12 Major Division: (1) Any player who is deemed a safety risk; or (2) If a parent or guardian requests an exception in writing to allow the player to remain in the 9/10 Minor Division. (This document must be submitted to the Player Agent prior to the draft.)

14. If there are safety concerns with an eleven (11) year old player, the Player Agent, Player Agent of respective the division and the Safety Officer shall be notified immediately. This notification must be made prior to the draft.

15. Both the 9/10 & the 11/12 Major Division teams whenever possible shall consist of a maximum of twelve (12) players.

16. If a team loses a player after the rosters have been filled, the team Manager shall notify the Player Agent immediately. The Manager will then have seven (7) days to select a player from the 9/10 Minor Division. It is EAST VINELAND LITTLE LEAGUE policy that if a 9/10 Minor Division player declines a request to move up to the 11/12 Major Division the first time they are asked, that player must stay in the 9/10 Minor Division for the remainder of the season.

17. If a player has a sibling in the same division, that Manager shall be required to take both players with back to back picks in the draft. Also, if a sibling is required to tryout in the same Division in which a sibling is already assigned to an existing team, that player must be selected no later than the 3rd round.

18. Managers may protect their own child up to but no later than the 2nd round. Once the 2nd round has passed, all players are eligible to be drafted regardless of relationship to any eligible managers.

19. Each Manager requiring eight or more players prior to the draft to complete the roster will be allowed one bonus pick at the completion of round four. If more than one manager is allowed bonus picks under this section, the order of rotation will be identical to that being followed in the draft.

Local Rules East Vineland Little League

TEAM EXPANSIONS

Option 1: When a league expands by four teams or more teams in one season, it is highly desirable that all of the players be placed in the player pool and the selecting start from "scratch." Many leagues have permitted the established teams to remain intact while giving the new team or teams an opportunity to fill their rosters from new players before the "old" teams select their replacements. When the "old" teams are permitted to retain a nucleus of experienced players, the new teams frequently lose a majority of games by lopsided scores and in too many cases go through a season without winning a single game. It often takes a new team two or three years to come up to league strength in this way, and thus creates an imbalance, an unhappy competitive situation and decreases possibilities for constructive experiences for the participants.

Option Two: If a league has a strong foundation; this expansion plan may seem adequate and less drastic. It may be better than starting from scratch. When a league expands from four to five or more teams, it would be more beneficial to all concerned if each manager would give up, in a one team expansion, one 12-year-old, and one 11-year-old, and expanding into two teams to give up two 12, and two 11-year-olds. These players will then be placed in a common pool for selection by the new teams. This would give each new team a nucleus of older experienced players. Once this nucleus of eight players is established, the remainder of the teams would be filled through regular bidding or draft.

Option Three: This plan provides the most favorable competitive balance between existing teams at the Major League level over Options Two and Three when a local league expands its Major League to provide additional opportunity for more candidates to participate at the Major League level.

Plan Four incorporates many basic features of a plan used successfully in professional baseball. This plan simply has every existing team placing players in a player pool from which the new expansion teams will draft players in a preliminary draft. The player pool is formed by the following procedure:

1. The team with the fewest returning players will place one player into the pool and in doing so, will establish the key to the number of players all other teams can retain.

For example, let's assume a division expanding from five teams to six: Major Team A has four returning players - contributes one player to expansion pool; Major Team B has five players returning - contributes two players to expansion pool; Major Team C has five returning players - contributes two players to expansion pool; Major Team D has six players returning expansion pool; Major Team E has six returning players expansion pool;- contributes three players to- contributes three players to the expansion pool.

Local Rules East Vineland Little League

2. In one-team expansion using this example, the expansion team manager chooses three players in a preliminary draft. All players remaining in the Major League expansion player pool then return to their original teams. (If the expansion is by two teams, each chooses three players, alternating picks.)
3. The regular draft of Minor League players will then begin with the expansion team(s) drafting first in each round. The established teams then draft in reverse order of the finish in last year's schedule.
4. Any trading of players, which may be a necessity, will follow immediately after the draft has been completed. Trading of players can continue until the 14th day after the start of the playing season.

TEAM REDUCTION

If the number of teams is reduced at the any Division, the Board of Directors shall decide which team(s) is to be removed from the affected division. All current players affected must be reassigned by one of two options as outlined in the Official Little League Operating Manual. The Board of Directors will vote to decide which of the following two available options is most appropriate for their league.

1. Through a preliminary draft (reverse order of finish) prior to the regular player draft involving new candidates. Once the preliminary draft is complete, the regular draft starts over in the reverse order of finish without regard to the last team to pick or
2. Through a regular draft wherein, if a number of returning Major League players has not been drafted by the time that same number of draft picks remain those returning players must be the only players eligible from that point forward in the draft: The number of teams is reduced, putting six Major League players back in the draft. At the draft, with three selections left to be made, there are three players from the six returnees who have not yet been drafted. Those three players become the only three eligible players and must be drafted.

The Team sponsor (s) to be reduced shall be determined by the shortest tenured sponsor at the affected level. The effected sponsor shall be notified of such reduction and be placed at the next level regardless of availability.

If lowest seniority sponsor at the lowest level is eliminated as a sponsor, they shall be notified and refunded immediately of any prepaid sponsor fee for that applicable year.

J. Game Play—Practice Time Prior to Game Start

1. Each team is permitted 10 minutes of field time prior to the start of the game. The visiting team shall take the field first unless a prior arrangement is made.
2. When a game is played following another game, each team will have the field for 10 min. Home team will go last and remain on the field.

Local Rules East Vineland Little League

3. Teams are prohibited from conducting batting practice on the field prior to the start of a game. If time and space permits, the Pole Barn facility may be used prior to the start of the game by both teams in separate intervals. However, both teams must report back to the field no later than 20 minutes prior to the start of the game.

K. Game Play—Pitchers

1. The pitching week no longer applies pursuant to Pitch Count Rules.

2. A player may not pitch in more than one game in a day.

3. Each Manager is required to update their pitching log on-line, immediately after the completion of a game. In addition, each manager must have a completed pitching log available for review by the opposing manager prior to the start of a game. Failure to update the pitching log may result in a 1-game suspension.

4. A pitcher who delivers (41) forty one or more pitches in a game cannot play the position of catcher for the remainder of that day.

5. For implementation of the Pitch Count Rules, the Home Plate Umpire shall act as the *Official Pitch Counter* for each regular season game.

6. The number of pitches thrown should be compared at each ½-inning of play and the number of pitches reconciled to the extent practical. In the event of any disagreement, the Umpire (9/10) or Base Umpire (11/12 and up) shall work with the coaches to come to an agreement.

7. For the regular season, pitching affidavits shall be provided to the opposing manager prior to the start of every game. They must also be readily available for viewing by each coach at any time prior to, during, or after any scheduled game.

8. Violation of the pitch count rule is grounds for protest of the game, under which the official rules and regulations of Little League Baseball apply. Multiple violations of this rule may result in removal of the manager.

9. The automatic intentional walk has been removed. If a pitcher wishes to intentionally walk a batter, he/she must do so by pitching four pitches intentionally outside the strike zone that are not struck by the batter, and are called balls by the umpire. All such pitches will count in determining that pitcher's pitch count.

10. Pitch Counts: The official Little League Pitching Rules, including pitch counts and days rest will be followed.

11. Pitch counts are mandatory for all teams in all Divisions as follows:

a. A pitcher must be removed when said pitcher reaches the limit for his/her age group as noted in the Little League Official Regulations and Playing rules.

Local Rules East Vineland Little League

Exception: If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. the batter reaches base; 2. the batter is put out; 3. the third out is made to complete the half-inning.

L. Game Play—Rain-Outs

1. All canceled games will be determined by the City of Vineland Recreation Director and/or the League President by 3:30pm week days and 8:00am on weekends. If no information is communicated, Managers and players should report to field at normal time. This information will be available on the EAST VINELAND LITTLE LEAGUE web site: <http://www.eastvinelandll.org>.

2. All rained-out games (to the extent possible) will be made-up by the next available make-up date, as determined by the League Scheduler. If a game cannot be rescheduled within the same week, the game will be played on the first available date. If either team cannot play on that date, the League Scheduler will reschedule the game.

3. The goal is to limit teams to three games per week or less.

4. If an unusual amount of inclement weather occurs, it may be necessary to schedule a fourth game within a week, mostly likely as a double header.

M. Game Play—Playoff Season

1. The Playoff Season will consist of one tournament comprised of all teams that finish in first (1st) through last place in each division in the form of a double-elimination Playoff Tournament.

N. Post Season Play

1. **Senior League Mayor's City Series:** Pending Validation from District 3 meeting scheduled each February.

O. All Stars-General 9U and up only

1. The date for All-Star Team voting by managers of the division will precede the player announcement date established by Little League Baseball of June 15th of each year.

2. To coincide with Little League Rules, EAST VINELAND LITTLE LEAGUE recommends that All Star Teams consist of a minimum of 12 players unless approved by District President. (1 manager, 2 coaches permitted), but preferably more, unless it becomes necessary to invoke the tiebreaker rules defined in the —All Star Player Selection section of this document.

Local Rules East Vineland Little League

3. A multiple round voting process governs the election of Players to an All Star Team.

4. The voting process occurs in the presence of the Respective Player Agents, League Vice President, and League President. All teams must be represented by their Manager only and cast the necessary votes. If a manager cannot be present, a pre-approved (by team manager) regular season coach from the team will be assigned a proxy vote, by notifying the Division V.P. at least 2 days prior to the date set for all-star selections. Emergency situations (e.g. less than 2 days) must be communicated to the Division V.P. prior to the beginning of the selection meeting.

5. The Respective Player Agents, League Vice President, and League President are the only individuals who will view voting ballots.

6. Managers CAN vote for their own players.

7. Managers will be required to collect the full cost of the player's uniform or the agreed upon amount established by the Board prior to the player receiving their uniform. All players may keep their uniforms at the conclusion of the All-Star tournament with the exception of their belts.

8. Managers will be required to return all equipment immediately following the conclusion of their respective All-Star tournament.

9. Voting for All Stars is division specific. That is, a Manager in the 11/12 division cannot vote for a player in the 9/10 Division and vice/versa.

10. All-Stars—Player Selection (Only for 9U Divisions and above)

1. Managers can consider **ALL ELIGIBLE PLAYERS** (on active roster at the end of the respective season), as defined by Little League Baseball, for All Stars. Additionally, all players must participate in at least 60% of his/her scheduled games to be eligible for All-Stars. Senior League players must participate in 60% of his/her scheduled games to be eligible.

2. The first round of voting is conducted as follows:

a. The goal of the first round of voting is to select the first ten (10) players. The actual number may be more, or less, depending on the outcome of the voting process.

b. Before the vote, Managers can voice their opinion regarding the skills, or lack thereof, of ALL eligible players.

c. Managers cast votes for ten (10), or less, players.

d. Election to the All Star Team in the first round requires a player to receive the maximum number of votes from each manager within their respective

Local Rules East Vineland Little League

division. Players with less than aforementioned requirement automatically fall into the second round of voting. If in the event no players meet the voting requirement, the managers will return to the discussions of nominations for Round 1 of the voting. Alternatively, if more than 10 players meet the voting requirement, the top vote getters automatically make the all-star team and the managers shall then return to the discussion to determine the remaining nominations for Round 1. This procedure will be repeated until such time as the first 10 players are determined.

e. In the event of a tie for the tenth position, each player involved in the tie makes the team.

f. The balance of the team will be selected at the All-Star Team manager's discretion to fill the needs of the team.

g. If only 12 players are selected (maximum 1 manager, 2 coaches permitted).

h. All Star team rosters shall consist of a minimum of 12 players as established by Little League. Maximum are as follows: Minor, Major, Intermediate, and Junior League shall be 14 players. Senior league shall be a maximum of 16 players and Big League shall have a maximum of 17 players.

12. As a strict rule, players will only play within their respective All Star age division.

13. All Star practice for Minor division and above cannot begin before June 15 or 2 weeks prior to the beginning of tournament play.

P. All Stars—Manager / Coach Selection

The Manager of the All Stars shall be considered as follows:

1. Senior League – Senior League Manager with best regular season record shall be given first consideration of Senior, Junior, or 50/70 divisions pending Board approval.
2. Junior League – Senior League Manager with the 2nd best regular season record shall be given second consideration of the remaining Senior, Junior or 50/70 divisions pending Board approval.
3. Intermediate Division – Senior League Manager with the 3rd best regular season shall be given third consideration of the remaining Senior, Junior or 50/70 divisions pending Board approval.
4. 11/12 Division – 11/12 Manager with best regular season record shall be given first consideration pending Board approval of the 11/12 division, the 10/11.
5. 10/11 All Stars – 11/12 Manager with 2nd best regular season record shall be given second consideration pending Board approval of the remaining available teams including the 10/11 and 11/12 All-star Teams.
6. 9/10 All Stars – 9/10 Manager with best regular season record shall be given first consideration pending Board approval of the 9/10 All-star Team. The

Local Rules East Vineland Little League

remaining 9/10 Managers shall be given consideration if the winning manager declines based on the order of their finish from the regular season.

The 9/10 Managers shall be given first consideration after all 11/12 managers have declined for the remaining available manager positions including the 11/12 and 10/11 divisions.

If a manager declines in any division, it shall go to the next eligible manager of that respective division based on their league record.

Big League Manager will be voted on by East Vineland Board of Directors.

Only managers and coaches in good standing that are approved by the Board of directors will be permitted to manage or coach an All-Star team.

Any disciplinary action taking during the year that is documented may be considered by the Board as a reason for not granting approval.

1. A Manager, subject to the Respective Player Agent, President and EAST VINELAND LITTLE LEAGUE Board approval, will have a choice of any their respective 11/12 Major or 9/10 Minor League approved Manager or Coach, in filling their staffing positions pending Board approval.

2. The election of an all-star manager by the Respective Player Agent, President and the Board should consider vacation schedules and the necessary commitment to devote the time to enable the team to advance to its maximum level. Regular season attendance will be considered. (e.g. District, 3 Region, State and beyond)

3. A regular season Manager who chooses not to manage an All-Star Team is still eligible for a Coaching position pending Board approval.

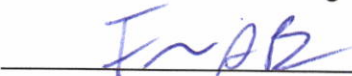
4. A regular season coach is eligible to manage an all-star team consistent with Little League Rules pending Board Approval.



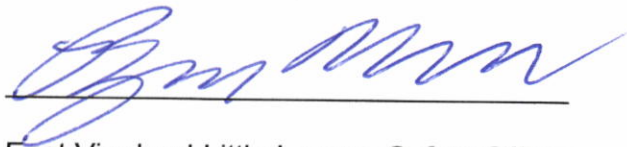
East Vineland Little League VP



East Vineland Little League Secretary



East Vineland Little League President



East Vineland Little League Safety Officer



East Vineland Little League Treasurer



Date of Adoption