

SECTION I. DIVISIONS

1. **The Major division** shall be for players ages 9 through 12, if drafted, and is the primary division for players ages 11 and 12.

1. Eligibility for the Major draft:

a. All players must tryout to be considered in the Major draft.

b. Players ages 11 and 12 are automatically eligible to be drafted into the Major division.

(1) Parents of players ages 11 and 12 may request, before tryouts, that their child not be considered in the Major draft by completing a *Waiver Request*.

(2) The waiver request of a 12-year-old player to be excluded from the Major draft must be approved by the VP-Baseball **and the District Administrator**. The primary criteria used to evaluate a waiver request shall be the safety of the individual player making the waiver request and the safety of the other players in the Triple-A division.

c. Players ages 9 and 10 may be made eligible to be drafted into the Major division provided that: (1) The parents of the player submit a *Waiver Request* asking that their child be considered in the Major draft. (2) The waiver request is approved by the VP-Baseball.

2. 11-year-old players that are not drafted into the Major division shall play in the Triple-A division. 10-year-old players that are not drafted by the end of the 4th round of the draft shall play in the Triple-A division. 9-year-old players that are not drafted by the end of the 4th round of the draft shall play in the Triple-A or Double-A division as determined by subsequent draft(s). All Major teams will draft 12 players.

3. The VP-Baseball will determine the number of teams in the Major division.

4. All 12-year-olds who wish to play in the Majors shall be drafted into the Major division unless the Majors Player Agent and VP-Baseball determine that there is a concern for the safety of the player in which case they shall play in the Triple-A division.

2. **The Triple-A (“AAA”) Kids Pitch division** shall be for players ages 9 through 12 but is the primary division for players ages 10 and 11.

1. Eligibility

a. Players ages 10 and 11 are automatically eligible to be drafted into the Triple-A division.

(1) Parents of 10-year-old players may request, before tryouts, that their child not be considered for the Triple-A draft by completing a *Waiver Request*.

(2) The waiver request of a 10-year-old to be excluded from the Triple-A draft must be approved by the VP of Baseball. The primary criteria used to evaluate a waiver request shall be the safety of the individual player making the waiver request and the safety of the other players in the Double-A division.

b. 9-year-old players may be made eligible to be drafted into the Triple-A division provided that:

(1) The parents of the player submit a *Waiver Request* asking that their child be considered in the Triple-A draft.

(2) The waiver request is approved by the VP-Baseball.

(3) The player tries out for the Triple-A division.

2. All eligible players aged 9-12 shall be drafted into the Triple-A division. 9-year old players eligible for the Triple-A draft but not drafted

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by the end of the 4th round shall play in the Double-A division.

3. The number of teams in the Triple-A division shall be the largest number of teams that will allow 1/2 of the teams to draft a minimum of 12 players.

3. The Double-A (“AA”) Machine Pitch division shall be for players ages 8 through 10, but is the primary division for players age 9.

1. Eligibility

- a. Players age 9 are automatically eligible to be drafted into the Double-A division.

- (1) Parents of 9-year-old players may request, before tryouts, that their child not be considered for the Double-A draft by completing a *Waiver Request*.

- (2) The waiver request of a 9-year-old to be excluded from the *Double-A* draft must be approved by the VP Baseball. The primary criteria used to evaluate a waiver request shall be the safety of the individual player making the waiver request and the safety of the other players in the Single-A division.

- b. 10-year-old players who have submitted a *Waiver Request* that has been approved.

- c. 8-year-old players may be made eligible to be drafted into the Double-A division provided that

- (1) The parents of the player submit a *Waiver Request* asking that their child be considered in the Double-A draft.

- (2) The waiver request is approved by the VP-Baseball.

- (3) The player tries out for the Double- A division.

2. All eligible players aged 8 through 10 will be drafted into the Double-A division. 8 year old players eligible for the Double-A draft but not

drafted by the end of the 4th round shall play in the Single-A division.

3. The number of teams in the Double-A division shall be the largest number of teams that will allow 1/2 of all teams to draft a minimum of 12 players.

4. The Single-A (“A”) Machine Pitch division shall be for players ages 6 through 9, but is the primary division for players ages 7 and 8.

1. Eligibility

- a. Player ages 7 through 8 are automatically eligible to be drafted into the Single- A division.

- (1) Parents of 7-year-old players may request, before tryouts, that their child not be considered for the Single- A draft by completing a *Waiver Request*.

- (2) The waiver request of a 7-year-old to be excluded from the Single-A draft must be approved by the VPBaseball. The primary criteria used to evaluate a waiver request shall be the safety of the individual player making the waiver request and the safety of the other players in the Tadpole division.

- b. 6-year-old players may be made eligible to be drafted into the Single-A division provided that

- (1) The parents of the player submit a *Waiver Request* asking that their child be considered in the Single-A draft.

- (2) The waiver request is approved by the VP-Baseball.

- (3) The player tries out for the Single-A division.

2. All eligible players aged 6 through 9 will be drafted into the Single-A division. 6-year old players eligible for the Single-A draft but not drafted by the end of the 4th round shall play in the Tadpole division.

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3. The number of teams in the Single-A division shall be the largest number of teams that will allow 1/2 of all teams to draft a minimum of 12 players.
5. **The Tadpole (T-ball/Coach Pitch) division**, shall be for all eligible players' ages 5 through 7, but is the primary division for players age 5 and 6.

1. The Tadpole division will not hold a draft.
2. The number of teams in the Tadpole division shall be the largest number of teams that will allow each team a minimum of 10 players.

SECTION II. TRYOUTS & THE DRAFT

1. All tryout scores, player rankings, discussions in the draft meeting, any proposed or approved trade and the order of the draft are **STRICTLY CONFIDENTIAL**.

2. Tryouts

1. The Baseball Committee shall conduct tryouts.
2. All players must tryout or receive a waiver from their respective Player Agent.
3. Tryouts shall be conducted by age group.
4. The managers and player agent shall grade the players on each tryout drill and shall provide an overall score. Scoring shall be from 1 to 10, with 10 being the highest and 1 being the lowest.
5. The managers will surrender their original score sheets to the player agent immediately after the conclusion of the tryouts but may retain a copy for their use.
6. The Player Agent will compile a composite ranking of tryout scores. The player agent, at their discretion, may adjust the composite rankings to correct for any obvious bias or errors. The Player Agent's adjustments to the composite ranking may be appealed to the VP-Baseball whose decision is final and cannot be appealed.
7. All managers shall receive a copy of the composite rankings (as adjusted and approved by the Player Agent) and select team rosters (players, positions, and pitching skills) at least 2 days prior to the draft.

3. Draft

1. The Player Agent will conduct the draft.
2. The manager of each team shall attend the draft along with the Player Agent and the VP-Baseball and any other person approved by both the Player Agent and VP-Baseball.
3. Any ruling by the Player Agent may be appealed immediately to the VP-Baseball. Once the Player Agent and VP-Baseball have declared the draft completed, no decision may be appealed.
4. The manager's child shall be a protected and automatic draft pick for each manager in the round in which the manager's child is ranked in the composite tryouts as adjusted by the Player Agent. If a manager has two or more children ranked in the same round, the lower-ranked child shall be considered an automatic and protected pick in the next lower round. No other child shall be a protected or automatic pick to create 'teamups' of managers and coaches.
5. The ranking of the manager's child(ren) in the composite tryouts shall be determined by the Player Agent of the division and approved by the VP-Baseball. Draft order will be determined by the ranking of the manager's child(ren). If a manager has two or more children in the draft, the higher ranked child's ranking shall be used to determine draft order.
 - a. First Round: If a manager's child is ranked in the first round, their draft order shall be fixed by their child's ranking. The draft

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- order for all other positions will be determined by random drawing.
- b. Subsequent even rounds: The draft order will be the same as the first round, taken in reverse order. (i.e. the draft order snakes so that the last pick of each odd round gets the first pick in the following even round.)
 - c. Subsequent odd rounds: The draft order will be the same as the first round. (i.e. the draft order snakes so that the last pick of each even round gets the first pick in the following odd round.)
 - d. (AAA, AA and A) The Player Agent will assign any player that registers after the draft to teams in the order they register and in the order of the final round.
6. Both the Player Agent and the VP-Baseball must approve all player trades. No trade will be approved that causes a rule or regulation of Little League or the League to be violated.
 7. OPTION: In the Triple-A, Double-A and Single-A divisions, with the unanimous agreement of the managers, the managers may group the players remaining after the 9th draft round, one group for each team represented in the draft, and after agreeing that the groups are roughly equal in ability, assign the groups randomly to complete the draft.
 8. Additional players shall be accepted and assigned to teams until all teams have the same number of players, as determined by the player agent, or until two weeks prior to the first game of the season, whichever occurs first, at which time no additional players will be accepted into the division. A random drawing conducted at the end of the draft will determine the order in which additional players are assigned.
 9. The Tadpole division: A team-up of a manager and a single coach (no additional team ups allowed on that team) will be allowed in the Tadpole division with the approval of the Tadpole Player Agent and the VP-Baseball.

SECTION III. GAME RESPONSIBILITIES

1. **The home team** shall be responsible for the following prior to the commencement of any game: (NOTE: As a practical matter, it generally requires approximately 30 minutes for the home team to go through the checklist and properly prepare the field for a game; accordingly, the home team manager or coaches should plan on arriving early. Additionally, as a matter of courtesy, the visiting team should offer to help with everything.)
 1. Secure all bases into their slots so that they are flush with the surrounding dirt. You will have to periodically clean out the “female” insert (a teaspoon works perfectly) so that the base will sit down flush with the ground.
 2. Chalk in the batter’s box, the foul lines, and in, Tadpole only, the “time-out line” and the forty-foot (40’) hash marks between bases.
 3. Fill and rake in, with an appropriate material, any holes or washouts in the baselines.
 4. Set up and test the score box, and, if applicable, the PA system.
 5. Verify that someone is present to keep the official score book and **MAKE SURE THAT COMPETENT UMPIRES ARE PRESENT TO CALL THE GAME!**
 6. Provide one (1) clean and undamaged white game ball.
 7. Exchange rosters with the visiting team and provide a roster to the scorekeeper in advance of start time so the scorekeeper has adequate time to record same into the official score book. The home team shall provide the official scorekeeper. The official scorekeeper shall keep score in the official scorebook for that field. Within 24 hours of the completion

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of the game the manager shall report the final score, the pitchers of record, and their pitch count to the player agent and the VP-Baseball. Failure to report pitching records shall result in a warning letter on the first occurrence and a suspension of the manager on subsequent violations.

8. Police the grounds after the game, and if it is the last game of the day on the field, return all equipment to the equipment shed and replace the base plugs.
9. Keeping the official score in the League's official scorebook. The home plate umpire shall be the official scorekeeper and shall verify the accuracy of the official score book at the end of each game. The official score book shall be deposited in a place designated by the player agent.
10. Both teams will designate an adult to track the official pitch count for their team. Ultimate responsibility falls on the team manager. Both teams shall get together each half inning to compare totals and record in the scorebook.

2. The visiting team shall:

1. Be responsible for operating the scoreboard and announcing the game if the field is so equipped.

2. Provide one (1) clean and undamaged white game ball.
3. Exchange rosters with the home team and provide a roster to the scorekeeper in advance of start time so the scorekeeper has adequate time to record same into the official score book.
4. Within 24 hours of the completion of the game the manager shall report the final score, the pitchers of record, their pitch count to the player agent and the VPBaseball. Failure to report pitching records shall result in a warning letter on the first occurrence and a suspension of the manager on subsequent violations.
5. Both teams will designate an adult to track the official pitch count for their team. Ultimate responsibility falls on the team manager. Both teams shall get together each half inning to compare totals and record in the scorebook.
6. Operate the score board.
7. Record the official pitch count for each pitcher on the triplicate form. The original shall be placed in the official scorebook. The copies shall be given to each manager.

SECTION IV. SCHEDULES, RESCHEDULING AND FORFEITS

1. The VP-Baseball and the division's player agent will determine before the draft if a division will be divided into subdivisions for the purposes of scheduling and calculating standings or if there will be end of the season tournament.

1. If the player agent and the VP-Baseball determine that a division will be divided into subdivisions, then teams shall be assigned on draft night based on a random drawing.
2. Trophies will be awarded in the Major, Triple-A and Double-A division based on final standings.

a. Trophies will be awarded

- (1) for 1st and 2nd place if the division has 6 or fewer teams
- (2) for 1st, 2nd and 3rd place if the division has 7 or more teams.

b. Tiebreakers will be as follows

- (1) Won-lost record
- (2) Head to head

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- (3) Points allowed in head to head games.
- (4) Coin toss
3. Participation trophies will be awarded to all participants in the Tadpole and Single- A.
4. There will be no official scores or standings kept in the Tadpole division although the scoreboard may be used to record the score during the game with the mutual consent of the managers before the game.
2. Scheduling of games and practice field assignments will be made by the VP-Baseball and posted on the League's website.
3. No practices shall be allowed on the League's field unless requested by the Player Agent and approved by the VPBaseball.
4. Managers may request, through their Player Agent, that a game be rescheduled up to 48-hours before the scheduled start time, if either team will be unable to field a team due to conflicts with educational or religious events or illness. Reschedule requests must be approved by the Player Agent and the VP-Baseball. If approved, the VP-Baseball will reschedule the game.
5. If a team is unable to field a team by the conclusion of the 10 minute "grace period" after the scheduled start time or if the team provides less than 48-hours notice of a reschedule request, the Player Agent, at their discretion considering any extenuating circumstances, shall take one of the following actions:
 1. Request, with the approval of the VPBaseball that the game be rescheduled.
 2. Recommend to the Protest committee that the game be declared a forfeit. **ONLY THE PROTEST COMMITTEE MAY DECLARE A FORFEIT.**
6. The VP-Baseball will reschedule any and all make-up games.
7. Four (4) contacts per week for Majors, three (3) for Minors (Triple A, Double A, Single A) and two (2) for Tadpole are permitted. For the purposes of this rule, the week begins on Sunday. A "contact" is any activity involving a coach and/or manager and four (4) or more players from the same team. An effort to have a "volunteer" practice, etc. shall be considered a contact. Managers may not call for players to arrive more than 1 hour prior to a game.
8. In Majors, Up to 3 games per week may be scheduled, up to 4 with make-ups of rained out game. In AAA, AA and A Divisions, up to 2 Games per week may be scheduled, with up to 3 with make-ups of rained out games.
9. Tadpole (T-ball/Coach Pitch) division practices shall not exceed 90 minutes.

SECTION V. UMPIRING

1. **Any individual wishing to Manage or Coach an All Star team must have attended one of the District 16 approved 11/2 days Rules Clinics within the last two years and yearly attendance is strongly recommended. NO EXCEPTIONS.**
2. **Managers in the Tadpole and Single A divisions** are required to attend a 1 day League approved umpire instruction course every year. This course will be to be run by the Umpire-in-Chief or his designate.
3. **Managers in the Tadpole and Single A divisions** are required to attend a 1 day League approved coaching clinic every year. This course will be to be run by the VP-Baseball or his designate.
4. Each team will be assigned umpiring responsibilities for supplying a plate and/or field umpire for selected games. In Tadpole each team will supply one umpire.

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5. The VP-Baseball shall maintain the official umpire assignments on the League's website and record assignment changes mutually agreed to by both managers.

suspension of the team's manager at the discretion of the VP of Baseball for the next played game. The VP of Baseballs decision may be appealed to the protest committee.

 1. The manager of the team scheduled to supply the umpire per the official schedule on the website shall serve the suspension regardless of any separate 'deals' to trade assignments.
 2. The manager must serve the suspension even if the responsibility was assigned to another coach on the team.
 3. Failure to abide by the suspension, e.g. coaching from the stands, will result in a forfeit for the manager's team.
6. Missed Assignments: If an umpire is not on the field, ready to call the game at the scheduled start time, it shall be considered a missed assignment for that team.
 - a. During the first week of the season missing the first umpire assignment will result in a formal written warning from the Player Agent and the VP-Baseball. Each team's manager will be given a single warning only.
 - b. Missing an umpiring assignment after the first week of the season will result in the

SECTION VI. PROTESTS and the PROTEST COMMITTEE

1. This regulation details the application of Little League rule 4.19 in Westbury Little League for handling protests of Little League and Westbury Little league rules and is expanded to handle challenges to interpretations of Little League and Westbury Little League regulations.

League Baseball or Westbury Little League by a player agent or the VP-Baseball. Challenges must be submitted in writing to the president.
2. Umpires are responsible for conduct of the game according to the rules of Little League Baseball and ground rules of Westbury Little League. **PROTESTS** are based on an interpretation of a playing rule by an umpire and are initiated during a game. The manager making the protest shall notify the umpire that the game is being played under protest. The umpires shall consult and attempt to resolve the protest. If the protest is not resolved or withdrawn, the protest must be submitted in writing to the president by the manager within 24 hours. The game umpire-in-chief shall file a written report with the president.
3. Player Agents and the VP-Baseball are responsible for interpreting the regulations of Little League and regulations of Westbury Little League and making rulings regarding the administering the baseball operations of each division. Members may CHALLENGE a ruling or an interpretation of the regulations of Little League.
 4. Upon receipt of a protest or challenge the president shall refer the matter to the protest committee for action.
 5. The protest committee shall consist of the baseball committee and the president.
 - a. The baseball committee shall consist of all of the Player Agents, the Umpire-In-Chief and VP-Baseball.
 - b. Executive officers of the League – the President, VP-Baseball and VP-Operations shall be non-voting members of the baseball committee however; the president shall be a voting member of the protest committee.
 - c. Members of the protest committee with children in the division involved in the protest shall recuse themselves.
 6. **PROTESTING OF PLAYING RULES AND REGULATIONS ARE NOT ALLOWED IN DIVISIONS BELOW MAJORS EXCEPT FOR WBLL GROUND RULES.**

SECTION VII. DISCIPLINE

1. The League may discipline any manager/coach that violates the rules, regulations, safety code or conduct code of Little League or Westbury League.
 2. **Warning Letter:** The VP-Baseball may issue a warning letter outlining the rules violation. The issuance of a warning letter cannot be appealed and is not a prerequisite for further disciplinary action.
 3. **Suspension or Expulsion:** A manager or coach can be suspended for 1 or more games or expelled from Westbury Little League under the following circumstances:
 1. If the manager or coach is ejected from a game Little League rules require that the manager be suspended for the next played game. Westbury Little League retains the option of taking additional disciplinary action as outlined below in VII.3.2.
2. Other Violations:
 - a. The manager or coach will be notified in writing outlining:
 - (1) The nature of the violation
 - (2) The time and place of a hearing to be conducted by the Protest Committee.
 - b. At the hearing the Protest committee will allow the manager or coach an opportunity to address the alleged violations before making a ruling.

SECTION VIII. ALL-STAR TOURNAMENT TEAM SELECTION

1. **Definitions, Eligibility and Availability** (subject to change by Little League and District 16 officials).
 1. Westbury Little League will only sponsor All-Star teams with a minimum of 11 players for the 12 year old (Little League) team, and minimum 12 players for the 11 and 10 year old teams. The 9-year old All-Star team shall have a minimum of 13 players.
 2. Little League – selected from players in the major division baseball age 11 and 12. Little League Baseball Incorporated sponsors this tournament in which teams compete for the Little League World Championship.
 3. 11-year-old All-Stars – selected from 11-year-old players in Westbury Little League. Little League Baseball Incorporated sponsors this tournament in which teams compete for the Texas State championship.
 4. 9/10-year-old All-Stars – selected from 10-year-old and 9-year-old players in Westbury Little League. Little League Baseball Incorporated sponsors this tournament in which teams compete for the Texas State championship.
 5. 9-year-old All-Stars – selected from 9-year-old players in Westbury Little League. District 16 sponsors this tournament in which teams compete for the District 16 championship.
 6. Single-A All-Stars – Selected from Westbury's Single-A division; teams will play game(s) at the end of the season. Note: 9-year old Single-A players are not eligible for the Single-A All-Star team.
 7. The Major and Triple-A Player Agents will prepare a list of all those players who expect to be unavailable during all or a part of the 2-week practice period preceding the scheduled start of the tournament or during the tournament.

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8. The VP-Baseball shall determine the schedule for conducting the all-star selection process. The announcement date will be scheduled by the VP-Baseball in accordance with Little Leagues rules and regulations.
9. Major players, Major Managers and Major Coaches and the Major Player Agent shall select the 11-year-old and Little League all-star teams. Triple-A division players, Triple-A managers and Triple-A coaches and the Triple-A Player Agent shall select the 9/10 all-star teams. Double-A division players, Double-A managers and Double-A coaches and the Double-A Player Agent shall select the 9-year-old all-star teams.
10. The Major Managers the Major Player Agent, League President and VP-Baseball shall meet to discuss the candidates eligible for the Little League and 11-year-old all-star team members prior to the casting of all-star ballots as outlined in this procedure.
11. The AAA Managers, the AAA Player Agent, League President and VP-Baseball shall meet to discuss the candidates eligible for the 9/10 year-old all-star team members prior to the casting of all-star ballots as outlined in this procedure.
12. The Double-A Managers, the Double-A Player Agent, League President and VP-Baseball shall meet to discuss the candidates eligible for the 9-year-old all-star team members prior to the casting of all-star ballots as outlined in this procedure.
13. Each team manager shall designate two coaches to vote for players and manager/coaches in the Major and Triple-A divisions.

2. Player Selection

1. Voting

a. Majors:

- (1) Majors players and coaches shall vote for 11 members of the Little League and 12 members of the 11-year old all-star teams by secret ballot.
- (2) Major Managers and Major Player Agent will vote for 11 members of the Little League and 12 members of the 11 year-old All-star teams by secret ballot.
- (3) THE PLAYER AGENT BALLOT SHALL BE EQUIVALENT TO THE MANAGERS VOTE.

b. Triple-A:

- (1) Triple-A players and coaches shall vote for 12 members of the 9/10 all-star team by secret ballot.
- (2) Triple-A managers and the Triple-A Player Agent will vote for 12 members of the 9/10 all-star team by secret ballot.
- (3) THE PLAYER AGENT BALLOT SHALL BE EQUIVALENT TO THE MANAGERS VOTE.

c. Double-A:

- (1) Double-A players and coaches shall vote for 13 members of the 9-yearold all-star team by secret ballot.
- (2) Double-A managers and the Double-A Player Agent will vote for 13 members of the 9-year-old team by secret ballot.
- (3) THE PLAYER AGENT BALLOT SHALL BE EQUIVALENT TO THE MANAGERS VOTE.

- d. Single-A – The Player Agent will supervise a vote to elect 3 players to represent each team in the All-star game. Each player,

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coach, and manager will be allowed 1 vote each equally weighted. The manager will designate 2 coaches to vote.

- e. Majors and AAA ballots will include the names of ALL eligible players. Ballots with votes for more than the specified number of players will be excluded.

2. Player Selection:

- a. Qualification: The Major, Triple-A and Double-A Player Agents shall remove from consideration any player that does not meet the criteria for Little League post-season tournament play.

- b. Vote Tabulation: The VP-Baseball, President and the player agent will tabulate the voting for all divisions above Single- A. The vote will be weighted 35% for the player, 20% for the coach, and 45% for the manager vote.

- c. Availability: Players who will not be available during the scheduled tournament dates and the 2-week practice period preceding the tournament dates may be disqualified from being considered for Little League, 11-year-old, 9/10 and 9-year-old teams. The elected All-Star manager for each team shall determine if a player's absence disqualifies them for all-star consideration with the approval of the President and the VP-Baseball.

- d. Little League, 11-year old All-Stars, 9/10 All-Stars, 9-year old All-Stars: The top 9 (Little League team) and top 10 (11-year old, 9/10 year old, and 9 year old teams) players receiving the most votes, who will not miss substantial portions of the tournament due to scheduled vacations as determined by the all-star manager, shall be selected to the respective all-star teams.

- e. Single-A All-Stars: The top 3 players receiving votes from each team shall comprise the Single-A all-stars. The player agent shall divide the teams equitably.

- f. The all-star manager for each team shall select, with the advice and consent of the President and the VP-Baseball, the remaining players considering first, those receiving votes for all-stars for the appropriate team, in the order voted, and then may consider any other eligible player.

- g. Managers are required to keep statistics during the season (software provided) to use as a tool to include in the selection of All-Star players.

3. Announcement:

All-star teams shall be announced in accordance with Little League and District 16 rules (generally 2 weeks prior to the first tournament game). The Single-A Player Agent will schedule the announcement of Single-A all-stars.

3. Manager and Coach Selection:

- 1. The Major, Triple-A, and Double-A Player Agents shall prepare lists of all eligible managers and coaches that wish to be considered for managing the Little League, 11-year-old, 9/10, and 9-year-old all-star teams and a list of all eligible managers and coaches that wish to be considered for coaching Little League, 11-year-old, 9/10, and 9-year-old all-star teams. **Any individual wishing to Manage or Coach an All-Star team must have attended one of the District 16 approved 11/2 days Rules Clinics within the last two years or they will not be approved. NO EXCEPTIONS.** A manager's or coach's name can appear on more than 1 list. All Single-A managers will be eligible to manage or coach the Single-A all-star teams. Single-A managers and coaches are NOT required to have attended the Rules clinic for eligibility to manage a Single-A all-star team.

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2. Voting

a. Players:

- (1) Major players shall vote for 3 coaches for the Little League and 11-year-old all-star teams by secret ballot.
- (2) Triple-A players shall vote for 3 coaches for the 9/10 all-star team by secret ballot.
- (3) Double-A players shall vote for 3 coaches for the 9-year-old all-star team by secret ballot.

b. Managers and Player Agents:

- (1) Major Managers and the Major Player Agent will vote for 3 coaches of the Little League and 11-year-old all-star teams by secret ballot.
- (2) Triple-A managers and the Triple-A Player Agent will vote for 3 coaches of the 9/10 all-star team by secret ballot.
- (3) Double-A managers and the Double-A Player Agent will vote for 3 coaches of the 9-year-old all-star team by secret ballot.
- (4) Single-A, The managers from the season's 1st and 2nd place teams will manage the Single A all-star teams. All other managers shall coach or umpire the game.

c. Board of Directors:

- (1) The members of the baseball committee and the executive officers of the board shall vote for 3 coaches of the Little League, 11-year-old, 9/10 and 9-year-old all-star teams.

- d. In the case of a tie vote, the president shall cast the deciding vote.

3. Selection

- a. The Major, Triple-A, and Double-A Player Agents shall remove from consideration any manager or coach that does not meet the criteria for Little League post-season tournament play or who has not attended the District 16 approved 11/2 days Rules Clinics within the last two years. The VP-Baseball, President and player agent will tabulate the voting. The vote will be weighted 1/3 for the total player vote, 1/3 for the total Manager and Player Agent vote, and 1/3 for the baseball committee and executive officers of the board.

NOTE: If you have already voted as a manager or coach or member of the Baseball Committee, for the selection of all-star players, managers, or coaches in a particular division, you are not eligible to vote a second time in that division

- b. Little League, 11-year-old All-Stars, 9/10, and 9-year-old All-Stars: The coaches receiving the most votes shall be selected as each all-star team's coaches. All members of the Executive and Baseball Committees of the Board of Directors shall meet in person to vote and decide the manager from the 3 coaches selected for each team.

SECTION IX. ADMINISTRATION

1. The division Player Agent is the primary administrator of the baseball activities in each division of the League. Decisions made by the Player Agent may be appealed to the VP-Baseball and Protest Committee as outlined in Section VI.