



SANTEE NATIONAL LITTLE LEAGUE

Santee National Little League Bylaws

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TABLE OF CONTENTS

Article 1 – General League Policy	4
Section I. Fiscal Year	4
Section II. Season Structure	4
Section III. Chartered Divisions and Recommended League Age by Division	4
Section IV. Player Registration	4
Section V. Registration Process	4
Section VI. Combining Leagues Within Divisions	5
Section VII. Playing Equipment and Uniforms	5
Section VIII. Fields and Facilities Maintenance, Permits and Insurance	5
Section IX. Disciplinary Committee	6
Section X. Member/Guest Code of Conduct	6
Article 2 - Players	8
Section I. Player Verification Process	8
Section II. Draft Process	8
Section III. Participation Expectations	9
Section IV. Pitch Count	9
Section V. Player Code of Conduct	9
Article 3 - Managers and Coaches	10
Section I. Manager Selection	10
Section II. Coach Selection	10
Section III. Responsibilities of Managers and Coaches	10
Section IV. Manager and Coach Code of Conduct	11
Article 4 - Umpires	12
Section I. Eligible Umpires	12
Santee National Little League - PO Box 710302 Santee, CA 92072	1



SANTEE NATIONAL LITTLE LEAGUE

Article 5 – Games Operations	12
Section I. Schedule	12
Section II. Makeup and Continuation of Games	12
Section III. Game Day Responsibilities and Procedures	13
Article 6 - Regular Season Rules	14
Section I. General Rules (All Divisions - Unless noted)	14
Section II. Regular Season Rules (Teen Divisions: Intermediate, Juniors, and Seniors, and Majors Division)	15
Section III. Regular Season Rules (Minors A Division)	15
Section IV. Regular Season Rules (Minors B Division)	16
Section V. Regular Season Rules (Rookies Division)	17
Section VI. Regular Season Rules (T-Ball Division)	18
Section VII. Regular Season Rules (Challenger Division)	19
Section VIII. Interleague Play	19
Article 7 – End of Season Tournament of Champions (TOC)	19
Section I. Tournament of Champions (TOC)	19
Section II. Tournament Seeding, Home and Visiting Team Outline	20
Section III. Tournament Bracketing	20
Section IV. Home and Visiting Team Outline	21
Section V. Section V. TOC Rules	21
Article 8 – All-Star Tournament	22
Section I. All-Star Committee	22
Section II. All-Star Player Selection	22
Section III. Little-Star / All-Star Managers and Coaches	23
Article 9 - Little-Stars	24
Section I. Little-Stars Tournament	24
Section II. Little-Star Player Selection	24
Article 10 - Concessions / Snack Bar	24
Section I. Snack Bar Operations	25



SANTÉE NATIONAL LITTLE LEAGUE

Section II. Snack Bar Volunteers	25
Article 11 - Fall Ball	25
Section III. Section I Fall Ball Purpose.	25



SANTEE NATIONAL LITTLE LEAGUE

ARTICLE 1 – GENERAL LEAGUE POLICY

Section I. Fiscal Year

1. In accordance with the league's constitution (Article IX, Section 8), The fiscal year of this corporation begins on October 1st and ends on September 30th of the following year.

Section II. Season Structure

1. The playing season shall consist of a Spring Season (Regular Season) beginning the Middle of February and ending middle of June; and a Fall Instructional Season (Fall Ball) beginning after Labor Day and ending before Thanksgiving.

Section III. Chartered Divisions and Recommended League Age by Division

- T-Ball (league ages 4-6) – Option for 7 yr olds
 - Rookies – Machine pitch (league ages 6-7)
 - Minors B - Player pitch (league ages 7-8)
 - Minors A – Player pitch (league ages 9-10)
 - Little League 'Majors' (league ages 11-12)
 - Intermediate (league ages 11-13)
 - Juniors (league ages 12-14) – Options for 15 yr olds
 - Seniors (league ages 13-16) - Options for 12 yr olds
 - Challenger (league ages 4-18)
 - Senior Challenger (league ages 15<it;)
- Note 1: Player tryouts, evaluations & PA assessments factor into Division of play selections
 - Note 2: Player development and selections to team rosters, regardless of Division are governed per Little League rules, regulations by the league Player Agent (PA).

Section IV. Player Registration

1. All players registered to participate in the league must be confirmed (through an established verification process) as eligible to play in the league. Eligibility is determined in accordance with the Little League® Baseball and Softball residency requirements; or school enrollment form, along with proof of age (birth certificate, or other accepted government-issued form).

Section V. Registration Process

1. The league shall offer registration opportunities for all divisions beginning no earlier than October 1st and ending no later than 1st day of tryouts.
2. There will be a minimum of one (1) "Early Priced" and one (1) "Regular Priced" registration opportunity.
3. Regardless of registration dates, registration dues will be considered "Late" if not paid three weeks prior to the leagues 'tryout date.' Late fee of \$30 may be added to the "Regular Priced" registration Dues.



SANTÉE NATIONAL LITTLE LEAGUE

4. Board of Directors reserves the right to end Early and Regular Registration to support current year scheduled operations; upon completion of tryouts, all registration ends.

Note 1: Every attempt will be made to include 'late' player registrations including at tryouts. Little League Regulations and PA will address LATE Registrations as needed.

Note 2: Registrations for Little League (or Majors) and lower divisions of play after tryouts will be referred to the BOD / PA; Teen Divisions of play will be referred to the BOD and District 'Teen Div Coordinator.'

Section VI. Combining Leagues Within Divisions

1. When not enough players register to create a league team within the Teen Division of play: Seniors, Juniors, Intermediate, the league may combine those players with another league within the district in the same situation.
2. Prior to January 15th, the President and/or Player Agent will contact other leagues and the district teen division coordinator to determine opportunities in combining players to form a team and coordinate tryouts, schedule and manager/coach options.

Note: Additional Registration dates for Teen Division players (with no LATE fee) may be provided beyond the league tryout date.

Section VII. Playing Equipment and Uniforms

1. SNLL will provide each team with the following equipment:
 - a. 2-Dozen practice baseballs.
 - b. A Catcher's set includes a helmet with throat guard, chest protector, leg guards, a catcher's mitt, and equipment bag.(T-Ball and Rookies as available)
 - c. A batting tee (Challenger and T-ball)
2. Managers may request the following items:
 - a. Batting helmets
 - b. A batting tee (if available)
 - c. Throw Down Bases (if available)
 - d. Additional Baseballs (if available)
3. All equipment issued by the league must be returned following the team's final game.
4. Personal equipment may be used provided it complies with and meets Little League safety standards and policies.
5. SNLL will provide players with a numbered jersey and a baseball cap.
6. Protective gear must be used during practice and games per little league standards.

Section VIII. Fields and Facilities Maintenance, Permits and Insurance



SANTEE NATIONAL LITTLE LEAGUE

1. The Majors, Minors A, Minors B, and T-ball/Rookies fields shall be maintained and insured by SNLL when in use.
2. Managers of each division are responsible for the upkeep of their fields. T-ball and Rookies managers will share responsibility of the T-ball/Rookie field:
 - a. Watering and dragging the infield dirt prior to each game and after the last practice of the day as necessary throughout the season.
 - b. Picking up and disposing of trash on the field, in the dugouts and around the outside of the fences.
 - c. Notifying the Board of any required maintenance (Broken sprinkler/watering equipment, broken fencing, etc.).
3. Permits shall be obtained for at least one (1) alternate practice facility such as Cajon Park Elementary lower fields.
4. Alternate practice sites are to be cleared of any trash or debris by teams following their practices.
5. Managers shall coordinate practice schedules with the Director of Managers to avoid overbooking of available fields/sites.
6. Background checks and certifications required by district, shall be required of any volunteer with repetitive access to the players including, but not limited to managers, coaches, and Board of Directors.

Section IX. Disciplinary Committee

1. The Disciplinary Committee shall consist of at least 7 board members; the President, Vice President, Player Agent Upper, Player Agent Lower, Director of Managers, Director of Umpires and Secretary, to be chaired by the Vice President.
 - a. Any member stated above may recuse themselves and does not need to be replaced. President makes tie breaker vote. (example 3-3 vote would go to Presidents vote)
 - b. All formal complaints should be in writing submitted to the league email (vicepresidentsnll@gmail.com) to be reviewed by the Vice-President who will determine if further action is necessary.

Section X. Member/Guest Code of Conduct

1. Members and their guests shall adhere to Little League's Policies and Principles to promote sportsmanship, teamwork, respect, and safety.
2. Members and their guests shall adhere to The [Santee School District's](#) and [The City of Santee's](#) policies regarding public use of facilities.
3. All parents/guardians are required to agree to and sign the Code of Conduct.
4. Members shall be responsible for their guests.
5. The following actions by members/guests are not allowed and will be cause for disciplinary action:
 - a. Engage in unsportsmanlike behavior with any official, coach, player, or other member/guest.
 - b. Abuse of league property.
 - c. Profane language and/or gestures.
 - d. Use of alcohol in any form, vaping devices, or any type of tobacco product on or around the playing field including the parking lot.
 - e. Actions disregarding safety policies.



SANTÉE NATIONAL LITTLE LEAGUE

- f. Disregard the rules or regulations including bringing unauthorized pets onto school property.
 - g. Use of artificial noise makers is prohibited.
6. Violation of the code of conduct will be managed on a case-by-case basis with a punishment of a warning up to expulsion from the league at the discretion of the Board of Directors.
7. If failure to leave the premises when asked by an umpire, manager or league official, local law enforcement will be called.
8. Violence will not be tolerated. The Board of Directors will discipline fighting in any division on a per-incident basis. A first offense may be punishable by game ejection, expulsion from the league, or any other manner deemed fit by the Board of Directors, consistent with league policies and the SNLL constitution. Any second offense may result in immediate expulsion from the league or otherwise.



SANTÉE NATIONAL LITTLE LEAGUE

ARTICLE 2 - PLAYERS

Section I. Player Verification Process

1. The Player Agent shall preside and be assisted by Director of Managers to manage and oversee the tryout process, player draft and all other player transactions, selection meetings as well as maintaining the list of eligible players.
2. All players who are league age 7-12 are encouraged to attend at least one tryout Date.
3. Any coach option (Tball and Rookies only), sibling option must be declared to the Player Agent at least 48 hours prior to Team forming (and/or tryouts for eligible players) for consideration.
4. Players who wish to play up a division must attend tryouts for their age group as well as the age group they are wanting to be drafted in.

Section II. Draft Process

1. Challenger, T-ball and Rookies are non-competitive divisions. The lower player agent will have discretion on team and player formations, following Little League rules, regs. Manager and player requests will be considered.
2. SNLL will use the Little League draft method for "Leagues in their First Year of Operation - Plan A" since all teams are reset after the close of each season and no teams are "returning."
3. The draft will be conducted for majors, minors A and minors B in the following way:
 - a. Draft order will be a random draw by the managers after tryouts.
 - b. Draft will be conducted in a serpentine order (i.e. 1, 2, 3, 4, 4, 3, 2, 1 and so forth)
 - c. The Manager's child will be drafted the round dictated by the Little League Rules for Majors division. For Minors A Division a player league age 10 will be drafted in the 3rd round, league age 9 in the 4th round, league age 8 in the 5th round. For Minors B Division a player league age 8 will be drafted in the 3rd round, league age 7 in 4th round, league age 6 in the 5th round.
4. If a drafted player has declared a sibling option and approved by the Player Agent, the manager shall automatically draft the sibling in the next available round.
5. If a manager has multiple children and wishes to draft them, the oldest child shall be drafted first in accordance with the above draft round guideline, followed by the sibling in the following round and so on.
6. The manager shall draft – no alternate, substitutions or 'stand-in.'
7. If there are not enough managers, the Player Agent (or designated board member) will draft a ghost team with a manager to be assigned by the board of directors. Evaluations will be gathered from all managers and coaches as well as by an impartial member of the Board of Directors to assist in the draft process.
8. Players who do not attend tryouts will be placed in a hat to be picked by the managers prior to the draft and added to their rosters starting with the last round of picks in reverse order. The division will be determined by recommended league age per Section III. Any exceptions will be at the discretion of the President/Player Agent.
9. A player not of recommended league age may be drafted to a higher division only if selected prior to the tenth round (i.e. in a 12-round draft, a 10-year-old must be selected by the end of 9th round for a majors team). Managers may draft a maximum of 2 players playing up a division.



SANTEE NATIONAL LITTLE LEAGUE

10. Following the draft, managers may trade players with the approval of the Player Agent and President. Trades should be within 1 round of each other (i.e. a third-round pick can be traded for a 2nd, 3rd, or 4th round pick.) Once the managers leave the room, all trades are complete.
11. The draft will begin with the Majors division. All league age 12-year-olds must be selected. Exceptions will require a waiver signed by the parents, President, and District Administrator.
12. The Minor divisions will be drafted next. All remaining players from the Majors draft will be eligible. All league age 10+ year olds must be selected. Exceptions will require President/Player Agent Approval.
13. The Minor B division is drafted last. All remaining players from the Minors draft will be eligible. All league age 8+ year olds must be selected. Exceptions will require President/Player Agent Approval.
14. The teen divisions will be drafted if needed using the procedure laid out in sub-paragraphs 3-13. Otherwise, the Player Agent and or President will coordinate with the district Teen Division Coordinator and will allocate players to appropriate teams/divisions.
15. Managers must contact their teams within 24 hours of the conclusion of the draft.

Section III. Participation Expectations

1. Players are expected to attend at least 50% of regular season games unless injured and awaiting clearance through a doctor's order.
2. If a player is absent for three consecutive games (or two within a week) without notifying the manager, the manager must notify the Player Agent.

Section IV. Pitch Count

1. If a player participates in a Travel-Ball or non-regulation game in another division during the season, the player is responsible for notifying the manager if they have recently pitched. If at any time there is evidence a player has pitched in a Travel-Ball or non-regulation game and the Manager was notified prior to the start of the game and the player still pitches in the game, it will be brought to the disciplinary committee for investigation.

Section V. Player Code of Conduct

1. Players shall adhere to Little League's Policies and Principles to promote sportsmanship, teamwork, respect, and safety.
2. The following actions by players are not allowed and maybe cause for disciplinary action:
 - a. Throw equipment in an unsportsmanlike or intentional unsafe behavior.
 - b. Profane gestures, obvious disrespect, mocking or harassing umpires, teammates, or opponents.
 - c. Intentional delay of game.
3. Violation of the SN code of conduct LLI Rules book will be handled on a case-by-case basis with a punishment of a formal warning up to expulsion from the league at the discretion of the Board of Directors.
4. Inciting or physical Violence will not be tolerated. The Board of Directors will discipline fighting in any division on a per-incident basis. A first offense is punishable by game ejection, expulsion from the league, or any other manner deemed fit by the Board of Directors, consistent with league policies and the SNLL constitution. Any second offense will result in immediate expulsion from the league.



SANTÉE NATIONAL LITTLE LEAGUE

ARTICLE 3 - MANAGERS AND COACHES

Section I. Manager Selection

1. Individuals wishing to manage a team shall notify the league at least 3 weeks prior to the first tryout date.
2. Only applicants that have cleared the Little League background check, completed and provided a copy to the Safety Officer of all required training and who are in good standing will be considered.
3. The Managers committee may conduct interviews with potential managers and present their nominations to the Board of Directors for approval.
4. In the case of a team needing a manager after the draft (for a ghost team or the current manager of team leaves or is dismissed), the President and the Director of Managers shall appoint and submit to the Board for approval a new manager from a pool of eligible volunteers.
5. In the event a division is combined with another league, each league's Board of Directors will select an equal number of board members to form a manager selection committee. Each President will present their nominations to the committee for approval.
6. League will maintain and modify as needed, team affidavit with all approved managers, coaches and players for each team within all divisions of play. Managers and coaches are not to deviate from the approved affidavit without contacting league PA and Board of Directors approval.

Section II. Coach Selection

7. Team Coaches will be submitted by the Manager to the President for approval.
8. Only applicants that have cleared the Little League background check and who are in good standing will be considered.
9. The Board of Directors shall vote to ratify approved coaches.
10. The Board of Directors will maintain an approved roster of coaches.

Section III. Responsibilities of Managers and Coaches

1. All managers and coaches are to familiarize themselves and their team with all the rules contained in the Little League Rule Book, updated rules approved by Little League, as well as the local rules contained in this bylaws document.
2. All managers are required to comply with mandatory play rules per Little League Rule Book or as otherwise outlined in this bylaws document. Failure to comply may result in suspension for their next regularly scheduled game and will be required to appear before the Board of Directors.
3. All managers will be responsible to fulfill umpire duties scheduled by the league UIC.
4. Each manager can select their coaches for his/her team after the draft/team forming, subject to the approval of the President and ratification by the Board of Directors.
5. Each manager must ensure all volunteers who are assisting in practices and/or games or, who have regular participation with the players, have passed a background check through the league and provided all required training to the Safety Officer.
6. Each manager and coach shall be responsible for his/her conduct as outlined in the rules and regulations of Little League Baseball, Inc. and the SNLL Code of Conduct.



SANTÉE NATIONAL LITTLE LEAGUE

7. Each manager and coach shall maintain complete supervision for the team that is under his/her jurisdiction.
8. Each manager and coach shall have the responsibility of maintaining proper conduct and behavior under his/her jurisdiction as outlined by the rules and regulations of Little League Inc.
9. Each manager and coach are responsible for the conduct of their team's guests while at the baseball fields.
10. Managers must ensure all playing equipment is in proper condition and are responsible for immediately informing the Director of Procurement if league-issued equipment is defective or damaged.
11. On game days, the Manager of the home team will be responsible for field setup and the Manager of the visiting team will be responsible for the field breakdown as prescribed by the Board of Directors.
12. Managers can manage up to two (2) teams in separate divisions with Board approval.
13. Managers and coaches shall perform other duties as the President, Director of Managers, or the Board of Directors may prescribe.

Section IV. Manager and Coach Code of Conduct

1. Managers and coaches shall adhere to Little League's Policies and Principles to promote sportsmanship, teamwork, respect, and safety.
2. As representatives of SNLL and having authority of a team, managers and coaches will be held to a higher expectation of proper behavior and decorum on and off the field.
3. In addition to rules, Regulations and sportsmanship covered in the LLI rule book, the following are examples of actions by Managers and Coaches not allowed and may be subjected to disciplinary action:
 - a. Profane gestures, obvious disrespect, mocking or harassing umpires, teammates, or opponents.
 - b. Intentional delay of game.
4. The following actions may be cause for review by the disciplinary committee:
 - a. Failing to fulfill a scheduled umpire duty.
 - b. Negative reports from umpires or league officials including during interleague play.
5. Violation of the code of conduct will be managed on a case-by-case basis with a punishment of a warning up to expulsion from the league at the discretion of the Board of Directors.
6. Violence will not be tolerated. The Board of Directors may discipline fighting in any division on a per- incident basis. A first offense is punishable by game ejection, expulsion from the league, or any other manner deemed fit by the Board of Directors, consistent with league policies and the SNLL constitution. Any second offense may result in immediate expulsion from the league.



SANTÉE NATIONAL LITTLE LEAGUE

ARTICLE 4 - UMPIRES

Section I. Eligible Umpires

1. Volunteers who have cleared a background check are eligible to umpire.
2. SNLL umpires shall be dressed and ready 15 minutes prior to assigned start time.
3. Junior umpires will be defined as any volunteer umpire under the age of 18.
 - a. Junior umpires who are between 12 and 17 years old and have received training, may umpire games at the discretion of the Umpire in Chief. Age may be waived with approval from the Umpire in Chief.
 - b. When junior umpires are assigned to work home plate, a base umpire is also required for Minor B, Minor A, and Majors divisions. If an adult serves as the plate umpire, a base umpire is only required for Minor A and Majors divisions.
4. An Adult advocate must be present for any game where a junior umpire is serving.
5. Only volunteer umpires are qualified for tournament games.
6. Managers are required to fulfill umpire assignments throughout the regular season and Tournament of Champions (TOC), either by umpiring themselves or by arranging for a suitable adult or a qualified junior umpire(s).
7. Umpire schedules will be provided as far in advance as reasonably possible. Managers are expected to remain flexible and understand that managing a team includes the responsibility of umpiring other games. If a manager arranges for an adult or junior umpire(s) to cover an umpire assignment, the originally assigned manager remains responsible for ensuring that the umpires are present and on time.
8. Failure to fulfill a scheduled umpire assignment may result in disciplinary action by the Board, up to and including any measures the Board deems appropriate.

ARTICLE 5 – GAMES OPERATIONS

Section I. Schedule

1. The regular season schedule for each division shall be drawn up by the Vice President and approved by the Board of Directors. Any schedule changes must be approved by the Vice President.
2. Each team shall be scheduled to play a minimum of one (1) game per week.
3. The regular season shall consist of a minimum of 12 scheduled games for each team (Competitive divisions).
4. Each lower division team shall be scheduled a minimum of 10 games.
5. The Intermediate (50/70), Juniors, and Seniors divisions may be scheduled by District 41.

Section II. Non regulation / shortened games:

1. SNLL 'Minors A' and Little League (or Majors) Division and above: Once a game starts, only the umpire(s) can stop a game due to any minimum player rule, sunset, weather, or time limit. These divisions must end in a regulation game. Consult LLI Rules 4.10 and 4.11.



SANTEE NATIONAL LITTLE LEAGUE

- a. SNLL Minors B and below: (BMOD to determine, if managers do not agree) Games ended due to any minimum player rule, sunset, weather, or time limit will count as a complete game in the standings regardless of number of innings completed. The final score will revert back to the last completed inning unless the home team is ahead in their half of the inning.
 - b. Non-regulation games stopped due to weather or other unforeseen events shall be resumed prior to the next scheduled meeting of the teams involved. If a non-regulation game is not resumed/completed prior to the next scheduled meeting of the teams involved, the game and all runs scored/allowed shall not count in the standings. Note: If a tied regulation game is not resumed/completed prior to the next scheduled meeting of the teams involved, the game will be considered “tied” and all runs scored/allowed shall count in the standings.
 - c. Non-regulation games will be made up at the discretion of the Board of Directors. It is the responsibility of the managers to coordinate with each other and with the Board of Directors to find an acceptable date/time to makeup/resume game, if needed. Note: If a tied regulation game is not resumed/completed prior to the next scheduled meeting of the teams involved, the game will be considered “tied” and all runs scored/allowed shall count in the standings.
2. Non regulation tied games resumed shall be in accordance with rules 4.11 (e) and 4.12 of the Little League Rule Book.

Section III. Game Day Responsibilities and Procedures

1. Prior to the start of the first game, the home team shall prepare the field. This includes doing the following:
 - a. Place trash cans out where they are easily accessible to fans and players.
 - b. Clear both dugouts and the playing field of any trash.
 - c. Open the score booth (if applicable).
 - d. Turn on the scoreboard (if applicable).
 - e. Drag the infield dirt using a mesh drag-
 - f. Make sure the pitching mound is in proper condition.
 - g. Water the infield dirt.
 - h. Chalk the field marking the foul lines and the batter’s box.
 - i. For T-ball and Rookies, chalk the 10’ pitching circle.
 - j. Remove the base plugs and place the bases in their proper spots.
 - k. Have ready for the umpire a minimum of 2 game balls.
 - l. Set up the pitching machine and calibrate the speed (Rookies only).
 - m. Set up the batting tee (T-ball only).
2. Following each game, both teams shall clear their respective dugouts of all trash and debris.
3. If there is a game immediately following, the next home team shall provide new game balls, re-chalk the field and make any repairs to ensure the safety of the players, as necessary.
4. Following the conclusion of the last game of the day, the visiting team shall breakdown the field. This includes doing the following:
 - a. Return any unused game balls to their proper storage.
 - b. Return the bases and any equipment such as the pitching machine or batting tee to storage and replace the base plugs.



SANTEE NATIONAL LITTLE LEAGUE

- c. Turn off the field lights (if applicable).
 - d. Turn off the scoreboard (if applicable).
 - e. Close the score booth (if applicable).
 - f. Lock the storage shed.
 - g. Empty the trash cans and return them to their proper place.
 - h. Field dragging/watering process
5. The home team is to provide an official scorekeeper.
 6. The visiting team will provide the pitch counter.
 7. Pitch count numbers will be verified between official Scorekeeper and pitch counter at the conclusion of each half inning.
 8. Official scorekeeper and pitch counters will sit next to each other in the designated area for each field.
 9. If using a scoreboard, the home team shall provide a scoreboard operator (The pitch counter may also operate the scoreboard).
 10. Prior to each game, the official scorekeeper shall retrieve an iPad (for GameChanger) or a scorebook from the umpire closet and the official pitch log for the division.
 11. Following each game, the scorekeeper must verify the pitch log with GameChanger (or the scorebook) and each manager is to sign each team's pitch log verifying that they agree with the pitch counts.
 12. The scorekeeper will update the official pitch log for the division.
 13. The scorekeeper will then return the iPad (or scorebook if used) and the official pitch log to the umpire closet and place the iPad on a charger.
 14. If hosting an interleague game, all duties will be the responsibility of the home (SNLL) team.

ARTICLE 6 - REGULAR SEASON RULES

Section I. General Rules (All Divisions of play - Unless noted)

1. All divisions shall use a continuous batting order.
2. All ball games shall end no later than the local published time of sunset (or earlier at the umpire's discretion). NOTE - This does not apply to games played under artificial lighting.
3. The home team shall occupy the third-base dugout and the visiting team shall occupy the first-base dugout.
4. An approved list of volunteers will be kept and maintained in the managers binder.
5. Prior the start of the game, the following shall take place:
 - a. 30 minutes prior to game start, the visiting team shall take infield practice for 10 minutes.
 - b. 20 minutes prior to game start, the home team shall take infield practice for 10 minutes.
 - c. 10 minutes prior to game start, the teams shall assemble on the foul lines for the Pledge of Allegiance and the Little League Pledge.
 - d. Following the Pledge(s), the managers shall meet at home plate with the Umpire.
6. Home team manager is encouraged to finish field prep prior to the start of warm-ups.
7. Batting or pitching practice is not allowed on the infield prior to any game. (Hitting whiffle balls is permitted in the outfield with helmets only).
8. Pitching practice may be conducted in the bullpen up to one hour prior to the scheduled start of and during a game. NOTE - This does not apply for T-Ball or Rookies.
9. The "15/10/8 Run Rule" will be used per Little League Rule Book Rule 4.10 (e). NOTE - This does not apply for non competitive divisions.



SANTEE NATIONAL LITTLE LEAGUE

10. If a team cannot field 9 players. Teams may play a game with 8 players during the regular season the league has adopted Little League Rule Book Rule 4.16 and 4.17.
11. Pool Players
 - a. If you have 9 or more roster players present, Pool Player cannot play more than any other players on the roster.
 - b. Pool Player will play a minimum of 9 defensive outs along with all other division specific requirements.
 - c. Pool Players cannot pitch or catch.
 - d. Pool Players will be the last batter.
 - e. Pool Players will be assigned at the discretion of Player Agent
 - f. If a team has 9 or less rostered players for a game(minor A and Majors) or 10 or less rostered players for a game (minor B) they may request pool players.
 - g. Teams are limited to a maximum of 2 pool players per game.
 - h. Teams may only play with 8 players if there are no pool players available.

Section II. Regular Season Rules (Teen Divisions: Intermediate, Juniors, and Seniors, and Majors Division)

1. Divisions will enforce Little League Rule Book Rule 6.02 (c): "After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat." See Little League Rule Book for exceptions and penalties.
2. During regular season SNLL hosted Little League (or 'Majors') Teen Div games tied in regulation, where artificial lights are used, these games will be played to result in a winner, using Tournament playing rule 14.
 - a. EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.
3. OPEN Inning: Any new inning within 30 minutes of sunset will be deemed final / open inning without artificial lights. If the umpire feels the game will not reach a regulation game due to the time limits rule(s) or the sunset, and the game has completed 3.5 innings or more (Minors A and above), umpire(s) shall declare the next inning as the final inning and remove the run limits. This must be declared to both managers prior to the start of a NEW 'final' inning; no innings may be played beyond the declared 'final' open inning.

Section III. Regular Season Rules (Minors A Division)

1. The minors division shall not use Little League Rule Book Rule 6.02 (c).
2. No new inning shall start after two (2) hours of play.
3. Any new inning within 30 minutes of sunset will be deemed final / open inning without artificial lights.
4. Defense is allowed nine (9) players on field with a limit of three (3) outfielders.
5. In accordance with Little League Rule Book Rule 5.07, the side is retired when three offensive players are legally put out, called out by an umpire, or when all players on the roster have batted one time in the half-inning, or when the offensive team has scored five (5) runs.
6. If a player hits an over-the-fence homerun or ground rule double, all runs forced in from the hit shall count even if they exceed the five (5) run limit.



SANTEE NATIONAL LITTLE LEAGUE

7. There is no limit on the number of runs scored or batters faced in the last half inning for either team.
8. If the umpire feels the game will not reach the 6th inning due to the time limits or the sunset rule, and the game has completed 3 or more innings, he/she shall declare the next inning as the final inning and remove the run limits. This must be declared to both managers prior to the start of the final inning and no innings may be played beyond the declared final inning.
9. The infield-fly rule will be enforced.

Section IV. Regular Season Rules (Minors B Division)

1. The Minor B division shall not use Little League Rule Book Rule 6.02 (c).
2. All games will be 4 innings with no new inning after 1 hour 30 minutes and have a drop-dead time of two (2) hours. Starting after spring break all games will be 5 innings, with a 10 run rule in effect after the 3rd inning.
 - a. In the event a game reaches the 2 hour drop dead time or posted sunset, the score will, revert back to previous completed inning score
3. Any new inning within 30 minutes of sunset will be deemed final / open inning without artificial lights.
4. A tenth (10th) player on the field will be allowed but must be played in the outfield (left-field, left-center, right-center, or right-field) only. The player may not be in the infield or rover position.
5. Players are required to play a minimum of three (3) consecutive defensive outs in an infield position (1B, 2B, 3B, SS, Pitcher, or Catcher) unless approved by the Player Agent.
6. Manager and up to 3 Coaches allowed during games.
7. Managers and/or Coaches are not allowed on the playing field to assist with defense.
8. In accordance to Little League Rule Book Rule 5.07, the side is retired when three (3) offensive players are legally put out, called out by an umpire, or when all players on the roster have batted one time in the half-inning, or when the offensive team has scored five (5) runs.
9. If a player hits an over-the-fence homerun or ground rule double, all runs forced in from the hit shall count even if they exceed the five (5) run limit.
10. There is no limit on the number of runs scored or batters faced in the last half inning for either team.
11. If the umpire feels the game will not reach the last/final inning due to the time limits or the sunset rule, he/she shall declare the next inning as the final inning and remove the run limits. This must be declared to both managers prior to the start of the final inning and no innings may be played beyond the declared final inning.
12. Runners may advance on a ball in play and may continue up to one (1) base following an overthrow (from the outfield or infield). An overthrow is defined as a thrown ball that travels past its obvious intended player-target.
13. A runner may steal one base PER PITCH maximum, including an overthrow.
14. The play is dead when the ball is returned to the pitcher and they are on the mound. However, the ball cannot be directly thrown to the pitcher with the purpose of ending the play.
15. The umpire shall make the final determination on currently advancing runners.
16. If runners have stopped running to the next base the play is dead as long as there are no additional overthrows on a ball that was batted into play.
17. Stealing home plate is not allowed. Home plate is closed. Runners from third may only advance to home plate via a batted ball, walk or hit by pitch.. The runner at third base is not protected and may be put out at their own peril.
18. There will be no illegal pitches in Minor B.



SANTEE NATIONAL LITTLE LEAGUE

19. The pitcher will pitch to the batter until the batter strikes out, hits safely, hits into an out, receives four balls, or hits a batter.
20. 100% player pitch will be used the entire season.
21. Upon returning from Spring Break, the following rules will apply:
 - a. All games will be 5 innings with no new inning after 1 hour 30 minutes and have a drop-dead time of two (2) hours, with a 10-run rule at the end of the 3rd inning

Section V. Regular Season Rules (Rookies Division)

1. The Rookies division is an instructional and non-competitive division with an emphasis on fun and learning. Managers and coaches should emphasize basic baseball fundamentals and sportsmanship at all times. Scoring will not be recorded, and statistics will not be maintained. Rookie games cannot be protested.
2. Managers and Coaches may stand near their batter or defensive players to give advice but must not interfere with play. The Manager or Coach must call "time" before attempting to demonstrate a technique or explain a play to the players during the progress of the game. Placing of said managers and coaches is as follows:
 - a. During defensive play, any number of coaches may stand on the field with their players.
 - b. During offensive play, coaches shall be placed at First Base, Third Base, and Home Plate (or in the pitching circle, for Coach Pitch). It is acceptable to have offensive coaches both in the pitching circle and at Home Plate (behind the catcher), during Coach Pitch.
 - c. Base coaches must remain in foul territory. Base coaches will also function as base umpires.
3. The Rookies division shall use the continuous batting order.
4. The game shall not exceed five (5) innings of play and will be terminated after the completion of one-hour (1hr) and thirty (30) minutes of play.
5. There will be no official scorekeeping in this division. Only a batting order and defensive record will be kept ensuring proper playing time.
6. A ten (10) foot diameter "pitching circle" will encompass the pitching machine.
7. For the safety of the players, the defense must remain outside of the ten (10) foot diameter circle surrounding the pitching machine at all times.
8. The ball is dead and all runners may advance to the base they were running to safely when:
 - a. Any batted or thrown ball comes to rest inside of the pitching circle or hits the pitching machine/equipment.
 - b. A defensive player enters the pitching circle to retrieve a ball in play.
9. A tenth (10th) player on the field will be allowed but must be played in the outfield (left-field, left-center, right-center, or right-field) only. The player may not be in the infield or rover position.
10. Players are required to play a minimum of one (1) innings in an infield position (1B, 2B, 3B, SS, Pitcher, or Catcher).
11. Players can play the same defensive position for a maximum of two (2) innings per game.
12. The catcher must be in full protective gear.
13. All pitching will be coach-assisted using a league-approved pitching machine operated only by the offensive team's manager or coach.
14. In the event of a pitching machine failure, the offensive team's coach or manager shall perform all pitching duties for their team. No players will be allowed to pitch.
15. The pitching machine shall be operated at around thirty-five (35) MPH.



SANTEE NATIONAL LITTLE LEAGUE

16. An offensive coach is allowed near home plate to coach the batter in how to swing properly.
17. There will be no tallying of balls or strikes, no walks and no strikeouts.
18. Each batter will have the opportunity to hit five (5) pitched balls from the machine. If a batter fouls off the final pitch, an additional pitch will be delivered until the batter is declared out or puts the ball in play.
19. From the start of the season until Spring Break, a batter may take one (1) swing at a ball on a batting tee if that player has completely missed all five (5) pitches from the machine.
20. Stealing is not permitted. Runners must stay in contact with the base until the ball is hit.
21. Runners may advance on a ball in play and may continue up to one (1) base following an overthrow (from the outfield or infield).
22. The offensive side is retired when three (3) outs are made, or the offense has batted through the entire lineup.
23. No non-player children are allowed in the dugout, and only one approved Team Parent will be allowed in the dugout to assist with batter order and getting kids ready.

Section VI. Regular Season Rules (T-Ball Division)

1. The T-ball division is an instructional and non-competitive division with an emphasis on fun and learning. Managers and coaches should emphasize basic baseball fundamentals and sportsmanship at all times. Scoring will not be recorded, and statistics will not be maintained. T-ball games cannot be protested.
2. Managers and Coaches may stand near their batter or defensive players to give advice but must not interfere with play unless safety is concerned. The Manager or Coach must call "time" before attempting to demonstrate a technique or explain a play to the players during the progress of the game. Placing of said managers and coaches is as follows:
 - a. During defensive play, any number of coaches may stand on the field with their players.
 - b. During offensive play, coaches shall be placed at First Base, Third Base, and Home Plate (or in the pitching circle, for Coach Pitch). It is acceptable to have offensive coaches both in the pitching circle and at Home Plate (behind the catcher), during Coach Pitch.
 - c. Base coaches must remain in foul territory. Base coaches will also function as base umpires.
3. The T-ball division shall use the continuous batting order.
4. The game shall not exceed four (4) innings of play and will be terminated after the completion of one-hour (1hr) of play.
5. There will be no official scorekeeping in this division. Only a batting order and defensive record will be kept ensuring proper playing time.
6. All batters shall hit off the tee. There is no coach-pitch in T-ball for the first five (5) games. After that, a coach may pitch to the batter only at the manager's discretion. The batter shall not be allowed to bunt and may not take a half-swing or swinging bunt.
7. Each team shall bat their entire roster each inning.
8. The bases will be cleared for every third (3rd) out made by the defense during a half-inning.
9. The offensive side is retired when all players on the roster have batted one time in the half-inning.
10. The final player at bat of each inning must be declared to the defense as the last batter and will be allowed to run all the bases to home plate along with any runners still on base.
11. T-ball teams shall field all players on defense.
12. There will be no tallying of balls or strikes, no walks and no strikeouts.
13. Stealing is not permitted. Runners must stay in contact with the base until the ball is hit.



SANTEE NATIONAL LITTLE LEAGUE

14. Runners may advance on a ball in play and may continue up to one (1) base following an overthrow (from the outfield or infield).
15. No non-player children are allowed in the dugout, and only one approved Team Parent will be allowed in the dugout to assist with batter order and getting kids ready.

Section VII. Regular Season Rules (Challenger Division)

The Challenger division is an instructional and non-competitive division with an emphasis on fun and learning. Managers and coaches should emphasize basic baseball fundamentals and sportsmanship at all times. Scoring will not be recorded, and statistics will not be maintained. Challenger games cannot be protested.

1. Managers, Coaches or buddies may stand near their batter or defensive players to give advice but must not interfere with play unless safety is concerned.
2. During defensive play, any number of coaches/buddies may stand on the field with their players.
3. During offensive play, coaches shall be placed at First Base, Third Base, and Home Plate (or in the pitching circle, for Coach Pitch). It is acceptable to have offensive coaches both in the pitching circle and at Home Plate (behind the catcher), during Coach Pitch.
4. Base coaches must remain in foul territory. Base coaches will also function as base umpires.
5. The Challenger division shall use the continuous batting order.
6. The game shall not exceed three (3) innings of play and will be terminated after the completion of one-hour (1hr) of play.
7. There will be no official scorekeeping in this division. Only a batting order and defensive record will be kept ensuring proper playing time.
8. All batters shall be afforded 3 coach pitches and if a ball is not batted in to play the batter will hit off the tee.
9. Each team shall bat their entire roster each inning.
10. The bases will not be cleared for every third (3rd) out made by the defense during a half-inning.
11. The offensive side is retired when all players on the roster have batted one time in the half-inning.
12. The final player at bat of each inning must be declared to the defense as the last batter and will be allowed to run all the bases to home plate along with any runners still on base.
13. Challenger teams shall field all players on defense.
14. There will be no tallying of balls or strikes, no walks and no strikeouts.
15. Stealing is not permitted. Runners must stay in contact with the base until the ball is hit.
16. Runners may advance on a ball in play and may continue up to one (1) base following an overthrow (from the outfield or infield).
17. No non-player children are allowed in the dugout, and only one approved Team Parent will be allowed in the dugout to assist with batter order and getting kids ready.

Section VIII. Interleague Play

1. The league may elect to schedule interleague play with one or more leagues within District 41.
2. District 41 may provide ground rules for interleague games and shall supersede those included in this bylaws document unless agreed to by the managers and umpires.
3. Interleague game results shall not count in the standings.

ARTICLE 7 – END OF SEASON TOURNAMENT OF CHAMPIONS (TOC)



SANTEE NATIONAL LITTLE LEAGUE

Section I. Tournament of Champions (TOC)

1. The Majors division champion will be determined by a double elimination tournament including all teams in the division following the end of the regular season; with the champion advancing to the District TOC.
2. The Minors A division champion will be determined by a double elimination tournament including all teams in the division following the end of the regular season; with the champion advancing to the District TOC.
3. The Minor B division champion will be determined by a single elimination tournament including all teams in the division following the end of the regular season; with the champion advancing to the Santee City TOC.
4. The Tournament Director will be responsible for organizing the tournaments.

Section II. Tournament Seeding, Home and Visiting Team Outline

1. Seeding will be determined by winning percentage (total number of wins divided by the total number of games played) with the highest percentage being the 1-seed and so on.
2. A tie game will count as one-half of a win for both teams in the standings.
3. If there are multiple teams with the same winning percentage, the following in order will be the tie breaking procedure:
 - a. Head-to-head competition of previously played games between the teams involved.
 - b. Run differential in games played between the tied teams. Run differential will be determined by subtracting runs given up from the total runs scored.
 - c. Run differential from all games played in the season for the tied teams.
 - i. If the tied teams did not play the same amount of games, revert to (d).
 - d. If still tied, the President will flip a coin with both team managers.

Section III. Tournament Bracketing

1. Tournament bracketing is based on certain rules. Those rules are listed as:
2. Brackets are based on powers of 2. Two, Four, Eight or Sixteen game brackets.
3. Higher rated teams will receive higher seeding than lower rated teams.
4. A higher-seeded team should never be penalized by being given a schedule more difficult than that of any lower seed.
5. Two teams rated among the top half shall never meet until the field has been reduced to half or fewer teams.
6. If there are not enough teams to completely fill a bracket, the top seeded teams will receive a BYE.
7. The formats for the winner's bracket in the first two (2) rounds would be as listed below:
 - a. In a format of seven teams, the first two (2) rounds would be:

Round One

Game 1: Team 1 vs BYE

Game 2: Team 2 vs Team 7

Game 3: Team 3 vs Team 6

Game 4: Team 4 vs Team 5

Round Two

Game 5: Winner Game 1 vs Winner Game 4

Game 6: Winner Game 2 vs Winner Game 3

- b. In a format of six teams, the first two (2) rounds would be:

Santee National Little League - PO Box 710302 Santee, CA 92072



SANTEE NATIONAL LITTLE LEAGUE

Round One

- Game 1: Team 1 vs BYE
- Game 2: Team 2 vs BYE
- Game 3: Team 3 vs Team 6
- Game 4: Team 4 vs Team 5

Round Two

- Game 5: Winner Game 1 vs Winner Game 4
- Game 6: Winner Game 2 vs Winner Game 3

- c. In a format of five teams, the first two (2) rounds would be:

Round One

- Game 1: Team 1 vs BYE
- Game 2: Team 2 vs BYE
- Game 3: Team 3 vs BYE
- Game 4: Team 4 vs Team 5

Round Two

- Game 5: Winner Game 1 vs Winner Game 4
- Game 6: Winner Game 2 vs Winner Game 3

- d. In a format of four teams, the first two (2) rounds would be:

Round One

- Game 1: Team 1 vs Team 4
- Game 2: Team 2 vs Team 3

Round Two

- Game 3: Winner Game 1 vs Winner Game 2

- e. In a format of three teams, the first two (2) rounds would be:

Round One

- Game 1: Team 1 vs BYE
- Game 2: Team 2 vs Team 3

Round Two

- Game 3: Winner Game 1 vs Winner Game 2

- 8. If the tournament is only between two (2) teams, the teams will play a best of three series where the first team to win 2 games is declared the champion.

Section IV. Home and Visiting Team Outline

1. For games in the winner's bracket, the higher seed will be the home team and the lower seed will be the visiting team.
2. For games in the loser's bracket, the team coming from the winner's bracket will be the home team and the team from the loser's bracket will be the visiting team. If both teams are coming from the winner's bracket, the originally higher-seeded team will be the home team.
3. When there is an "if game" (championship game where each team has one loss), the most recent winning team will be the home team.

Section V. Section V. TOC Rules

1. Regular season rules and SNLL Local rules already listed in this document will be used – unless noted below.
2. Minor A and above Divisions of play – will play 6 innings, or a 'regulation game' unless hindered by daylight or weather. No time limits.
 - a. If the game is tied at the end of the sixth inning, Tournament playing rule #14 will be used.



SANTEE NATIONAL LITTLE LEAGUE

3. Minor B will play 5 innings, or a 'regulation game' unless hindered by daylight or weather. No time limits.
 - a. If the game is tied at the end of the fifth inning, Tournament playing rule #14 will be used.
 - b. If the game is still tied at sunset, the umpire will flip a coin to determine a winner.
4. All Protests must be resolved before continuation of the next play of pitch. Chain of command: Plate Umpire, Umpire in Chief, Vice President, President – President will have the ruling.

ARTICLE 8 – ALL-STAR TOURNAMENT

Section I. All-Star Committee

1. There will be one All-Star committee overseeing the selection of all the All-Star teams and the Little-Stars team. The President and Vice President are the Chair and Co-Chair respectively with the remaining committee members consisting of the Player Agent Upper, Director of Managers, Umpire in chief, Director of tournaments/scorekeeping, and two (2) other Board Members voted in by the Board of Directors as impartial non recusable members. The Secretary shall be present at all All-Star committee meetings to take minutes and will not be a voting member.
2. A committee member shall not be involved in a decision/interview process in which they are eligible.
3. The goal of the SNLL All-Star committee is to assemble the most competitive All-Star teams while balancing an All-Star opportunity for each playing group.
4. All-Star fees shall be determined by the All-Star committee and paid by each participating player.
5. The committee shall ensure the All-Star agreement (letter of intent) is filled out and being followed in-full through the duration of the All-Star tournament or until their team is eliminated by all coaches and players wishing to be considered, as well as determine applicable actions if the agreement is not followed.
6. The committee shall ensure All-Star players will be provided with a game jersey, practice jersey, pants, socks, belt, and ballcap.
7. The committee shall ensure All-Star managers and coaches are provided with a league shirt and cap to be worn at all games.
8. The committee shall ensure All-Star teams carry 12 players unless approved by the board.
9. The board shall be informed and approve the All-Star committee plans and recommendations for the All-Star season.

Section II. All-Star Player Selection

1. All eligible players wishing to be selected to an All-Star team must submit an All-Star Letter of Intent to participate by the deadline date.
2. All teams should be formed from the top age-appropriate players starting with the Seniors team followed by the Juniors team, the Intermediate team, the 10-11-12 team, the 8-9-10 team and lastly, the 9-10-11 team.
 - a. Note: If the All-Star committee deems there are not enough appropriately aged players to form a competitive team for a given division, the order in which the teams are formed may be altered or the team may not be formed at all.
 - b. If there are a large number of qualified players of the same age, the All-Star committee may, with District approval, opt to form more than one team for the same division to be



SANTEE NATIONAL LITTLE LEAGUE

enrolled in the Tournament. When more than one team is formed from the same division, the selection process and roster formation will be determined by the All-Star committee.

3. The Teams will be selected in the following way:
 - a. Seniors, Juniors, Intermediate and 10-11-12:
 - i. On a date to be announced by the All-Star committee, each division of players will receive a ballot with all eligible players that filled out a letter of intent(LOI) for their division. (Unless there are not enough letters of intent to require a vote)
 - ii. Players will vote for 13 players they believe have the traits necessary to be an All-Star
 - iii. Players votes will be tallied by the All Star Committee and the committee will determine the number of players to be selected to the All Star Team based off of the players votes.
 - iv. The managers will meet to discuss and vote for the All Star players to form a 9 player Starting roster. The Selected All-Star manager will then submit for approval to the All-Star committee the last 4 All Star names to complete the roster of 13 players.-The selected All Star Manager's player will be added to the team as the 13th player, if not already voted on.
 1. The decision to adjust roster size will be decided by the All Star Committee.
 - b. The 8-9-10 teams shall consist of only eligible players and will be selected in the following way:
 - i. Minor A Managers to vote for All Star selections.
 - ii. The managers will meet to discuss and vote for the remaining All Star players to form a 9 player starting roster. The Selected All-Star manager will then submit for approval to the All-Star committee the last 4 All Star names to complete the roster of 13 players.-The selected All Star Manager's player will be added to the team as the 13th player, if not already voted on.
 - iii. The decision to adjust roster size will be decided by the All Star Committee.
 - c. The 9-10-11 teams shall consist of only eligible players and will be selected in the following way:
 - i. The All-Star manager shall present their best 13 player roster of the remaining eligible players to the All-Star Committee for approval based on the manager evaluations submitted after the showcase.
 - ii. The decision to adjust roster size will be decided by the All Star Committee.

Section III. Little-Star / All-Star Managers and Coaches

1. The All-Star committee will interview and vote on manager candidates for all teams, Managers and coaches will be approved by the board of Directors.
 - a. Managers and Coaches for each team may be identified prior to any ballots for player voting being made.
 - b. Managers and coaches wishing to be selected to an All-Star team must be in good standing and must submit an All-Star letter of intent by the deadline date determined by the All-Star committee.



SANTEE NATIONAL LITTLE LEAGUE

- c. The manager for each All-Star team may choose up to two (2) official coaches from eligible candidates, final coaches decisions/approvals will be made by the All-Star Committee.
- d. In the event a manager or coach withdraws from the team, the All-Star committee shall appoint a replacement provided it is allowed through Little League Tournament Rules.

ARTICLE 9 - LITTLE-STARS

Section I. Little-Stars Tournament

1. District 41 may organize a Little-Stars tournament for league age 7- and 8-year-old players and will not be affiliated with Little League's All-Star tournament.
2. All rules and regulations will be provided by District 41.
3. All players, managers, and coaches wishing to be eligible for the Little-Star team must sign a letter of intent drafted by the All-Star committee to agree to participate in-full during the entire Little-Star tournament or until their team is eliminated.
4. The Little-Star player and manager/coach selection will be overseen and decided by the All-Star committee.
5. The Little-Star team will carry a minimum of twelve (12) players.
6. The Little-Star team will be restricted to one (1) manager and two (2) official coaches.
7. Little-Star fees shall be determined by the All-Star committee and paid by each participating player.
8. Little-Star players will be provided with a game jersey, practice jersey, pants, socks, belt, and ballcap.
9. Little-Star managers and coaches will be provided with a league shirt and cap to be worn at all games.

Section II. Little-Star Player Selection

1. The Little-Stars should consist of all eligible 7- and 8-year-olds within the Minors divisions. However, it is not automatic that an 8-year-old from minors is placed on the team. The team will be selected in the following way:
 - a. On a date to be announced by the All-Star Committee Managers will vote for Little-Star selections.
 - b. The managers will meet to discuss and vote for the Little Star players to form a 12 player roster.
 - c. The selected All Star Manager's player will be added to the team as the 12th player, if not already voted on.
 - d. The decision to adjust roster size will be decided by the All Star Committee.
 - e. Players that played up a division must be voted on by both managers from the division they played in as well as managers in the age appropriate division.



SANTEE NATIONAL LITTLE LEAGUE

ARTICLE 10 - CONCESSIONS / SNACK BAR

Section I. Snack Bar Operations

1. The minimum age to work in the Snack Bar is 12 years old.
2. A responsible adult (18 years old or older) must be present at all times in the Snack Bar including during opening and closing procedures.
3. Only adults may operate the grill/barbeque/fryer.
4. All persons working in Snack Bar must be free of illness.
5. Each shift must have a minimum of two (2) eligible volunteers with a maximum of five (5) per shift.
6. Management of the till (opening and closing) may only be done by the Board Member on Duty.

Section II. Snack Bar Volunteers

1. For each player registered, the parent or legal guardian must volunteer or provide an eligible volunteer for the number of shifts required by the Board of Directors for the season.

ARTICLE 11 - FALL BALL

Section III. Section I Fall Ball Purpose.

Fall baseball is an instructional season. The purpose is skill building and to have FUN. Managers and coaches are encouraged to rotate their players through all the different positions. This is the time to develop your players for the upcoming season. Games will take place on Sunday with 1 practice during the week, additional practice times are subject to availability.

1. Fall season begins after Labor Day and ends before Thanksgiving. Refunds may be issued before first games are played but not after. Issuance of refunds before the first game may be prorated based on supplies/services provided.
2. All coaches are to familiarize themselves with the Little League Blue rule book and will be provided with the district rules used to enhance the Blue Book rules after the district Fall ball meeting.
3. District 41 may create and distribute the game schedules; Games will take place on Sundays and the managers are responsible for contacting the opposing team to confirm game time. If any games must be moved it will be up to the home team's manager to confirm field availability for any make up games with their Director of Fall Ball.
4. If there are not enough players in a division to create a team, interleague play may be possible pending managers availability. If no team can be formed a refund will be issued for the player.