



P.O. BOX 2489 OROVILLE, CA 95965
530-552-1890

Lake Oroville Little League, Inc.

Local League Rules

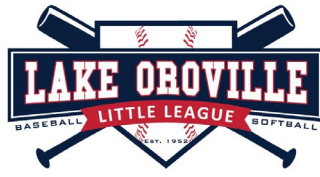
The objective of the Local League rules shall be to clarify operating procedures for Lake Oroville Little League, Inc. This document is in no way to change or alter the interpretation of the Little League Official Regulations and Playing Rules or the Lake Oroville Little League, Inc. Constitution. The Local League Rules are supplementary and subordinate to the existing rules, regulations, policies, and constitution.

Parents

- ❖ Parents should be there to cheer and should not be there to criticize.
- ❖ Parents shall exhibit good sportsmanship at all times.
- ❖ Parents shall make sure their children attend all games, practices, and are appropriately dressed.
- ❖ Parents should help the Manager to ensure good behavior out of their child.
- ❖ Parents are required to volunteer services to the league (snack bar, fundraising, board member, etc.)
- ❖ Parents shall not leave children unattended at the ballpark. Lake Oroville Little League, Inc. and its volunteers will not be held responsible for unattended children.
- ❖ Parents are always welcomed and encouraged to attend league board meetings. Meeting dates and times are posted on the league's website.
- ❖ Parents/Fans shall not use tobacco, alcohol, or drugs on the premises. Smoking shall take place across the street of the complex. Smokers on the sidewalks around the complex will be asked to move or leave. Any parent/fan thought to be under the influence of alcohol or drugs will be asked to leave and police may be called.
- ❖ Pets are not allowed at the facility. You will be asked to leave

Division Alignment

- ❖ **Tee Ball baseball:** ages four (4) to six (6). *Consists of both boys and girls in combination (coed).*
- ❖ **Minor league (Coach/ player Pitch) machine pitch baseball and softball (Farm):** seven (7) to eight (8) year olds.
**Exception- six (6) year olds, with the concurrence of the parents, player and Player Agent can be eligible if they have participated in one (1) season of Tee Ball (Little League Regulation 3c), 5-year-olds with one year of tee ball are eligible for Farm assessment. If there are less than four (4) teams overall in this division, this may be a combination boys and girls (coed) division.*
- ❖ **Minor League Division Baseball and Softball:** Eight (8) to Ten (10) year olds. Exception-No Seven (7) year old shall play in the minor division. All Eleven (11) year olds will be eligible for the Major draft. Any 11-year-old that has a written request to stay in Minors will have to be assessed and approved by the Player Agent, one manager, and an executive board member. Eleven (11) year olds that played on an All-Star team the previous year, will not be allowed to remain in the minor division.
Major League Division Baseball and Softball: Ten (10) to twelve (12) year olds. Each team is limited to (2) two players league age ten (10). *Exception-No Nine (9) year old shall play in the Major Division.). Minimum play for 10-year-olds playing Majors is defined as 9 defensive outs and 1 at bat during regular season (excludes end of season tournament).



P.O. BOX 2489 OROVILLE, CA 95965
530-552-1890

- ❖ **Junior League Division Baseball and Softball:** Twelve (12) to fourteen (14) year olds. Each team is limited to (2) two players league age twelve (12). Minimum play for 12-year-olds playing Juniors is defined as 9 defensive outs and 1 at bat during regular season (excludes end of season tournament).
- ❖ **Senior League Division Baseball and Softball:** Fourteen (14) to sixteen (16) year olds.
- ❖ **Big League Division Baseball and Softball:** Sixteen (16) to eighteen (18) year olds.

50/70 Division Baseball: Thirteen (13) Year Olds

Player Selections

Major baseball divisions shall utilize the player selection system for existing leagues; Plan A (Property System) of the Little League Operating Manual.

Minor, Major Softball, Junior, 50/70 and Senior baseball and softball divisions will use the player selections system for the first year of operation, Plan A (Non-property system) of the Little League Operating Manual.

Tee Ball and Farm divisions shall utilize the player selections system for the first year of operation, Plan C (Blind Draft) of the Little League Operating Manual.

Plan A (Property System)

The last place team of the preceding season gets the first choice in the draft, the next to last place team gets the second selection and the remaining teams select in the reverse order of standing. For the purpose of explanation, let us assume that there are four teams in the league.

First Round

Fourth place Manager selects the first player
Third place Manager selects the second player
Second place Manager selects the third player
First place Manager selects the fourth player

Second Round

Fourth place Manager selects the first player
Third place Manager selects the second player
Second place Manager selects the third player
First place Manager selects the fourth player until draft is complete

When eliminating a team from the Major division Team Reduction Option B will be used (ex: all existing players from team 5 will be placed in the draft)

When expanding the Major division Team Expansion Option Three will be used (each team will select players to be placed in the pool, according to the rule book, players not drafted will be placed back on their original teams). If teams are to be redrafted (due to lack of coaches, significant drop/rise in players) Plan A (Non-Property System) will be in place.



P.O. BOX 2489 OROVILLE, CA 95965
530-552-1890

Plan A (Non-Property System)

Managers select numbers from a hat to represent which position they will draft in. For the purpose of explanation, let us assume that there are four teams in the league.

First Round

- Number 1 selects the first player
- Number 2 selects the second player
- Number 3 selects the third player
- Number 4 selects the fourth player

Second Round

- Number 4 selects the first player
- Number 3 selects the second player
- Number 2 selects the third player
- Number 1 selects the fourth player

Of course, the Managers must keep in mind that they must not select more than eight eleven (11) or eight twelve (12) year old players and no more than two (2) ten (10) year old players. The team roster may be composed of players of league age

10, 11 or 12. If there are not enough players to fill the minors and majors, the league can hold the draft (day) to 11 players per team and restrict the 10 years olds to 1 per team.

All divisions (Minor-Senior) will establish a “player pool” to be used as temporary players as described in section V-SELECTION OF PLAYERS in the Little League Official Regulations and Playing Rules. This pool shall be strictly enforced per the Little League Official Regulations and Playing Rules.

Blind Draft System (Plan C)

Step 1: Decide how many Farm and Tee Ball teams the divisions will operate for the current season. Take the number of eligible players that signed up that opted for such divisions of play and divide them equally.

Step 2: Each Manager is assigned a team name (i.e. Rockies, Padres, etc.) and allowed to place their child/children on the roster.

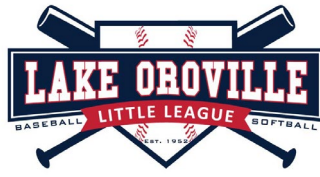
Step 3: All eligible players will be selected at random and placed on a team’s roster until all players have been selected and placed on a team’s roster until all rosters are full.

Secrecy

Players shall never be told which pick in the draft was used to take them or any other player and will not be told about any trades that may have taken place. No player will be advised on which team he/she was drafted to for 48 hours after the draft. Players may be contacted sooner, ONLY if all managers have agreed in writing that there are no trades. Players that are notified prematurely about the draft, or the draft order, or any trades, will result in the responsible Manager (of one or both teams) being suspended for their next played game.

Bonus Picks

Each Manager requiring eight or more players prior to the draft to complete the roster will be allowed one (1) bonus pick at the completion of round four (4). If more than one Manager is allowed a bonus pick under this section, the order of rotation will be identical to that being followed in the draft.



P.O. BOX 2489 OROVILLE, CA 95965
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Options

Any manager choosing to exercise an option on a player must notify the Player Agent prior to the draft **and** provide the option request in writing per the Little League rule book.

Trades

Following the draft, Managers may, if they desire, trade players up to forty-eight (48) hours after the completion of the draft. All requests for trade will be submitted in writing to the Player Agent and reviewed for approval of the Board of Directors. The following restrictions also apply:

- ❖ Minor league players may not be traded for Major Division players.
- ❖ If teams have an equal number of players, all trades must be player for player only. (i.e. two (2) players from Team A could not be traded for one player on Team B)
- ❖ Trades involving a player for draft choices are not permitted. (i.e. A Manager cannot trade his/her right to pick the third player overall for an existing player on another team. However, once the draft is complete, a trade may be consummated, providing it meets all other criteria for trading.)
- ❖ Players will not be allowed to be traded after the 48-hour window.

The Manager/Coach

- ❖ All Managers/Coaches shall become thoroughly familiar with the Little League Official Regulations and Playing Rules and the Local League Rules.
- ❖ All Managers and Coaching staff will need to submit the Manager/Coach application and be approved by the board of directors.
- ❖ All Managers and Coaching staff will complete the JDP background, Live Scan, Abuse Awareness training program and Diamond Leader training program
- ❖ No one person may be Manager for two teams or coach while managing another team without Board Approval. The Manager shall be responsible for ensuring that each child is given a practice and game schedule. Each Manager will be responsible for teaching baseball fundamentals to the children, as well as furthering their skills in the game of Baseball/Softball.
- ❖ Managers may not “red shirt” players per Little League rulebook
- ❖ Managers will be required to attend all mandatory meetings and clinics supplied by the league. Managers will be responsible for the use and care of all equipment.
- ❖ Managers must make sure all equipment is in safe playing condition at all times.
- ❖ Managers shall be responsible for the returning of equipment at year’s end or be held liable for full replacement costs.
- ❖ Managers shall ensure that all players receive their allotted playing time. Per Little League Reg. 4(i). Managers or their designates shall support the league by volunteering time as an umpire, snack bar attendee, score keeper, field maintenance participant, etc. as requested by the Board of Directors.
- ❖ The manager will attend the Mandatory Coaches’ Clinic and Coaches’ Meeting and Umpire Clinics (or send a team representative). Manager Will not be considered for an All Star Managing/Coaching position without attendance.
- ❖ Managers/Coaches that receive a game ejection will not be considered for an All-Star Management Position and possibly any staff position on the All-Star team.



P.O. BOX 2489 OROVILLE, CA 95965
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Clinics

All Managers, Coaches and Umpires must attend a clinic sponsored by the Local League, District Administrator, or Little League Baseball, Inc. prior to the start of the season. The Vice President of each division is responsible for giving information on clinics to the managers and coaches. The Umpire-in-Chief is responsible for giving information to the umpires.

Player's equipment

It is a requirement that all players wear the league uniform during games. Player uniform is as follows:

- ❖ Shirt & hat (hat is baseball only) supplied by the league.
- ❖ Safety equipment (as applicable).
- ❖ Each baseball player, minor division and above, will wear baseball pants
- ❖ Each player will wear a rubber soled baseball cleat or at a minimum an athletic shoe. Junior, 50/70, and Senior Division baseball may wear metal cleats.

Game Schedule and Administration

All league divisions will have a minimum of twelve (12) regular season games as outlined in Little League Regulation VII.

Boys TOC Minors, 50/70, Juniors, Seniors and Majors:

- ❖ If interleague games are played, they will NOT count toward the final standings.
- ❖ LOLL teams will play interleague and league games.
- ❖ Standings/seeding will be based on overall LOLL record. All Minor teams and the top 4 Major teams will be in a double** elimination tournament at the end of the season. Tournament games may be played back-to-back and/or double headers due to time and weather. If there are only two teams in a division, the team with the best record will move on to TOC's. **If the District chooses to hold a district wide TOC, our tournament will be single elimination, due to time constraints. If we have a "wet" season, we will hold a single elimination tournament due to time constraints
 - The first tie breaker will be determined by head-to-head record. Next tie breaker will be based on LOLL runs scored. One game tie breaker if tie remains prior to playoffs.
- ❖ The winner of the series will advance to TOC's. The end of season play offs will be played by tournament rules.

50/70, Junior, Seniors:

- ❖ If there are less than 4 teams, team with the best record will advance to TOC's.
 - If 4+teams, hold a round robin tournament for TOC, seeding will be a hat draw for the top 3 teams. Single elimination

Girls TOC Minor, Majors, Juniors:

- ❖ Only league games count for final standings.
- ❖ If there is a tie a three-game playoff will take place.

When requesting to reschedule a game, the manager must notify their Player Agent in writing no less than seven (7) days prior to the scheduled game to be considered for re-scheduling. Managers must provide the names and phone numbers of the players to be absent. **Failure to follow the above procedure will result in forfeiture.** Requests for rescheduling will be considered on a case-by-case basis at the discretion of the Scheduling Committee. The scheduling committee consists of the President, Vice President, Umpire in Chief, and Player Agent. In the event of a conflict of interest, the person/s with the conflict will not be part of the decision-making process



P.O. BOX 2489 OROVILLE, CA 95965
530-552-1890

Rain

In the event of rain, the Manager will be notified by 4:00 PM via text and the league shall post on the Facebook page as to whether or not the games are canceled. The Manager shall be responsible for notifying his/her team of rainouts. Rain out games will be posted on the Facebook Page by 4pm.

Rescheduling Games

Rescheduled games and "rain out make ups" will be rescheduled on the next available date at the discretion of the Scheduling Committee. All applicable playing time and pitching requirements will be abided by as per the Little League Official Regulations and Playing rules.

Ejection

When a manager, coach or player is ejected from a game, they shall leave the site immediately and take no further part in that game. They may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site.

Player Absence

Managers shall bring to the attention of the player agent, in writing, any player that has missed for any reason more than three (3) consecutive team events (i.e. one (1) practice and two (2) games). The Player Agent shall investigate the player's absence and report to the board for further action.

Player Vacancies

Managers will notify the Player Agent promptly when a player is no longer going to participate, or a player misses three (3) consecutive team activities. The Player Agent will contact the player and determine what action will be taken. If a player is released by the league, the Manager of the affected team will be provided a list of players eligible to replace that player. The vacancy will promptly be filled. No contact may be made with any prospective replacement player or their parents/guardian prior to the official release of the player to be dropped. It is the policy of Lake Oroville Little League, Inc. that if a Minor Division player (11 years or older) declines to move up to a Major Division team when a vacancy occurs in the Major Division, that player will be:

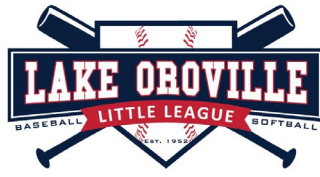
- ❖ Not allowed to move up for the duration of the current season.
- ❖ No Minor League Division player will be brought up to fill a vacancy in the Major Division during the last two (2) weeks of the regular season.

The Playing Field

The T-Ball Field located at the east end of the complex will be the only approved field of use by T-Ball, unless cleared by the Board of Directors prior to commencement of any game.

The **Home Team** Manager shall be responsible for the following pre/post-game field preparation:

- The assignment of the official scorekeeper
- Submit game line up to the official scorekeeper **and** Umpire fifteen (15) minutes prior to the scheduled game. Drag and water the field prior to the game.
- Fill in any holes around the home plate, pitcher's mound, and any bases.
 - ❖ The installation of the bases
- Lining the field with chalk
- The returning of game balls and the official score book
- Post Game cleans up the home side dugout.



P.O. BOX 2489 OROVILLE, CA 95965
530-552-1890

The **Visiting Team** Manager shall be responsible for the following pre/post-game field preparation:

- Submit line up to the official scorekeeper **and** Umpire fifteen (15) minutes prior to scheduled game time.
- Dragging the field, raking the mound and home plate after the game.
- The return of the bases to the storage facility.
- Post Game clean-up of the visiting side dug out.

Note: During inter-league play, the home team is responsible for pregame and postgame field prep.

Only Managers/Coaches approved by the Board of Directors are allowed in the dugout or on the field during games. If a manager or coach is absent from a game, then substitute fill-in coaches may be approved, as needed for that game only, by any present board member.

Any person found to be involved in vandalism to Lake Oroville Little League, Inc. buildings, property or in violation of Oroville City Park Rules, will be subject to disciplinary action by the Board of Directors and possible civil action by the appropriate law enforcement agency.

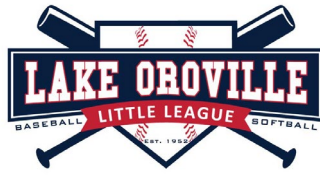
Hitting or throwing baseballs into fences or into any and all Little League buildings or structures is prohibited. Violators will be sanctioned as appropriate above.

Playing Rules

Tee Ball

The Tee Ball Division is strictly an educational league, and as such, there will be no score, or stats kept. ❖ Games will consist of two (2) complete innings or one (1) hour minimum. Managers may elect to play longer if there are no following games scheduled. Saturday game times shall not overlap those of the next game. ❖ The Managers/Coaches of both teams shall be allowed to remain on the field to coach the children. A league approved adult must occupy the dugout at all times.

- ❖ Each team will bat until they have batted the entire lineup one time. The offensive team manager shall let the defensive team know when they are the last batter in the lineup.
- ❖ At any time during the inning, if three (3) outs are reached before the entire line-up has batted, the bases will be cleared, and the batting will continue until the entire line-up has batted.
- ❖ While on offense, all players except the batter will be required to remain in the dugout.
 - An on-deck batter is not allowed.
- ❖ A Manager/Coach may assist the batter to hit the ball. There are no strikeouts or walks.
- ❖ Batters shall have 5 swings off of the Batting Tee
- ❖ After game 6 players may have 3 pitches (no exceptions) from the coach. If a player cannot hit the pitch, player will get one swing off of the tee.
- ❖ Batters and all base runners may advance as many bases as possible after the ball is hit at their own risk, until the ball is returned to any infield base. Time will then be called. If the base runner is tagged out or a force play is made at a base the base runner will be called out. Runners, who have not advanced past halfway to the next base when the ball is controlled by the defense at a base, will have to return to the previous base.
- ❖ The overthrow rule will apply as follows: There is no automatic free base for overthrown balls that are playable



P.O. BOX 2489 OROVILLE, CA 95965
530-552-1890

inside the fenced field. If a player/runner elects to take the next base after a ball is overthrown to a base or home plate, he shall only be allowed to take one base, at his own risk. Compound overthrows to any base shall not occur.

- ❖ Players are not allowed to lead off or steal; they may only advance after the ball has been hit.
- ❖ The tee must be removed when a runner is coming into home plate.
- ❖ All players on the team will be allowed on the field for defense. However, there will be a limit of four (4) standard infield players, in addition to the pitcher and catcher. The remaining players must be positioned in the outfield grass.
 - ❖ Each inning, the defensive players must play a different position than they previously played in that particular game. No defensive player shall play the same position for more than one (1) inning per game.
 - ❖ There will be no infield fly rule in T-ball.
 - ❖ Teams will be allowed to meet a maximum of three (3) times per week (e.g. 2 games and 1 practice, 1 game and 2 practices, 3 practices or 3 games).
 - ❖ Manager will report any Covid-19 exposure issues to the Player Agent immediately.

Minor Division Machine Pitch/ Player Pitch (Farm Division Baseball/ Softball)

1.0 Game Rules

1.1 Starting and Ending the Game

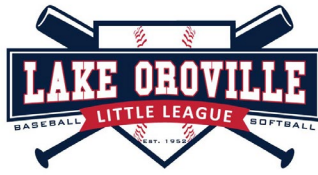
- ❖ At the start of the game, the Managers will confirm the starting time with each other and record it in the OFFICIAL book and their respective scorebooks.
- ❖ No inning will start more than 90 minutes after the start of the game. If an inning begins before 90 minutes, it must be completed.
- ❖ Games will consist of four (4) innings or one hour and thirty minutes (1:30). Managers may elect to extend the time limit if there are no following games scheduled. Game times shall not overlap those of the next game.
- ❖ If a game becomes unsafe due to weather conditions, both Managers should agree to suspend the game. A game is deemed "complete" and not resumed if 3 or more innings have been completed.
- ❖ All pitching will be from regulation distance.

1.2 The "Five Run" Rule

- ❖ If a team is **tied** or **ahead** in the score at the start of their at-bat they may continue to bat until 3 outs are made or until they score five runs.
Example: Visiting team leads of the 1st inning. Five runs are scored before the 3rd out is recorded. The inning ends as soon as the 5th run is scored.
- ❖ If a team is **behind** in the score at the start of their at-bat, they may continue to bat until 3 outs are recorded **or** they have gone ahead by five runs.
Example: Bottom of 1st inning, Visitors leading 5-0. The Home team may score up to 10 runs in the bottom of the inning, 5 runs to tie, and 5 runs ahead before 3 outs are recorded.
- ❖ If more than five runs are scored as a result of the final play of the inning (e.g., a team that has 5 runs in when a 2-run home run is hit) the additional runs will not count.
Example: Visiting team leads of the 1st inning. Four runs scored in the inning; bases loaded. Batter hit a single, and two runners score. Only the 1st runner scored on the single counts. Inning ends. Score 5-0.
- ❖ **There is no maximum number of runs a team may score (i.e., 10-Run or "Slaughter" rule.** Managers should use discretion with base runners and scoring, however, when the run differential is significant so as to avoid demoralizing the other Team.

1.3 Mandatory Play - Batting

- ❖ **The batting order will include all players on the roster.** Players who arrive late **must** be added at the **end** of the order unless they arrive before their scheduled place in the batting order.



P.O. BOX 2489 OROVILLE, CA 95965
530-552-1890

1.4 Mandatory Play - Defense

- ❖ No player may sit out more than two innings per game on defense, and these innings should not be consecutive. **Note: "Sitting out"** means being in the dugout on defense at the start of the inning; a player who has not arrived by the start of the inning is not "sitting out." A player removed mid-inning because of an injury or for disciplinary reasons is also not deemed to be "sitting out".
- ❖ From game to game, managers should rotate the players that sit out two innings, so that during the season every player does so about the same proportion of the time. Managers are encouraged to keep playing logs by game to document the innings played by position for each Player.
- ❖ Managers may hold an eligible Player out of a game for disciplinary reasons **ONLY AFTER FIRST EXPLAINING THE ACTION TO THE PLAYER AND HIS PARENTS.**

1.5 Positions and Substitutions

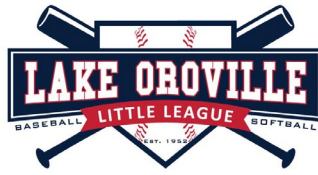
- ❖ Free substitution of players into the game is permitted at the half inning. Substitution during an inning is not permitted except for injury, disciplinary reasons, or other similar issue.
- ❖ Players on the field may switch defensive positions during an inning (i.e., from 1st base to 2nd base). Once a Player leaves the pitching position, however, he may not return to the pitching position in the current or any other inning (see below)
- ❖ No defensive player may play the same position for more than 2 innings. This includes pitchers and catchers.

By Little League rule, pitchers are not allowed to "split" innings. I.e., pitch the 1st inning, sit the 2nd, and pitch the 3rd. Once a pitcher is removed from the pitching position, he cannot pitch again in that game.

1.6 Pitching

- ❖ If a player is walked by a player pitcher, they will receive 3 (no more) pitches from the coach. If they do not hit the ball, they are out.
- ❖ During the first four games, the coaches pitch to their own players. Managers may agree to begin Player pitching during this period IF BOTH MANAGERS AGREE THE PLAYERS ON BOTH TEAMS ARE READY.
- ❖ **Starting with the fifth game**, players will pitch to the opposing team.
- ❖ Balls and strikes are called from Coaches or designated volunteer Umpire, if one is appointed, from behind the pitcher's rubber or home plate.
- ❖ A player may only pitch two (2) innings in a game. If a pitcher is removed from the pitcher's position before the two (2) innings that player may not return to the mound. There are additional stated rules regarding days of rest following a pitching performance based upon the number of pitches thrown.
- ❖ **The strike zone is from the armpits to the bottom of the knees, and one ball width inside and outside over the plate. The strike zone is intended to be liberal to encourage the batters to swing** and to provide positive reinforcement to the pitcher. *Note: Players will try to "wait out" the Player-pitcher and wait for the Adult to throw a "perfect" pitch. Managers and Coaches should encourage Players to be aggressive while batting.*

Home Team will maintain pitch count for both teams. A parent volunteer may be recruited to maintain the pitch count. The pitch count for each pitcher is age based, the pitch count binder is located in the equipment shed. 7-8-year-olds, 50 pitches. 6-year-olds 40 pitches **baseball only



P.O. BOX 2489 OROVILLE, CA 95965
530-552-1890

2.0 Playing Rules

- ❖ Each team will play 10 players, one as a rover, the other 9 players to play in position.
- ❖ Outfielders must play at least 10 feet behind the edge of the outfield grass.
- ❖ A batter hit by a pitch will receive three (3)(no more) pitches from their coach. If a player is injured or visibly upset, then the player may be awarded first base. Player continuing at bat will retain the same ball-strike count. The batter is not awarded 1st base if hit by the adult pitcher.
- ❖ Bunting, lead offs and base stealing are not allowed. **The ball is dead unless hit by the batter. Base runners must wait for the batter to begin swinging before leaving the base.**
- ❖ No illegal pitches (including Balks) will be called. **Players are not allowed, however, to intentionally scuff or otherwise alter the ball to gain an advantage.**
- ❖ The infield fly rule is not in effect.
- ❖ Sliding is permitted. However, Managers must ensure that their Players are adequately trained to slide before allowing this practice. **Managers must also ensure that their Players know how to properly "cover" a base as the defensive Player to avoid being injured by a sliding base runner.**
- ❖ End of Play: A given play ends when the ball is controlled by an infielder (including the Pitcher and Catcher) in

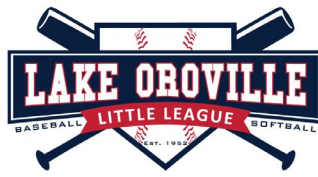
FAIR Exceptions: Official Little League Rules apply in all matters not specifically covered by this document.

Minor Division Baseball and Softball

- ❖ Unless otherwise stated, this division shall be played and operated strictly by the current Official Regulations and Playing Rules.
- ❖ Exception per rule: None. The 5-run rule will be enforced.
- ❖ Games can start and be played with 8 players. The 9th spot will be "skipped" instead of out
- ❖ Any manager/coach/player caught stealing pitches will be removed from the game, per LL Rulebook.
- ❖ No new inning may start after one hour forty-five minutes of play only if another game is scheduled for that field. If no game is scheduled, the game length will be no new inning after 2 hours. Games called because of time limit will be considered official, no matter the number of innings played.

Major, 50/70, and Junior, Senior Softball and Baseball Divisions

- ❖ These divisions shall be played and operated strictly by the current year Official Regulations and Playing Rules.
- ❖ Major Boys: Minimum play for 10 years olds is defined as 9 defensive outs, 1 at bat each game during the regular season (excludes end of season tournament play).
- ❖ There will be no new inning after 1 hour and 45-minute (minimum of 4 innings, 5 innings for 50/70, Juniors, and Seniors, must be played) time limit if another game follows. Junior/Seniors no new inning after 2 hours, if a game follows. Games called because of time limit will be considered official, no matter the number of innings played.
- ❖ Games can start and be played with 8 players. The 9th spot will be "skipped" instead of out



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- ❖ Major boys: Regular season (excludes end of year Tournament:) A substitute may re-enter the game provided all other rules of 3.03 are met. The substitute may only re-enter in the batting order he/she was previously batting in. The Substitute may only re-enter after all other players have met minimum play.
- ❖ 50/70 and Senior divisions shall play by the Official Regulations and Playing Rules.

Tournament Teams

Tournament teams shall be selected upon their playing ability, eligibility, and availability as well as meeting the residency requirements. The team shall consist of twelve (12) or thirteen (13) players, at the Managers discretion, which have participated in a minimum of 60% the regularly scheduled season.

Managers and Coaches

Little League Division (10-12-year-olds): The manager and coach(es) shall be regular season team managers and/or coaches from the Little League Division.

8-10 Division & 9- 11-Year-Old Division: The manager and coach(es) shall be regular season team managers and/or coaches from the Little League (Majors) Division or Minor League Division.

50/70 & Senior League: The manager and coach(es) shall be regular season team managers and/or coaches from the 50/70 or Senior Divisions.

Manager and coach selection will be based on team performance, league support, and participation in fundraisers, field days and fulfilling all duties on Manager application.

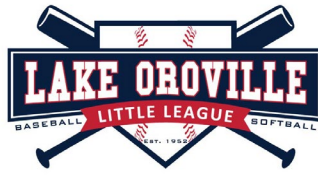
Players: Girls

8-9-10 Selection Process

10-11-12 Selection Process

13-14 Selection Process

- Managers will each select 12 players plus three alternate players (from their division). Submit to Player agents for vote counts. **Alternates will not be contacted unless a rostered player cannot participate.
- Managers will meet for all-star selection and select/vote players.
- During the beginning of the meeting, each manager will have an opportunity to state which players should fill the final positions.
- Stats (offensive and defensive) will need to be brought by managers to the Selection Meeting. There will be two rounds of balloting to select the players.
- Each manager will vote on the players.
- Player agent or designated All Star Coordinator will count ballots each round.
- Players will be selected by unanimous vote each round. If positions are not filled by unanimous vote(s), the final (third) round will determine the positions by most votes to each player of the final round only. The Board Selected All-Star Manager can determine if 13 or 12 players will be selected. Team is finalized at the end of the meeting, unless a player is unavailable for tournament play or deemed ineligible.
- Board Must approve players/managers/coaches and order of teams selected.



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Players: Boys

8-9-10 Selection Process

9-10-11 Selection Process

10-11-12 Selection Process

12-13-14 Selection Process

- ❖ All Managers will each select 12 players plus three alternate players (from their division). Submit to Player agents for vote counts. **Alternates will not be contacted unless a rostered player cannot participate.
- ❖ Managers will meet for all-star selection and select/vote players.
- ❖ During the beginning of the meeting, each manager will have an opportunity to state which players should fill the final positions.
- ❖ Stats (offensive and defensive) are to be brought to the meeting.
- ❖ There will be two rounds of balloting to select the players.
- ❖ Each manager will vote on the players.
- ❖ Player agent or designated All Star Coordinator will count ballots each round.
- ❖ Players will be selected by unanimous vote each round. If positions are not filled by unanimous vote(s), the final (third) round will determine the positions by most votes to each player of the final round only. The Board Selected All-Star Manager can determine if 13 or 12 players will be selected.
- ❖ Board Must approve players/managers/coaches and order of teams selected.

Additional 9-10 Selection Process

All Minor Managers will each select 12 players plus three alternate players and may vote for Major 10-year-olds. The Major Managers may vote for only the 10 years old playing in the Majors division. 10-year-olds may be selected for either the 9-10 or the 10-11 team. Submit to Player agents for vote counts. Same as Majors division.

Additional 10-11 Selection Process

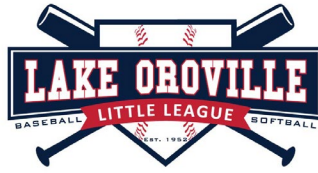
All Major Managers will each select 12 proposed players and submit to Player agents for 10-11 all Stars. All Minor managers may suggest players from minors.

Voted 11-10-year-olds will be selected by the following: Player agent will tally votes from Major selections. The top 8 players that receive the most votes will be selected. The board selected manager will select the final 4 positions. The Board Selected All-Star Manager can determine if 13 or 12 players will be selected.

Team is finalized at the end of the meeting, unless a player is unavailable for tournament play or deemed ineligible.

Replacement Managers, Coaches, and Players

Any player, manager, or coach who is unable to participate because of injury, illness, vacation, or other justifiable reason may be replaced by another eligible person. The person shall meet all requirements above and shall be approved by the Board of Directors as well as the District Administrator per Little League Tournament rules and Guidelines.



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