Danbury Tri-Bayou Little League

By-Law 2023 Edition



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# Safety

1. All games will be governed by the Danbury Little League ASAP plan – Please see website
2. Any major injury during the game will constitute an automatic “time out”. All runners, whether forced or not, will advance one (1) base. A major injury occurs whenever the ball strikes a player and the player does not immediately continue to play. Safety is our first concern. In cases of a prolonged injury needing medical assistance, the umpire may “stop the game clock.”
3. Dugouts will be kept in a neat and orderly manner to prevent accidental injuries to players who may otherwise trip over bats, balls, or other equipment.
4. Tobacco Free facility. No Smoking, chewing, or vaping allowed on the premises.
5. Pets must be on a leash. Danbury Little League is not responsible for pets or incidents from pets.
6. All accidents should be reported to the [Safety Director](http://www.pearlandlittleleague.com/page/show/1497473-pll-board) within twenty-four (24) hours.
	* 1. (See the [Safety Manual](http://assets.ngin.com/attachments/document/0070/9892/2015_PLL_Safety_Manual.docx) for procedures.)
		2. Safety Director – Stephen Campbell 979-900-5900
7. Batting helmets must always be worn in the batting cages. No bats shall be swung outside the batting cages, soft toss areas, or fields unless under coaches’ supervision.
8. No noise makers are allowed that will cause distraction during game play.
9. Players playing the position of catcher from Coach Pitch and up must wear a cup, a throat guard on their mask, full chest protector and leg gear.
10. Closed toed shoes must be worn on the field or in cages.

# Field and Park Decorum

1. Any member of DLL who violates Field and Park Decorum rules (signs posted around the ballpark), which also covers social media post(s), will be subject to discipline by the Board of Directors or its designee. The Board authorizes Directors at the park to act immediately in the best interest of the reputation of DLL when a violation of these rules occurs.
2. In providing the safest and most positive experience at the park:
	1. Directors of DLL are granted the authority to remove anyone from the park at their discretion for the remainder of any calendar day for violations of Field and Park Decorum that the Director witnesses directly.
	2. Directors of DLL are instructed to fill out incident reports for any actions that they witness (and take action on) or that are reported to them.
	3. Official Complaints reported to but not witnessed by a board member
		1. Upon receiving an official complaint, The Executive Board will research and respond to the complaint within 3 days.
		2. If suspension is required, they shall not be at any DLL functions until suspension is complete.
3. An act of misconduct that results in patron removal from the facility will be reported to the Executive Board. The executive board will determine the severity level and present to the full board for final approval of the appropriate action to be taken.

**Umpire Ejections**

1. The Executive Board will notify any “Ejected Person” within forty-eight (48) hours of offense to schedule meeting.
2. The Ejected Person cannot return to any team activities until meeting is concluded.
3. The Executive Board will meet to address the issue within five (5) days of offense to discuss and address additional suspension games if necessary.

# Scheduling

1. Scheduling will conduct the minimum games needed in accordance with Little League rulebook. During Interleague play the game count will be split even on Home and Away games to the best of the scheduler’s ability.
2. Rescheduling of regular season games.
	1. They will be rescheduled in the order in which they were cancelled.
	2. The Scheduler shall re-schedule all make-up games and all suspended games at the earliest possible time so long as thirty-six (36) hour of notice is given to the managers of the teams via email or text message. These slots could include weeknight, Saturday, or Sunday.
		1. This rule can be waived if both managers agree.
	3. If a team has more than one game to make-up, the most logical ordering of games will occur, this will not necessarily be in first make-up, then second order.
	4. The thirty-six (36) hour rule is waived during the last forty (40) days of the season and make-up games may be rescheduled at the Scheduler’s discretion. If a rainout or resumed game cannot be played because of the inability of either team to place eight players on the field before the game begins, this shall constitute grounds for a forfeit.
	5. The Scheduler will attempt to reschedule games in which a team cannot field eight players due to a school or religious function.
		1. Managers must notify their President, Player Agent or the Scheduler at least three (3) days ahead of the scheduled game. Failure to give proper notice is grounds for forfeiture of the game.
		2. Games rescheduled for school or religious functions will be scheduled on the next available day (same as rainouts).
		3. The Manager not requesting the original reschedule may ask for another reschedule if he/she cannot field a team of nine (9). The game may be rescheduled for the next available day, and that game may not be moved again.
		4. The Manager requesting the original reschedule may not request to move the rescheduled game for any reason.
3. Suspended games clarifications.
	1. If a game is interrupted by weather after it has reached official status, then the game will not be resumed (even if there was time on the clock), and the final score will revert to the score at the last completed inning.
	2. Games with time remaining that are suspended due to weather prior to the completion of four (4) innings shall be resumed where time was left off and in the situation at hand. The pitch count from when the game left off will be observed when resuming the game. Rest days will be according to the Little League 3 Day rule.
	3. If less than one (1) inning is played before suspended, the game will be replayed in its entirety.

# Team Creation (Tryout, Draft, Player Placement, Replacement Player)

1. Tee Ball – 5-6 years old
2. Coach Pitch – 7-8 years old
3. Pee Wee (Kid Pitch) – 8-9 years old
4. Minor (Kid Pitch) – 10-12 years old
5. Major (Kid Pitch) – 11-12 years old (Players not selected into Major Division will play in the Minor Division.)
6. Junior/Senior (Kid Pitch)- 13-16 years old
	1. **\*Exception**: Players (ages 6, 8, 9, 10, and 11) may play up one (1) Division level as long as identified spots are available, they are chosen in the Draft and have attended tryouts in both their “play up” and “regular age” divisions (i.e. six (6) year old may be drafted into Coach Pitch if they try out for both Coach Pitch and T-Ball, and there are available roster spots that do not take teams above their targeted player count). If a player is playing up, they must be selected within the first five (5) rounds, not to include the manager or coaching option.
	2. \*Exception: T-ball and ITB players may play down one division with a doctor’s note and board approval.
7. Manager and coach options are not allowed for players who are playing up. This may be petitioned to the board or approved by the board if needed.
8. Roster Sizes
	1. Major Division teams must have ten (10) players on their opening day roster and maintain an eleven (9)-player roster for the season.
	2. Minor, Pee Wee      teams are intended to have no more than ten (10) player rosters. – **Pending coach availability.**
	3. Coach Pitch, T-Ball and ITB teams are intended to have no more than twelve (12) player rosters.
9. Tryouts-Spring Season Only (No Tryouts for Fall Ball)
	1. All players must participate in at least one (1) available tryout to be eligible in their draft.
* Four (4)-year old will not try out.
* Players who do not attend at least one (1) available tryout, without valid reason (i.e. injury, illness), must contact the [DLL The Board](http://www.pearlandlittleleague.com/page/show/1497473-pll-board) prior to the DLL Draft, and discuss their reason for failing to attend a tryout. The DLL The Board will determine if the player will be placed into the draft or removed from eligibility for draft.

**PENALTY** – Any player determined by the DLL The Board to have “thrown” or falsified their tryout will be a “Hat Pick” in the Draft and will not be eligible for All Stars/Futures for that player's first eligible year.

# Single-Game Replacement Players

1. Regulation V(c) – Single Game replacement players
	1. The Player agent will create and run a pool of players that can be assigned to teams that are short of players on a rotating basis.
	2. Managers and coaches will not have the right to randomly pick and choose players from the pool within their respective division.
	3. When a player participates in a game on a team other than his/her own team, such player cannot play certain positions.
		1. T-ball and Coach pitch – the replacement cannot play pitcher or 1st base.
		2. Peewee through Majors - the player cannot play pitcher or catcher.
		3. Replacement player should bat last.
	4. The player pool will be slightly expanded as follows.
		1. 9 year olds in Pee Wee can be a replacement player in the Minor Division
		2. 11 year olds in Minors can be a replacement player in the Major division
		3. Replacement players from within the division will be prioritized over outside the division.

# Team Managers and Coaches Responsibilities

1. All Manager/Coach applications will be submitted to the DLL Board. Recommendations from Division Directors for Managers and Coaches will be taken from those applications submitted.
2. The Manager must select a Team Mom to aid in the team operation.
3. A Manager may refuse to play a player in a game because of disciplinary reasons relating to behavior in games or in practices. Before refusing to play a player in a game, the Manager must notify and discuss the penalty with the Player Agent, Division Director, and the Player’s Parents. The Player must be listed as ineligible on the line-up card and the reason must be recorded in the Official Score Book.
	1. **NOTE:** If a player is penalized for any reason, then any other player on the team shall be penalized likewise for the same infraction.
4. Regulation IV(a) NOTE 2 and Tournament Rule “Participation in Other Programs” (T-4). DLL recognizes that Little League allows players to participate in multiple baseball programs and participate in the Tournament program. Consistent with the Manager’s ability to conduct the affairs of the team, a player who repeatedly misses practices or games for any reason first must be referred to the Division Director and Player Agent for investigation immediately.
	1. If the Player Agent and Division Director are unable to resolve the truancy issue, the Player and the Parents of the Player in question will be referred to The Board (or The Board’s approved designee) for further action, up to and including removal from league eligibility and forfeiture of registration fees.
	2. A manager may use Rule #4 of this same section to request a game suspension of a player provided the Player Agent and Division Director has notice at least forty-eight (48) hours prior to the proposed suspension to validate the circumstances for the absences and if the suspension is in alignment with the treatment of other players. The Player Agent and Division Director must approve or deny the Manager’s request no later than twelve (12) hours prior to the start of the game or the suspension is allowed.
5. All suspended players must sit with team while on game suspension before allowed to play the next game.
6. All Managers/Coaches must submit an online background check application at the following link <https://clubs.bluesombrero.com/Default.aspx?tabid=1122254> and the Safety Director must approve each Volunteer Application.
7. During games, three (3) Managers/Coaches may be in the dugout (four (4) Managers/Coaches in T-Ball and Coach Pitch Division, which includes Pitching Coach). When on defense, two (2) Managers/Coaches can be in the green area in front of the dugout. During Major games or other Division games played on the Major Field, unless coaching the bases, Managers/Coaches must remain in their dugout.
8. Manager must provide a line up sheet before to the umpire and official bookkeeper before the game time will start so players can be accounted.
9. At the immediate conclusion of every game, both Managers will sign the official scorecard held by the Umpire, which will verify the final score and pitch counts.

**Website Updates (Pitch Counts/Days Rest/Scores)**

1. Home Team Managers must input scores, pitch counts, and day’s rest on the website by 4:00 p.m., the day after every game.
	1. You must call the [Information Director](http://www.pearlandlittleleague.com/page/show/1497473-pll-board) by 3:00 p.m. on the day after the game if you cannot enter the data as required above.
	2. **Penalty:** Failure to input the data above or failure to notify the Information Director as required will result in a warning, any time after that will result in a one (1) game suspension of the Home Team Manager.
2. Visiting Team Managers must validate the score and pitch count data entered.
	1. If the Visiting Manager feels that there is an error in the score or pitch counts, he should immediately notify the Division Director.

**Practice Limitations**

1. Pre-season practice can begin on the day after the roster list have been finalized and sent to coaches and parents
2. Majors and Minors may have unlimited team functions (i.e. practices, batting cage sessions, practice games, games, etc.) per week.
3. Pee Wee, Coach Pitch, and T-Ball
	1. May have no more than **three (3) mandatory** and one (1) optional team function(s) (i.e. practices, batting cage sessions, practice games, games, etc.) per week.
	2. No team function should exceed two (2) hours.
4. ITB
	1. May have no more than three (3) team functions (i.e. practices, practice games, games, etc.) per week.
	2. No team function should exceed one (1) hour.
5. Teams will not be allowed to practice on the fields during regular season.

**Pre-/Post-Game Responsibilities**

1. Prior to games, team warm-up activities will be conducted in the outfield grass. On game days, individuals and/or teams are not allowed to take infield practice on the infield grass.
2. If the fields need work due to rain earlier in the day, the cages will be closed until the fields are ready to be played on, pending approval by the DOD. A field where parents are working may get authorization from the DOD to use the cages up to fifteen (15) minutes prior to game.
3. [Pitch Count Sheets](http://assets.ngin.com/attachments/document/0086/9931/Pitch_count_sheet.pdf)
	1. After the Game, both Managers will confirm the previous pitcher’s pitch count with the Umpire and sign the official scorecard held by the Umpire.
	2. Pitch Count can be kept in the official team book. Visitor is responsible for keeping the official pitch count.

|  |  |  |
| --- | --- | --- |
|   | Home Team | Visitor Team  |
| Dugout | FIRST BASE SIDE | THIRD BASE SIDE |
| Scoreboard/ Scorebook | Official Scorekeeper (scorebook)Pitch count cross checker | Official Pitch CounterScoreboard Operator |
| First Game of the Day | Chalk the batter’s box & base paths (15 minutes prior to game start) | Remove all tarps and mound covers(15 minutes prior to game start) |
| Last Game of the Day | All trash must be picked up and emptied from the bleachers, dugout, and around the entire field on both sides. Replace all trash can liners. | Rake and water fieldReplace all tarps and mound covers. |
| Game Results and Pitch Counts | Must input scores, pitch counts, and day’s rest on the website by 4:00 p.m., the day after every game | Must validate the score and pitch count data entered |
| Concession Stand  | Must provide 1 representative to help. Failure could result in team forfeit.  |   |

Note\* Concession Stand worker must be competent to be able to work Concession and over the age of 13. Concession stand chair can make exceptions if deems child is competent and mature enough to help.

# Draft

1. All Divisions will have snake drafts. The last round of each draft in the Senior, Major, Minor, CP, and TB divisions which do not have enough players for each team will then be decided by draw where each team will select from a hat either a blank (no draft choice required – one can be made if so desired by trading a number with someone willing to do so who also draws a number), or must draft a player choice with a number until all players are drafted. All teams not having a player in the uncompleted round will then draw numbers from a hat for placement of any additional children (players). The Player Agent and President will be the only individuals to know the order in which additional children (players) are to be placed. If the eleventh (11th) round is the final round of the draft, then the order of picking shall be randomized.
2. **No Draft Requests:** Parents may request that their child not be drafted by a coach or manager.
	1. The League must receive each request before the last tryout date.
	2. **LATE REQUESTS WILL NOT BE ACCEPTED**.
	3. **All No Draft Requests must be submitted directly to the Player Agent by the player’s guardian**.
	4. Each request must identify the Coach or Manager by name and must provide a specific reason or reasons for the request.
	5. All requests will be reviewed by the Player Agent, who will only honor good faith, reasonable, and legitimate requests.
	6. If such a request is honored, then the Manager or Coach will not be permitted to draft that player.
	7. The requests will remain confidential.
	8. If Manager or Coach of record has more than five (5) non-coaching requests, his right to coach will be forfeited for the season. This can be brought to the Executive Board for appeal if Manager or Coach deems appropriate.
3. The draft process for a team is complete once the list of players drafted has been turned in by the Manager/Coach to the Player Agent, or acting Player Agent, and signed by both.
	1. No trades are permitted after the draft process is complete.
4. **Manager’s Option:** The manager’s sons, daughters, or grandchildren must be claimed as a “manager’s option” and may not be drafted by other teams.
	1. The manager must draft his son or daughter in the third (3rd) round and fifth (5th) round if you have multiple.
5. **Coach’s Option:** The coach’s son or daughter must be claimed as a “coach’s option” and may not be drafted by other teams.
	1. The coach’s son or daughter must be drafted in the fourth (4th) round.
	2. To exercise a coach option during the draft, the coach’s application must be in the hands of a DLL The Board by the night of the draft.
	3. If Coach Option does not participate in helping with practice and misses more than 4 games with an unexcused absence, then coach is not allowed to participate as an All-Star coach.
6. **Sibling Option:** Any team selecting a player who has a sibling eligible as an option, must select the other sibling with the next available consecutive draft choice.
	1. If neither sibling is drafted prior to the ninth (9th) round, one (1) sibling will become a hat pick to be selected at random during the Hat Pick round, with the sibling becoming their teammate during the last full round of the draft.
		* + 1. \*\*\*\*Siblings means a child who lives as a brother or sister in the same house, including natural brothers or sisters with either one or both parents in common, adopted brothers or sisters, step brothers or sisters, foster brothers or sisters, or the child of a parent’s partner where the child for whom the school place is sought is living in the same family unit at the same address as that sibling. It also includes natural brothers or sisters where the child for whom the school place is sought is not living in the same family unit as the same address as that sibling.

**Transportation Options:** No transportation options will be honored or accepted, except for ITB.

# DLL Ground Rules and Options

1. A specific act of unsportsmanlike conduct under Regulation XIV occurs if: during an at-bat when the pitcher is on the mound, a batter assumes a bunting position and, prior to the pitch, moves the barrel or handle of the bat in a way that, in the judgment of the umpire, is an attempt to visually distract or heckle a struggling pitcher (such as, but not limited to, a motion known as “waggling the bat”). The penalty for this act of unsportsmanlike behavior will be that the pitch is called a strike, regardless of location, and no runners may advance.
2. Continuous Batting order has been adopted for all divisions of play at DLL
	1. A player arriving late to a game may not enter the game once their team’s leadoff batter has completed their second plate appearance. If the game is suspended, the player arriving late to the original scheduled game may enter the game per Rule 4.01(d).
	2. Any player who the Manager declares as ineligible for the game due to illness, injury, or disciplinary reasons may not enter the current game unless the game becomes suspended and is resumed later per Rule 4.01(d).
3. Use of Ineligible pitcher
	1. If it is determined that a team used an ineligible pitcher, then the Offending Team Manager will be suspended the next two (2) games.
	2. Managers will be subject to discipline by the DLL Executive Board whether the violation was protested or discovered later.
4. Little League Rule 1.01 – Number of players to start and finish a game is 8 – Local option
	1. Team does not have to take an out with 8 players, but must have a continuous batting order
5. Games can end in a tie.
	1. Extra innings can be played if there is time remaining on the clock (N/A to T-Ball).
	2. There is no limit to the number of innings that can be played while time remains on the clock.
	3. A tie baseball game will count as one-half (½) game won and one-half (½) game lost.
6. Continuation Rule: If an inning is started all attempts should be made to complete it. The DOD has discretion to end an inning due to curfew rules. Depending upon game situation the final inning may have to be rescheduled.

# Special Rules for T-Ball Division

1. The batter is allowed a total of three (3) swings. The batter is out if the third (3rd) swing is a foul ball.
	1. “Measuring up” does not constitute a swing, even if the ball is knocked off the tee.
2. When a ball is hit into the infield, it will be considered a fair ball only if it travels beyond the bunting circle.
	1. Balls that come to a stop within the ten (10)-foot bunting circle will be considered foul balls.
3. All infielders must stay on the infield dirt until the batter has hit the ball.
4. All outfielders must stay in the outfield grass until the ball is hit.
	1. On fields with an entire dirt infield, the infielders must not cross the line of the bases until the batter has hit the ball.
	2. The pitcher must have both feet touching the pitching rubber (46 ft) until the ball is hit.
		1. **Penalty:** If a violation of this rule occurs, the manager on offense can; (1) Accept the play As-Is or (2) Request a replay (*In the event of a replay, the prior pitch will not count and runners will return to their prior bases*).
5. The catcher must wear a chest protector and a mask/helmet with a throat guard.
6. The catcher must stand in the catcher’s circle on the first base side when a right-handed batter is hitting, and in the catcher’s circle on the third base side when a left-handed batter is hitting.
	1. Bunting is NOT allowed. An intentional bunt is an automatic out. The batter must take a full swing and follow through.
	2. Judgment of a full swing will be the Umpire’s decision.
	3. Tapping the ball is not considered a swing and is not a foul.
7. The tenth (10th) player on a team’s defense must be utilized as a fourth (4th) outfielder.
8. The Umpire will call “time” when a defensive player has control of the ball and has stopped the progress of the lead runner, or when no other play is being made. When the Umpire calls “time”;
	1. Any runner who has not completely passed the halfway mark must return to the previous base.
	2. Any runner who has completely passed the halfway mark will be awarded the next base.
9. **Overthrow Rule:** The runner(s) will be permitted to advance at their own risk on the first overthrow, from the outfield or infield, but not more than one (1) additional base. A second overthrow is irrelevant and does not allow for further additional bases. If a runner is tagged out while advancing in any way, then they are out. An overthrow is defined as a ball that goes past the fielder at any base the thrower intends to throw, regardless of a misplay by the baseman or the thrower. The next base is set when the throw is made, based on where the runners are going at that time. If a runner goes past the furthest base allowed and is not tagged out, they will be allowed to return to the furthest base they achieved legally.
	1. Example 1: If the short stop overthrows the first baseman, the batter can advance to second at his own risk.
	2. Example 2: If more than one (1) runner is on base, the batter and the other runners can at most advance to the base they are in progress of going to and the one after.
	3. Example 3: If a runner is not advancing at the time of an overthrow, at most they can gain the next base at their own risk.
10. A team may start an inning with any defensive alignment of their choice.
	1. Teams are allowed to move players only once per game during an inning.
	2. The team must call time and notify the scorekeeper when a move occurs during an inning.
	3. The Scorekeeper will annotate the book accordingly.
	4. If a substitution must be made for issues such as injury, attendance, etc., then the Manager may adjust the defensive alignment while making that substitution.
11. Must use specific ball.

# Special Rules for Coach Pitch Division

1. The Coach-Pitcher must give all fielders the opportunity to play the ball by making every effort to stay out of their way.
	1. If a batted ball hits the Coach-Pitcher before being touched by a defensive player, the ball is dead, it is considered a no pitch, and the batter resumes the at-bat.
	2. Coach-Pitcher cannot cause unreasonable delay in game.
2. If the Coach-Pitcher (in the Umpire’s judgment) intentionally touches a legally batted ball or interferes with any defensive play (including blocking the view of any defensive player), then interference will be called, and the batter will be out. If the coach-pitcher is preventing himself from injury then it will be considered a no pitch. The Umpire will return all other runners to the last base that was legally touched at the time of interference.
3. Catcher must throwback to the pitcher.
4. **Penalty:** The first violation of this rule will be a warning. The second violation will result in an ejection of the Coach-Pitcher.
5. Three (3) swinging strikes or five (5) pitches will constitute an out.
	1. A batter will continue to receive pitches when fouling off the third (3rd) strike or final pitch.
6. There is no infield fly rule.
7. The player fielding the pitcher’s position will take his or her position inside the ten (10)-foot pitching circle.
	1. Coach Pitcher must have 1 foot in the pitchers circle
	2. The Player-Pitcher will remain with one (1) foot in the pitcher’s circle until the ball has been hit or received by the Catcher.
8. **Penalty:** If the Player-Pitcher violates this rule, the Manager on offense can: (1) Accept the play As-Is or (2) Request a replay (*In the event of a replay, the prior pitch will not count, and runners will return to their prior bases*).
9. The Umpire will call “time” when a defensive player has control of the ball and has stopped the progress of the lead runner or the ball has been thrown to the pitcher, pitcher must hold hands in the air to acknowledge He/She has the ball. When the Umpire calls “time”;
	1. Any runner who has not completely passed the halfway mark must return to the previous base.
	2. Any runner who has completely passed the halfway mark will be awarded the next base.
10. There are no walks. A batter shall not become a base runner unless he or she hits the ball into fair territory, or the Umpire calls catcher’s interference.
	1. If a pitched ball hits a batter, the ball is dead, the pitch will count, and the batter will finish his or her turn at bat.
11. No stealing is allowed.
12. **No bunting:** This is an Umpire judgment call. If a violation of this rule occurs, the ball/play will be declared dead; (1) The batter will be called back to the plate, (2) The pitch will count, and (3) No runners will advance.
13. allowed ten (10) position players per inning (four (4) outfielders only).
14. **Final Pitch (5th pitch):** Any player who does not swing at or attempt to hit the fifth (5th) the player is out.

# League Winners and Tie Breakers

1. The Champion of the Leagues in each division will be the team with the best winning percentage at the end of the season schedule. **All games** played will be factored into the decision.
2. Tie Breakers will be determined as follows:
3. Head to head vs. all teams in the tie.Record against in-division opponents.
4. Each win by the opponent counts as one game and each tie by the opponent counts as one-half game.
5. One Game Playoff to settle division winner.

\*\*\*\*Game to be set by League Scheduler per League Policy\*\*\*\*

1. Coin flip – If agreed between the two teams.
* Coin flips will eliminate only one (1) team from a tie, at which point the tiebreakers will be applied again with the remaining teams.
* Can be used in lieu of 2d above.
* Must be agreed by both Managers/Coaches.

**NOTE 1:** In the event of an unbalanced schedule, only record in division will count towards final division standings.

# Tournament Teams

Futures Games (T-Ball-Coach Pitch)

1. Number of teams and age configurations will be voted on by the board each year when final numbers are confirmed.

All-Star Teams (Kid Pitch)

1. Number of teams and age configurations will be voted on by the board each year when final numbers are confirmed.

**Step 1: Player Selection**

**NOTE:** Parents/Players must realize the time commitment for the All-Star season, and that any absence after the first day of practice will be cause for replacement, at the discretion of the All-Star Manager.

1. The Manager and Coach of record for each team will meet in a separate meeting called by the Player Agent with at least seven (7) days prior notice.
	1. If possible, the meeting should occur after first place has been decided.
	2. At this meeting, the Managers and Coaches of record will be given a list of players who are eligible for All-Star consideration.
2. Before voting, the Managers and Coaches should openly discuss the eligible players so that everyone has input on the players being considered for the All-Star team. The discussion should help the Managers/Coaches rank the players and provide guidance for the All-Star Manager.
	1. Any information divulged during this meeting shall remain confidential and must not be discussed outside the selection meeting.
3. Coaches discuss put in nominations for the top 14 kids from all teams in division.
4. All coaches must agree on the top 8 kids from the top 14 kids list.
5. All-Star Manager selected gets to pick the remaining kids.
6. All-Star Manager must take at minimum 10; 13 max. 1 alternate may be selected for Little League submission.

**Step 2: All-Star Manager Selection**

The All-Star Manager will be selected by a vote of the DLL The Board in a special meeting called for that purpose. The All-Star Manager will be selected from the eligible managers in their respective divisions. All managers wanting to be considered will need to fill out an application.

The Board must select the Manager that finishes first, unless that Manager declines consideration, or is ruled ineligible because of poor standing within DLL; including, but not limited to: unmet financial obligations, recurring, poor displays of sportsmanship, etc. If the First-Place Manager declines consideration or is ruled ineligible, then The Board must select the Second-Place Manager as the All-Star Manager unless that Manager declines consideration, or is ruled ineligible because of poor standing within DLL; including but not limited to: unmet financial obligations, recurring, poor displays of sportsmanship, etc.

If both the First and Second Place Manager decline consideration or are ruled ineligible, then The Board must select the Third-Place Manager as the All-Star Manager. The Board will continue this selection process in sequential order of finish (i.e. Fourth Place Manager, then Fifth Place Manager, etc.), until an All-Star Manager is selected. If all Managers and Asst. managers decline consideration or are ruled ineligible, The Board will select a suitable candidate to manage the All-Star team. All Managers who are ruled ineligible will be given opportunity to appear before The Board and state their case regarding possible selection as All-Star Manager.

Once approved, the All-Star Manager may select up to two (2) eligible coaches of record that must also be in good standing with DLL to assist as All-Star Coaches. These Coaches must be regular season Managers or Coaches of record in the same division as the All-Star selection. A Manager or Coach of record is a volunteer brought before The Board no later than April 15th as provided for in the Tournament Section of the Little League Baseball Rules and Regulations.

The eleven- (11) and twelve (12)-year old All-Star Managers will be chosen from the Major Division; the ten (10)-year old All-Star Manager will be chosen from the Minor Division, and the nine (9)-year old All-Star Manager will be chosen from the Coach Pitch Division. Players may be chosen in a higher division if manager chooses.