

Union-Endicott Baseball & Softball

Established 2014

League Rules

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TABLE OF CONTENTS

A. GENERAL RULES	PAGE 3
B. GAME CONDITIONS	PAGE 6
C. RESCHEDULING	PAGE 7
D. MANAGERIAL REQUIREMENTS	PAGE 7
E. MANAGERIAL DUTIES	PAGE 8
F. BASEBALL AND SOFTBALL TRY OUTS	PAGE 9
G. DRAFT RULES – GIRLS MAJORS	PAGE 10
H. DRAFT RULES – BOYS MAJORS AND MINIRS	PAGE 11
I. DRAFT RULES – GIRLS MINOR LEAGUES	PAGE 16
J. DRAFT RULES – BOYS INSTRUCTIONAL LEAGUE	PAGE 17
K. PROTEST	PAGE 17
L. CONCESSION STAND DUTY	PAGE 18
M. PLAYERS – GUIDELINES AND EXPECTATIONS	PAGE 19
N. PARENTS – GUIDELINES AND EXPECTATIONS	PAGE 19
O. BASEBALL RULES – BOYS MAJOR LEAGUE BASEBALL	PAGE 20
P. BASEBALL RULES – BOYS AAA MINOR BASEBALL	PAGE 23
Q. BASEBALL RULES – BOYS AA MINOR BASEBALL	PAGE 28
R. BASEBALL RULES – INSTRUCTIONAL	PAGE 30
S. SOFTBALL RULES – GIRLS TEENER SOFTBALL	PAGE 33
T. SOFTBALL RULES – GIRLS MAJOR SOFTBALL	PAGE 35
U. SOFTBALL RULES – GIRLS MINOR SOFTBALL	PAGE 38
V. BOY'S ALL STARS	PAGE 44

A. **GENERAL RULES**

1. The board of directors / board member on duty will have the discretion to resolve any rule infraction.
2. Eligibility for new registrants is restricted to those living in the Union Endicott school districts only.
3. If an existing UELL player moves from the Union Endicott school district, and wishes to continue playing in the league, they will be allowed. This player will not be eligible to play on the Williamsport All Star team.
4. If a manager wants to discipline a player by not playing him/her in a game, he must report him/her as "disciplinary action" prior to the start of the game to the opposing manager and board members on duty. If the opposing manager and board members on duty agree, the player is not eligible to play in that game.
5. The first violation of a pitching rule, playing rule, substitution rule or game infraction will result in a forfeit of the game in question. A second subsequent violation in a season will result in a forfeit of the second game as well as the manager being suspended for the next two games. A protest must be brought forward to umpire and board member(s) on duty at the time of the infraction. See Section L of this document for protest guidelines. A third subsequent violation in a season will result in the manager being suspended for the remainder of the season; regular, post-season and all-stars.
6. The "slide rule" is a safety measure to prevent injury from collisions. A player must slide into a base or give themselves up by running out of the base path if a play is being made on the runner, but is not automatically out if he/she fails to do so. This will be a judgment call by the umpire. Head first slides are strictly prohibited. An automatic out will be called for all head first slides. This does not include a dive back to the base during a pick-off attempt or during a rundown situation, provided the runner is only a few feet off the base.
7. Only the manager, or acting manager of a team, can protest a call by an umpire. At no time can a 'coach' approach the umpire or board members on duty at the same time that the 'manager' is discussing a situation with the umpire or board members on duty. This rule must be enforced to eliminate any harassment of the umpires or board members on duty trying to perform their duties to the best of their ability. It is expected that all managers exercise good judgment when discussing an umpire's or board members on duty decisions.
8. Any undue harassment of an umpire or board member on duty will be subject to a league review. It will be decided at a meeting of the board of directors whether or not the game will be forfeited.

9. When the vice-president of the league has been informed that a manager, coach or player was removed from the game, he/she shall require such manager, coach or player to appear before at least three (3) members of the board of directors (excluding managers or coaches) to explain his/her conduct. In the case of a player, his/her manager shall appear with him/her in the capacity of an advisor. The board of directors present at the meeting shall impose such penalty as they feel is justified.
10. Managers, coaches or players ejected from a game will be suspended for the next game. A second subsequent violation in a season will result in a forfeit of the second game as well as the manager being suspended for the remainder of the season; regular, post and all-stars.
11. Caps must be worn front wards and shirts must be tucked in at all times. It is the managers' responsibility to ensure that their players' shirts are tucked in. No jewelry may be worn unless for medical or religious reasons. If it is worn, it must be taped to the body. Caps or visors are not mandatory in Teener softball.
12. All teams must wear league issued uniforms. Uniforms are defined as hats, jerseys and pants / shorts. Sponsor logos cannot be applied to hats, shirts or pants. Uniforms cannot be changed, altered or substituted for. The only exception being is if a player has not received the league issued uniform. He/she will not be penalized for tardy uniform delivery.
13. All batters are required to wear a batting helmet while batting. If a batter reaches base safely, they are required to keep the helmet on while on base. Face shields are recommended but not required.
14. A one-game playoff game may be held if so deemed by the board of directors to determine the regular season champion if two (2) or more teams tie for first place. If a playoff game will not be held, ties will be broken by the following methods: head-to-head record, runs scored against, and lastly a coin flip.
15. Two (2) adults are allowed to coach on the baselines. No more than four (4) adults (three (3) coaches plus a scorekeeper) are allowed in the dugout during the game. The scorekeeper may be an adult or youth. All should have background checks performed by the Board of Directors and will be issued a badge.
16. Players, managers, coaches or board members are not permitted to smoke before, during or directly after games around the playing field fence and/or dugout area. They are also not permitted to smoke during any team practices.
17. For all playoff games, the higher seeded team will be the home team.

18. Each year the Board of Directors will set the registration session dates for the upcoming season. Registration is typically in early February. The dates will be advertised on the UELL web site as well as other channels of information; i.e. Media, newspaper, flyers and recreational newsletters. The board will also determine when registration will be closed and further applicants will no longer be accepted. Cost of play will be determined by the board of directors prior to the beginning of registration. The length of the season is also determined by the board of directors.
19. From year to year, with the exception of Majors boys baseball, any of the other baseball and/or softball leagues may need to be contracted depending upon the number(s) of players registered and/or Managers available. When contraction is necessary, all players that formerly played for a team being disbanded team shall be absorbed into the remaining teams in the same league. If the number of impacted players is the exact same as the number of remaining teams within the league being contracted, then there will be a separate, reentry draft in addition to the normal draft. If the number of impacted players is different than the number of remaining teams within the league being contracted, then the impacted players will be entered into the same draft as the other players who have become eligible for the league draft to be conducted. In either draft, all impacted players shall be drafted into the league being contracted, i.e. having the players change to a lower league is not an option. In addition, no parent of an impacted player from a team being disbanded is eligible to become a designated coach for any other team in the league being contracted.
20. From year to year, with the exception of Majors boys baseball, any of the other baseball and/or softball leagues may need to be expanded depending upon the number(s) of players registered and/or managers available. When expansion is necessary, the expansion team shall receive the first pick(s) in the draft. In addition, the expansion team shall receive two draft picks in each of the first three rounds. Designate picks and sons or daughters picks shall count toward the overall limit of six draft picks in the first three rounds. The expansion teams draft picks beyond the first three rounds shall be the same as normal draft rules determine.
21. The use of instructional training equipment (i.e. hitting sticks, pop up nets etc.) cannot be used during a game. Once the game begins the use of these training aids must be stopped and put away.

B. Game Conditions

1. The board members on duty shall have the final decision as to whether or not a game will be played or cancelled. In the case of inclement weather, both managers should report to the field thirty (30) minutes prior to game time. The decision to play or cancel will be made after consulting with both managers and must be made no later than one half (1/2) hour after the scheduled starting time.
2. For all regular season games, no new inning is to start 1 hour and 45 minutes after the start of the game when there is a game scheduled immediately following the game being played. No new inning shall start after 9:45 pm for games being played during the week. The game will be considered completed at that point. If rain delays the start of the first game, the curfew will be extended an equal amount of time. There will be no time limit for playoff or championship games. Girl's softball games will have a two hour game limit with a tie being decided by international rules.
3. The board members on duty shall notify the scorekeepers of both teams and the umpire, the official game starting time to be recorded in both score books.
4. If a team has just eight (8) players when the game is scheduled to start, the game will be played. There is no automatic out taken when the 9th spot in the order comes up.
5. A team must finish with at least same number of players as when the game was started. An out will be taken for a player removed from the lineup other than for injury or sickness. However, in the event the a team can only field the minimum of eight (8) players, an automatic out will not be called when the batting spot for the removed player comes around.
6. If a game runs over the scheduled time, the game following it must start within fifteen minutes of the last pitch of the previous game.
7. For games which are tied at the end of six (6) innings (or seven (7) innings for teener softball) and/or the time limit is up, a mandatory additional inning will be played. If the game is still tied and the time limit is up, play stops and the game is suspended. The decision to end the game will be the responsibility of the board members on duty. All original game rules are in effect when the suspended game resumes; lineup, suspension, etc. Pitch count rules are in effect regardless of when game is resumed. For minor, major & teener softball the International Tiebreaker Rule will be used in the beginning of the 8th for minor & major and 9th inning. When resuming the game if the original lineup cannot be maintained an automatic out in the batting order or forfeit (if the required number of defensive players cannot be filled) will be enforced.
8. Rained out, suspended, cancelled and tied games must be made up on the first available date. (Refer to rescheduling policy).

9. A game is determined to be an 'official game' after 3-1/2 innings (if home team is winning) for boy's Major & Minor baseball, Girl's Majors softball and 4-1/2 innings for Girl's Teener softball. Failure to reach this milestone requires the game to be finished where it was left off. Pitch count rules are in effect regardless of when game is resumed.

C. Rescheduling

1. Rained out games will be rescheduled on the next available date on the field where the original game was scheduled. This means the next available time that the field is open.
2. No game may be rescheduled without prior approval by the league scheduler.
3. Unavailability of a manager is not a valid reason to not reschedule a game.
4. The unavailability of players due to travel baseball/softball is not a valid reason to reschedule a game.
5. If a game needs to be finished from a previous date due to a curfew, inclement weather or a tie game, only the players present in the original game shall be allowed to play. Only exception is to avoid a forfeit. All players must be rostered players.
6. If a game is rained out, this procedure should be followed:
 - a. For baseball majors, softball majors and teener softball the league scheduler will call to make sure that there are association umpires available for the rescheduled game.
 - b. For baseball AAA minors and softball minors the league scheduler will call to make sure that there are league umpires available for the rescheduled game.
 - c. Both opposing managers must reschedule the game on the original field (if possible) by the league scheduler.
 - d. Indicate on the website when the rescheduled game will be played. Coaches will also be notified by email or text message.

D. Managerial Requirements

1. All managers must submit a letter of application and be approved by the board of directors. All manager assignments are for a 1-year term.
2. All managers, named coaches and parents that assist in team activities shall complete a background check authorization form. No interaction with the team will be allowed until the authorization form is submitted. A log will be kept with the compliance officer.

3. The designate coach will assume the responsibilities of the manager in his or her absence such as running practice, coaching bases, generating lineup cards, controlling the bench and performing other general duties of the manager. The designate coach must also play an active role in the day to day operations of the team.
4. A manager must declare a designated coach 72 hours prior to tryouts.
5. UELL officials and board members may manage a team in any of the seven leagues. No one person can manage a team in two different leagues, but may be a manager for one team and coach a team in a different league. If anyone manages a team in one league and coaches a team in another, and there is a conflict in game schedules, the team on which they manage will take priority over the team on which they coach.

E. Managerial Duties

1. Each manager shall present a lineup card and duplicate. One copy will be given to the opposing team manager (and one to the announcing booth when playing at Logan Field). The manager will indicate the starting lineup, status of remaining players and ineligible pitchers for each game. Uniform numbers must be included on the lineup card. Every roster player must be accounted for on the card.
2. The manager is responsible for the conduct of himself / herself, his/her players and coaches during the game. The manager should use whatever means are deemed necessary to restrain parents of his/her players from getting out of control.
3. The home team manager is responsible to see that the field is ready for play at least fifteen (15) minutes prior to the start of the game. In the event of a delay due to weather conditions, both teams are responsible for field preparation. (It is not the responsibility of the board members on duty).
4. The home team manager is also responsible for supplying game balls, which are his/hers to use for the practice after the game is completed.
5. After the final game of the day, the home team manager is responsible for raking the infield away from the grass, picking up all field equipment and bases, and storing them in the equipment shed. Any added assistance from the visiting team is always appreciated; please work together.
6. The winning team manager is responsible for providing game results and pitching information for both teams to the League VP and they will be responsible to enter it into the website. This should be done within 24 hours.

7. The visiting team is responsible for assigning one (1) parent to work in the announcing booth for games at Logan Field. That parent may bring their own children into the booth, but no others will be allowed. The game may be delayed or stopped if no parent is present in the booth.
8. Both team managers are responsible for making sure their respective dugouts or benches and surrounding areas are cleared of equipment, personal belongings, litter and other debris before leaving the field.
9. The batting cage will be available for 1 hour prior to the start of the game. The home team gets the cage for the first 30 minutes and visiting team for the last 30 minutes. Batting helmets must be worn by children at all times while in the cage. All children **MUST** be supervised by an adult.
10. Each team will have use of the infield no longer than 10 minutes to conduct pre-game infield. Visiting team will take infield first and must be off 15 minutes prior to game time. Home team will take infield and remain on the field for the start of the game.

F. Baseball and Softball Try Outs

1. League age breakdowns are as follows:
 - Major Softball = 9 -12
 - Minor Softball = 6 - 10
 - Major Baseball = 9 - 12
 - AA Minor Baseball = 7, 8
 - AAA Minor Baseball = 7 - 11
 - Instructional Baseball = 5, 6
2. A player who tries out and is not drafted by a Major league team will return to his/her previous minor league team. Any new participant that signs up after the tryout date is not eligible to play in the major leagues.
3. 7 and 8 year olds interested are eligible to try out for the AAA minors. Any remaining 7 or 8 year olds not selected or not wishing to tryout will go back to the AA team they played with last season.
4. Boys age 9 are required to attend AAA minor's tryouts. If they cannot attend, see rule 7 below.
5. Girls age 6, 7, and 8 year olds shall play in the Minor League. 9 year old girls are eligible to try out for the Girls Major softball league. If selected, those 9 year olds will move to the Girls Major. Any remaining 9 year olds not selected or not wishing to tryout will go back to the minor league team they played with last season.
6. Tryouts are not mandatory for 7 and 8 year old boys or 9 year old girls and are left to the discretion of the player and parents of the child. Players that tryout and are not drafted will return to his / her previous team.

7. A player who misses try outs for a legitimate reason, approved in advance by the respective league vice president, must provide a letter from their previous year's manager, or if that is not possible, a parent, detailing the player's ability. This letter will be read to the league managers prior to the draft, in order for all to have equal knowledge of the player, who will then be eligible for the draft.
8. Any 7 year old wishing to try out for AAA minors or 9 year old wishing to try out for Major baseball must be evaluated by a selection committee to determine their eligibility to move up. This includes any automatic selection such as coaches children, designates, and brothers of current players.

G. Draft Rules – Girls Majors

1. The draft is conducted in the reverse order of the previous year's regular season standings. The first place team will draft last and the last place team will draft first. In the event of a tie in the standings, the teams' head-to-head games will be used.
2. Each player must attend a try out session to be eligible for the upper league draft, unless a letter is provided attesting to his/her ability.
3. All boys 10 years of age or older not currently on a major team must tryout or be evaluated to be placed on a team, both majors and AAA minors.
4. Brothers/sisters of current players or sons/daughters of current managers and coaches must be declared as the third round choice prior to starting the draft. A second brother/sister or son/daughter must be declared as the fourth round choice. First time sons/daughters of designated coaches must be declared as a second round draft choice.
5. A special circumstances draft rule will be in effect in the event that there is a third (3rd) declared player. The player must be a child of the manager or designated coach, or a brother/sister of a returning roster player. The team will draft this player in the second round.
6. If a coach, manager or parent becomes the manager of another team and takes their son/daughter to that team, they must give up their either their first round draft choice or their designate selection pick to the former team. If another child is included, the second round draft choice is also given up.
7. If a player chosen during the draft has a brother/sister who is trying out, the brother/sister may be declared as the next round draft choice.
8. Any requirements; i.e. transportation, must be declared at or before the beginning of the draft. Any circumstances that arise after the draft has been closed will require a trade to accommodate these circumstances.

9. No more than six (6) players of any one age group are allowed on a team unless circumstances warrant, i.e. an excessive number of younger players in the draft.
10. Players drafted may be traded prior to the end of the draft session. Returning roster players may not be traded.
11. Every player who tries out, and is not drafted by a major league team, will be assigned to a AAA or minor league team in baseball and softball; respectively.
12. Once the manager has selected his/her team the manager is responsible to verify name spelling and obtain a uniform from the candidate. The information must be supplied back to the league official responsible for registration within (1) week of the close of the draft for the respective league. Failure to do so will result in the league assigning a uniform number to the candidate.

H. Draft Rules – Boys Majors and AAA Minors

1. All boys 10 years of age or older not currently on a major team must tryout or be evaluated to be placed on a team, both majors and AAA minors.
2. If a player chosen during the draft has a brother/sister who is trying out, the brother/sister may or may not be declared as a subsequent draft choice (if he or she is the age of 11 or under).
3. Players drafted may be traded prior to the end of the draft session.
4. Every player who tries out, and is not drafted by a major league team, will be assigned back to their original baseball team.
5. Once the manager has selected his/her team the manager is responsible to verify name spelling and obtain a uniform from the candidate. The information must be supplied back to the league official responsible for registration within (1) week of the close of the draft for the respective league. Failure to do so will result in the league assigning a uniform number to the candidate.

6. Draft Selection Order: Union Endicott Little League has decided to utilize a combination of the historical model and the alternative model. The historical model has two separate drafts, one for players returning to Majors, and one for new players at the majors' level. The draft order for the historical model is 1,2,3,4,5...., 1,2,3,4,5....for every round. Union Endicott Little League will draft all returning players under the historical model and will have a separate draft for new players at the majors' level. All new players drafted at the majors will be completed under the alternative model and snake draft. The draft order for the new players will be 1,2,3,4,5...., 5,4,3,2,1.
7. Union Endicott Little League will send out an electronic mail notification to solicit potential coaches. All interested coaches need to reply within two weeks. The Union Endicott Board of Directors will set a date in January to interview all potential managers at the Majors level. Once the manager is decided, he can declare an assistant coach. The assistant coach must be willing to assist at practices, games and will need to be approved by the Board of Directors. The manager and declared coach will be in place by the end of February.
8. A sub-committee approved by the Board of Directors and containing a minimum of 5 Board Members will rank every returning major's player. The previous year's all-star votes will be used as a guide for this ranking. If major's had 50 returning players, the rankings would go from #1-#50. This ranking will be done the same way the current all-star system ranks players. This committee would also rank the players who played at AAA the previous season if they are a child of a manager or declared coach. The rankings for the AAA player would be based on where each child would rank in comparison to the majors players ranking. For example, the best 10B player may have equal value of the 24th ranked returning majors player. This 10B player would be given a numerical rank of 24. This would be only be done for the child of the manager or declared coach.

9. Once the managers and declared coaches are formed, the Union Endicott Little League Board will set the draft order based on the strength of teams with just the manager's child and declared coaches' child in place. The draft order would be based on a numerical ranking system, the highest numerical valued team would draft first, and the lowest numerical valued team would draft last for every round under the historical model. The draft order is descending from highest valued team to the lowest valued team for each round. If a tie should take place between two teams, the lowest ranked player would be the tie breaker. The team with the lowest ranked player would draft after the team it was tied with. If the manager or declared coach has another child currently playing at the Majors' level, the player with the lower ranking will be utilized to come up with one number for those two players. Once the draft order is determined, the managers' son and declared coaches' son are placed in the matrix as the first two picks of the draft for each team (Rounds #1 and #2). If a manager should decide not to declare an assistant coach, he will be given the value of his child combined with the point total equivalent of the last pick in the 4th round. For example if his son was #5 we would add on 18 points for the end of the 4th round and this manager would be ranked accordingly for a point total of 23. If this should occur this team would also receive a supplemental pick at the end of the fourth round. The supplemental pick would fill the 2nd round draft slot for that team.
10. Re-Draft of returning Major's players are based on order of pick. The re-draft of returning players will take place approximately one week prior to March try-outs. If the manager or declared coach has another child playing at the major's level, that child will be assigned the appropriate draft slot consistent with his numerical ranking. For example if he is ranked number 21, he will fill the draft slot for the round that pick would be chosen.
11. The second part of the draft will be for all new players at the Majors level. Union Endicott Little League will conduct the new players draft the night after try-outs. The second part of the draft will be completed utilizing the alternative model or snake draft. The picks will be made 1, 2, 3, 4, 5...5, 4, 3, 2, 1 until every team has a minimum of 10 players. All siblings of players currently on Majors will be voted on by the other managers. For example, a sibling coming up who was a 10B player the previous year would likely be considered a 1st round pick in the new player draft. A player who played 10C all stars would likely not fill the first round slot in the players' draft. All must draft 12 year olds will need to be selected during this portion of the draft.

Example #1 – Historical draft has full round for the final round of the historical draft.

Team	RD1	RD2	RD3	RD4	RD5	RD6	RD7	RD8	RD9	RD10
A- 48	Man.	D/C	1H	10H	19H	28H	1A	18A	19A	36A
B- 38	Man.	D/C	2H	11H	20H	29H	2A	17A	20A	35A
C- 32	Man.	D/C	3H	12H	21H	30H	3A	16A	21A	34A
D- 28	Man.	D/C	4H	13H	22H	31H	4A	15A	22A	33A
E - 27	Man.	D/C	5H	14H	23H	32H	5A	14A	23A	32A
F- 25	Man.	D/C	6H	15H	24H	33H	6A	13A	24A	31A
G-19	Man.	D/C	7H	16H	25H	34H	7A	12A	25A	30A
H-13	Man.	D/C	8H	17H	26H	35H	8A	11A	26A	29A
I- 03	Man.	D/C	9H	18H	27H	36H	9A	10A	27A	28A

Example #2 – Historical model does not have a full round for the final round of the historical draft

Team	RD1	RD2	RD3	RD4	RD5	RD6	RD7	RD8	RD9	RD10
A- 48	Man.	D/C	1H	10H	19H	28H	1A	13A	14A	31A
B- 38	Man.	D/C	2H	11H	20H	29H	2A	12A	15A	30A
C- 32	Man.	D/C	3H	12H	21H	30H	3A	11A	16A	29A
D- 28	Man.	D/C	4H	13H	22H	31H	4A	10A	17A	28A
E - 27	Man.	D/C	5H	14H	23H	32H	37H	9A	18A	27A
F- 25	Man.	D/C	6H	15H	24H	33H	38H	8A	19A	26A
G-19	Man.	D/C	7H	16H	25H	34H	39H	7A	20A	25A
H-13	Man.	D/C	8H	17H	26H	35H	40H	6A	21A	24A
I- 03	Man.	D/C	9H	18H	27H	36H	41H	5A	22A	23A

12. The AAA draft will be conducted in a manner familiar to all and documented in the Little League Operating Manual (Player Selection Systems, Methods for Existing Leagues, Plan A). The team that finished in last place during the regular season the previous year will have the first pick. The second-to-last place team will pick second, and so forth.
13. The draft will continue in this manner until each team has filled open roster spots to the maximum number of players allowed on the roster, as previously determined by the Players Agent and announced at the Pre-Draft meeting.
14. All siblings and manager's children will be placed into the matrix in the appropriate round prior to the returning players being placed in the matrix.

15. Returning players for each team are plotted on the draft matrix towards the center (represented in the boxes with the red X) so each team is balanced with selections in the front of the draft and at the end of the draft. If a team has an odd number of picks, they will get the extra pick towards the front end of the draft. (i.e. Team C has 5 available picks, 3 of these will be in the front of the draft and 2 will be at the back).

16. The Players Agent and President will populate and track the draft matrix throughout the course of the draft, monitoring adherence to the draft rules.

TEAMS	1	2	3	4	5	6	7	Picks
TEAM A	1	8	X	X	X	X	26	3
TEAM B	2	9	14	X	X	21	27	5
TEAM C	3	X	X	X	X	X	28	2
TEAM D	4	10	15	X	19	22	29	6
TEAM E	5	11	16	X	X	23	30	5
TEAM F	6	12	X	X	X	24	31	4
TEAM G	7	13	17	18	20	25	31	7

I. Draft Rules – Girls Minor Leagues

1. Teams will draft in the reverse order of the previous year's final regular season standings. In the event of a tie in the standings, the teams' head-to-head games will be used. If they split the games, the game in which the players pitched will be used as the tiebreaker.
2. The same draft matrix & draft matrix rules shall apply to the boy's AAA minors and girl's minor draft.
3. All girls ages 9 years of age or older not currently on a major team must tryout or be evaluated to be place on a team.
4. The manager's child will automatically be on the team, in the second draft spot in the year in which he/she enters the league. If the manager has two (2) children entering the league in the same year, they will be selected in the second and then the third rounds.
5. Each team may have one designated coach. The coach's child will automatically be on the team in the second draft spot in the year in which he/she enters the league. If the coach has two (2) children entering in the same year, they will be selected in the second and third rounds.
6. If both the manager and coach have more than one (1) child each entering the league, their children will fill the second and third draft positions, then the fourth position and lastly if necessary, the first position.
7. In the event of siblings joining the team, they will be automatically selected starting in the third position, if that position is not taken by the manager or coach's child. The sibling's position will then move to the fourth position, then the second position, and the first position, if necessary.
8. Only four (4) children per team, at the most, may be preselected from the managers, coaches, siblings and special circumstance requests. All requests must be given to the respective league vice president at least 72 hours before the tryouts. Special circumstances requests and designated coaches must be in writing.
9. Once the manager has selected his/her team the manager is responsible to obtain a uniform number and verify spelling of the candidate's name. This information must be supplied back to the league official responsible for registration within (1) week of the close of the draft for the respective league. Failure to do so will result in the league assigning a uniform number.
10. Once the draft has concluded team managers may trade new players only on the day of the draft.

J. Draft Rules - Boys Instructional League

1. Since this is a non competitive league, there are no tryouts. The teams are selected by the coaches with input from the league Vice President. Special requests may be taken into consideration, when possible.
2. Once the manager has selected his/her team the manager is responsible to obtain a uniform number and verify spelling of the candidate's name. This information must be supplied back to the league official responsible for registration within (1) week of the close of the draft for the respective league. Failure to do so will result in the league assigning a uniform number.

K. Protests

1. All league representatives are urged to take precautions to prevent protests. When a protest situation is imminent, the board member(s) on duty shall be notified immediately.
2. Protests shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment.
3. The managers of contesting teams shall have the right to protest a game, or in their absence, the acting manager.
4. Protests shall be made as follows:
 - a. The protesting manager shall immediately and before any succeeding play begins, notify the umpire and the board members on duty that he/she is playing the game under protest.
 - b. Following such notice, the umpire shall consult with the board members on duty, and if he/she is convinced that his/her decision is in conflict with the rules, he/she shall reverse his/her decision. If, after consultation, he/she is convinced that his/her decision is not in conflict with the rules, the umpire shall announce that the game is being played under protest. Failure of the umpire to make sure announcement shall not affect the validity of the protest.
 - c. Protests made due to the use of an ineligible player may be considered only if made to the umpire before the final out of the game. Whenever an ineligible player is found, he/she shall be removed from the game, and the game shall be continued under protest or not as the protesting manager decides.
 - d. Any protest, for any reason whatsoever, must be made by the manager to the umpire on the field and then in writing to the league president within 24 hours. The umpire shall also submit a report immediately.

- e. A committee composed of the league president, the board of directors, individuals who are not managers in that league or umpires shall hear and resolve any such protest as above, including playing rules. If the protest is allowed, the game is resumed from the exact point of the infraction.

L. Concession Stand Duty

1. The fees for the concession stand will be collect from each player at signups.
2. The board members responsible for each concession stand will schedule people to work when the concession stand is opened.
3. Only the scheduled worker and the Board Member will be allowed in the concession stand while it is opened.
4. Each concession stand will have a receipt book and updated procedure book for reference by workers and Board Members.

M. Players – Guidelines and Expectations

1. I will demonstrate self-control, proper behavior and respect for others at all times whether or not I am in uniform.
2. I will not use abusive language or participate in any form of trash talk negative cheering. I will promote sportsmanlike conduct encouraging my team members to cheer positively also.
3. I will attend team practices and listen and stay focused when the coach is instructing. I will give my best effort in every practice and game.
4. I will play hard in a safe and responsible manner. I will not endanger another player in any way.
5. I will understand and abide by the rules of the game and of the league.
6. I will accept the judgment of Managers, Umpires and League officials. I will never argue or complain about umpires calls or decisions.
7. I will always wear the uniform in the proper way.
8. I will have respect for the equipment at all times.
9. I will accept victory and defeat with grace and dignity. I will shake hands with opponents after all games and congratulate them on their performance.
10. I will remember that the goal of the game is to have fun, improve my skills and emphasize team effort and success.

N. Parents – Guidelines and Expectations

1. Will not force my child to participate in sports. Will place the emotional and physical well being of my child ahead of my own personal feelings.
2. Will encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, practice or other sports event.
3. Will not be a "Grand Stand" Manager. I will support coaches and officials working with my child, to insure a positive and enjoyable experience for all.
4. Will always remember that the game is for the children, ... and remember to praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
5. Will insist that my child plays in a safe and healthy environment, one that is free from drugs, tobacco, alcohol, and abusive language and I will refrain from their use at all youth sports events.

6. Will remember that all board members, coaches, assistant coaches and some officials are volunteer workers sharing their time with the league for my child's enjoyment.
7. Will ask and insist my child treats other players, coaches, fans, and officials with respect regardless of race, sex, creed, or ability.
8. Will remember to get involved. The program is run on a volunteer basis. My direct involvement shows my child that baseball is important to me also. I will help out with field preparation or in the concession stand or press box, be a team mom, offer to keep the score book, participate in fund raisers...there are many ways to help out.
9. Will remember that the coaches are not "baby-sitters." I will be sure that my child is at all practices and games on time and picked up on time.
10. 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.

O. BASEBALL RULES – BOYS MAJOR LEAGUE BASEBALL

The board of directors will have the discretion to resolve any rule infraction. The Williamsport Little League Baseball Rule Book will be in effect with the following clarifications and exceptions:

I. Player Eligibility (Majors Baseball)

1. The major league baseball program is open to all players who will be between the ages 9 and 12 by Sept 1 of the playing season – excluding children born in 2004 and 2005, who will continue to use April 30.
2. The number of teams and number of players making up the major league will be established by the board of directors prior to each season.
3. If a team loses a player any time during the season, he/she must be replaced prior to the third (3rd) game after he/she quits, or, within ten (10) days, whichever comes first, if the duration of the loss is longer than the season. The replacement player must have taken part in the try out sessions. If there are three (3) or less games remaining in the regular season, it is not mandatory to replace the player. Players called up to the major league from the minor league shall be notified by the league vice president. The minor league player selected must report to the major league team. The player's minor league manager must support the league's decision.

4. A minor league player called up to the majors after the mid-season point of the minor league schedule will also be allowed to complete the season in the minor league in a dual roster arrangement. Players called up will not be permitted to pitch in the major league until the minor league season is completed. In the case of conflicting games, the minor league game will have priority.

II. Playing Rules (Majors Baseball)

Union Endicott Baseball and Softball strongly recommends the use of a face mask for all pitchers in Majors baseball and will provide one mask to each team to be used during practices and games.

1. Each team member reporting for a game must play three (3) innings / 9 consecutive defensive outs. Substitutes must be in the game at the start of the fourth (4th) inning. Failure to comply with this rule will result in a game forfeiture.
2. A starting player may play in the game twice and is locked into that position in the batting order. Starters may reenter in the same spot in the batting order if the game goes into extra innings.
3. If a player is injured during the game and cannot continue and no eligible player substitutes remain, the injured player may be replaced by any team member not in the game
4. A courtesy runner is allowed in instances where there is an injury to another player. The runner must be the player who made the previous out.
5. There will be a twelve (12) run mercy rule after the losing team has had at bats in 4 innings and a ten (10) run mercy rule after the losing team has had at bats in 5 innings. The losing team must bat in the final inning.
6. If a team has 10 or more players for a game the team must have an Extra Player (EP) in their lineup, which will give the team a ten (10) player batting order. The only exception is if a team can field nine (9) or less. The EP is required to play at least 6 outs in the field during the game. The EP remains in the same position in the batting order the entire game. A player may not be used as an EP for consecutive games during the season and only once in the playoffs. If a team has more than 10 players, the manager has the option to have all players in the line-up. The line-up must remain fixed throughout the game and all players not starting the game at a defensive position must play 6 outs in the field during the game.
7. Slashing is considered illegal in UELL baseball. If a player; in the umpires opinion, slashes at the pitch the batter is out and any runners shall return to the base in which they came from.
8. Dropped 3rd strike rule is in effect.

III. Pitching Rules (Majors Baseball)

1. Delivery of a single pitch constitutes having pitched in a game.
2. Pitchers must follow the table below for pitch counts in a game. Managers /scorekeepers shall verify pitch counts with the opposition at the end of each inning to eliminate any discrepancies. All pitch counts must be reported to the website coordinator. A Pitcher is allowed to finish out a batter once the maximum number of pitches is reached. The chart below includes the maximum number of pitches allowed PER GAME not counting warm ups:

Age	Maximum pitches per
9	50
10	75
11 + 12	85

3. Pitchers must follow the table below for days of rest required between pitching outings:

Pitches in a game	Required full days of
66+	4
50 to 65	3
36 to 50	2
21 to 35	1
20 or less	0

4. A pitcher cannot pitch in three consecutive games.
 - a. A pitcher can not pitch more than 6 innings in a calendar week (Monday through Sunday).
5. Managers should consult the opposition's score book to determine the eligibility of pitchers for that game. After each game, the managers of both teams shall record into their score book the final score, as well as the number of innings for each pitcher on both teams. It is the responsibility of the winning team's manager to report all pitching information to the UELL website manager for publishing.
6. A manager may go out to the pitcher once in an inning. The second time he/she goes out in that inning, the pitcher must be replaced. He/she may remain in the game at another position, but cannot come back as a pitcher. Talking to a player, who subsequently talks to the pitcher, constitutes a trip to the mound.

7. There are no balks.
8. A pitcher that exceeds 50 pitches in a game cannot return to the catcher's position in the same game.
9. No player that catches 4 innings in one game will be eligible to pitch in the same game.
10. Pitching does NOT reset during playoffs.

P. BASEBALL RULES – BOYS MINOR BASEBALL

The board of directors will have the discretion to resolve any rule infraction. The Williamsport Little League Baseball Rule Book will be the basis for rules, with some exceptions as follows. The emphasis is on teaching the game of baseball to the young children.

I. Player Eligibility (AAA Minors Baseball)

1. The minor league baseball program is open to all players who will be between the ages 7 and 12 by April 30th of the playing season.
2. The number of teams and number of players making up the minor league will be established by the board of directors prior to each season.
3. If a team loses a player any time during the season, he/she must be replaced prior to the third (3rd) game after he/she quits, or, within ten (10) days, whichever comes first, if the duration of the loss is longer than the season. The replacement player must have taken part in the try out sessions. If there are three (3) or less games remaining in the regular season, it is not mandatory to replace the player. Players called up to the major league from the minor league shall be notified by the league vice president. The minor league player selected must report to the major league team. The player's minor league manager must support the league's decision.
4. A minor league player called up to the majors after the mid-season point of the minor league schedule will also be allowed to complete the season in the minor league in a dual roster arrangement. Players called up will not be permitted to pitch in the major league until the minor league season is completed. In the case of conflicting games, the minor league game will have priority.

II. Playing Rules (AAA Minors Baseball):

Union Endicott Baseball and Softball strongly recommends the use of a face mask for all pitchers in A A A Minors baseball and will provide one mask to each team to be used during practices and games.

1. There is no discussion with the umpire on called balls and strikes or a play at a bag whether safe or out. The only discussion that is acceptable is when a rule needs to be discussed. A timeout must be called by the manager (not coach) requesting clarification/enforcement of a rule. The umpire, both managers and a board member (if required) must be present to discuss the matter.
2. All regulation games are six (6) innings. Four (4) innings, (3½ innings if the home team is ahead), constitutes an official game. The two hour time limit is in effect and takes precedence.
3. All teams will field ten (10) players, with four (4) outfielders across. A team must play with at least eight (8) players. If at any time during the game a team cannot field at least eight (8) players, they will forfeit the game.
4. All players who show up for a game will bat in continuous rotation. A player arriving late shall be added at the bottom of the batting order.
5. There are unlimited defensive substitutions, except for the pitcher (when live pitching rules are in effect). All players must play a minimum of three (3) innings in the field. No player can be out of the game defensively for two (2) consecutive innings. It is recommended that players be substituted in every other inning to ensure equal playing time for everyone.
6. If a player is injured during a game and cannot continue and no eligible substitutes remain, the injured player may be replaced by any team member not in the game.
7. A courtesy runner is allowed in instances where there is an injury to another player. Courtesy runners are mandatory for the catcher with two (2) outs. The courtesy runner shall be the player who made the previous out.
8. There will be a mercy rule of twelve (12) runs. Once a team assumes a lead of twelve (12) or more runs after four (4) or more innings, (3 ½ innings if the home team is ahead) the game will end. The losing team must bat in the final inning.
9. Once the defensive team has stopped the play and timeout has been granted by the umpire, no runner may advance while the ball is being returned to the pitcher who must be within 5 feet of the mound (umpires judgment). If a runner has rounded a base, and is heading to the next base, they may be awarded that base (umpires judgment). A timeout can only be called by a player, not a coach.

10. An inning is complete when the offensive team has scored seven (7) runs. All runs scored after the seventh (7th) will not be counted, with the exception of an over-the-fence home run which could produce up to ten (10) runs. This rule only applies through the fifth (5th) inning. Scoring in the sixth (6th) or subsequent innings will have no limitations.
11. There is no infield fly rule.
12. Slashing is considered illegal in UELL baseball. If a player; in the umpires opinion, slashes at the pitch the batter is out and any runners shall return to the base in which they came from.

III. Pitching Machine Rules - (Boys AAA Minors Baseball):

1. All regular season and post season games will be played with the first three innings using the pitching machine and remaining innings with live pitching.
2. Every pitch that the umpire judges to be in the strike zone and is not swung at by the batter is a strike. The batter is out after three (3) strikes (swinging or called). There are no walks while the pitching machine is used.
3. No bunting when pitching machine is in use.
4. There will be no leading offs or stealing when the pitching machine is being used. There will be no advancing on a passed ball, wild pitch, or overthrow from the catcher back to the pitcher.
5. Any ground ball or line drive that hits the pitching machine shall be declared an immediate dead ball, ground rule single. All runners advance one base.
6. It is the responsibility of the offensive team to provide an adult coach to operate the pitching machine. It is also this adult's responsibility to ensure the safety of players in the area of the pitching machine.
7. The pitching machine shall be set before the game and agreed upon by each manager. Once set, the machine shall only be readjusted (height or speed) with the concurrence of both managers. If a problem exists due to malfunction the board member on duty shall repair and reset the machine.
8. The adult coach feeding the pitching machine must make an effort to get out of the way of a hit ball. If after attempting to get out of the way and the coach gets hit by the batted ball, the ball shall be ruled a 'dead ball'. The batter shall be awarded 1st base. Each runner shall be awarded (1) base.

9. The following chart shall be used to set the pitching machine speed during each round the team play against each other:

<u>Round</u>	<u>Speed</u>
First	40

IV. Live Pitching Rules - Stealing Allowed- (Boys AAA Minors):

1. When the pitching machine is used, the home plate league umpire will be positioned behind the plate.
2. No 12-year old players may pitch in any regular or playoff minor league game.
3. Delivery of a single pitch constitutes having pitched in a game.
4. A pitch count will be used during live pitching. Pitchers must follow the table below for pitch count based on age and days of rest required between pitching outings. The chart below includes the maximum number of pitches allowed PER GAME not counting warm ups:

Age	Maximum pitches per game
9 and Under	50
10	75
11	85

Pitches in a	Required full days of
66+	4
50 to 65	3
36 to 50	2
21 to 35	1
20 or less	0

5. No pitcher can pitch in three consecutive games.
6. Managers should consult the opposition's score book to determine the eligibility of pitchers for that game. After each game, the managers of both teams shall record into their score book the final score, as well as the number of innings for each pitcher on both teams.
7. A manager may go out to the pitcher's mound to visit the pitcher once per inning. The second time he/she goes out in that inning, the pitcher must be replaced. He/she may remain in the game at another position, but will no longer be eligible as a pitcher. Talking to a player, who subsequently talks to the pitcher, constitutes a trip to the mound.

8. There are no balks.
9. There are no leadoffs at any time during the season.
10. Pitching does NOT reset during playoffs.
11. Stealing is allowed during live pitching on all bases except home plate. One stolen base is allowed at a time. Players are only allowed to steal on strikes called by the umpire or on swings and misses. Players are not allowed to steal on balls (including a pitch that is called a ball and gets past the catcher...i.e. a wild pitch or a passed ball.) A player can advance an additional base on a wild throw (except home). A player can advance on any attempted pickoff (including home).
12. Stealing will cease once a team is up by 7 or more runs but can resume once the opposing team closes the gap under 7.
13. The minor's coaches will meet with their VP half way through the season to make decisions about the amount of live pitching for the rest of the regular season and for the playoffs.

Q. BASEBALL RULES – AA MINORS

The board of directors will have the discretion to resolve any rule infraction. The Williamsport Little League Baseball Rule Book will be the basis for rules, with some exceptions as follows. The emphasis is on teaching the game of baseball to the young children.

I. Player Eligibility (AA Minors)

1. The AA Minor league baseball program is open to all players who will be between the ages 7 and 8 by April 30th of the playing season.
2. The number of teams and number of players making up the major league will be established by the board of directors prior to each season.
3. Players called up to the AA Minor league from the Instructional league shall be notified by the league vice president. The Instructional league player selected must report to the AA Minor league team. The player's Instructional league manager must support the league's decision.
4. An Instructional league player called up to the AA Minor League after the mid-season point of the AA Minor league schedule will also be allowed to complete the season in the Instructional league in a dual roster arrangement. In the case of conflicting games, the instructional league game will have priority.

II. Playing Rules (AA Minors):

1. All regulation games are six (6) innings. Four (4) innings, (3½ innings if the home team is ahead), constitutes an official game. The two hour time limit is in effect and takes precedence.
2. All teams will field ten (10) players, with four (4) outfielders across. A team must play with at least eight (8) players. If at any time during the game a team cannot field at least eight (8) players, the game doesn't have to end. "Borrowing" players from an opposing team is acceptable.
3. All players who show up for a game will bat in continuous rotation. A player arriving late shall be added at the bottom of the batting order.
4. Each team shall supply one 'official' to call balls, strikes and outs. One coach/parent shall call 'balls & strikes'. The other coach/parent shall call 'outs'. They shall rotate each inning.
5. There are unlimited defensive substitutions. No player shall be out of the game defensively for two (2) consecutive innings. It is recommended that players be substituted in every other inning to ensure equal playing time for everyone.
6. If a player is injured during a game and cannot continue the injured player may be replaced by any team member not in the game.

7. A courtesy runner is allowed in instances where there is an injury to another player. The runner must be the player who made the previous out. Courtesy runners are mandatory for the catcher with two (2) outs. The runner must be the player who made the previous out. This will help in speeding up the game and allowing additional at-bats.
8. Stopping play is called by the official. Play is stopped when in the official's judgment; the pitcher has control of the baseball on the mound. Once the defensive team has stopped the play, no runner may advance while the ball is being returned to the pitching area. If a runner has rounded a base, and is heading to the next base, they may be awarded that base (official's judgment).
9. There will be a mercy rule of twelve (12) runs. Once a team assumes a lead of twelve (12) or more runs after four (4) or more innings, (3 ½ innings if the home team is ahead) the game will end. The losing team must bat in the final inning.
10. An inning is complete when the defensive team has made three (3) outs or when the offensive team has scored five (5) runs. All runs scored after the fifth (5th) will not be counted, with the exception of an over-the-fence home run which could produce up to ten (8) runs. This rule only applies through the fifth (5th) inning. Scoring in the sixth (6th) or subsequent innings will have no limitations.
11. There will be no leading off or stealing. There will be no advancing on a passed ball, wild pitch, or overthrow from the catcher back to the pitcher.
12. There is no infield fly rule.
13. At least one coach is permitted and strongly encouraged to be in the outfield during the entire season for instructional purposes. No more than two coaches may be in the outfield or infield at one time providing instruction.
14. Any issues regarding official's judgment, coach's discretion or any other game related conditions are to be handled on an official to manager-to-manager basis. If the manager is not available then the responsibility rests with the designate coach only. No assistant coaches are permitted to address umpires or managers. The responsibility of enforcing this rests solely with the manager of the team. Any issues that cannot be resolved shall be brought forth to the board member on duty for resolution.

III. Pitching Machine Rules (Minors AA):

1. A pitching machine is used for the entire season in the Instructional league. When the pitching machine is used, the league umpire will be positioned in the field.
2. Every pitch that the umpire judges to be in the strike zone and is not swung at by the batter is a strike. The batter is out after three (3) strikes (swinging or called). There are no walks while the pitching machine is used.

3. A coach from the fielding team is required to stand behind the catcher to assist with past balls. This is meant to speed up play.
4. If in the official's judgment a pitch is wild, the official will give the batter an additional pitch. If the pitching machine continues to throw wild pitches, the coach will adjust the machine accordingly.
5. Any ground ball or line drive that hits the pitching machine shall be declared an immediate dead ball, ground rule single. All runners shall advance one base.
6. It is the responsibility of the offensive team to provide an adult to operate the pitching machine. It is also this person's responsibility to ensure the safety of players in the area of the pitching machine.
7. The pitching machine shall be set before the game and agreed upon by each manager. Once set, the machine shall NOT be adjusted (height or speed). If a problem exists due to malfunction the board member on duty shall repair and reset the machine. It will be the discretion of the coaches to fix the machine as needed.
8. The adult coach feeding the pitching machine must make an effort to get out of the way of a hit ball. If after attempting to get out of the way and the coach gets hits by the batted ball, the ball shall be ruled a 'dead ball'. The batter shall be awarded 1st base. Each runner shall be awarded (1) base.
9. The following chart shall be used to set the pitching machine speed during each round the team play against each other:

<u>Round</u>	<u>Speed</u>
Third	36

R. BASEBALL RULES – INSTRUCTIONAL

The board of directors will have the discretion to resolve any rule infraction. The Williamsport Little League Baseball Rule Book will be the basis for rules, with some exceptions as follows. The emphasis is on teaching the game of baseball to the young children.

I. Player Eligibility (Instructional)

1. The instructional league baseball program is open to all players who will be between the ages 5 and 6. (For Boys age as of 9/1 of the current playing season year / For Girls age as of 1/1 of the current playing season year).
2. The number of teams and number of players making up the major league will be established by the board of directors prior to each season.

3. Players called up to the Minor league from the Instructional league shall be notified by the league vice president. The Instructional league player selected must report to the Minor league team. The player's Instructional league manager must support the league's decision.
4. A Instructional league player called up to the Minor League after the mid-season point of the Minor league schedule will also be allowed to complete the season in the Instructional league in a dual roster arrangement. Players called up will not be permitted to pitch in the major league until the Minor league season is completed. In the case of conflicting games, the Minor league game will have priority.

II. Playing Rules (Instructional):

1. There will be a one and one-half hour preferred time limit but no longer than two hour time limit for Instructional games (games needing to be cut short based on additionally scheduled games and or weather related issues can be shortened accordingly). The time will begin from the first pitch. The board members on duty are responsible for generating the start time for the game.
2. There will be no score kept for Instructional games. The purpose is to teach good, solid fundamental baseball. Score is not important nor shall it be emphasized.
3. There are no counted outs, strikes, or balls. An inning ends after all players on a team have batted
4. A team must play with at least eight (8) players. If at any time during the game a team cannot field at least eight (8) players, the game doesn't have to end. "Borrowing" players from an opposing team is acceptable.
5. All players who show up for a game will bat in continuous rotation. A player arriving late shall be added at the bottom of the batting order.
6. If a player is injured during a game and cannot continue the injured player may be replaced by any team member not in the game.
7. A courtesy runner is allowed in instances where there is an injury to another player. The runner must be the player who made the previous out.
8. A stop in play can be called by any of the coaches currently on the field of play. Stop of play can result from an injury on the field, a malfunction to the pitching machine, or weather related issues. Safety comes first, if there is inclement weather a game should be concluded (games can be made up if they are stopped prior to both teams having a chance to bat and play defense in the field).

9. An inning is complete when all the batters on the offensive team have batted once.
10. There will be no leading off or stealing. Each batter and runner can only advance one base after a hit is made. A runner can be called out if the team playing defense makes a proper play either by catching a ball in the air or by making a proper throw to a base where an out can occur (there is no official count of outs however).
11. There is no infield fly rule.
12. It is strongly encouraged that each team has coaches at each base when playing the field and that there at least be one coach to run the pitching machine and one coach to help batters at the plate when on offense. There can be additional coaches at first and third base to help base runners when a team is batting. It is also encouraged that a coach be behind home plate to help their own catcher when their team is in the field.
13. Scores or standings will not be kept in the Instructional league. Also, there are no playoffs in the Instructional league.

III. Pitching Machine Rules (Instructional):

1. A pitching machine is used each inning for the entire season. If a pitching machine malfunctions at any point during the game it can be replaced by a coach who will live pitch to batters.
2. The proper balls to be used for the pitching machine are a softer than normal hard ball (specific 'softie' type ball used for a pitching machine). The balls will be provided by the league to each team during the season.
3. Each batter will receive up to five (non-foul) pitches delivered by a coach on the batter's team operating the pitching machine.
4. If a batter cannot hit a ball into fair territory during an at bat (of 5 pitches) a baseball tee is then placed so that the batter can properly hit into the field of play.
5. Once a batter makes contact with a ball that goes into fair territory the batter can run to first base. The runner may not advance to any other base but can over run first base. Batters are called back to hit if a ball ends up going into foul territory.
6. The last batter in an inning is termed the 'home run batter' and is the only batter that can run more than one base (batter will run all 4 bases until they reach home plate or shall be called out if a proper out is made to a base prior to the batter reaching home plate).

7. Any ground ball or line drive that hits the pitching machine is declared an immediate dead ball ground rule single. All runners can advance one base.
8. It is the responsibility of the offensive team to provide an adult (preferably an assistance coach) to operate the pitching machine. It is also this person's responsibility to ensure player safety.
9. It is required that no player cross in front of the pitching machine while pitches are being made to the batter and all players in the field must be positioned behind the pitching machine prior to a pitch being made. A player may advance in front of a pitching machine if a ball is put into play in front of the machine (coaches should use discretion if a ball is too close to the machine to avoid any injury, a coach can then call a ball dead and dead ball rules will apply).
10. The pitching machine shall be setup prior to the game and agreed upon by all coaches on both teams. It is suggested that once height and proper speed are set that the machine not be adjusted during play unless there is a malfunction to the machine or to re-adjust height and speed to meet previously agreed upon settings.
11. The adult or coach feeding balls into the machine must make every effort to get out of the way of a ball that is hit into the field of play. If the adult/coach gets hit with a ball dead ball rules apply.
12. The following chart shall be used to set the pitching machine speed during each inning that the two teams play against one another:

Distance (suggested)	Speed (Suggested)
30 – 35 feet	29 – 31 MPH

S. SOFTBALL RULES – GIRLS TEENER SOFTBALL

The board of directors will have the discretion to resolve any rule infraction. The Amateur Softball Association (ASA) Rule Book will be the basis for rules with some exceptions that follow. Violations of the rules are subject to game forfeiture. Subsequent violations will result in game forfeiture and the manager will be subject to disciplinary action, suspension or dismissal, as determined by the board of directors.

I. Player Eligibility (Teener Softball):

1. Teener softball try outs are open to all players between thirteen (13) and sixteen (16) on January 1st of the playing year not currently on an existing UELL roster. Exception being a twelve (12) year old girl that is currently playing on a Broome / Tioga County Varsity / Junior Varsity or Modified team.

2. The number of teams and number of players making up the teener league softball will be established by the board of directors prior to each season.

II. Playing Rules (Teener Softball):

1. A game consists of seven (7) innings or 4 ½ innings (home team leading) except in the case of S.II.2 or inclement weather, power outage, curfew or two-hour time limit. Refer to section B. of these rules.
2. There is a twelve (12) run mercy rule after five (5) complete innings (4 ½ innings if the home team is ahead). The inning is complete when the offensive team has scored seven (7) runs. All runs scored after the seventh (7th) run will not be counted, with the exception of an over-the-fence home run which could produce up to ten (10) runs. This rule only applies through the sixth inning. Scoring in the seventh (or deemed last inning) or subsequent innings will have no limitations.
3. No steel spikes, jewelry or casts can be worn at any time. Jewelry is at the umpire's discretion.
4. Teams play with nine (9) defensive players. If one team can only field eight (8) players, they may play with eight (8). Less than eight (8) defensive players at any time shall result in a forfeited game. Starting with 8 players will not result in an automatic out when the 9th spot comes up.
5. All teams will be allowed free substitution since we will be using the Continuous Batting Order. If a player arrives after the start of the game, they will be added to the end of the Continuous Batting Line-up. If a player leaves a game due to sickness or injury and cannot continue to play, that players' position in the continuous batting order is crossed out and it is not recorded as an out. If a player has to leave early for another reason it will not be an automatic out unless less than 9 players are left. In the care of a player being injured and needing to skip an at bat, the other team is to be notified that the players turn is being skipped due to injury and she can return only in the same spot in the batting order.

Matching of lineups will be allowed during the playoffs. i.e. If Team A has 13 players and Team B has 11, Team A can submit a batting order of 11 then must substitute the remaining 2 players according to traditional substitution rules (no free substitution for the 2 players substituted in and the 2 that were substituted out). And these moves must be recorded with the opposing team's scorekeeper. Matching is only allowed when there is a difference of 2 or more players.

ASA pitcher re-entry rules still apply despite free substitution of position players. i.e. Starting pitcher taken out may return to pitch once. All relief pitchers may not re-enter as pitchers once they are removed from pitching.

6. All players must play a minimum of three defensive innings. In the event a player does not fulfill these requirements, this player must start the next game; complete the prior games requirements and the current games requirements prior to being removed from the game. (This does not apply to mercy rule games, or for players removed for sickness or injury)
7. Sweat pants may be worn while batting and running bases during inclement weather. Baseball pants may be worn as long as the color matches the team uniform shorts.
8. A courtesy runner may be used for the catcher and pitcher (to speed up the game) at any time during the game. This must be the last player to make an out in the inning.
9. Dropped third strike rule is in effect.
10. Slashing is not permitted (faking a bunt and then swinging away); the batter is automatically out at the umpires discretion.

III. Pitching Rules (Teener Softball):

1. Teener softball shall follow ASA pitching guidelines. The pitching rubber will be set at 43 feet from home plate.

T. SOFTBALL RULES – GIRLS MAJORS LEAGUE SOFTBALL

The board of directors will have the discretion to resolve any rule infraction. The Amateur Softball Association (ASA) Rule Book will be the basis for rules with the following exceptions:

I. Player Eligibility (Majors Softball)

1. The major league softball program is open to all players who will be between the ages 9 and 12 by January 1st of the playing season.
2. The number of teams and number of players making up the major league softball will be established by the board of directors prior to each season.

II. Playing Rules (Majors Softball)

1. All regulation games are six (6) innings. Four (4) innings constitute an official game (3 ½ innings if the home team is ahead).

2. All teams will field ten (10) players. A team must play with at least eight (8) players. If at any time during the game a team cannot field at least eight (8) players, they will forfeit the game. When a team fields ten (10) players, there must be four (4) outfielders across, at reasonably equal depth, in the outfield grass and not directly behind second base.
3. All teams will be allowed free substitution since we will be using the Continuous Batting Order. If a player arrives after the start of the game, they will be added to the end of the Continuous Batting Line-up. If a player leaves a game due to sickness or injury and cannot continue to play, that player's position in the continuous batting order is crossed out and it is not recorded as an out. If a player has to leave early for another reason it will not be an automatic out unless less than 10 players are left. In the case of a player being injured and needing to skip an at bat, the other team is to be notified that the player's turn is being skipped due to injury and she can return only in the same spot in the batting order.

Matching of lineups will be allowed during the playoffs. i.e. If Team A has 13 players and Team B has 11, Team A can submit a batting order of 11 then must substitute the remaining 2 players according to traditional substitution rules (no free substitution for the 2 players substituted in and the 2 that were substituted out). And these moves must be recorded with the opposing team's scorekeeper. Matching is only allowed when there is a difference of 2 or more players.

ASA pitcher re-entry rules still apply despite free substitution of position players. i.e. Starting pitcher taken out may return to pitch once. All relief pitchers may not re-enter as pitchers once they are removed from pitching.

4. All players must play 3 defensive innings per game. In the event a player does not fulfill these requirements, this player must start the next game; complete the prior games requirements and the current games requirements prior to being removed from the game. (This does not apply to mercy rule games, or for players removed for sickness or injury)
5. Courtesy runners are allowed in case of injury to another player. The courtesy runner must be the player who made the previous out. A courtesy runner may be used for the catcher and pitcher (to speed up the game) at any time during the game. This also must be the last player to make an out in the inning.
6. There will be a mercy rule. Once a team assumes a lead of twelve (12) or more runs after four (4) innings (3 ½ innings if the home team is ahead) or ten (10) or more runs after 5 innings (4 ½ innings if the home team is ahead), the game is official and will end. The losing team must bat in the final inning.
7. The inning is complete when the offensive team has scored six (6) runs. All runs scored after the sixth (6th) will not be counted, with the exception of an over-the-fence home run which could produce up to nine (9) runs. This rule only applies through the fifth (5th) inning. Scoring in the sixth (6th) or subsequent innings will have no limitations.
8. The dropped third strike rule is in **NOT** in affect.

9. The batter/runner may advance past first base on a walk.
10. There infield fly rule is **NOT** in affect.
11. Stealing of second, third and home is allowed.
12. A runner being picked off first or second base may advance as far as home, if the ball is overthrown in fair or foul territory. The runner is in jeopardy of being tagged out. A runner can be picked off third base.
13. A runner that over runs third base is in jeopardy of being tagged out.
14. A base runner may not advance when the ball is dropped by the pitcher during the wind up.
15. A base runner may not leave a base until the ball leaves the pitcher's hand. A runner leaving early will be declared out.
16. Runners may not advance after the pitcher has the ball within the pitching mound circle area. The runner cannot be prevented from reaching the intended base by the pitcher stepping on the rubber.
17. A runner may advance on an overthrow from the catcher back to the pitcher.
18. Any fair ball hit under or bounced over the fence, on any field, is a ground rule double.
19. Slashing is not permitted (faking a bunt and then swinging away); the batter is automatically out at the umpires discretion.
20. If a team loses a player any time during the season, he/she must be replaced prior to the third (3rd) game after he/she quits, or, within ten (10) days, whichever comes first, if the duration of the loss is longer than the season. The replacement player must have taken part in the try out sessions. If there are three (3) or less games remaining in the regular season, it is not mandatory to replace the player. Players called up to the major league from the minor league shall be notified by the league vice president. The minor league player selected must report to the major league team. The player's minor league manager must support the league's decision.
21. A minor league player called up to the majors after the mid-season point of the minor league schedule will also be allowed to complete the season in the minor league in a dual roster arrangement. Players called up will not be permitted to pitch in the major league until the minor league season is completed. In the case of conflicting games, the minor league game will have priority.

III. Pitching Rules (Majors Softball)

1. ASA rules will be followed except in conflict with the previous stated rules.
2. A pitcher may not appear in 3 consecutive games as a pitcher. However, there are no limitations during playoffs.

U. SOFTBALL RULES – GIRLS MINOR SOFTBALL

I. Player Eligibility (Minor Softball)

1. The Minor league softball program is open to all players who will be between the ages 6 and 10 by January 1st of the playing season.
2. Any player between the ages of 6 and 10, who was not previously on a team in prior season(s), must tryout to be selected on a team (unless that player is a daughter of a head coach or designate coach who will then be automatically selected to their parent's team).
3. The number of teams and number of players making up the minor softball league will be established by the Board of Directors prior to each season.

II. Playing Rules (Minor Softball)

There will typically be a one hour and 45 minute maximum time limit for the Girls Minor games. The time will begin from the first pitch. The Board Members on duty are responsible for generating the start of the game. No new innings are to start once the one hour and 45 minutes are past after the start time.

1. There is no discussion with the umpire on called balls and strikes or a play at a bag whether safe or out. The only discussion that is acceptable is when a rule needs to be discussed. A timeout must be called by the manager (not the coach) requesting clarification/enforcement of a rule. The umpire, both managers and a Board Member (if required) must be present to discuss the matter.
2. All regulation games are six (6) innings. Four (4) innings (3.5 innings if the home team is ahead) constitutes an official game. No new innings are to start once the one hour and 45 minutes has past, after the start time.
3. All teams will field ten (10) players, with four (4) outfielders across. A team must play with at least eight (8) players. All games must start with, at least eight (8) players but can end with no less than seven (7) players with no automatic outs. If, at any time during the game a team cannot field seven (7) players after starting with eight (8) or more, they will forfeit the game.

4. At least two (2) coaches are permitted and encouraged to be in the outfield during the entire season to provide defensive instruction.
5. Any player that is playing the outfield must be at least 2 steps back from the infield grass line.
6. All players who show up for a game will bat in a continuous rotation. A player arriving late shall be added at the bottom of the batting order.
7. There are unlimited defensive substitutions, except the pitcher (when live pitching rules are in effect). All players must play a minimum of three (3) innings in the field. No player can be out of the game defensively for two (2) consecutive innings. It is recommended that players be substituted in every other inning to ensure equal playing time for everyone.
8. If a player is injured during a game and cannot continue and no eligible substitutes remain, the injured player may be replaced by any team member not in the game.
9. Courtesy runners are allowed in case of injury to another player. The courtesy runner must be the player who made the previous out.
10. There will be a mercy rule of twelve (12) runs. Once a team assumes a lead of twelve (12) or more runs after four (4) or more innings (3.5 innings if the home team is ahead) the game will end. The losing team must bat in the final inning.
11. Stealing home is not permitted at any time. Stealing bases is not allowed.
12. A sliding rule is in effect for all games. On any close play the base runner should either slide or give herself up. The umpire will have the final say on this.
13. Base runners cannot advance on over throws past 1st, 2nd, or 3rd base. Base runners can no longer advance once a ball reaches the infield if a ball is cleanly hit into the outfield. A base runner heading to the next base while the defender is in the act of throwing will be awarded the base.
14. An inning is complete when the defensive team has made three (3) outs or the offensive team has scored six (6) runs in an inning.
15. There is no infield fly rule.
16. Any issues regarding official's judgment, coaches' discretion or any other game related conditions are to be handled on an official manager to manager basis. If the manager is not available then the responsibility rests with the designate coach only. No assistant coaches are permitted to address umpires or managers. The responsibility or enforcing this rest solely with the manager of the team. Any issues that can't be resolved shall be brought forth to the board member on duty for resolution.

17. Slashing is not permitted (faking a bunt and then swinging away); the batter is automatically out at the umpire's discretion.

III. Coach Pitch Rules (Minor Softball):

1. Coaches will pitch during regular and playoff season games. A coach can pitch a full six (6) inning games or will pitch the first three (3) innings of a game consisting of live player pitching. During coach pitching, the Coach pitcher will be designated from the team that is batting to pitch to their own team. Minor Softball will use an 11 inch hard softball.
2. Every pitch that the umpire judges to be in the strike zone and is not swung at by the batter is a strike. The batter is out after three (3) strikes (swinging or called). There are no walks while the coach or player is pitching.
3. There is no bunting allowed during coach or live pitching by a player.
4. There will be no leading off or stealing during coach or live pitching by a player. There will be no advancing on a passed ball, wild pitch, or overthrow from the catcher back to the pitcher.
5. Any ground ball or line drive that hits the coach pitching shall be declared an immediate dead ball, ground rule single. All runners advance one (1) base.
6. It is the responsibility of the offensive team to provide an adult coach to pitch to their team at bat. It is also this adult's responsibility to ensure the safety of the players on and around the area of the pitching mound while coaches are pitching.
7. A coach will setup to pitch inside the designated pitching mound circle. A live pitcher will also abide by the same designated area.

IV. Live Pitching Rules - (Minor Softball):

It is required by the league that all pitchers in Girls Minors Softball wear an infielder's face mask during practice and games.

1. Delivery of a single pitch constitutes having pitched in a game
2. Live pitching will be used in the final three (3) innings of games. It is the discretion of the Minor League Vice President in conjunction with the League board to decipher when live pitching will be instituted during game play in a given season.
3. A pitcher cannot pitch more than two (2) consecutive games.
4. A pitcher who pitches four (4) consecutive balls will constitute as a walk for the pitcher. (not for the batter) The coach will then come into pitch to the batter until the batter has a hit or strikes out. (Keep in mind this does not erase the count on the batter. If the batter has one (1) strike on them when the coach comes in to pitch, then the batter has two (2) strikes remaining.
5. If a pitcher pitches six (6) consecutive walks, that pitcher must be replaced by either another player or a Coach from the batting team to keep the flow of the game progressing. The pitcher who was replaced can re-enter the game to pitch after having been replaced. That pitcher, again, will need to be replaced if they allow another six (6) consecutive walks.
6. There is no stealing of bases.

V. Draft Matrix ADDENDUM 2015

1. Each league shall follow a draft matrix. A draft matrix will be provided by the league vice-president at the draft or prior to the draft. An example of the matrix is below.

	TEAM # (1)	TEAM # (2)	TEAM # (3)	TEAM # (4)	TEAM # (5)	TEAM # (6)
Round #1						
Round #2 (Designate)						
Round #3 (Coach's Child)						
Round #4						
Round #5						
Round #6						
Round 7 (2 nd Child)						
Round 8 (3 rd Child)						
Round #9						
Round #10						
Round #11						

2. The number of rounds in the draft is determined by the team returning the least number of players to the team as well as the number of registered candidates that provide an equal number of players to each team. This will be determined by the league vice-president, league official responsible for registration and the board of directors.
3. Each team shall receive a first round pick. The designate coach's child or children as well as the manager's child or children shall be placed in the rounds noted on the draft matrix.
4. Use the following method to determine what rounds each team picks:
 - a. The league will determine the number of players per team based on registration.
 - b. Count the number of returning players for each team.
 - c. Obtain the number of draft selections the team will have.
 - d. Cross out by round starting at the last round and alternating to the top round; i.e. 12, 2, 11, 3, etc...
 - e. The rounds that are not crossed out will determine the rounds the individual team picks
5. Teams shall pick in the order of finish from the previous year. The draft is conducted in the reverse order of the previous year's regular season standings and move through the matrix in a last place finish to first place finish every round of selection.
6. Each league shall use the same draft matrix and draft rules to ensure consistency throughout the leagues. Any exceptions to these rules are so noted on a league by league basis below.

V. BOYS ALL STARS

1. All-stars: Playing on a UE Little League all star team is an honor and a privilege. Only players who are eligible per UE rules and regulations and are willing to commit to participate in the majority of all -star practices and all-star games will be allowed to participate. All all-star players and their parents or guardians will be asked to acknowledge their willingness to participate, their understanding that the all-star tournament is competitive and their understanding that the playing time may not be equal for each player and the positions that are played may not be the same as in the regular season will be considered.
2. Players are not allowed to preference an all star team. If selected they will be offered a spot on the all-star team. They may decline the offer if they choose. If they decline the offer they are not eligible for all-star play for the remainder of the season, except for players selected to a Williamsport Team and the family can not commit to the additional cost and travel. In this case a player can play down on a "B" team. A player is only eligible to play up one age group of their baseball age. For example a 10 year old is eligible for either a 10 year old or an 11 year old team but not a 12 year old team. All players under the age of 10 are only eligible for a 10 year old team.
3. The Board of Directors will compose a commitment letter mid-year to determine who is interested in playing in all-stars for that season. The commitment letter will outline the costs and commitment required. No players will be selected for all-stars without completing the necessary commitment letter. All players who submit the required commitment letter will be considered for all-stars but it does not ensure a roster spot. Roster spots for all-stars will be determined by the number of all-star teams entered for that season and the over all ability of the kids interested in playing all-stars.

ALL STAR TEAMS:

UE Little League will field the following teams on a yearly basis:

12 A all star team (Williamsport Team)
12 B all star team
11 A all star team
10 A all star team (Williamsport Team)
10 B all star team
10 C all star team

*Additional teams will be added if the number of participants requires additional teams.

* All A teams selected are completed prior to the selection of B and C teams.

*The selection process will field a 12A team then a 10A Team and then an 11A team, in that order.

* Each team will have a minimum of 10 players and a maximum of 12 players

*Playing in Majors does not guarantee a player will be on a 10A or 10B team, this will be voted on by the Team Managers.

ALL STAR MANAGER AND COACH SELECTION:

1. All-star managers and coaches must have coached or managed at that division during the regular season. For example, a major's coach or manager will not be eligible to manage a 10B or 10C all star team and a AAA manager or coach will not be eligible to manage a 12A, 12B, 11A or 10A team. At the majors division all managers are eligible and all assistant coaches deemed by the manager are eligible. At AAA all managers are eligible and all declared coaches are eligible.
2. The Board of Directors will compose a letter mid-year to determine what coaches/ managers are interested in managing an all-star team for that season. Every manager and coach who responds back will be considered for managing an all-star team but does not ensure a managing spot.
3. After receiving a list of interested candidates to manage the all-star teams the ALL STAR COORDINATOR will poll each team to have them rank the coaches/ manager's at each respective level. The regular season managers will nominate a manager or coach they feel does the best job of managing and coaching during the regular season, demonstrates a commitment to the ideals of UE Little League and will represent UE Little League in a positive manner throughout the all-star season. The Vice President will collect these nominations and prepare a report for the Board of Directors that includes the total number of managers and coaches making nominations, the number of nominations each manager or coach received and their recommendation of who should manage the all-star teams. The Board of Directors will review the report and make the final decision. Selection of coaches is at the discretion of UE Little League Board of Directors. The Williamsport Team manager will be selected prior to the selection of players. The all-star manager must have a player on that team; this does not apply for assistant coaches. All other all-star team managers will be determined by the highest rated manager who has a child playing on that particular team who responded back that they were interested to manage an all star team. All All-Star managers will be selected after the team is formed with the exception of the Williamsport Team.

***The manager and coaches selected must agree not to participate in any other baseball programs that conflict with all-star tournament games.

ALL STAR SELECTION PROCESS:

1. All star players are selected by a process of nominations from all the all star participating players, votes of team manager's, over sight from the all star committee and board approval. The process will be to end up with a 12A team, 11A team and 10A team of players who had the most outstanding season in the league that season. Additional teams such as 12B, 10B and 10C will be filled with the additional players available at each level.

2. Each player eligible for all-stars at Majors will be given a ballot and will rank players at their playing level. Majors players will rank the top (10) 12 year old, top (10) 11 year olds and top (10) players 10 and under in the Majors division. Players will be ranked from #1 - #10, each player not receiving a vote on the player's ballot will be assigned one number higher than the highest number. Each ballot will be tallied by the Vice President and All Star Coordinator. Each player will be ranked numerically based on the players vote. The Players vote makes up 25% of the total score.
3. Each manager will be given a ballot and will rank the players at their playing level. Major's managers will rank the top (15) 12 year olds, top (15) 11 year olds and top (15) players 10 and under in the Majors Division. AAA managers will rank the top 30 kids at the AAA division. Player's will be ranked from #1- #15 or from #1 - #30. Each player not receiving a vote on the manager's ballot will be assigned one number higher than the highest number. Each ballot will be tallied by the Vice President and All Star Coordinator. Each player will be ranked numerically based on the manager's vote. The manager's vote makes up 75% of the total score at Major's and %100 at AAA.
4. The player's ballots and managers ballots will be tallied to determine a numerical ranking for every player eligible for all-stars.
5. The Board of Directors and all-star committee will review the data and give final approval for the rankings.
6. The final rankings will be used to assist all Managers during the All-Star selection meeting. The final rankings will be a guide to ensure that all of the eligible players that are nominated were worthy of consideration.
7. The rankings will be brought to the All-star selection meeting held at the end of the regular season for player placement. Having these rankings in place should limit the time spent at the All-star selection meeting and eliminate a lot of the haggling that typically occurs. Additional teams that are formed will use the ranking system as a guide/ cheat sheet for player placement.
8. This process will ensure that each manager is paying attention to all eligible all star players during the regular season and should limit the "who is he" questions.

***Selection criteria should be based on Skill Level, Attitude, The ability to represent UE Little League in the best manner possible on and off the field, Position needs and Commitment to the all star schedule.

***Williamsport Team Manager will have additional say in the last roster spot for the 12A team.

***Players injured during the regular season but available for all-stars will be considered by the Board of Directors and all-star committee

***Teams will be reviewed to make sure that each team has adequate pitching, catching and positional players.

ALL-STAR SELECTION MEETING:

Selecting the “A” Teams and “B” Teams

- Each coach will vote for 11 players via open forum during the first round of voting utilizing the guide provided by the UE Board and All-Star oversight committee.
- After the first round of voting, the players will be ranked by the number of votes they received.
- The top 6 players will be discussed briefly and unless there are any objections, they will be assigned to the team.
- The next 8 players will then be discussed, numbers #7-16.
- Each coach will vote for 4 players via open forum during the second round of voting.
- After voting on each player, the players will be ranked by the number of votes they received.
- The top 3 players will be added to the team at that point.
- The final 2 players for the team will be discussed and assigned to a team, unless objected, after reviewing the team to make sure it has adequate pitching, catching and positional players. The managers will select the final 2 players to represent this team based on these needs and the overall ability of that player.
- If a team is not represented, the All-Star list submitted to the Board of Directors will be utilized as their ranking system.

Selecting The “C” Teams

- The selection process will be the same as above, but the teams will not be formed based on the top 11, next 11 and so on.
- After the adequate numbers of players are selected to fill the desired teams, the managers will select the players to ensure each team has adequate pitching, catching and positional players.

Overview of All-Star Coach Selection Process

- The selection process for All-Star coaches will be determined by what manager expressed an interest to manage and how they were ranked by the other coaches in the league through-out the season and with the oversight of the Board of Directors and All-Star committee. The highest ranking manager will be assigned to manage a team that he or she has a child playing on.
9. All managers and coaches of all-star teams must serve on the tournament committee of their respective level for the Union Endicott Baseball Little League hosted tournaments.