

East Side Little League

2025 Major League Rules & Regulations

We continue to have alignment with Little League International Official Regulations and Playing Rules and away from most of the ESLL specific rules that had been in place in years past. We did this with the hope that this will increase skills development and competitiveness and better prepare our players for advanced and tournament play.

PLAYER SELECTION (operating manual pages 60-64)

Majors Division rosters will be made up of 12 players. Each team has the right to draft a 13th player at the end of the draft. If more than one team wants to do this, the draft order will be followed.

All returning players from a team are placed starting in the 12th round draft position and move towards the 1st round draft position.

The team with the worst record gets the first pick in each round, the team with the next worst record gets the second pick in each round, etc.

A bonus pick will be rewarded to each manager that has 6 or less players after the fourth round of the draft. If more than one manager requires a bonus pick, the order of rotation will be identical to that being followed in the draft.

No team can have more than 8 players in a single age group. Each team must draft at least (1) 10-year-old and (1) 12-year-old.

Round 1-4: A team may draft any player that is 10, 11 or 12 years old (4th round will depend on remaining spots). Each team is required to draft a minimum of one 10 and one 12 in rounds 1-3.

Round 5 +: Each team will be required to draft the remaining 12-year-olds until all of them are off the board.

Refer to the By-Laws for the specifics on the draft order and multiple rounds of draft picks. An option is a special condition related to sons, daughters, and siblings. Options are handled as follows:

Siblings in draft - When there are two or more siblings in the draft, and the first sibling is drafted by a manager, that manager automatically has an option for the other sibling and that sibling will be placed in the next open draft slot. If the manager does not exercise the option, the second sibling is available to be drafted by any team.

Siblings of players currently on a team - If desired, a manager shall submit an option 48 hours prior to the draft on a draftee if the player candidate's sibling is a member of that manager's team. If such an option is submitted, the manager MUST place the sibling within the first three draft rounds exclusive of the auxiliary League Age 12 draft round(s).

Sons/Daughters of Managers - If a manager has sons and/or daughters eligible for the draft, and wishes to draft them, he/she must submit the option at least 48 hours prior to the draft.

Sons/Daughters of Coaches – A NEW coach shall not be appointed nor approved until after the draft to avoid “red shirting” of players through selective coaching appointments. A returning coach, through the manager, may exercise an option to for the coach’s son/daughter provided:

1. The coach has served as a manager or coach in the league at any level for the past two years AND
2. The coach is returning to the same Major League team as last year.
3. If an option is exercised for a son/daughter of a manager or coach, the player will be placed on that team in the following draft round (exclusive of the League Age 12 round(s)):
 - 10-year-old: 5th round
 - 11-year-old: 4th round
 - 12-year-old: 3rd round

LEAGUE STRUCTURE, SCHEDULE & PLAYOFFS

There will be 10 Majors teams (no divisions).

The regular season will consist of 12 games with more practices incorporated into the schedule. Each team’s regular season record will determine their playoff seed.

PLAYOFFS

The playoffs will be single elimination. The top two teams from the regular season will get a first-round bye. The two teams that reach the Championship Round will play a best of three series to determine a winner. Every team must use Continuous Batting Order (CBO) throughout the playoffs.

Regular season tiebreakers will be settled by the following criteria:

1. Winning percentage of games played.
2. Teams W-L head-to-head
3. Average runs against for all games played (lower ARA is higher seeded team)

Coin toss with a predetermined heads and tails for each team before the coin is flipped and the side that lands facing up is determined as the higher seed. If three teams are tied after #1 and #2, the team with the highest place in the standings in the previous season receives a “bye” in the first round of coin flips so as to have a greater chance of being the higher seed again.

Pitch counts **do not reset** at the start of the playoffs. Plan accordingly.

The league playoffs champion gets a trophy, regardless of whether they got one for winning the regular season. The team with the best regular season record will receive a trophy.

The team with the better Regular Season record selects home or away for games 1 and 3 if necessary.

Each team will have a minimum of 13 games scheduled (weather permitting), and possibly more depending on how they do in the playoffs.

MAJOR and MINORS/AAA Shared Practices

At times during the season, Majors and Minors/AAA teams will share practice fields and batting cages due to field availability. It is at the discretion of the Majors Manager and Minors/AAA Coach who are sharing space to decide whether to have a joint practice, simulated game, etc. Ideally the purpose of field sharing is to expose Minors/AAA players to experienced Majors players and coaching and help Minors Managers gain experience and learn from experienced Majors coaches.

PRE-GAME PREPARATION & SET-UP

Both teams are responsible for field set-up, which is to include:

1. Layout of foul lines and batter's box as needed. (If prior lines are still intact, there is no need to re-chalk)
2. Placing of bases.
3. Each team is to supply two (2) game baseballs.

In case of inclement weather during the day, both managers and their parents should be at the field early to prepare the field for the game. No batting practice will take place until the field is prepared for play.

After poor weather for Saturday games a representative from EACH team must participate in prepping the field that they will use that day.

Pre-Game routine (6:00 pm game start example). Home team on field from 5:00 until 5:25; visitor on field from 5:26 to 5:50. At March, each team uses one batting cage until all players have batted. At Carman the team not on the field uses the cage. Be ready for the pledge at 5:57 pm so defense can continue out to the field from the pledge.

NOTE: The Softball Field next to Carman Field MAY NOT be used at any time, whether it is empty or not – we are not permitted to use it.

NOTE: Do not warm your team up in the field beyond Carman CF Fence – it is distracting to the Catcher and Batter who are playing. You will have time to warm up before your game.

POST-GAME CLEAN-UP

Both managers are responsible for the following:

1. Managers must rake the mound, home plate and base paths after games and practices to afford a common courtesy to other teams. NOTE: Rake base paths **along** the path, not **across**, as the lips are already significant, and we don't want them getting any higher.
2. Managers must lock the gates, garage, and all doors to all facilities to avoid children from accessing the facilities unsupervised.
3. Managers must put the tarp down on the mound and home plate to preserve the surface and protect against heavy rains and water runoff. Be careful to *not cover any grass* as covered grass dies very quickly in the heat of the day.
4. Managers must empty the trash cans and pick up all loose trash.
5. Managers must lock up and make sure March field clubhouse is locked, all lights are off and bathroom door is locked and secured.
6. Managers must pull the bases and place them in locked storage. Make sure to always use base-post plugs!!

7. Managers must put away all the rakes, shovels, and gear in locked storage.
8. Managers must put away the scoreboard keyboard and AV equipment.
9. Managers at Carman must lock the gate, only allow one car per team down to the field and must turn off the lights after use.

If teams do not adhere to these basic rules, Managers for the offending team(s) will be notified by the Majors Director. Continued failure to abide by these rules can lead to repercussions such as losing practice time, manager suspension or forfeiting of games.

CARMAN FIELD PARKING

The ESLL Carman Field parking policy is that NO cars from either team is permitted to drive through the WCAA complex to Carman Field.

Coaches, parents, and umpires are not permitted to drive their car to the field. This is an agreement that East Side has made with the West Chester Athletic Association and all officers, directors and managers are required to enforce this policy and that everyone sign off on before the season begins.

If this policy is not strictly enforced by every manager, that manager could lose their privilege to drive the equipment to the field.

THE ONLY EXCEPTION TO THIS RULE IS A HANDICAPPED PERSON WHO CAN BE DRIVEN TO THE FIELD AND THE CAR MUST RETURN TO THE PARKING LOT.

In the case of an emergency, the code for the gate lock as you enter the complex is **7532**. As a best practice, please be sure the gate is locked on your way out especially if you are the last team playing.

CARMAN FIELD LIGHTS

IT IS THE COACHES' RESPONSIBILITY TO TURN OFF LIGHTS FOR THE FIELD AFTER NIGHT GAMES OR PRACTICES.

The code for the light house lock is **9382**.

The switch to turn the lights ON or OFF is in the lighthouse structure that is near the lower softball field. The switch has brown tape on it and is located at the top left of the panel.

GENERAL GUIDELINES

Before each game the players, umpires, managers, and coaches must conduct the Little League Pledge.

Players are not permitted in the doorway of the dugout or on-deck area. In fact, there is no such thing as an on-deck Batter in Little League, so there is no on-deck area.

The ONLY batter permitted to come out onto the field to swing is the lead-off batter of the inning. No other player is to put hands on a bat. The bat shall be retrieved and brought back to the dugout by the NEXT HITTER in the lineup.

All managers and coaches not assigned as base coaches must remain in the dugout during play and not in the field of play. There must ALWAYS be at least one (1) adult in the

dugout. If you do not have enough coaches, then players must coach the bases with a helmet on.

Managers and Coaches must be properly attired. **Cutoffs and sleeveless shirts are not permitted.**

The game Umpire along with both managers at the field decide rainouts. Every effort should be made to get the game in, and rescheduling should be done through the Director, who will notify the Umpire-In-Chief. Decisions should be made at the field. Game should not be canceled at 3 or 4pm.

EJECTION FROM GAME

A member of the coaching staff ejected from a game is not the conduct ESLL wants to present to the players as acceptable.

A Manager, Coach, or Scorekeeper ejected from the game per Rule 4.08 must, in addition to serving a one game suspension, umpire a Minors or AAA (9–11 year-old) baseball game.

Failure to umpire the game will result in further disciplinary action, up to and including removal as Manager, Coach, or Scorekeeper for the remainder of the season.

A second ejection will result in a more severe suspension and a third ejection will result in a suspension for the remainder of the season.

Please always remember these players are just 10-12 years old and act appropriately – there is no simply reason to ever get *ejected* from a Little League game!

PLAYER REPLACEMENTS

The pool of available Minor league call up players will be established by the VP of Little League along with the Majors and AAA Directors prior to the beginning of the Majors season. This pool can include all eligible AAA league players league age 10 and 11. Once a player completes their call up game, they will be placed at the bottom of the available player list. The Majors and AAA directors will work to ensure that the same player is not being called up by the same team multiple times during a season.

A Majors Manager can call up a AAA division player from the established pool of available players to their roster in only the two following scenarios:

1. A roster player is injured and unable to play for 2 weeks or more per a doctor's order.

If a rostered player is unable to play for two-2 weeks or more, *and this reduces a team to 11 players*, a new player **can** be selected from the AAA League pool. The Majors Director and VP/Little League will assign the team a replacement if a player is not selected by the impacted Majors Manager within five (5) days of being notified of the player injury.

If a player is injured or leaves for vacation for one week or more, the Manager must notify the Majors Director and VP/Little League for documentation purposes.

A player in any division that was injured and under a doctor's care must present a doctor's release that the player is physically able to play baseball.

A player does not have to be replaced if there is less than 2 weeks remaining in the regular season.

2. A major's team only has eight available roster players, and the AAA call up player will be the 9th available player.

A Majors Manager MAY NOT call up a AAA player if they have 9 or more available roster players.

The request for a call up player must be done by the Majors Manager a minimum of 24 hours prior, or immediately once the Manager is made aware, directly to the Majors Director. The Majors Director will work with the AAA Director and/or the affected AAA coaches directly to confirm the call up player to be used.

A Majors Manager MAY NOT reach out directly to a player or players family to secure a specific player.

If a team is unable to field 9 players at the start of a game, the game will start with 8 players. The Majors team has the option to use players from the approved AAA league player pool. This should preclude any team from not being able to field 9 players (Rule 4.16)

Run Rule

Once a game is "official" (3 ½ innings for Major Division) it can end by way of the run rule in any of these ways:

If the visiting team's lead reaches 15 (3rd), 10 (4th) or 8 (5th) runs in the top half of inning, and the home team fails to score during its turn at-bat in the bottom of the same inning of an official game.

If the home team establishes a 8, 10-or 15-run lead (in the bottom of the inning) of an official game.

When the home team takes a lead of 8, 10 or 15 runs, the game ends immediately after the run that establishes the threshold lead is scored, regardless of how many other runs may have scored on the play; or the number of outs there are in the inning. **Note:** If runners are on base when a walk-off home run is hit to end the game (by way of the 10-run rule), all of the runs count toward the final score.

BATTING

Continuous Batting Order (CBO) - All players must bat in an established order. Batting orders must be exchanged a minimum of five (5) minutes prior to the start of the game. Once both teams have received the other teams batting order, the lineup is official.

Only players at the field at that time can be placed on the lineup card. All players arriving after the exchange of the batting orders are to be added to end the of the lineup.

A batter may advance on an uncaught third strike (see below).

The on-deck batter is not permitted to have a bat in his/her hands. He/she may only take practice swings in the field of play as he/she gets ready to bat (after returning previous batters' bat to the dugout).

No Softball style bats may be used, only baseball bats, regardless of whether they are approved by Little League Baseball.

Only Little League International approved composite bats are permitted (USA bats only). All bats used in a game must be in compliance with Little League International rules. If an illegal bat is used the Little League International illegal bat rules will apply.

ADVANCE ON UNCAUGHT 3RD STRIKE

ESLL has implemented the Little League International Rule "the batter can advance to 1st base on an uncaught 3rd strike." If a 3rd strike is not caught by the catcher...

a) first base is unoccupied or

b) there are two outs, then the batter may attempt to get to first base. The batter becomes a runner as if he/she put the ball in play and the fielding situation is handled accordingly.

For example, if the bases are loaded with two outs and the batter swings at strike 3 and the catcher does not catch the ball, there is now a force at home plate and the catcher may step on the plate to end the inning.

FIELDING

The infield fly rule is in effect and will be implemented accordingly.

If a ball is caught and carried into dead ball territory the out is recorded. "Time" is called, and bases are awarded to runners, if any. This replaces the "run in and throw out" rule.

Defensive changes should be made in an organized fashion, in advance, to prevent a congregation of players outside the dugout waiting for a manager/coach to provide the players positional assignment.

The League prefers that a player not presently in the game warm-up the pitcher while waiting for the catcher to get his equipment on in between innings. This player must wear a properly equipped catcher's mask. However, adults in the dugout are allowed to warm-up the pitcher if there is no qualified player.

CATCHING

Anytime any player is "acting in the position of catcher", the catcher must wear a catcher's helmet with a dangling throat guard. This includes the player who is catching next to a coach hitting infield/outfield!!

The batter is permitted to advance on uncaught third strike.

Catchers are to be encouraged to aggressively pursue and retrieve all balls quickly to maintain the flow of the game.

Catcher must use a catcher's mitt and protective equipment to catch pitches.

Catchers must wear protective cups. Chest protector may be long or short design.

Catcher's helmet must have ear covers and the mask must have dangled throat guard.
Catchers warming-up pitchers must wear protective cup and catchers' helmet/mask.

BASE RUNNING

A player may coach 1st and/or 3rd base but the player must always wear a helmet.

NO headfirst sliding is permitted. Any player who slides headfirst will be called out. Headfirst slides are only permitted if the base has been passed and the runner is attempting to return from a short distance. A headfirst slide is defined as "*a slide the umpire determines to be a headfirst slide*" according to Little League International Rules.

All players must *slide or attempt to avoid the tag* whenever the defensive team is making a play on the base runner. **There is NO rule mandating a player must slide!!**

*Please note the word "attempt" is used. A runner may fail in their attempt to avoid a tag, and a collision may occur, however if the Umpire judges the runner to have made an attempt, you've got nothing, just a baseball play".

A baserunner may not run over or into a defensive player to dislodge the ball. Any base runner that does so will be called out and immediately ejected from the game for unsportsmanlike play. The ball will be declared "dead" and all runners shall return to the base they last acquired. Runners are strongly urged to slide or avoid contact and when not certain, to slide.

Leads are not permitted. See rule 7.13 for clarification and examples.

Runners may not leave the base until the ball has reached the batter or is hit. If a base runner leaves early and the ball is hit in fair territory, Rule 7.13 applies.

The special pinch runner rule, Rule 7.14, is now in effect for ESLL regular season and playoffs. See below for details.

Special Pinch Runner (Rule 7.14)

Once each inning, a team may utilize a player who is not in the batting order as a special pinch runner for any offensive player. A player may only be removed for a special pinch runner one time during a game. The player for whom the pinch runner runs is not subject to removal from the lineup. If the pinch runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a pinch runner while in the batting order. However, if removed for another substitute that player or any player not in the lineup, is again eligible to be used as a pinch-runner. **Note: This does not apply with the continuous batting order.**

Courtesy Runner (Rule 7.14b)

During the regular season and playoff play, ESLL will permit a courtesy runner for the catcher and/or pitcher of record when there are two outs. If the continuous batting order is being used, the runner must be the player who made the last out. If the catcher and/or

pitcher of record is the last recorded out and the courtesy runner wants to be used, they are that runner, and are not exempted.

SUBSTITUTION RULES

With continuous batting order, the minimum playing time per player per game is six defensive outs. The player must play six total defensive outs and be in the lineup available for an at bat.

If a game is shortened for any reason (rain, dark, run rule, etc.), the player(s) who did not meet mandatory play will be required to start the next game.

One offensive batter in the bottom of the sixth for a team that hits a leadoff walk-off homerun will be considered playing 3 defensive outs for all fielders. Little League rules & penalties for Managers apply in all minimum playing and batting scenarios.

All protests must be made before the next pitch. Information that may not or cannot be known during the game can lead to a post-game protest. All protests must be initially lodged "before the Umpire leaves the field".

PITCHING

Once a pitcher is removed from pitching, he is not permitted to pitch again during that game.

Pitcher warm-up tosses are to be kept to a maximum of 8 pitches. From the 2nd inning on a maximum of a 5 pitch per innings allowed unless the catcher is not ready due to equipment reasons. Please notify your catchers that they can count the pitches and move the game along if an umpire is distracted from counting.

A player who throws one warm up pitch from the rubber to a catcher prior to the start of an inning is the new pitcher of record and must pitch to at least one batter. If that player is ineligible to pitch, an eligible pitcher must be entered prior to the first batter, but the original pitcher is out.

You do not have to have your pitcher throw the pitches to intentionally walk someone if you declare the walk prior to the first pitch. However, by intentionally walking someone, your pitcher incurs the pitch count. For example, if a batter walks up to the plate and you want to walk him right away, you send him to first and add 4 pitches to your pitcher's pitch count.

ESLL follows the standard Little League International pitch count rules.

11-12-year-olds = 85 pitches per day maximum.

9-10-year-olds = 75 pitches per day maximum.

If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 51-65 pitches in a day, three (3) calendar days must be observed.

If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.

If a player pitches 1 - 20 pitches in a day, zero (0) a calendar day of rest is required.

At all levels of pitch count, a pitcher may complete the batter and remain at the threshold reached during the at-bat provided they are removed prior to throwing one (1) pitch to a following batter.

There are no pitch count resets.

Any player on the team may pitch except for a player who was the catcher in four (4) or more innings. (three innings plus ONE pitch equals four innings).

A pitcher who throws 41 or more pitches in a game cannot play the position of catcher for the remainder of the game.

Any player that plays catcher in three (3) innings or less, moves to the pitcher and delivers 21 pitches or more in the same day, may not return to catcher that day.

All pitcher's names and all pitch counts per game must go to the Majors Director, or his designate, after each game, along with the score from both managers. In lieu of reporting directly to the Majors Director, managers are required to report pitch counts thru the Google Doc provided by the Majors Director in a timely manner. (at a minimum at the end of every week)

If a game does not complete the first inning, the pitch count for both teams will not count and the pitch count for all pitchers in this game will be zero.

If a game is stopped midway through the sixth for any reason and reverted back to the fifth inning for the final score, all pitches in all innings and abbreviated innings are to be counted.

If a pitcher accidentally drops the ball, it is an illegal pitch. Illegal pitches count as a Ball to the batter, and they *do* count as a pitch toward the pitch count. If in the judgment of the umpire the pitcher intentionally dropped the ball to create a ball count the pitcher will be warned for unsportsmanlike behavior and may be ejected.

A pitcher who reaches his pitch count maximum during one batter can exceed his pitch count to complete that batter only. If that same batter becomes lead-off for the next inning due to a pickoff, etc., a new pitcher must enter the game and the pitcher cannot finish pitching to that batter.

Not adhering to the pitch-count rule can lead to a protest.

Pitch count follows pitcher, not the arm, so an ambidextrous pitcher cannot double his pitch count.

If a situation arises not covered here or in the LL rulebook or any LL publication, the home plate umpire at the field at the time of the infraction, will decide if it was a pitch or not.

Pitch-count will still always apply in all weeks to all pitchers. It does not matter that rainouts and makeup have created a situation whereby you have 4-5 games in a week.

In addition, pitch counts follow the pitcher for all ESLL activities, including majors, minors, and 50-70. For example, if a player pitches 50 pitches in a 50-70 game Sunday, he cannot pitch for any league until he observes 2 days of rest.

Double Headers - A pitcher may not pitch in more than one game per day, regardless of pitch count. (Regulation VI(k))

NIGHT GAMES

No inning shall start after 10:00pm. (Regulation X(a)). For these purposes, an inning start is when the third out is made, completing the prior inning. "We have lights at Carman is not a rule or guideline".

OFFICIAL SCORER

The away team will provide the "official scorer", for purposes of the pitch count. The scorekeeper/bookman for each team will, at the end of each half-inning, confirm the pitch count for both/all pitchers with the other team's scorekeeper. If, after the first pitch of that half-inning, a discrepancy arises, the official scorer's pitch count is the official count.

The game score may be corrected at any time before the game ends if a mistake occurs during a completed inning, provided both teams agree to the correction.

RAIN OUT GAMES

For all games that need to be rescheduled, Managers will work with the League Scheduler and Majors Director to reschedule a game date using a future practice date scheduled for either team or possibly a Sunday time slot.

If Managers cannot agree to a new game date within 3 days, the Scheduler will schedule the game using a future practice of one of the two teams and will notify both managers and the Umpire in Chief of the assignment.

SUSPENDED GAMES RESUMED ON A DIFFERENT DAY

The pitcher of record when the game was suspended:

- MAY throw the full 85 pitches if he has had the required rest.
- MAY NOT pitch if he hasn't had the required rest.

Any player who pitched in the suspended game, but was not the pitcher of record, is ineligible to pitch in the completion of that game, regardless of when it is completed.

If a game is called during an incomplete inning, the game ends at the end of the last completed inning in each of the following situations (Rule 4.11(d)):

- The visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete inning.
- The visiting team scores one or more runs to take the lead in the incomplete inning and the home team does not tie the score or retake the lead in the incomplete inning.

IMPORTANT NOTE: When a game is suspended and resumed on a different day, the pitcher needs to have the proper number of days rest to be eligible.

OFFICIAL GAME RULE

Time limit – There are no time limits on Majors games. Early in the season, it is possible for a game to run into issues with light (March Field games). If a game is suspended due to light, the game must be completed prior to the conclusion of the regular season. The Majors Director and VP/Little League will determine the most appropriate date/time.

Rainout – If a game is unable to be completed due to weather (darkness is not a reason for a game not to be completed) and the final out has been recorded in the bottom of the fourth inning, the game is considered official and the leading team wins. If the game is tied, the game will be suspended and resumed at a future date.

In any other situation where there is a tied game that is unable to be completed due to weather, sunlight, technical emergency, etc. the Majors Director and VP/Little League must be notified immediately to find a date/time for the game to be completed on a future date.

UMPIRE DISCUSSIONS

If the team Manager, and ONLY the Manager, would like to discuss a call made on the field they should request "Time". When the Plate Umpire grants "Time" the Manager should then approach the Plate Umpire and have a *polite* conversation regarding the call that was made or the rule they believe may not have been followed properly.

If a manager has a book rule question, the manager must show the plate umpire the rule in the book that he/she is questioning.

The base umpire must request help from the home plate umpire for there to be a discussion regarding a call by the base umpire.

EQUIPMENT AND UNIFORMS

Players will be issued a uniform shirt, and a hat, all of which are kept by the player.

All players must have the same color pants and socks. Player's names are not permitted on the back of the uniform shirt.

A manager/team may not assess parents or players a fee even if the parents agree for any special team uniform including, special hat, shirts, socks, etc., or equipment such as bats, helmets, etc., without expressed permission of the ESLL Board of Directors. All items purchased for team use are the property of ESLL.

Only uniforms supplied by the League are permitted. Undershirts shall be of a solid color. White or gray long-sleeve shirts are not permitted.

All equipment must meet Little League International safety requirements.

ALL STAR MANAGER SELECTION

All-star Tournament Team managers will be selected by a vote of the Executive Board. An e-mail will be sent by the VP of little league roughly three quarters of the way through the regular season soliciting for those interested in taking a Tournament Team.

All-star managers are selected for only that year's tournament team with no guarantee for future years.

Managers who volunteer to perform additional ESLL duties are given special consideration when tournament managers are selected.

ALL STAR PLAYER SELECTION

The District All Star nomination and selection process is an important part of each East Side season. Due to its sensitivity and importance, the East Side Executive Board has created the following process to ensure fairness and transparency for all involved while creating the most competitive teams at all age groups. The process listed below is currently in place for the 10U-12U District teams.

Nomination Process

All dates associated with each step of the nomination and selection process will be determined each year by the Executive Board to align with D28/LLI changes.

Step 1: Roughly 2-4 weeks prior to the pre-determined All-Star tryout date the VP of Little League will send an e-mail to the Majors Division announcing the All-Star Process is beginning. This e-mail will contain information about the nomination and selection process as well as require all those interested in participating in the All-Star process to complete a commitment form which will be returned to the Majors Division Director.

Step 2: Each team manager will nominate players¹ from their team they feel should be eligible to be voted on. This is Round 1 of the Player Nomination Process. Nominations will be provided to the Executive Director, VP/Little League, and the Majors Director.

Step 3: All managers will review the Round 1 player list and then have the chance to each nominate ONE more player from another team they feel should be eligible to be voted on. This is Round 2 of the Player Nomination Process and is an important step to be sure a player was not missed knowing they are not on the team but have a chance to be voted on.

**After step 3 is completed, the nomination process is complete. After this, no additional players will be considered for selection on any team.*

Selection Process

Step 1: Round 1 of Player Selection Process.

1. Each manager will vote for up to FIVE (5) players at each age group they believe are the strongest all-star quality players and cannot vote for their own player.
2. **Players must receive 6 of 9 manager votes to be selected onto the team in Round 1**
 - A MAXIMUM of FIVE (5) players will be selected based on total number of votes.

¹ Player nomination should be limited to, on average, 1-2 players per age group per team.

- A revote of the players involved will be done if there is a tie that results in more than (5) players making the team.
- Minimum of (3) players must be selected in Round 1.
- A threshold will be determined to remove players that do not get enough initial votes and then the remaining players will be re-voted so that there will be at least (3) players selected during Round 1.
- No player will be notified of making the team until the full team roster is finalized.

Step 2: Immediately prior to the tryouts all managers will be notified of the players who received enough votes to already make the team so they can focus on the remaining players.

Step 3: ALL players (including those who already were selected) are asked to attend a tryout. **This is NOT mandatory** but will allow all players a better chance to be seen by both the managers voting and the all-star manager who will be selecting the last (3) players. Tryouts will include hitting, fielding, pitching, and catching and players will be allowed to showcase their skills in more specific positions.

Step 4: Round 2 of Player Selection Process.

1. All managers will vote for the number of players remaining after Round 1 of Players Selection Process to get to a total of 9 players selected by the managers as a group. Again, managers cannot vote for their own players.
2. **Players must receive 5 of 9** managers to make the team. The remaining players may not all be filled on the initial vote.
3. A threshold will be decided on to eliminate the low vote getters (i.e. received less than 3 votes) and managers will revote with the remaining eligible players. This may take a round or two of voting to eliminate players. If there is a tie for the last available spot(s) JUST these players would be re-voted on with the highest number of votes winning the tie(s).

*A maximum of 9 players can be voted on to each district team by the major's managers.

Step 5: The all-star team managers will select the final (3) players after having a chance to review the (9) players selected to best fill out the team. The board can veto any one of these selections as a means of checks and balances.

The Executive Director will oversee the voting and selection process to ensure all procedures are followed, with a review and audit to be completed by the V.P. of Little League and additional members of the Executive Board or Board of Directors as needed. The President will then sign off prior to communication to players. In the situation where an All-Star Manager or potential assistant coach is also a member of the Executive Board or Board of Directors, they shall not be involved in the voting process (unless they are executing on their role of Majors Manager) unless approved by the Executive Board.

****In the case of a scenario not covered by the above process, the ESLL Executive Board will determine the appropriate course of action based on the specific circumstance****

East Side Little League 2025 Major League Rules & Regulations

Revised: January 3, 2025

I have read, understand, and agree with the policies, procedures, rules and regulations of Little League Baseball and East Side Little League.

_____ **Manager**

_____ **Date**

This form must be signed and returned to the Majors Director.