

## **ARROWHEAD LITTLE LEAGUE 2019 LOCAL LEAGUE POLICIES**

This manual defines the responsibilities, conduct and procedures of the Player Agents, Managers and Coaches in conducting the field operations of Arrowhead Little League (AHLL). The contents of this manual are intended to define the options provided to AHLL by Little League Baseball, Inc. (LLB) rules and regulations and are intended to augment the LLB rules and regulations and not modify them. In all cases, it is the intention of AHLL to follow the rules and regulations of LLB, therefore, should there be a conflict between the contents of this manual and LLB regulations and/or rules, the LLB rules and regulations will prevail.

This manual has been approved by the AHLL Board of Directors and hereby becomes a permanent document in the operation of the league. This manual will be reviewed annually and is subject to revision with the approval of the AHLL Board of Directors.

### **RESPOSIBILITIES AND MANAGER APPOINTMENT**

- A. **President:** Responsible for the overall operation of AHLL and reports to the District II Board of Directors as well as recommends all managers, coaches and umpires in all divisions to the AHLL Board for approval.
- B. **Chief Player Agent:** Responsible to the President and AHLL Board of Directors.
  - 1. Responsible for scheduling the draft dates and times for AAA, Major, Junior and Senior Divisions.
  - 2. Recommends for approval to the AHLL Board, the number of teams per division and the number of players per team. Recommendations will be made prior to the AAA and Major division drafts. Generally the numbers are as follows:
    - a) 12-13 players per team in the Major division.
    - b) 12-14 players per team in AAA, AA and A divisions.
    - c) 9-13 players per team in the T-Ball division.
  - 3. Develop master game schedule based on field availability to assist divisional player agents in making their respective game schedules.
- C. **Division Player Agents:** Responsible to the Chief Player Agent, President and AHLL Board of Directors. Managers, Coaches and Players are under the direction of the Division Player Agent. Other responsibilities include but are not limited to:
  - 1. The general operation of his/her respective division.
  - 2. First point of contact for any questions or issues that arise from Managers, Coaches or Parents. If questions and/or issues cannot be resolved, the division player agent will contact the Chief Player Agent.
  - 3. Observation of Managers and Coaches in their handling of children.
  - 4. Maintain a list of players who are eligible to be elevated to the next division throughout the season.
  - 5. Keep the Chief Player Agent informed of all roster changes.

6. Hold division Managers meetings and answers concerns/questions of the parents and managers.
7. Handles all division protests.\*
8. Is a member of the Managers selection board for their respective division.\*
9. AAA and Major Player Agents also assist with:
  - a) Tryouts
  - b) Draft
  - c) Act as intermediary when trades are undertaken.
  - d) Allocate Foothills practice fields (as made available by the Field Coordinator) for AAA and Major Divisions.
  - e) Maintain a weekly and overall win/loss record for each for each team.
  - f) Assist with All star selection meeting and process.
  - g) Develop division game schedule based on master schedule.

\*Conflict of interest: If a player agent is a Coach or has a spouse that is Manager or Coach, he/she will defer any decisions involving complaints or disciplinary action affecting his/her team or spouse's team to the Chief Player Agent, Vice-President, or President.

#### **D. Managers and Coaches:**

1. Managers/Coaches from previous seasons are not guaranteed a Manager/Coach position and must apply and interview for the position.
2. Appointments for all divisions will be for a period of one (1) season. The one season period shall begin from the date of appointment by the league President.
3. Any person requesting to manage a team shall submit an application, consent to be finger printed and under go a limited background check.
4. All accepted\* applicants for Managers position shall be interviewed by the Interview Committee. The Interview Committee will be comprised of the President or V.P., Chief Player Agent, Divisional Player Agent (if no conflict exists) and one (1) Board Member who is not a Manager or Coach within the division interviews are being conducted. \*Whenever possible, at least one (1) member of the interview committee will be a current or previous manager/coach.
 

\*LLB Rules and Regulations state, The President of any league accepts all Managers applications and submits only those applications he/she deems acceptable, to the Board of Directors for approval. The President has the right to refuse consideration of any applicant he/she deems is not in the best interest of the league.
5. Managers are responsible for the conduct and ethics of Coaches and Players on his/her team, as well as the Parents of those players.
6. Each AAA Manager will present the name of his requested coach for their team to the Chief Player Agent as soon as their interview but no later than prior to the first tryout. If a request has not been submitted prior to the first tryout, it can not be submitted until after the draft to prevent "Red Shirting" of players through selective coaching appointments.
7. Managers must conduct a parents meeting to discuss:
  - a) The purpose of Little League International
  - b) Parent Code of Conduct/Ethics Letter

- c) Obtain parent names for Team Mom, Team Dad and Scorekeeper(s). The manager must turn in the above information w/ signed volunteer forms and keep it current with their respective Player Agent.
- 8. Managers must turn in their team rosters to their respective Division Player Agent a minimum of two (2) weeks prior to the first game. Managers must also keep the Division Player Agent's roster current.
- 9. Managers are required to participate in the following Clinics/Training:
  - a) "AI & AI" or any other clinic\* chosen by AHLL for the current season. If absolutely unable to attend, a Team representative must attend. (Managers highly preferred)
  - b) Managers must attend the Umpires/Rules Clinic (Not mandatory for T-Ball Managers but recommended)
- \*Paid for by AHLL (Receipts submitted to AHLL Treasurer).
- 11. Managers are required to obtain a team sponsor.
- 12. Managers will email scores after every game each night.

**E. Team Scorekeepers** will be responsible for keeping the official score of the game.

- a) Home Team: Provides the official scorekeeper who shall utilize the "Official League Score Book" and fill out the "Pitching Sheets/Game Summary." The scorebook and pitching sheets can be obtained in the AHLL shed.
- b) Place the completed "Official League Score Book" and "Pitching Sheets/Game Summary" back into the appropriate slot, inside the AHLL shed, upon the completion of the game.

**F. Team Parents** (Team Mom and Team Dad) will:

- 1. Decide amongst themselves who will perform what duties.
- 2. Assist with team activities including but not limited to:
  - a) Field set up prior to the game and/or fields tear down after the game.
  - b) Coordinating team party at the end of the season.

## **VOLUNTEER APPLICATIONS AND EXEMPTIONS**

**A. All Volunteers** interfacing with players on a continual basis will be required to submit the LL Volunteer Application Form based on the following:

- 1. Managers/Head Coaches in the Major, AAA, Junior and Senior Divisions must submit the form prior to the draft\*.
- 2. Managers/Head Coaches in the AA, A (Coach Pitch), and T-Ball Divisions must submit the form prior to issuance of league equipment\*.
- \*Any Coaching personnel that have not completed the form prior to Opening Day will not be allowed on the field.
- 3. Any other volunteers interfacing with children on a continual basis must submit the form prior to the first game of the season.

**B. General background checks** will be done by the President of AHLL and will include felony convictions within the past 5 years. Exemptions from volunteering in AHLL will be based on these background checks and will be as follows:

- 1. Anyone with prior conviction of crime of violence, sexual nature, or against children will not be allowed.

2. Anyone with a conviction of a non-violent felon will be referred to the Board for approval.

## **EQUIPMENT**

- A. Managers are responsible for the safe keeping, maintaining good condition and preventing loss of all equipment and uniforms issued to them. It is the responsibility of the manager to request issue of replacement or additional equipment from the Equipment Manager during the season.

## **DIVISION ELIGIBILITY**

(All Division requests for a specific division based on "SIBLINGS" will be considered, but not guaranteed.)

**\*\*Please note this is going by their "Baseball Age" please refer to age chart to confirm your child's age.**

### **A. T-Ball DIVISION 4-6 year olds**

1. All 4- 5 year olds; 6 year olds with 1 year or less of T-Ball.

### **B. A (Coach Pitch) DIVISION 6-7 year olds**

1. Preferably at least 1 season of T-Ball required.

### **C. AA (Beginning Kid Pitch) DIVISION 7-9 year olds**

1. Requires at least 1 season of Coach Pitch
2. All 9 year olds must Tryout for AAA, if not drafted into AAA, they will be placed on a AA team.

### **D. AAA (Minor) DIVISION 8-10 year olds**

1. 8 year olds may tryout for AAA only after parent(s) sign a waiver form.
2. All 9-10 year olds must tryout for AAA Division.
3. 11 year olds not drafted into Majors will be placed into AAA draft pool; all 11 year olds in the AAA draft pool must be drafted.

### **E. MAJOR DIVISION 10-12 year olds**

1. 10 year olds may tryout for Majors only after parent(s) sign a waiver form.
2. All 11-12 year olds must tryout for Majors
3. All 12 year olds must play Majors. This is a Little League International Rule.
4. Returning Major Players do not need to tryout. They will remain on the same team as the previous year unless the league decides to contract the number of Major teams.

### **F. JUNIOR/SENIOR DIVISION 13-16 year olds**

1. 13 year olds will be placed on a Junior Team.
2. 14 year olds will be placed on a Junior or Senior Team.
3. 15 & 16 year olds will be placed on a Senior Team.
4. Returning Senior Players are considered property players and will remain on the same team as the previous year unless the league decides to contract the number of Senior teams.

## **REGISTRATION**

- A. Registration dates and fees will be established by the AHLL Board.
- B. The Chief Player Agent will coordinate the registration process.
- C. A late registration fee will be charged for Tball through Major Divisions once registration closes.

## **SELECTION OF PLAYERS**

- A. Tryouts will be held for the AAA and Major divisions. Players will be encouraged to wear baseball attire.

- B. A player draft will be held within fourteen (14) days after the divisional tryouts.
- C. Selection of players through the draft process will follow LLI rules and will be recommended for approval to the AHLL Board.
- D. If expansion of the Major Division is deemed necessary, AHLL will utilize Option 4 under the Expansion section in the LLI Operating Manual. Every existing Major Team will place a certain number of players in a player pool from which the expansion teams will draft. Exact number of players from each team and numbers to be selected by the expansion team(s) is outlined in the Operating Manual and will be determined by the Major Player Agent and Chief Player Agent after final registration. Players not selected by the expansion team(s) will return to their original team. Only one (1) player from a team can be selected for re-assignment and placed on the expansion team(s) during the expansion draft. Each team must lose one (1) player before a second player from any team may be chosen.
- E. If contraction of the Major Division is deemed necessary, the team(s) with the fewest returning players will be eliminated and property players will be available as part of a supplemental draft.
- F. If it is determined that either the AAA or Major Division will exceed ten (10) teams, AHLL will utilize a Divisional Format, Option 4 in the LLI Operating Manual.
- G. DRAFT METHOD FOR ALL DIVISIONS (Reference LLI Operating Manual) Procedures governing the draft will be covered in the Divisional Player Agents' meeting with the Division Managers prior to the respective tryouts.
- H. Major and Senior order of draft choice is determined by the Operating Manual and the previous years final standing, in reverse order-last place team picks first. Players not selected in the Major and Senior Player Draft will automatically be placed in the AAA and Junior Player Draft.
- I. The AAA and Junior Player Draft will be scheduled by the Chief Player Agent and run by the respective Divisional Player Agent no later than seven (7) days after the respective Major and Senior Player Draft. The order of draft will be determined at the conclusion of the 2<sup>nd</sup> Tryout Session using the following method: Division Player Agent or Chief Player Agent will conduct the draw for draft numbers. Each Manager will draw a number out of a hat which will determine the draft order. The serpentine method will be used for player selections.
- J. AAA and Junior Draft: All 11 yr. olds not drafted to Majors must be selected in the AAA Draft. AAA Managers will be advised at the start of the draft as to the number of 11 yr. old players that must be evenly distributed among the teams. The AAA Player Agent reserves the right to stop the draft at a reasonable point and instruct AAA Managers to select the remaining 11 yr. olds before proceeding with the selection of 9/10 yr. olds. 8, 9 and 10 yr. old players not selected in the AAA Player Draft will be placed in the AA Division.

## **PLAYERS AND TRANSFERS**

- A. Player transfers will not take place from the AAA Division to the Major Division or from the AA to AAA Division with less than two (2) weeks remaining in the regular season.
- B. Managers must replace a player who has moved, quit or becomes injured to a degree which would prohibit his/her return during the remainder of the season. Reasons for a player being lost to a team during the playing season include:
  - 1. Moves to another city or state too distant to commute for practice or games.
  - 2. Injured and will not be able to return to play within a reasonable period of time (50% of the season or sooner).
  - 3. Personal reasons decided to terminate his/her association with the team.

4. Lack of contact from the player for a period of ten (10) calendar days unless otherwise approved for any reason by AHLL Board.
  5. Any other justifiable reason reviewed and approved by AHLL Board.
- D. The manager shall notify their Division Player Agent or Chief Player Agent within 48 hours of the loss of a player. Failure to do so will result in a violation being issued. The Player Agent shall advise the Chief Player Agent and the President of the Board. If loss of a player is approved, the President will send a letter of release to the player and the parents. This action creates an opening for replacement on the roster.
  - E. The Manager shall review the available player list with the Chief Player Agent and shall select a replacement player. Major Division managers will select a qualified player from the AAA Division; AAA Division managers will select a qualified player from the AA Division. The replacement player becomes a permanent member of the team.
  - F. The Manager must select the replacement player within seven (7) calendar days following the loss of a player. If a manager does not replace a player within the seven calendar days, the Chief Player Agent or Division Player Agent will choose the replacement player.
  - G. If a player misses two (2) consecutive games or practices, without notification to the Manager, the Manager shall attempt to contact the player to estimate the player's participation status. The Manager shall notify the Divisional Player Agent within two (2) days of the second consecutive game or practice missed if he/she is unable to contact the player.
  - H. The Division Player Agent will then investigate the status of the player. If the Player Agent determines the player has abandoned his/her participation status, the Manager will be notified that his team has an official vacancy and section as described in paragraph E above.
  - I. Major Teams must select an eleven (11) year old from the AAA Division who has attended a tryout. AAA Players designated "AAA only" at registration will not be eligible to be pulled up to the Majors Division unless parental and Board approval is obtained.
  - J. Replacement players for AAA Teams will be chosen from the AA Division. AA Players designated "AA only" at registration will not be eligible to be pulled up to AAA Division unless parental and Board approval is obtained.
  - K. Only one player per team can be selected for reassignment. Each team must lose a player before a second player from the team can be chosen.
  - L. Managers may request the availability of certain players through the Divisional Player Agent. Managers or any person affiliated with the team will not make contact with the parents or the player being considered. The Divisional Player Agent will coordinate all details of the transfer.
  - M. Players filling vacancies must remain with their new team a minimum of five (5) played games before moving to the next higher division.
  - N. Should an eligible AAA or AA Division Player refuse to fill a vacant roster position, the requesting Manager may make an alternate selection from the remaining eligible players. The Player who refused to fill the vacant roster position will be moved to the team to fill the vacancy created by the alternate player moving to the next higher division.
  - O. Should a Manager be found in violation of these selection rules, the request for a specific player will be denied and the Chief Player Agent will assign a player to fill the vacant roster position.

## **GAME OPERATIONS**

- A. Managers will play each player on their team who reports to the field by game time at least six (6) defensive outs per game. Manager discipline for violations of the players' rights will be in accordance

with LLB regulations. Special rules will be developed for all AAA thru T-Ball Divisions by the Chief Player Agent.

- B. All weekday Division games will start at approximately at 5:00 pm and 7:30 pm. Saturday game start times will range from 8:00 am to 7:30 pm.
  - Majors - No new inning will begin after 2 hours of play and no new batter will begin his/her at bat after 2 hours 15 minutes from the start time.
  - AAA - No new inning will begin after 1 hour 45 minutes of play and no new batter will begin his/her at bat after 2 hours from the start time.
  - The new inning begins at the moment the 3<sup>rd</sup> out is made. Time limit rules will not be used in post season games unless designated by the AHLL Board.
- C. The Home Plate Umpire will enforce a 1 minute 30 second time limit for inning changes.
- D. The official time will be governed by clocks which will be maintained by the Home Plate Umpire. Should the field official not have a time piece, the official should designate one of the official score keepers to be the official time keepers.
- E. Team Managers will consult the Umpires to determine the official starting time, which will be recorded in the official score keepers scorebook prior to the start of the game.
- F. 10 RUN RULE: The 10 Run Rule will not apply to the AAA or Major Divisions.
- G. FACE PROTECTION: Face masks & C-Flaps on batting helmets are optional. All catcher masks will have a throat guard.
- H. STEALING/SLIDING: Prohibited in the A and T-Ball Divisions.
- I. PROTESTS: Protests are not allowed in the T-Ball, A or AA Divisions.
- J. OVERALL DIVISION STANDINGS: Applies only to the AAA, Major, Junior and Senior Divisions and will be determined by 1) overall record, 2) head to head record, 3) intra-divisional record (if applicable). In case of a tie, we will use a rating system. Each team will be given a point value based on the standings (not including the 2 tied teams). Example: 10 teams, 2 are tied, in order of finish points assigned: 8, 7, 6, 5, 4, 3, 2, 1. Points will be tallied for WINS of the tied teams and the team with the most points would win the tie. If both teams are still tied, we will utilize a coin flip.
- K. SUBSTITUTIONS: Major, Junior & Senior Divisions will follow substitution rules as outlined in Official Regulations and Playing Rules. Free substitution during the regular season is followed for the Major, AAA, AA and A Divisions.
- L. MAJOR DIVISION: Will utilize the option of batting through the entire order for the regular season schedule. For Arrowhead's tournament- Only nine (9) players may be on the line-up, and all substitution rules will apply. All players not on the original line-up at the start of the game must be inserted into the game no later than the start of the 4<sup>th</sup> inning.

## **FORFEITURES**

Due to limited field availability and scheduling conflicts, games will not be rescheduled due to the inability of a team to field nine (9) players for a game. Starting time of a game may be delayed a maximum of 15 minutes to wait for the 9<sup>th</sup> player to arrive. Should a team be unable to field a team of 9 after waiting the 15 minutes, the team will forfeit the game. In this case, Managers are encouraged to play an unofficial game. Games will not be rescheduled if any team is unable to field a full 9-player team. The forfeit will stand. Pool players that are currently on another same division team may be used when a team has less than 9 players for a game. Both managers must agree that the substitute pool player is acceptable. Substitute players are not eligible to pitch or play catcher in these games.

## **PLAYING FIELD**

- A. Managers and coaches shall arrive in sufficient time to prepare the field and ensure the game begins at the designated time. Umpires will be instructed not to start the game until the field is considered to be in playing condition.
  - 1. The Home Team prepares the field for play, including: base lines, batter boxes, placing bases, watering field, etc.
  - 2. The Visiting Team cleans up the field and puts away equipment upon completion of play, including: raking field, securing mound and other equipment.
  - 3. Both Teams are responsible for cleaning up their side of the field, disposing of all trash and ensuring that dugouts and seating areas are clean.
- B. For the AAA, AA, and A Divisions; Two (2) adults (Manager/Coach) may function as base coaches RULE XIV, FIELD DECORUM (REF: Operating Manual pgs. 88-89)
- C. For the Major Division: Two Adults (manager/coach) will be allowed on the playing field as base coaches, provided that there is one adult manager/coach in the dugout.
- D. Three adults (Manager and 2 coaches) will be allowed in the dugout with the players while on defense during regular season AHLL games for all divisions.
- E. Each team manager will coordinate with their Team Father/Mother (who ever is responsible for field prep) to prepare for field duty.

## **GAME SCHEDULES**

- A. The AHLL Chief Player Agent will create all division game schedules based on field availability. Subsequent game changes due to rainouts, etc. will be coordinated through the Divisional Player Agent, based on field & team availability.
- B. AAA & Major Divisions: Managers will be given a “Field Trip Notification” form at draft. Upon the first meeting with players/parents, each parent shall sign the form indicating dates the player will be unavailable due to “out of town” school field trips. This form must be turned in to the Divisional Player Agent within one week after draft. Forms will be given to the Board Member doing the schedules. Every effort will be made to not schedule games on specific dates when a team has 3 or more players knowingly out of town. There is no guarantee that games will not be scheduled on these dates, and all forfeit rules apply.
- C. RAINOUTS: If fields are not closed, all teams are expected to show up ready to play. For AAA, Major, Junior and Senior Divisions the Head Umpire for a game has sole authority to terminate a game. Games may be halted temporarily to wait for weather to clear. Any team that leaves the field before the Head Umpire officially terminates the game will forfeit. For all other divisions, the Divisional Player Agent, Chief Player Agent, Vice President or President has authority to terminate a game. Games may be halted temporarily to wait for weather to clear. Any team that leaves the field before the game is terminated will forfeit. AHLL will follow the LLI rules for suspended games located in the LL Rule Book.

## **ETHICS AND CONDUCT**



- A. Managers will conduct themselves and see that the coaches conduct themselves in a manner befitting the players of the league at all times.
- B. Any player arguing with an umpire, league official, manager or coach will immediately be removed from the game by his manager.
- C. The conduct of the players on the bench and their vocal attitude toward the opposing players or team are the responsibility of the manager. Heckling the other team will not be allowed at any time. The home plate umpire or any of the officiating staff has the authority to halt the game and give the team manager a warning concerning inappropriate conduct of his players. Should the umpires need to stop the game a second time due to a team not heading the first warning, the umpire may suspend the game and file a full report with the Divisional Player Agent, League President and Head Umpire. The report in writing shall consist of:
  - 1. Date, time, inning(s), score and team(s) involved.
  - 2. All personnel involved: managers, coaches, players and spectators (if applicable).
  - 3. A full description of the events leading up to the game suspension.
  - 4. All umpires who were part of the umpiring crew are to sign the report. If concurrence among the umpires is not possible, then those umpires not concurring must still sign the report and note the areas with which they do not concur.
  - 5. The report must be filed within 24 hours of game suspension to the Chief Player Agent.
  - 6. Should the umpire crew not provide a report, the AHLL Board member on duty shall submit a report.
- D. Smoking and Use of Tobacco will NOT be permitted at any AHLL function.
- E. Alcoholic beverages are strictly prohibited from AHLL functions including the adjacent parking lot.
- F. Use of alcoholic beverages prior to practices and/or games is strictly prohibited.
- G. Should there be indications of alcohol use (i.e. breathe, instability, obnoxious behavior, etc.) the person may be ejected from the premises.
- H. No foul language will be used towards players, umpires, opposing team personnel or spectators. Managers or Coaches will not reprimand, belittle, or physically discipline any player.
- I. Managers and Coaches are required to hold regularly scheduled practices (at least 1 practice per week) with their teams to prepare for games. The team Manager or Coach will notify all team players regarding practices, game schedules, rescheduled or makeup games and other league business as the Divisional Player Agent makes them aware. It is the intent of the AHLL to not require AHLL players to play games or practice on Sundays. Therefore, games and practices on Sundays are optional and can not be considered mandatory.
- J. MAXIMUM OF 4 SCHEDULED PRACTICES/GAMES MAY BE HELD IN 1 WEEK. Example: 3 game week-1 practice; 2 game week-2 practices, 1 game week-3 practices; PRE SEASON maximum of 4 practices per week. All practices limited to 2 hours.
  - 1. AA, A and T-Ball practices may not go past 9:00 pm.
  - 2. AAA, Major, Junior and Senior practices may not go past 10:00 pm (9:30 pm preferred).
- K. No Manager, Coach or representative shall transport players in the open bed of a pickup truck.
- L. All players transported must have an available seatbelt.
- M. POLICY VIOLATIONS: Any Manager violating LLB Rules or AHLL local league policies will be issued a violation. Reprimand for such violation are as follows:
  - 1. First violation- Warning
  - 2. Second Violation- Suspended from managing/coaching next game.
  - 3. Third Violation- Subject to multiple game suspension and/or removal from the team. Any removal from the team must be approved by the AHLL Board. Suspensions for gross

violations of these rules may be imposed by concurrent agreement of the President and the Chief Player Agent. The President and Chief Player Agent with the approval of AHLL Board shall determine the length of suspensions. Multiple suspensions may result in permanent removal as a Manager or a Coach.

### **PLAYER DISCIPLINE AND CONDUCT**

- A. Players are required to actively participate in all official practices and games scheduled by their managers and AHLL. In the event that a player is unable to participate because of prior commitments, vacations, illness or injury, it is the player or his parents' responsibility to notify the manager, coach or Division Player Agent of their inability to participate.
- B. Any player willfully destroying or stealing AHLL property can be suspended for the remainder of the season. This includes painting or altering any league issued equipment.
- C. Players shall not use foul language, obscene gestures or instigate disruptions among other players or teammates. Fighting will not be tolerated.
- D. All players will report to the field for scheduled games in full uniform. No unauthorized uniforms will be allowed for league players without prior approval of the AHLL Board. All uniform shirts must bare the Little League patch at the left shoulder.
- E. No customized jerseys and/or pants, jackets or undershirts not recognized as baseball undershirts will be allowed.
- F. Players shall not report for a game in dirty or torn uniforms, damaged hats or metal cleats. Exception: Metal cleats are acceptable for the Junior & Senior Divisions.
- G. Managers shall notify the Divisional Player Agent 24 hours prior to game time regarding any player to be disciplined. Notification will be in the form of a letter to the Divisional Player Agent. A copy of the notice will be forwarded to the parents of the player. Actions resulting from notice of discipline are as follows:
  - 1. First Notice- Player to play only minimum requirements time.
  - 2. Second Notice- Player will not play the next scheduled game.
  - 3. Third Notice- A referral to the AHLL Board will be made to determine the player's eligibility to continue participation in the program.

### **ALL STAR POLICY**

All rules pertaining to Tournament at any level as outlined by LLB, either in the Official Regulations & Playing Rules, the Operations Manual or any other Official Publication supersedes AHLL policy.

- A. **PLAYER ELIGIBILITY:** A player must have played in at least 60 percent of the scheduled games during the season to be eligible. 60 percent of the games do not include post-season play. (i.e. a player who joined the team mid season, or who was ill or injured and did not play in at least 60 percent of the games, would not be eligible.)
  - 1. Parents must sign the "ALL STAR Consent Form" prior to player being listed on the ALL STAR Ballot. Any player who has had any formal disciplinary action during the season (i.e. ejected from a game by an official, benched by a Manager for conduct unbecoming) will be subject to AHLL Board approval prior to being eligible for an ALL STARS team.
  - 2. Players voted onto the various ALL STAR teams are eligible to participate in another baseball organization's games or practices as long as the participation does not interfere with AHLL All Star practices or games.
- B. **TEAM AND DIVISION ELIGIBILITY**

1. Players ages 11-12 who have fulfilled the minimum requirements listed above in the Major Division are eligible for the Major All Star Team. If divisional format is used, each Division (American/National) within the Major Division will field their own All Star Teams. (i.e. players who played in the National Division during regular season are not eligible for American All Star Team).
2. Players age 11 who have fulfilled the minimum requirements listed above in the Major Division are eligible for the 11 year old All Star Team. If divisional format is used, each Division (American/National) within the Major Division will field their own All Star Teams. (i.e. players who played in the National Division during regular season are not eligible for American All Star Team).
3. Players ages 9-10 who have fulfilled the minimum requirements listed in either the AAA or Major Division are eligible for the 9-10 year old All Star Team. Each division (American/National) within the AAA Division will field their own All Star Teams. (i.e. Players who played in the National Division during regular season are not eligible for American All Star Team). Players age 10 who played in the Major Division will only be considered for their respective division on the 9-10 year old All Star Team. (i.e. 10 year old Major in National Division, is only eligible for 9-10 year old National All Star Team).
4. Players ages 14-16 who have fulfilled the minimum requirements listed above in the Senior Division are eligible for the Senior All Star Team.
5. Players age 13-14 who have fulfilled the minimum requirements listed above in the Junior or Senior Division are eligible for the Junior All Star Team.

#### C. PLAYER SELECTION

All dates/times for tryouts and voting will be determined by AHLL Board, at the recommendation of the Chief Player Agent. The tournament teams will consist of 12 or 13 players selected by the method outlined below:

1. All players who have fulfilled the minimum requirements listed above and have turned in the "ALL STAR Consent Form" will be placed on the Division Player Selection Ballot.
2. Tournament teams such as President's Cup and Topps will be selected in the same manner.
3. The AHLL Board must approve all players selected to the All Star Team.
4. ALL VOTING OF ALL STAR PLAYERS IS STRICTLY CONFIDENTIAL!!! AT NO TIME SHALL ANY MANAGER DIVULGE THE ROUND A PLAYER WAS SELECTED. ALL STAR PLAYERS CAN NOT BE ANNOUNCED UNTIL JUNE 1<sup>st</sup>. The Board, based on direction from District II, establishes this date. Violation of this rule can subject the league to disqualification.

#### D. ALL STAR MANAGER & COACH SELECTION

1. Each season PRIOR to the regular season draft any AAA or Majors Manager may declare his/her desire to Manager any All Star team. The Board will then vote to accept or deny any candidate for pre-season approval. A 2/3rds majority of Board member votes is required for pre-season appointment. If no Manager receives a preseason appointment the All Star Manager will be selected as described in section D.2
2. The Manager of the 1<sup>st</sup> Place team during regular season in their respective division will be given first consideration for the position of All Star Manager. Should the Manager decline,

the option will continue in order of finish (i.e. 2<sup>nd</sup> place then 3<sup>rd</sup> place, etc.). The Manager of the 2<sup>nd</sup> Place team during regular season in their respective division will be given first consideration for the position of Head Coach. Should the Manager decline, the option will continue in order of finish (i.e. 3<sup>rd</sup> place then 4<sup>th</sup> place, etc.). The All Star Manager will select his Assistant Coach; of which must be a Manager or Coach from their respective division. The 9-10 year old All Star Coaching Staff may include a Manager/Coach from either the AAA or Major Division. All selections are subject to Board approval.

3. All selections are subject to Board approval.
4. Any Manager/Coach who has been ejected by an umpire during the season will be reviewed by the AHLL Board to determine eligibility. Any Manager/Coach who has been suspended due to a Policy Violation(s) shall forfeit eligibility to Manage or Coach any All Star Team.
5. Managers and Coaches understand that any absence during practice time prior to the tournament or during the tournament could jeopardize their eligibility to Manage or Coach an All Star Team. Failing to disclose this information prior to being appointed to the coaching staff of the All Star Team can be cause for removal from the team. Any absentee issues during the All Star season are subject to approval by AHLL Board.

#### E. REMOVAL OF A TOURNAMENT PLAYER

The All Star Manager has the right to remove a player from the All Star Team only under certain circumstances. The Manager should establish and distribute to all players those team rules. Failure of a player to conform to those rules can be grounds for removal from the team. Should the Manager feel it necessary to remove a player from the team he must inform the League President, Chief Player Agent and AHLL Board in writing. The Manager shall list all pertinent details, and reasons for requesting removal. Upon approval, a member of AHLL Board will notify the Manager. The Manager will then inform the player and his/her parents.

#### F. TRAVEL EXPENSES

All Star Team will hold fundraisers and/or solicit sponsors to help offset uniform and travel expenses.