

MANSFIELD YOUTH BASEBALL

2021 BYLAWS



EFFECTIVE MAY 10, 2021

INDEX

- 1. OBJECTIVE**
- 2. BOARD OF DIRECTORS**
- 3. ZERO TOLERANCE POLICY**
- 4. DIVISIONS**
- 5. TEAM SELECTION**
- 6. COACHES**
- 7. MYB FIELDS, SCHEDULING & RAIN-OUTS**
- 8. PRE-GAME PRACTICE, FIELD PREPARATION & MAINTENANCE**
- 9. SCORING, STANDINGS & PLAYOFFS (MINORS & MAJORS ONLY)**
- 10. SUMMER BASEBALL**
- 11. DIVISION SPECIFIC RULES**

SECTION 1. OBJECTIVE

1.1. The objective of Mansfield Youth Baseball, Inc. (an affiliate of Little League International), hereinafter referred to as Mansfield Youth Baseball (“MYB”) shall be to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens.

1.2. To achieve this objective, MYB will provide a supervised program under the Rules and Regulations of Little League Baseball, Incorporated. All Directors, Officers and Members shall bear in mind that the attainment of exceptional athletic skill or the winning of games is secondary, and the molding of future citizens is of prime importance.

SECTION 2. BOARD OF DIRECTORS

Position:	Board Member:	Email:
1. President	Paul Tarallo	Ptarallo64@gmail.com
2. 2 nd VP/Safety Officer	Myles Sigman	myles.sigman@gmail.com
3. Player’s Agent	Brian Lane	lane.brian.j@gmail.com
4. Player Agent Assistant	Joe Pereira	Jc.pereira3452@gmail.com
5. Treasurer	Phil Carnevale	phillip.j.carnevale@gmail.com
6. Secretary	Michael Rae	mcrae430@gmail.com
7. Concession Director	Adam Schlosser	casch@mit.edu
8. Web/Communications	Leanne Velasquez	leannerv@yahoo.com
9. Fundraising	Brian Lane, Brian Fetky, Ben McCorkill	ben.mccorkill@gmail.com
10. Equipment Director	Mark Aufiero	mruz1@yahoo.com
11. Tournament Director	Brian Fetky	brianjfetky@gmail.com
12. Summer League Rep	Mark McGuire	Mcguires10@comcast.net
13. Summer League Rep	Myles Sigman	myles.sigman@gmail.com
14. Fall Ball Rep 2020	John Taylor	Jtaylor@teamorca.org
15. Fall Ball Rep 2021	Bill Fennell	fennellw@yahoo.com

16. Big Diamond Rep – Junior High	Moe Decelles	moedecelles@yahoo.com
	Bill Shea	Shea02021@gmail.com
17. Big Diamond Rep – JV	Mark Maguire	Mcguires10@comcast.net
18. Big Diamond Rep – Varsity	Adam Schlosser	casch@mit.edu
19. Majors Division Rep	Keith Quersher	keithquersher@gmail.com
20. Majors Division Rep	Andrew Schlumper	aschlumper@gmail.com
21. Minors Division Rep	Brian Fetky	brianjfetky@gmail.com
22. Minors Division Rep	Rick Riley	rickr07@gmail.com
23. Farm Division Rep	Tony Calabria	tony.calab@gmail.com
24. Farm Division Rep	David Wilson	david.a.wilson19@gmail.com
25. Rookie Division Rep	Michael Morreale	mike.morreale@benjaminmoore.com
26. Rookie Division Rep	Michael Kane	michaelfkane@hotmail.com
27. Instructional Division Rep	Matt Eaton	bostonmje@msn.com
28. Instructional Division Rep	Sean White	s3white@hotmail.com

The MYB Board of Directors reserves the right to modify these by-laws at any time by a majority vote. Any rules not addressed in this document shall follow the most recent edition of the Little League Baseball Official Regulations, Playing Rules and Policies.

SECTION 3. ZERO TOLERANCE POLICY

MYB runs its programs for the benefit of the children. MYB’s goal is to teach the fundamentals of baseball in a fun and safe environment and to support a positive and competitive environment for the enjoyment of the game.

With this in mind, MYB has adopted a ZERO TOLERANCE POLICY. Any infraction or violation of the league’s principles listed below will result in the individual and/or player being asked to leave the game and the complex. A second violation will result in removal of both the individual and player from MYB for the remainder of the season.

All parents are required to read, discuss with their children, and agree to this Policy as a condition of their children participating in MYB.

1. SPORTSMANSHIP AND RESPECT

Good sportsmanship is our most important value. Positive encouragement and support is always welcome. It is expected that every participant, which includes: managers; coaches; players; parents; and spectators, support all participants and not criticize or call attention to bad plays or mistakes by anyone. Players and coaches of the opposing team are to be treated with respect. Yelling at or interfering with another team by any player, manager, coach or parents will not be tolerated.

2. NO CONFRONTATION WITH UMPIRES

All persons associated with the team, including players, managers, coaches and parents, shall support the umpires. No one is to address, challenge or harass the umpire before, during or after the game – this includes parking areas. The exception is the team manager in cases that involve: responding to the umpire, making substitutions, pointing out emergencies, asking for a rule interpretation, or requesting a confirmation or consensus of a call from both umpires.

3. FULL CONSIDERATION TO COACHES AND PLAYERS DURING GAMETIME

Parents should not confront, harass, or demean coaches or players during a game. It is disrespectful, distracting, confusing and counter-productive. If parents would like to speak with their child's coach they should wait to contact their coach until the day following a game and arrange a separate meeting time that is mutually acceptable.

4. **IF YOU FEEL THE NEED TO BE INVOLVED, BE INVOLVED IN A POSITIVE MANNER:** There are many ways to be involved in MYB even if not coaching. MYB is a 100% volunteer organization and always looking for assistance. Please contact a coach or a Board member to learn more about volunteer opportunities.

SECTION 4. DIVISIONS

4.1 Player age will be determined in accordance with Little League Baseball International using the age chart below. MYB will only consider “grade level” exceptions to below and must be submitted in writing to Player Agent. All exceptions must be approved by the Executive Committee of the MYB Board.

2021 Little League® Age Chart FOR BASEBALL DIVISION ONLY

Match month (top line) and box with year of birth. League age indicated at right.

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2017	2017	2017	2017	2017	2017	2017	2017	2016	2016	2016	2016	4
2016	2016	2016	2016	2016	2016	2016	2016	2015	2015	2015	2015	5
2015	2015	2015	2015	2015	2015	2015	2015	2014	2014	2014	2014	6
2014	2014	2014	2014	2014	2014	2014	2014	2013	2013	2013	2013	7
2013	2013	2013	2013	2013	2013	2013	2013	2012	2012	2012	2012	8
2012	2012	2012	2012	2012	2012	2012	2012	2011	2011	2011	2011	9
2011	2011	2011	2011	2011	2011	2011	2011	2010	2010	2010	2010	10
2010	2010	2010	2010	2010	2010	2010	2010	2009	2009	2009	2009	11
2009	2009	2009	2009	2009	2009	2009	2009	2008	2008	2008	2008	12
2008	2008	2008	2008	2008	2008	2008	2008	2007	2007	2007	2007	13
2007	2007	2007	2007	2007	2007	2007	2007	2006	2006	2006	2006	14
2006	2006	2006	2006	2006	2006	2006	2006	2005	2005	2005	2005	15
2005	2005	2005	2005	2005	2005	2005	2005	2004	2004	2004	2004	16

NOTE: This age chart is for BASEBALL DIVISIONS ONLY, and only for 2021.

4.2 Instructional (5 and 6 year olds)

The Instructional division is for players who turn 5 or 6 years old by August of the respective year. Teams will have one Practice/Game per week. All players shall bat and play defense each inning of the game, which projects to be roughly 3 innings. Batters will learn advanced skills via a transitional program which begins with hitting off of a tee, followed by several weeks of soft toss pitch. The focus shall be on developing additional skills to assist players with their transition to full coach pitch at the next level, while still providing full participation and ensuring the players have fun. Games/Practices sessions Scheduled for Sundays start after April vacation and go to mid-June.

4.3 Rookie Division (7 year olds)

The Rookie Division is a developmental league for players who turn 7 years old by August of the respective year. The emphasis is on skill development, with coaches pitching during the season either with underhand soft-toss or overhand pitching from 30ft – 40ft from home plate. Outs are counted for the first time and 10 players are fielded on defense, a full infield, a catcher, a player fielding the pitcher position and up to 4 outfielders.

The regular season will consist of two games and one practice (Saturday) per week. Games start after April vacation and are played on Sundays (times will vary) and Weeknights (5:30pm) until mid-June. Pre-season practices will begin early April, weather permitting, on either weeknights (5:30pm), Saturdays or Sundays.

4.4 Farm Division (8 year olds)

The Farm Division is a developmental league for players who turn 8 years old by August of the respective year. It is also an option for 9 year old players who chose or would benefit from another season of player development. The emphasis is on skill development, with coaches pitching the first half of the season and players beginning to pitch during the second half of the season. Strikes are counted for the first time, standard baseballs used (not flex-balls) and 10 players are fielded on defense.

The regular season will consist of two games and one practice (Saturday) per week. Games start after April vacation and are played on Sundays (times will vary) and Weeknights (5:30pm) until mid-June. Pre-season practices will begin early April, weather permitting, on either weeknights (5:30pm), Saturdays or Sundays.

4.5 Minors Division (9 – 12 year olds)

The Minors division is competitive league for players ages 12, 11, 10 and 9. Players must have a birth date between 9/1/2007 and 8/31/2011. For 9 year old players this is a step up to "big kid" baseball with players pitching, balls and strikes called by umpires, with walks, strikeouts, and limited stealing allowed as part of the game. For 12, 11 and 10 year old players it is a continued development opportunity for these players. Minors is the highest level available for 9 year old players and the appropriate division for any 10's and 11's who did not tryout or were not drafted into Majors.. Any 9 year old not wishing to play in Minors may elect to play in the Farm Division. Teams are formed based on draft, no "play with" or coach requests. 9 players are fielded on defense each inning with a full roster batting order used on offense. The division will have playoffs at the conclusion of the regular season.

The regular season will consist of two to three games and one practice (Saturday) per week. Games start after April vacation and are played on Weeknights (5:30pm) until mid-June. Pre-season practices and batting cage sessions will begin early April, weather permitting, on either weeknights (5:30pm), Saturdays or Sundays.

4.6 Majors Division (10 – 12 year olds)

The Majors Division is the most competitive small diamond league for players ages 12, 11 and 10. Players with a birth date between 9/1/2007 and 8/31/2010 are eligible for Majors. Any 12 year old who played Majors the previous year will automatically be drafted onto a Majors team and does NOT need to attend a tryout. Any 12 year old who did not play Majors as an 11 year, attended a Fall try out and REGISTERS on time will be selected to a Majors team. Any 10 and 11 year old who attended a try out for Majors the previous fall and REGISTERS on time will be eligible to be selected in the Majors draft. Such decision is based on the player's performance at the tryout as well as his/her coach's evaluation from the prior season. Parents may elect to have their 10, 11 or 12 year old play Minors by registering for that division.

Teams are formed based on draft, no "play with" or coach requests. The Majors division will play a portion of the regular season on the 50/70 diamond and have playoffs at the conclusion of the regular season.

The regular season will consist of two to three games and one practice (Saturday) per week. Games start after April vacation and are played on Weeknights (5:30pm) and Sundays (5:30pm) until mid-June. Pre-season practices and batting cage sessions will begin early April, weather permitting, on either weeknights (5:30pm), Saturdays or Sundays.

4.7 Junior High Division

The Junior High Division is for players in 7th and 8th grade and 6th graders who are 13 under LL guidelines. Teams will play in the Junior High Division of the multi-town Massasoit Baseball League. Half the games will be home games played in Mansfield with the other half on the road in other towns. Games played on "big diamond" on a regulation baseball field with 90 foot bases and a pitcher's mound located 60 foot 6 inches from home plate. The division will have playoffs at the conclusion of the regular season.

The regular season will consist of two to three games and one practice (Saturday) per week. Games played on Weeknights (5:30pm) from mid-April to mid-June. Pre-season practices and batting cage sessions will begin early April, weather permitting, on either weeknights (5:30pm), Saturdays or Sundays.

4.8 JV Division

The JV Division is for players in 9th and 10th grade. Teams will play in the JV Division of the multi-town Massasoit Baseball League. Half the games will be home games played in Mansfield with the other half on the road in other towns. Games played on "big diamond" on a regulation baseball field with 90 foot bases and a pitcher's mound located 60 foot 6 inches from home plate. The division will have playoffs at the conclusion of the regular season.

The regular season will consist of two to three games and one practice (Saturday) per week. Games played on Weeknights (5:30pm) from mid-April to mid-June. Pre-season practices and batting cage sessions will begin early April, weather permitting, on either weeknights (5:30pm), Saturdays or Sundays.

4.9 Varsity Division

The Varsity Division is for players in 11th and 12th grade. Teams will play in the Varsity Division of the multi-town Massasoit Baseball League. Half the games will be home games played in Mansfield with the other half on the road in other towns. Games played on "big diamond" on a regulation baseball field with 90 foot bases and a pitcher's mound located 60 foot 6 inches from home plate. The division will have playoffs at the conclusion of the regular season.

The regular season will consist of two to three games and one practice (Saturday) per week. Games scheduled on Weeknights (5:30pm) from mid-April to mid-June. Pre-season practices and batting cage sessions will begin early April, weather permitting, on either weeknights (5:30pm), Saturdays or Sundays.

NOTE – Any call ups between Divisions need to be approved by the Executive Committee of the MYB Board. Players are not allowed to play down.

SECTION 5. TEAM SELECTION

5.1 Only players that have registered may be included on a team. Any child that is not registered is not allowed on game, practice fields or dugouts.

5.2 Instructional, Rookie and Farm Division teams will be selected by the respective Division Reps with assistance of Player Agent as needed. MYB's goal is to create balanced and competitive teams for these divisions. MYB will place siblings on same team at parent's request and will consider "play with friend" requests provided that it does not create imbalanced teams. All requests should be made at the time of registration or prior to the start of the season in writing to the respective Division Rep and Player Agent.

5.3 Minors, Majors and Big Diamond division teams will be selected through a draft process. MYB will place siblings on same team at parent's request but will not consider "play with friend" requests in these divisions except in extraordinary circumstances. All requests should be made at the time of registration or prior to the draft in writing to the respective Division Rep and Player Agent.

5.4 All call-ups need to be approved by the Executive Committee of the MYB Board.

5.5 For regular season game call-ups, players called up can only play the position of outfield and shall bat last in the batting order. Further, the called up player should not play more defensive innings than any regular player on the team roster.

5.6 Use of non-rostered players is not allowed and will lead to forfeiture of game and suspension for the offending manager.

SECTION 6. COACHES

6.1 All coaches and managers must fill out the Little League Volunteer Application Form and submit it to MYB prior to the start of the season, including practices.

6.2 The MYB President with the approval of the Board of Directors appoints all managers each season. Assistant coaches are selected by the manager and must be approved by the League President. All managers, coaches, umpires and volunteers are subject to meeting the conditions of Little League, Incorporated Rules & Regulations prior to their appointment.

6.3 A team is allowed to have up to four (4) coaches and one (1) manager. Only two (2) coaches and one (1) manager are allowed to be in the fenced in area of the field and dugouts during games.

6.4 For Minors Division and above, managers and coaches are not allowed on the playing field unless a time-out has been granted. They must remain in the dug-out or the 1st and 3rd base coaching boxes.

6.4 A coach must be present at all practices and batting cage sessions. Only one batter and one coach should be in a cage at a time.

6.5 Managers are responsible for the behavior of their assistant coaches, players, parents and fans.

6.6 Managers or coaches that are ejected from a game will be automatically suspended for the next game. A second ejection will result in suspension for the remainder of the season and will likely render the respective coach ineligible from coaching in future seasons. See also MYB Zero Tolerance Policy.

6.7 Minors (under age 18) may not coach or assist any team at any level unless approved to do so by the Board of Directors.

SECTION 7. MYB FIELDS, SCHEDULING & RAIN-OUTS

7.1 All games and practices will take place on MYB scheduled fields at the following locations; Otis Street Complex, East Street (JV and Varsity Fields) and Memorial Park. All games and practices must be scheduled through MYB, no exceptions.

7.2 Weekday games will start no later than 5:30PM. If both managers and an umpire are present, games may start earlier.

7.3 In the event of a day game with another game scheduled after on same field, a new inning may not start later than 15 minutes before the start of next scheduled game. Should the last inning not be completed before the starting time of the next game, the final result will revert back to the score at the end of the last completed inning.

7.3 For Minors Division and above, umpires shall determine whether a game begins or continues due to weather, light or field conditions.

7.4 For Minors Division and above, an umpire has the right to end a game and declare a winner due to any abusive comments received from any manager, coach, player, parent or fan. This declaration can only be made if the umpire has first issued a warning to the offending team's manager and informed the other team's manager of the warning. See also MYB Zero Tolerance Policy.

7.5 MYB will endeavor to call rain-outs and field closures no later than 4:00PM on weekdays. Notification will be made via email and Facebook.

7.6 Rainouts at the Otis Street Complex will apply to **ALL** fields.

7.7 Managers are responsible for notifying respective Division Reps of all make-up games to ensure field scheduling, availability and umpire assignments.

7.8 In the event of scheduling conflict, games (including make-ups) will prevail over practices.

SECTION 8. PRE-GAME PRACTICE, FIELD PREPARATION & MAINTENANCE

8.1 The following guidelines apply to the Otis Street Complex and as well as any satellite fields MYB teams may use.

8.2 The home team is responsible for preparing the field for play, including raking if necessary, lining the field, and setting the bases. Visitors are welcome to assist.

8.3 The home team is responsible for raking fields and restoring to playing condition after the game. Areas to be raked will include the pitcher's mound, batter's box, and the area around all of the bases. After the final game of the day bases and any other equipment will be returned to proper storage. Visitors are welcome to assist.

8.4 The home team will occupy the 3rd base dug-out of the field in all divisions.

8.5 No batting practice shall occur on the fields prior to start of the game.

8.6 No on-deck batters are allowed in the field of play at any time for all small diamond divisions (Instructional through Majors).

8.7 At the completion of a game, both teams are responsible for cleaning dugouts and other areas near the playing fields and depositing the refuse in the trash containers provided.

8.8 The same responsibilities (8.3 above) apply to the practicing team after each practice session.

8.9 Please see the MYB Field Guide on the MYB Web-Site for further details.

SECTION 9. SCORING, STANDINGS & PLAYOFFS (MINORS & MAJORS ONLY)

9.1 Each team shall provide one coach to record the score and game information in the scorebook at each game. This will include a person to keep track of the pitch count rules. If there are any discrepancies, the home team's scorebook will be used.

9.2 Each team's manager is responsible for reporting game scores and the pitcher information (including innings pitched and pitch count) to the respective Division Rep by end of the day in which game was played (cc'ing opposing manager and Division Rep).

9.3 For a regulation game there must be a minimum of 4 innings in the field (3 ½ if the home team is leading). In the event that a game is suspended because of weather prior to the minimum number of innings being played, the game will be continued on another date picking up where the game is left off.

9.4 For a pitcher to resume pitching in a suspended/continuation game, the pitcher must have observed the required days rest to be eligible. For example, in a game suspended on Saturday and resumed on Tuesday, the pitcher cannot resume pitching unless had thrown no more than 50 pitches.

9.5 Regular season games may end in a tie. No extra innings shall be played.

9.6 For purposes of determining standings, teams shall be awarded 2 points for a win and 1 point for a tie. In order to determine any tie-breakers in standings prior to play-offs, ties will be broken as follows:

1. Total wins
2. Head to head record (provided balanced schedule)
3. Fewest runs allowed (regular season total)

9.7 All teams in Minors and Majors shall make the play-offs. The format of the playoffs will be determined annually depending on the length of the regular season and time available to complete the play-offs.

9.8 Regular season pitching and game rules shall apply throughout the playoffs (See Minors and Majors Division Rules, Section 11).

SECTION 10. SUMMER BASEBALL

10.1 Mansfield Youth Baseball (“MYB”) offers various summer baseball programs, which currently include;

- **All-Stars** - multi-town travel leagues for 8 to 18 year old players under MYB and Little League age rules offering the highest level of competition. All-star teams will participate in travel leagues, multiple tournaments and Little League Districts. Teams selected will be based on player eligibility, availability, and ability (see below). Further information on travel leagues and Little League Districts;
 - **8yr Old All-stars** - Multi-town travel league (e.g. Friendship, Barnstormers, etc.) for 8yr old players. Season consists of 8 to 10 regular season weeknight games plus single elimination playoffs. Playoffs generally start last week of July but can extend into early August.
 - **Hockomock League** - Multi-town travel league for 9-18yr old players. Season consists of 12 regular season games plus single elimination playoffs. Playoffs are generally set for the last week of July and will conclude prior to August 1st.
 - **Little League Districts** - Little League District tournament for 10-16yr old players. The amount of games and length of the season will vary depending on the team’s success. Games will occur on both weekends and weekdays.
- **Non All-Star Program**- MYB also offers summer program for 9 to 15yr old players under MYB and Little League rules for those who are either not selected to an All-Star team or elect to play in a recreational league with less time commitment. For 2018 these teams will participate in the Barnstormer League, a multi-town local travel league with 8-10 weeknight games. Tournaments are not typical, however could be considered if there was sufficient interest on part of the team and the manager. Players do not have to be selected to play on a Barnstormer team, they simply must register. First preference is given to Spring MYB players, but players who did not participate in Spring can still register assuming roster space is available. Playoffs are generally set for the last week of July and will conclude prior to August 1st.

10.2 CRITERIA FOR CONSIDERATION FOR ALL-STARS

MYB has a long tradition of strong summer all-star based teams. It is a privilege to be selected to these teams with a significant time commitment which runs generally from the conclusion of the Spring seasons through end of July and in certain cases early August.

The criteria for consideration and selection is based on three factors; eligibility, availability and ability.

Eligibility. Players must meet the age and residence requirements under MYB and Little League rules. Further, in order to be eligible for selection to All-stars, the player is expected to participate in at least 60 % of their Spring games barring injury.

Availability. Players must be committed to Summer teams and able to make all or almost all games (at least 80 %) including weekend tournaments. It is also expected that the player be available for the entirety of playoffs.

Ability. As indicated by the title, these are “All-Star” teams and players will be nominated and voted on to teams by respective division Spring Managers (see Team Selection below).

10.3 ALL-STAR TEAM SELECTION

The process for team selection first starts with a “Wait List” Registration process in early May and ends with a vote of by all managers in the player’s respective Spring division. During the “Wait List” process it is the expectation that the players sign up, confirming they are interested in playing summer “All Star” baseball and can make the necessary commitment (see Availability above).

Once “Wait List” registered players are identified, these lists for the respective ages will be shared with Spring Managers in each Spring Season Division. Spring Managers are tasked with watching all players in their respective division throughout the Spring season. Evaluation days may also be arranged in late May by the division and summer representatives to allow Spring Managers to watch players perform in a skill based format. This should be attended by all the Spring Managers to assist in the selection of teams. It is strongly encouraged that players interested in playing All-Stars attend evaluation days.

Following the evaluation day/days, there will a vote in which players will be selected to either the American (A) Team or National (B) Team of their respective divisions/ages. See Section 10.4 “Voting Process for All Stars”. During the voting, all players registered on the “Wait List” will be voted on during the voting process.

10.4 VOTING PROCES FOR ALL-STARS

9-13yr Old All-Stars

The 9-13yr old All-Star teams will be split between an American (A) team and National team (B) per division. In the event that fewer than 22 players are nominated than only an American team will be formed. The 9-12yr old teams will consist of 11 players and the 13yr old teams will likely consist of 12 players.

Spring managers may provide a brief write-up prior to the vote and speak on behalf of any players they have nominated. Each Spring Manager then votes for the nominated players under a point system which involves the player’s rank multiplied by the amount of ballots that player was on from all of the voting managers. See example below:

Example: There are 18 players nominated for the 10yr old American All-Star team and an additional 13 players for the National All-Star team for a total of 31 players. There are eight teams/managers in the Spring division that season. Voting works as follows:

1. The eight Minors Spring managers will be given a ballot and instructed to vote on players nominated as American All-Stars, ranking the top 15 players in order of ability.

2. Points will be awarded to each ballot as follows; 1st place vote receives 15 points, 2nd place vote 14 points, 3rd place vote 13 points, and so on.
3. The eight manager ballots are tallied and the 10 players (11 in case of 13yr olds) that finish with highest point totals will comprise the American All-Star team along with manager's child (see Manager Selection below).
4. Next, the 7 players that were nominated to the American All-Star but not selected are added to 13 players nominated for the National All-Star team, for a total of 20.
5. Similar to #1, the eight Minors Spring Managers are given a ballot and asked to rank the top 15 players of the remaining 20 in order with the same points scoring in #2 above.
6. The eight manager ballots are tallied and the 10 players that finish with highest point totals will comprise the National All-Star team along with manager's child (see Manager Selection below).

Voting will be monitored by Summer Rep(s) and the Executive Committee of the MYB Board. Spring Managers may be asked to explain a certain vote or ranking if it seems to be inconsistent with the majority.

14/15 and 16-18 All-Stars

The Hockomock League has just one division for 14 & 15yr olds and one division for 16-18yr olds. It is the goal that MYB will field two teams per team division. These teams will be balanced, no American (A) and National (B). The 14-15yr old teams will likely consist of 12 players. The teams will be formed from the final nomination list, as follows:

- If more than 24 players nominated, Spring Managers will vote on the top 22 players using similar point scoring as above. The top 22 point earners will be placed on 2 teams via a draft process with managers picking on an alternating basis and manager's player taking 12th spot.
- If 22- 24 players nominated, no vote is required and 2 teams will be selected per previous bullet.
- If less than 22 players nominated, only one team will be formed using same process as 9-13yr old All-Star American guidelines above.

NOTE: All big diamond roster sizes (ages 13-18) above may be adjusted based on discussions with All-Star Manager, Spring division and Summer representatives.

8 year old All-Stars

It is the goal that MYB will field two 8 year old all-star teams of 12 players per team. These teams will be balanced, no American (A) and National (B). The teams will be formed from the final nomination list, as follows:

- If more than 24 players nominated, Farm managers will vote on the top 22 players using similar point scoring as above. The top 22 point earners will be placed on 2 teams via a draft process with managers picking on an alternating basis and manager's player taking 12th spot.
- If 22- 24 players nominated, no vote is required and 2 teams will be selected per previous bullet.
- If less than 22 players nominated, only 1 team will be formed using same process as 9-13yr old All-Star American guidelines above.

10.5 ROSTERS

All-Star Managers may be required or have the option to roster additional players under certain travel league or Little League rules from a specified player pool and by certain dates. Rostering of these players does not guarantee the players will participate on teams. In all cases, the order of these additional players should follow the order of voting above.

Roster additions for American teams will be from the National teams and additions for the National teams will be from Barnstormer teams.

10.6 LITTLE LEAGUE DISTRICT TEAMS

The Little League District teams for ages 10-12 will be comprised of the American All-Star team. American All-Star Managers wishing to add to their American roster for purposes of the Little League Districts (max of 14 players) must follow the same procedure listed above plus any specific Little League rules, including deadlines.

The 13-14 Little League District team will be determined by a voting process similar to that used for All-Star Team selections above and will consist of 14 players from the 13 and 14yr old age groups. The manager may remove and replace a player after the vote but prior to submitting rosters if it is determined that the player is not available or able to make required commitment to the team.

The 15-16 Little League District team will be determined by a voting process similar to that used for All-Star Team selections above and will consist of up to 16 players from the 15 and 16 yr old age groups. The manager may remove and replace a player after the vote but prior to submitting rosters if it is determined that the player is not available or able to make required commitment to the team.

10.7 MANAGER SELECTION PROCESS

Managers for All-Star teams will be determined prior to voting with input from Spring division and Summer reps. To be eligible managers must have a child/players that meet the Criteria for Consideration above (including Ability) and must have been an eligible manager or coach in that division during the Spring season.

Each year the Spring division reps and summer reps will solicit interest for the manager positions for 8 and 9 year old All-Star teams and any other open positions (see below).

It assumed that once managers are identified for the 9yr old American and National All-Star teams they will continue in those roles and move up with their child/player in following years. However, managers may be replaced for various reasons, including but limited to; 1) manager declines to continue, 2) manager's child/player no longer meets the Criteria for Consideration above (including Ability), 3) National manager's child/player is voted to American team 3) violations of MYB Zero Tolerance Policy, 4) feedback from parents and coaches, etc.

Managers have the option of choosing own coaching staff. Coaches must have been an eligible manager or coach in that division during the Spring season. Managers and coaches are not allowed to hold practices for All-Star teams prior to official announcement of the team roster.

Managers for the Non-All Star teams will be determined by summer representatives with approval by the Executive committee of the MYB Board of Directors.

The final selection or determination of All-Star managers is at the sole discretion of the Executive Committee of the MYB Board of Directors.

10.8 PLAYER EXPECTATIONS

Managers of All-Star teams are expected to adhere to the rules set forth by the travel league, tournament or Little League District which their team is participating in with regards to playing time. Beyond these rules, Managers have full discretion on playing time, positions, batting order, etc.

Managers of non-All-Star teams will be expected as well to adhere to any of the rules set forth by the travel league or tournament but will be encouraged as much as possible to allow players to play different positions should they chose if reasonable and attempt to share playing time equally.

10.9 MYB ZERO TOLERANCE POLICY

All players, coaches, parents and fans participating in any MYB summer baseball program are expected to adhere to the MYB Zero Tolerance Policy. Violations of MYB's Zero Tolerance Policy by any individual during the Spring season may result in the player being disqualified from participating in any MYB summer program.

SECTION 11. DIVISION SPECIFIC RULES

INSTRUCTIONAL DIVISION RULES

General Rules

1. Games and practice consist of one 90 minute session per week including 30-45 minute practice immediately followed by game.
2. No official game score or standings will be kept and there are no play-offs.
3. Games will be played even if a team is unable to field nine players. Such games will be played with the players present.
4. Coaches for the offensive team will serve as umpires for their respective team's at bat.
5. An offensive coach should be positioned at home plate to; 1) assist batter, 2) place balls on Tee and remove Tee from baserunner's path after a hit and 4) ensuring defensive team is in position prior to letting batters hit.
6. Defensive coaches are allowed on the field for instruction but should not interfere with play.

Pitching

1. There is no pitching, ball will be hit off a Tee for entire season.

Batting

1. All batters must wear caged helmets.
2. Batting orders should change each game. One option is to keep a continuous batting order and start next game with next player due up before last game ended.
3. Players should be ready to bat and kept on the bench until their turn to bat with helmets on. **No bats should be in the dugout.**
4. There are no strike-outs.
5. Inning is over after the entire order bats, all players bat once per inning regardless of the amount of outs made.
6. When the final batter comes to bat, the offensive coach shall inform the defense that the batter is the final batter. The final batter is allowed to hit an automatic homerun and all

Baserunning

1. Batters and baserunners can advance 1 base on balls hit into the infield.
2. Batters and baserunners can advance 2 bases on balls that reach the outfield by any means.
3. No advancement on pop outs/fly outs.
4. No advancements on overthrows of a base on an attempt to get a baserunner out at base.
5. No infield fly rule.
6. Baserunners must stay in contact with the base until the ball is hit. No stealing or leading.
7. No sliding is allowed, either head or feet first.
8. If a baserunner is put out the baserunner must exit the playing field and must not be allowed to stay on the base.

Defense

1. On defense, 9 players with 3 outfielders. At coach discretion may play more outfielders depending on roster size. No players should sit while on defense.

2. Outfielders cannot be positioned on the infield, need to be positioned on the outfield grass. Accordingly, no plays on the infield will be allowed by outfielders.
3. Can play with 2 outfielders or none, if needed due to players missing.
4. Coaches and opposing team players can also fill in at outfield positions, if necessary.
5. Players that are fielding the pitcher position must be positioned to one side of the mound equal to the pitching rubber until the ball is hit.
6. No catchers are allowed.
7. Coaches should rotate players through different positions;
 - Exceptions can be made at pitcher and first base for safety considerations
 - Each player should play a minimum of 2 innings of infield each game
 - No player should play same position more than 2 innings in any game
 - No players should sit while on defense
8. Double and triple plays are allowed.
9. Goal is to register as many outs as possible per inning, but inning continues regardless until entire batting order has batted.
10. Players should be instructed to remain in their position and not cross over to other positions to field the baseball to prevent collisions.

ROOKIE DIVISION RULES

General

1. Games are 6 innings or 2 hours in length whichever comes first.
2. No official game score or standings will be kept and there are no play-offs.
3. Games will be played even if a team is unable to field nine players. Such games will be played with the players present.
4. Coaches for the offensive team will serve as umpires for their respective team's at bat.
5. An offensive coach should be positioned at home plate to; 1) assist batter, 2) place balls on Tee and remove Tee from baserunner's path after a hit (if applicable), 4) ensuring defensive team is in position prior to letting batters hit and 5) returning balls to coach pitcher.
6. Defensive coaches are allowed on the field for instruction but should not interfere with play.

Pitching

1. Pitching will be done by coaches at all times. Coach of offensive team will serve as pitcher and umpire.
2. Coaches should adjust pitching distance and speed based on batter's ability.
3. Coaches should try to lengthen pitching distance as season progresses with the goal of progressing to the pitching rubber for stronger players.
4. Each batter will be given five quality pitches (e.g. a hittable ball is considered a quality pitch regardless if player swings). After five quality pitches, a Tee should be used.
5. Pitching rules should be followed without exception to ensure player safety and to provide as many at-bats and defensive opportunities as possible for all players while also ensuring consistency across teams.

Batting

1. All batters must wear caged helmets.
2. Batting orders should change each game. One option is to keep a continuous batting order and start next game with next player due up before last game ended.
3. Players should be ready to bat and kept on the bench until their turn to bat with helmets on. **No bats should be in the dugout.**
4. There are no strike-outs, walks or bases awarded for hit by pitch. Batter must put the ball in play either by hitting a pitched ball or hitting off the Tee.
5. No bunting.
6. Inning is over after 3 outs or the entire order bats, whichever comes first.

Baserunning

1. Batters and baserunners can advance 1 base on balls hit into the infield.
2. Batters and baserunners can advance 2 bases on balls that reach the outfield by any means.
3. Baserunners are also allowed to tag up on a pop up/fly ball and advance a maximum of 1 base, provided they can also be thrown out.
4. No advancements on overthrows of a base on an attempt to get a baserunner out at base.
5. No infield fly rule.

6. Baserunners must stay in contact with the base until the ball is hit. No stealing or leading.
7. Sliding feet first is allowed, not required though. No head first slides allowed.
8. If a baserunner is put out the baserunner must exit the playing field and must not be allowed to stay on the base.

Defense

1. On defense, 9 players with 3 outfielders. At coach discretion may use 4th outfielder depending on roster size.
2. Outfielders cannot be positioned on the infield, need to be positioned on the outfield grass. Accordingly, no plays on the infield will be allowed by outfielders.
3. Can play with 2 outfielders if needed due to players missing.
4. Coaches and opposing team players can also fill in at outfield positions, if necessary.
5. Players that are fielding Pitcher position while coaches are pitching must be positioned to one side of the mound equal to the pitching rubber until the ball is hit.
6. Catchers must wear full protective gear, including throat protectors and athletic cups.
7. Double and triple plays will count.
8. Coaches should rotate players through different positions;
 - Exceptions can be made at pitcher, first base and catcher for safety considerations
 - Each player should play a minimum of 3 innings of infield each game
 - No player can play same position more than 3 innings in any game
 - No player can sit a 2nd inning until all players have sat at least 1 inning

FARM DIVISION RULES

General

1. Games are 6 innings or 2 hours whichever comes first.
2. No official game score or standings will be kept and there are no play-offs.
3. Games will be played even if a team is unable to field nine players. Such games will be played with the players present.
4. Games will be played with standard baseball, not flex-ball
5. Coaches for the offensive team will serve as umpires for their respective team's at bat.
6. An offensive coach should be positioned behind home plate to; 1) assist batter, 2) ensure defensive team is in position prior to batter hitting and 3) returning balls to coach/player pitcher.
7. Defensive coaches are allowed on the field for instruction but should not interfere with play.

Pitching

1. Pitching will be done by coaches until mid-point of the season, at which point players will be allowed to pitch. At coach's discretion and in agreement with opposing coach players may start pitching earlier in season.
2. Coach of offensive team will serve as pitcher and umpire.
3. Coaches should adjust distance and speed based on batter's ability.
4. Coaches should try to lengthen pitching distance as season progresses with the goal of pitching from the rubber by the date players start to pitch.
5. When players begin to pitch they should pitch from the rubber (46ft) or one yard in front of the rubber if needed, but no closer given safety concerns of line drives and hit batters.
6. Goal is for all players to have opportunity to pitch, but coaches should use discretion if player cannot pitch from this distance given player safety issues.
7. Player pitcher will concede pitching to the coach if they have thrown four balls or hit the batter. The batter inherits the number of strikes thrown by the player pitcher when they change to coach pitch (e.g. batter may have 2 strikes on them when a coach begins to pitch).
8. No limits otherwise on the amounts of pitches a pitcher can throw to a particular batter.
9. Player pitcher can resume pitching again to the next batter after conceding to coach.
10. Called and swinging strikes will count (including foul balls).
11. Coach from the batting team will serve as umpire to determine called strikes. Strike zones for player pitching should be relatively generous and smaller for coach pitch.
12. A "warning strike" will be given to a player who takes a coach pitched ball that is clearly a strike, after which any other coach pitched balls that are strikes will be called strikes.
13. Players limited to 40 pitches per outing. In no event should players pitch more than 2 innings regardless of pitch count.
14. Pitching rules should be followed without exception to ensure player safety and to provide as many at-bats and defensive opportunities as possible for all players while also ensuring consistency across teams.

Batting

1. All batters must wear caged helmets.
2. Batting orders should change each game. One option is to keep a continuous batting order and start next game with next player due up before last game ended.
3. Players should be ready to bat and kept on the bench until their turn to bat with helmets on. **No bats should be in the dugout.**
4. There are no walks or bases awarded for hit by pitch. Batter must put the ball in play or strikeout. This applies to coach pitch and player pitch.
5. No bunting or slashing is allowed.
6. Inning is over after 3 outs or the entire order bats, whichever comes first.

Baserunning

1. Batters and base runners can take as many bases as able on balls put into play until the ball is successfully in control of a player on the mound or anywhere on the infield grass which is when the ball is considered dead and base running is ceased.
2. Coaches allowed discretion on stopping base running prior to above, if baserunners are being overly aggressive with a weaker infield or taking action not in the best interest of the league.
3. Baserunners are also allowed to tag up on a pop up/fly ball and advance a maximum of 1 base, provided they can also be thrown out.
4. Baserunners may only advance one base on an overthrow.
5. No infield fly rule.
6. Baserunners must stay in contact with the base until the ball is hit. No stealing or leading.
7. Sliding feet first is allowed, not required though. No head first slides allowed.

Defense

1. On defense, 9 players with 3 outfielders. At coach discretion may use 4th outfielder depending on roster size.
2. Outfielders cannot be positioned on the infield, need to be positioned on the outfield grass. Accordingly, no plays on the infield will be allowed by outfielders.
3. Can play with 2 outfielders if needed due to players missing.
4. Coaches and opposing team players can also fill in at outfield positions, if necessary.
5. Players that are fielding the pitcher position while coaches are pitching must be positioned to one side of the mound equal to the pitching rubber until the ball is hit.
6. Catchers must wear full protective gear, including throat protectors and athletic cups.
7. Double and triple plays will count.
8. Coaches should rotate players through different positions;
 - Exceptions can be made at pitcher, first base and catcher for safety considerations
 - Each player should play a minimum of 3 innings of infield each game
 - No player can play same position more than 3 innings in any game
 - No player can sit a 2nd inning until all players have sat at least 1 inning

MINORS DIVISION RULES

General

1. Games are 6 innings unless called early due to weather or darkness. For a regulation game there must be a minimum of 4 innings (3½ if the home team is leading).
2. In the event that a game is suspended prior to the minimum number of innings being played, the game will be continued on another date picking up where the game left off.
3. Official game score (by both teams) and standings will be kept with every team advancing to a double elimination play-off.
4. Scores need to be reported to division reps after each game and cc' opposing manager.

Pitching- General

1. Any eligible player on a team may pitch (see #3), with no limit on number of pitchers in a game.
2. No more than 5 warm up pitches to catcher and/or coach at the start of each inning, except for the first inning or when a new pitcher enters the game, then not more than 8 warm up pitches are allowed. This allows the game to move quicker and avoid unnecessary game delays.
3. 12 year old players are not eligible to pitch in the Minor Division.
4. No balks will be called.
5. Pitchers must be removed upon hitting 2 batters in an inning, or 3 batters in a game.
6. No cut pitches or curve balls. Pitchers will be given a warning on the first infraction and "no pitch" will be called. Pitcher will be removed after second infraction.
7. Any violation of any pitching rules can result in forfeiture of the game in which it occurs.

Pitching – Limits & Days Rest

1. Monitoring pitch count in games is the responsibility of the coaches.
2. Pitcher is allowed to throw **50 pitches or 3 innings**, whichever comes first. A single pitch in an inning constitutes an inning of work.
3. If a pitcher reaches the limit imposed above while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1) That batter reaches base; 2) That batter is put out; 3) The third out is made to complete the half-inning.
4. **Maximum of six innings or 100 pitches per Pitching Week per player**, whichever comes first.
5. Pitching Week goes Sunday through Saturday.
6. Once pitcher removed may remain in the game at another position, but cannot return as a pitcher.
7. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
8. Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.
9. A player may not pitch in more than one game in a day.
10. Pitchers must adhere to the following rest requirements, if a player pitches:
 - **51 or more** pitches in a day, **three (3)** calendar days of rest.
 - **36-50** pitches in a day, **two (2)** calendar days of rest.
 - **1-35** pitches in a day, **one (1)** calendar days of rest.
11. Pitching rules remain in effect during play-offs, no exceptions.

Batting

1. All batters must wear caged helmets.
2. Full batting order will be used and every player present at game bats in the lineup.

3. It is a continuous order and the batter due up at the end of a game will lead off the next game.
4. The batting order can be changed after the 7th game of the regular season and the new order will remain in effect for the remainder of the regular season.
5. Lineup cards exchanged prior to game, including entire batting order with player name and jersey number. If a player is not present, should be communicated to the opposing coaches at the time of that player's scheduled at bat.
6. Managers will have the ability to use a new batting order for each playoff game.
7. Bunting is allowed. No slashing is allowed, if the batter shows bunt, the batter cannot hit away.

Base Running

1. Stealing of 2nd and 3rd is allowed with no limits on the amount of stealing in an inning.
2. No limit on bases that Baserunner may advance on an overthrow of an attempted steal.
3. One successful steal of home per inning, includes a delayed steal, an overthrow back to the pitcher, etc. Otherwise home must be earned by walk, hit, or ball put into play.
4. No limits on amount of bases able to be taken on overthrows.
5. No leading. Runners cannot leave the base until the ball crosses the front of home plate.
6. Runners leaving early will be returned to their base but can also be tagged or called out depending on the pursuant action.
7. A 5 run cap except in the last inning will be utilized. The last inning is unlimited. Determination of the last inning in the event of darkness will be determined by managers and umpires prior to the start of the inning.
8. The play is considered dead when the ball is returned to the mound and the catcher is within the general home plate area (few feet from home plate). Baserunners will be returned back to their base if they are less than ½ way to the next base once the ball is in control of the pitcher on the rubber and catcher is ready to receive the ball.
9. Infield fly rule is in effect.
10. Sliding feet first is allowed, not required though. No head first slides allowed, unless returning to base where you can go head first.
11. Baserunners must slide or avoid (including home plate) otherwise baserunner will be called out.

Defense

1. On defense, 9 players with 3 outfielders. Must have minimum of 8 players, otherwise forfeiture.
2. If short, manager has option of 1) playing 8 players or 2) borrowing a player from opposing team. Need to play entire game consistently unless 9th player shows up late.
3. Any borrowed player will be the player who was the last player up in the preceding at bat for the other team. This player will play the corner outfield position closest to their team's bench.
4. Call-ups from Farm Division are allowed but must be approved by Player Agent.
5. Catchers must wear full protective gear, including throat protectors and athletic cups.
6. Coaches should rotate players through different positions;
 - Each player must play a minimum of 2 innings of infield through the 5th inning
 - No player can play same position more than 3 innings in any game
 - No player can sit a 2nd inning until all players have sat at least 1 inning
 - No player can sit more than 2 innings in any game (exception being an extra inning play-off game, in which case no player can sit a 3rd inning until all players have sat at least 2 innings)

MAJORS DIVISION RULES

General

1. Games are 6 innings unless called early due to weather or darkness. For a regulation game there must be a minimum of 4 innings (3½ if the home team is leading).
2. In the event that a game is suspended prior to the minimum number of innings being played, the game will be continued on another date picking up where the game left off.
3. Official game score (by both teams) and standings will be kept with every team advancing to a double elimination play-off.
4. Scores need to be reported to division reps after each game and cc' opposing manager.

Pitching- General

1. Any player on a team may pitch, with no limit on number of pitchers used in a game.
2. No more than 5 warm up pitches to catcher and/or coach at the start of each inning, except for the first inning or when a new pitcher enters the game, then not more than 8 warm up pitches are allowed. This allows the game to move quicker and avoid unnecessary game delays.
3. No balks will be called, warning will be issued by umpires with no advancement of baserunners.
4. Pitchers must be removed upon hitting 2 batters in an inning, or 3 batters in a game.
5. No cut pitches or curve balls. Pitchers will be given a warning on the first infraction and "no pitch" will be called. Pitcher will be removed after second infraction.
6. For games on 50/70 Diamond pitchers must utilize pitching from stretch with runners on base.
7. Any violation of any pitching rules can result in forfeiture of the game in which it occurs.

Pitching – Limits & Days Rest

1. Monitoring pitch count in games is the responsibility of the coaches.
2. Pitcher is allowed to throw **60 pitches (50 for 10 year olds) or 3 innings, whichever comes first.** A single pitch in an inning constitutes an inning of work.
3. If a pitcher reaches the limit imposed above while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1) That batter reaches base; 2) That batter is put out; 3) The third out is made to complete the half-inning.
4. Maximum 12 innings per Pitching Week for 12 Year olds. For example, if you have three games in a Pitching Week, then six of those innings MUST be thrown by 11 year olds.
5. **Maximum of six innings or 100 pitches per Pitching Week per player,** whichever comes first.
6. Pitching Week goes Sunday through Saturday.
7. A single pitch in an inning constitutes an inning of work.
8. Once pitcher removed may remain in the game at another position, but cannot return as a pitcher.
9. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
10. Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.
11. A player may not pitch in more than one game in a day.
12. Pitchers must adhere to the following rest requirements, if a player pitches:
 - **51 or more** pitches in a day, **three (3)** calendar days of rest.
 - **36-50** pitches in a day, **two (2)** calendar days of rest.
 - **1-35** pitches in a day, **one (1)** calendar days of rest.
13. Pitching rules remain in effect during play-offs, no exceptions.

Batting

1. All batters must wear helmets, cages are optional.
2. Full batting order will be used and every player present at game bats in the lineup.
3. No continuous batting lineup, manager may reset batting order every game, including playoffs.
4. Dropped third strike rule is in effect.
8. Lineup cards exchanged prior to game, including entire batting order with player name and jersey number. If a player is not present, should be communicated to the opposing coaches at the time of that player's scheduled at bat.
9. Bunting is allowed. No slashing is allowed, if the batter shows bunt, the batter cannot hit away.

Base Running

1. Stealing of 2nd, 3rd and home is allowed with no limits on the amount of stealing in an inning.
2. Baserunner may advance on an overthrow of an attempted steal.
3. No limits on amount of bases able to be taken on overthrows.
4. There is no "mounding" of the baseball in Majors Division.
5. For games on small diamond (46/60) there is no leading. Runners cannot leave the base until the ball crosses the front of home plate.
6. For games on 50/70 leading is allowed and stealing is allowed at any time.
7. When ball is in play stealing is allowed at anytime
8. Runners leaving early will be returned to their base but can also be tagged or called out depending on the pursuant action.
9. There is no run limit per inning or slaughter rule.
10. Infield fly rule is in effect.
11. Sliding feet first is allowed, not required though. No head first slides allowed.
12. Baserunners must slide or avoid (including home plate) otherwise baserunner will be called out.

Defense

1. On defense, 9 players with 3 outfielders. Must have minimum of 8 players, otherwise forfeiture.
2. If short, manager has option of 1) playing 8 players or 2) borrowing a player from opposing team. Need to play entire game consistently unless 9th player shows up late.
3. Any borrowed player will be the player who was the last player up in the preceding at bat for the other team. This player will play the corner outfield position closest to their team's bench.
4. Call-ups from Minors Division are allowed but must be approved by Player Agent.
5. Catchers must wear full protective gear, including throat protectors and athletic cups.
6. Coaches should rotate players through different positions;
 - o No minimum on number of infield innings played
 - o No player can sit a 2nd inning until all players have sat at least 1 inning
 - o No player can sit more than 2 innings in any game (exception being an extra inning play-off game, in which case no player can sit a 3rd inning until all players have sat at least 2 innings)

REVISIONS

Date	Description
6/26/18	Updated for Board Members following annual vote
10/25/18	Updated to roll-forward age-cut-offs for 2019. Added in new Farm rep
2/12/19	Updated for addition of Farm Rep, Instructional Rep & Player Agent
7/29/19	Updated for Board Members following annual vote
2/24/20	Updated for Division descriptions and 2020 age cut-offs
5/13/21	Updated Section 10.3 of the All Star/Summer Process. Updated Organization Chart Updated Calendar Year Updated Little League Age Chart