

**Altamont Little League
Bylaws
(Ground Rules)
2009 Season**



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Manager and Coach Selection

The President approves the selection of all managers and coaches. A panel consisting of the President, Vice President, Player Agents, and Chief Umpire will review of prospective managers and coaches and present information to the Board for discussion. When the panel meets, the player agent should be prepared to provide your recommendations manager and coaches. Therefore, the player agent must find out as much as possible about prospective managers. As a general rule, a successful manager will:

1. Reflect an understanding of the age group they supervise and an awareness that they set an example for those with whom they work.
2. Demonstrate an appreciation of the philosophy of Little League Baseball, and cooperate with others in making the program of mutual benefit to all youngsters.
3. Show by example they respect the judgment and the position of authority of the umpire, and instill in their players a respect for the authority of adult leaders in the league.
4. Exercise their leadership role while leaving the game in the hands of the players.
5. Conform to the regulations of the league and Little League Baseball by providing an opportunity for each youngster to participate in every game.
6. Encourage their players at every opportunity.
7. Familiarize themselves with home background of the youngsters and their families.
8. Instill a desire to compete and to improve, striving to impart as much Baseball knowledge as possible to each player.
9. Encourage good health habits, hygiene and care of uniform.

Talk to the applicant's references and to League officials. Review parent and player evaluations. After the slate of managers is identified, the Board will meet.

Tryouts

All Divisions other than T-Ball, Softball Machine Pitch, MMPI and MMPII have tryouts. Minor, Major, Junior and Senior Baseball Player Agents coordinate their tryouts and draft with the Baseball Player Agent, and the Softball Player Agents coordinate their tryouts and draft with the Softball Player Agent.

1. All registrants in the indicated divisions must go through tryouts to be eligible for the draft. Players who are required to try out, but fail to do so are randomly assigned to a team at the conclusion of the draft through "hat picks" and may not be eligible for All Stars.
2. Solicit help for tryouts. You'll need two people to check players in, either write their tryout number on masking tape on the back of their shirt, and/or announce their name and number when it's their turn to tryout. You will also need someone to feed the pitching machine (or live pitch), hit ground balls, and take throws at first and second base. Get at least two to help in this area.
3. The Coaches and Managers will evaluate each player. The Player Agent should provide a scoring sheet to assist the managers in the evaluation.

Umpires

1. Home plate umpire comes from home team:

Plate umpire is the only one who can call time. It is their job to determine when a play has been conceded at which time “time” can be called. “Time” can only be called once an infielder has possession of the ball in the infield.

2. Field umpire comes from the visiting team:

In addition to their normal duties, they are responsible for determining where a runner is when “time” is called. Runners who are not ½ way to the next base must return to the prior base at no risk of being put out.

3. Both Umpires must agree when to adjust machine during a machine pitch game.

4. Altamont follows Little League International umpire guidelines and interpretations in the Altamont Umpire Guide.

5. The Umpire can delay the game, however, only the President & Safety Officer can cancel.

Preparation of the Field

HOME TEAM: (Third base dugout)

1. Game balls are given out at the concession stand to the home team before the game can start. The home team is responsible for either working in the concession stand or hiring someone to work for them. When they go to the concession stand before the game to either pay their concession stand money or work they will be given the game balls. The game balls are then provided to the umpire. At that time, the home team should also pick-up the trash bags and provide them to the visiting team.

2. Before the start of each game, the home team is responsible for the preparation of the playing field. The pitcher's mound and batter's box must be raked to fill in holes and all lines must be re-chalked.

3. The home team will also provide a person to help work in concession prior to the start of the game. Failure to do so will result in stopping the game until the situation is remedied.

4. Home team is also responsible for umpire's equipment before and after the game. It is at the discretion of the Safety Officer or any league official to determine if the field is safe for Little League play. If the field is determined unsafe, home team will be allowed ten (10) minutes in which to prepare the field for safe play.

5. Each team is responsible for cleaning out their respective dugouts after the game.

VISITING TEAM: (First base dugout)

The visiting team will be responsible for post game field dragging, raking and general field cleanup.

Protest Committee

The Protest Committee is totally responsible for solving protests during regular season. The President may call the DA, then Regional Headquarters for interpretation of a rule or regulation (not a ruling).

1. President: May manage, coach or umpire in any division in the league provided he/she does not serve on the Protest Committee nor serve as Tournament Team manager or coach.

2. Vice Presidents and Player Agents: The Vice President can not manage, coach or umpire in the division in which he or she is on the Protest Committee. The Player Agent can not manage,

coach or umpire in any division in the league in which he or she has any responsibilities. This rule cannot be circumvented by giving the person a different title.

Manager/Coach Evaluation

The League seeks input from the players and parents regarding their experiences with the managers and coaches. Attached are evaluation forms for PARENT evaluation and PLAYER evaluation. The Manager should enter the name of the Manager and the name of the Coach on each evaluation form before providing them to the team. Each player should be provided with one PLAYER evaluation form and one PARENT evaluation form. The completed forms should be returned to the box in the concession stand or to any board member by the last game of the season. It is very important that we get as many evaluation forms back as possible, so the forms should be provided to the team as soon as possible and the team should be encouraged to complete them and turn them in.

Manager and Coach Evaluation: **FOR PARENTS**

Please help us evaluate how well we did this season by telling us about your child’s manager and coach. We expect our Managers and Coaches to be “Double –Goal Coaches” who strive to win and to help players learn lessons that will help them be successful in life. A Positive Coach: Honors the game by showing respect for the Rule, Opponents, Officials, Teammates and one’s self; redefines “winner” in terms of mastery as well as the scoreboard by emphasizing effort, learning and improvement and rebounding from mistakes rather than fearing them; and, fills emotional tanks via positive encouragement so players can play their best.

TEAM NAME _____
 DIVISION _____

My Child’s Manager - Name: _____

	Strongly Disagree				Strongly Agree		
Honored the Game							
Obedied the Rules	1	2	3	4	5	6	7
Showed Respect for officials	1	2	3	4	5	6	7
Treated all players with respect	1	2	3	4	5	6	7
Treated opponents with respect	1	2	3	4	5	6	7
Redefined Winner							
Rewarded effort, not just results	1	2	3	4	5	6	7
Helped players learn and improve	1	2	3	4	5	6	7
Helped players bounce back from mistakes	1	2	3	4	5	6	7
Filled Emotional Tanks							
Used positive reinforcement	1	2	3	4	5	6	7
Encouraged players to do their best	1	2	3	4	5	6	7
Made the sport fun for my child	1	2	3	4	5	6	7
Listened to players	1	2	3	4	5	6	7
Would you like your child to have this Manager again?	1	2	3	4	5	6	7

My Child’s Coach - Name: _____

Honored the Game							
Obedied the Rules	1	2	3	4	5	6	7
Showed Respect for officials	1	2	3	4	5	6	7
Treated all players with respect	1	2	3	4	5	6	7
Treated opponents with respect	1	2	3	4	5	6	7
Redefined Winner							
Rewarded effort, not just results	1	2	3	4	5	6	7
Helped players learn and improve	1	2	3	4	5	6	7
Helped players bounce back from mistakes	1	2	3	4	5	6	7
Filled Emotional Tanks							
Used positive reinforcement	1	2	3	4	5	6	7
Encouraged players to do their best	1	2	3	4	5	6	7
Made the sport fun for my child	1	2	3	4	5	6	7
Listened to players	1	2	3	4	5	6	7
Would you like your child to have this Coach again?	1	2	3	4	5	6	7

Please use the back side of this page for any comments you would like to make.

Manager and Coach Evaluation: **For PLAYERS**

Please help us evaluate how well we did this season by telling us about your manager and coach. We want our Managers and Coaches to be “Double –Goal Coaches” who strive to win and to help players learn lessons that will help them be successful in life. A Positive Coach: Honors the game by showing respect for the Rule, Opponents, Officials, Teammates and one’s self; redefines “winner” in terms of mastery as well as the scoreboard by emphasizing effort, learning and improvement and rebounding from mistakes rather than fearing them; and, fills emotional tanks via positive encouragement so players can play their best.

TEAM NAME _____
 DIVISION _____

My Child’s Manager - Name: _____

	Strongly Disagree					Strongly Agree	
Honored the Game							
Obeyed the Rules	1	2	3	4	5	6	7
Showed Respect for officials	1	2	3	4	5	6	7
Treated all players with respect	1	2	3	4	5	6	7
Treated opponents with respect	1	2	3	4	5	6	7
Redefined Winner							
Rewarded effort, not just results	1	2	3	4	5	6	7
Helped players learn and improve	1	2	3	4	5	6	7
Helped players bounce back from mistakes	1	2	3	4	5	6	7
Filled Emotional Tanks							
Used positive reinforcement	1	2	3	4	5	6	7
Encouraged players to do their best	1	2	3	4	5	6	7
Made the sport fun for my child	1	2	3	4	5	6	7
Listened to players	1	2	3	4	5	6	7
Would you like your child to have this Manager again?	1	2	3	4	5	6	7

My Child’s Coach - Name: _____

Honored the Game							
Obeyed the Rules	1	2	3	4	5	6	7
Showed Respect for officials	1	2	3	4	5	6	7
Treated all players with respect	1	2	3	4	5	6	7
Treated opponents with respect	1	2	3	4	5	6	7
Redefined Winner							
Rewarded effort, not just results	1	2	3	4	5	6	7
Helped players learn and improve	1	2	3	4	5	6	7
Helped players bounce back from mistakes	1	2	3	4	5	6	7
Filled Emotional Tanks							
Used positive reinforcement	1	2	3	4	5	6	7
Encouraged players to do their best	1	2	3	4	5	6	7
Made the sport fun for my child	1	2	3	4	5	6	7
Listened to players	1	2	3	4	5	6	7
Would you like your child to have this Coach again?	1	2	3	4	5	6	7

Please use the back side of this page for any comments you would like to make.

Divisions

T-Ball

Mission Statement: The primary goals of T-Ball are to have fun, instruct children in the fundamentals of baseball, and to allow them to experience the value of team work. Players are generally 5-6 years old.

T-Ball Team Formation: T-Ball divisions do not have tryouts. The T-Ball Division Player Agent will create teams following the steps below:

1. During registration, parents will sign up for teams based on practice days and space available. They should provide a first and second choice, and preferences will be honored as closely as possible. A balance of ages should be taken into consideration.
2. The number of teams will be determined based on the number of players. The teams should have no less than 11 players per team - 12 is an ideal number.
3. Ensure brothers or sisters whose parents have requested they be placed on the same team or on different teams are accommodated by trading players of like age.
4. The only guaranteed players on a team are those children of the Manager and his one Roster Coach.

Division Rules: Rules will follow the Official Regulation and Playing Rules of Little League Baseball, to include-

1. Duration of game is 1 hour 30 minutes or 3 innings, whichever comes first.
2. No score will be kept.
3. No outs are called.
4. One compete inning consists of both teams hitting through their entire lineup.
5. Coaches are allowed and encouraged to be on the field during game play.
6. Players will hit off of the tee until halfway through the season. At that point, **if both coaches agree**, the coaches may pitch underhanded to the players for a maximum of 4 pitches. If the batter has not hit by that point, the batter will then hit off of the tee.

Minor Machine Pitch I

Mission Statement: This division is designed to introduce kids to baseball and is designed as a transition from T-Ball to the more advanced levels of baseball. In this division, the basic rules of baseball will be taught along with the fundamental skills involved in hitting, throwing, and catching a baseball. Many skill levels will be represented and no prior experience is required for league age 7 and above. A child league age 6 with at least one year of T-Ball will be considered. This division will strive to provide balanced playing time for all players and a continuous batting order will be used.

Team Formation: MMPI divisions do not have tryouts. After registration, the MMPI Player Agent creates teams following the steps below:

1. Tabulate the number of players and, based on the player count, determine the number of teams. Have no less than 11 players per team - 12 is an ideal number.
2. Separate the registration forms into age groups, and segregate the forms of the managers and coaches sons or daughters. Consult the sign-up sheet for players designated preferences.
3. Create a pile for each team, starting with the managers and coaches kids (one coach). Randomly and equally distribute each age group among the teams, taking into consideration the age of the managers' and coaches kids (one coach).
4. Ensure brothers or sisters whose parents have requested they be placed on the same team or on different teams are accommodated by trading players of like age.
5. The only guaranteed players on a team are those children of the Manager and his one Roster Coach.

Division Rules: Rules will follow the Official Regulation and Playing Rules of Little League Baseball, to include –

1. Duration of game will be 1 hour 45 minutes from scheduled start time or 6 innings, whichever comes first.
2. No score will be kept and a continuous batting order will be used.
3. Runners are allowed 1 extra base on an overthrown ball. If there is an over throw at first that runner can only proceed to second at their own risk. If the defensive team over throws second the runner cannot advance any farther during that play. If the ball is hit into the outfield, the player may advance until the ball is in the infield. It does not need to be controlled by an infielder.
4. Pitch speed needs to be as slow as possible with it still getting over the plate. It should have some arc on it.
5. If a batted ball hits the pitching machine, play will continue as normal.
6. Each team must supply their own volunteer to work the pitching machine during their at bat.
7. Two coaches are allowed on the field for educational purposes while a team is on defense.
8. All players on a team bat. If a player is called out, they will be removed from the playing field as normal. At the end of 3 outs the half inning is over.
9. Inning is over after offensive team scores 5 runs or gets 3 outs in all innings.
10. No walks. No balls.
11. You can strike out after 5 called strikes. For educational purposes, the home plate umpire can help the batter identify which pitches are strikes. Some of our younger kids do not realize what a strike is.
12. No stealing – regardless if the ball gets past the catcher or not.
13. An adult must be in the dugout at all times (manager / coach).
14. No player can hold a bat in their hands until it is their turn to bat.

15. No on deck circle or swings.
16. Players are required to wear protective cups and mouth guards are strongly encouraged.
17. Coaches should instruct the base runners to advance to another base only in those situations where the runner would likely be able to take the next base without being thrown out if the player catching the ball had the skill level required to make the catch/throw. The coaches should not send base runners in an attempt to exploit a low skill level.
18. As many kids as possible should play. If possible, there can be 5 outfielders playing at a time as long as not just one player is left alone in the dugout. The opposing coaches should discuss at the beginning of the game how many outfielders each team is able to put on the field and both teams should play an equal number of outfielders in each inning.

Minor Machine Pitch II

Mission Statement: This division is designed to expand on the fundamental skills and rules taught in MMPI and to prepare players for player pitch and Majors. A league age 7 or 8 player may be considered with at least one year of Machine Pitch baseball experience. League age 9 player may be considered with no prior baseball experience as long as the player has a working knowledge of fundamental of baseball. This division will strive to provide balanced playing time for all players and a continuous batting order will be used.

Team Formation: MMPII divisions do not have tryouts. After registration, the MMPII Player Agent creates teams following the steps below:

1. Tabulate the number of players and, based on the player count, determine the number of teams. Have no less than 11 players per team - 12 is an ideal number.
2. Separate the registration forms into age groups, and segregate the forms of the managers and coaches sons or daughters.
3. Create a pile for each team, starting with the manager's and coach's kids (one coach). Randomly and equally distribute each age group among the teams, taking into consideration the age of the managers' and coaches' kids (one coach).
4. Ensure brothers or sisters whose parents have requested they be placed on the same team or on different teams are accommodated by trading players of like age.
5. The only guaranteed players on a team are those children of the Manager and his one Roster Coach.

Division Rules: Rules will follow the Official Regulation and Playing Rules of Little League Baseball, to include-

1. Duration of game will be 2 hours from the scheduled start time or 6 innings, which ever comes first. If there is a batter batting, the game should end at the end of their turn. There will be no 10 run mercy rule. We will let the kids play out the time limit. However, there is a 5 run limit rule per inning. This includes an "over the fence" homerun or ground rule double.
2. Start Time- No matter WHAT time the actual first pitch is thrown, the official game time begins at the scheduled start time. Example: Game time is 5:00 and the teams finally get organized or the umpires are late and the game starts at 5:15. The official end time would STILL be 7:00. If the game ends in a tie or an uncompleted inning due to time, the score reverts back to the previous inning's score with the exception being if the home team has gone ahead in the bottom of the last inning, but has not made 3 outs.
3. The score will be kept in MPII. Scorebooks will be kept for the purpose of scorekeeper training. The coaches will not emphasize win/loss records, but the scores will be kept. The home team is responsible for the official scorebook. No protests of games will be allowed. This is a training division.
4. A continuous batting order will be used. A player arriving late will be inserted in the batting order in the last position. "Late" is defined as "after the first pitch of the game is thrown".
5. Runners are allowed 1 extra base on each overthrow. The defense may still make a play on the runner, but only the one base will be awarded. Runners are allowed one base on the first overthrow only. In other words, if there is an overthrow at first base the runner may advance to second. If the first baseman attempts to get him out and overthrows second the runner will NOT be allowed to advance any further. This is to encourage development of throwing / catching and tagging skills at this age.
6. Base runners must stop once the ball is in the infield and in control of a defensive player. A base runner that is more than half way to the next base may proceed to that next base (spirit: in

higher leagues a base runner will not try to steal on a defensive player when they have the ball in control in the infield – we will teach our players, likewise).

7. Pitch speed needs to be set to a speed that delivers the ball as consistent as possible with as little arc as possible. The suggested speed to accomplish this goal is 45mph.
8. If a batted ball hits the machine, play will continue as normal.
9. Each team must supply their own volunteer to work the pitching machine during their at bat. If the ball hits the machine following contact by the batter, the ball is live and normal rules apply. If the ball sticks in the machine or comes to rest under the machine following contact by the batter, the ball is dead, all base runners advance one forced base and the batter/runner gets first base.
10. Although balls and strikes will be called, there will be no walks. One courtesy strike will be given in order for the umpire to instruct a good pitch to the batter. After that, "strike one, strike two and strike three" will be called. On the count of strike three, the batter will be declared out.
11. The infield fly rule will not be in effect.
12. You can strike out. This division will adhere to a 3 out inning rule.
13. No stealing – regardless if the ball gets past the catcher or not. Per little league rules, the base runner may not leave contact of the base until the ball is in the “hitting zone”. Essentially, until contact, for MMPII.
14. Two coaches will be allowed on the playing field during the team defensive activities. An adult must be in the dugout at all times (manager / coach).
15. No player can hold a bat in their hands until it is their turn to bat.
16. No on deck circle or swings.
17. Players must wear athletic cups per little league rules and mouth guards are strongly encouraged.
18. Minimum playing time: Each player must play a minimum of two innings in the infield in each game and bench time will be share equally by all players.
19. There will be 10 players utilized on defense. The 10th player is an extra outfielder and cannot be played in a “rover” position.
20. A team not having 10 players to start the game, may start with 9 players. If 9 players are not available, the short team can either borrow a player from the opposing team, or recruit a player externally from either MMPI or MMPII- There will be no forfeits. The borrowed player will still bat for his own team. Once the game has begun, play may continue with 8 players.
21. A substitute runner for the catcher of the next half inning may be invoked with two outs. The runner must be the last player to have made an out.
22. Bunting is not allowed.

Minor Player Pitch

Mission Statement: This division is designed to prepare players to participate in the Major Division. Players will pitch and extensive work with catchers and pitchers will begin along with advanced instruction on base running skills. Fundamental baseball skills will be emphasized. League age 9 and 10 year olds may be considered with at least one year baseball experience. Players who have not been selected for Majors may also be eligible for Minor Player Pitch. This division will strive to provide more than minimum playing time for all players and a continuous batting order will be used.

Team Selection: Players are selected through tryouts and a player draft.

1. All players ages 8-11 who are slotted to be playing in minors will participate in a "Try out" session conducted before the draft and attended by all coaches and managers in Minors. (Exceptional 8 year olds and first year player 11 year olds will try out with the 9-10 year olds) Both Manager and Coach are also allowed to attend the draft.
2. No more than 8 players of the same age on a team.
3. Manager and coach will protect their child as manager/coaches option (maximum 2 protected players per team)
4. Players not drafted in MAJORS will be added to the list of potential draft picks prior to the selection time.
5. Players that do not attend tryouts can be selected as a "Hat Pick" at any time during or after the draft.
6. Order in which each team selects will be determined by hat pick. A Serpentine draft selection process will be used. "Loose Clock" will be in play. (In other words, HURRY UP!)
7. Teams shall consist of 12 players, ideally. However, this number may be adjusted based on the number of players in the division.
8. In the final 2 rounds, managers will be encouraged (strongly) to take the oldest players available so they have a team to play on. The 8-9 year olds can still play in MMPII.
9. Trading:
 - a. All trades must be through and with the approval of the Player Agent
 - b. Minor League Players may not be traded for Major League Players
 - c. All trades must be player for player
 - d. Trades involving a player for draft choices are not permitted
 - e. All trades must take place during the draft and must be finalized before the draft meeting is adjourned.
10. Brother / Sister Option: must be in writing to the Player Agent 48 hours prior to draft
 - Two or more siblings in the draft, first brother or sister is drafted
 - Manager automatically has the option to draft the other brother or sister on the next turn
 - Failure to exercise option makes the second sibling available to be drafted by any team
11. Replacing players on Major teams: Eligible players and rule - At some point, a player may leave a Major division team and need to be replaced. These guidelines will govern how that player is replaced. Eligible players (Parents must approve the move up)
 - a. First 3 rounds of 10 year olds in minor draft
 - b. All 11/12 year olds
 - c. Manager and Coach options
12. Team names shall be selected from available pool of MLB team names in reverse order of the draft, immediately following the draft.

Practice Schedules (Before the Season)

1. Practice times will be selected at the draft.
2. Practice times will be selected in reverse order of the draft. The last team drafting will get first pick, going backwards through the draft order and then repeating itself until times are all filled.
3. After practice times are selected, batting cage times are selected in a serpentine from start of draft order.
4. Practice times for the season will be set once the schedule is in place.

Division Rules: Rules will follow the Official Regulation and Playing Rules of Little League Baseball. To clarify -

1. Duration of game will be **2 hours and 30 minutes**, or 6 innings, whichever ever comes first. In the event of a tie, if there is time remaining, play can continue into additional innings. If there is a batter batting the game should end at the end of their turn.
2. Start Time- No matter what time the actual first pitch is thrown, the official game time begins at the **scheduled start time**. Example: Game time is 5:00 and the teams finally get organized or the umpires are late and the game starts at 5:15. The official end time would STILL be 7:30. If the game ends in a tie or an uncompleted inning due to time, the score reverts back to the previous inning's score with the exception being if the home team has gone ahead in the bottom of the last inning, but has not made 3 outs.
3. Score will be kept and standings will be updated throughout the season.
4. A very strict pitch count will be followed. See Exhibit A for details
5. A continuous batting order will be used.
6. Walks are allowed.
7. Stealing is allowed, however, there will be no lead-offs.
8. An adult must be in the dugout at all times (Manager/Coach).
9. A 10 run rule will be in affect. If a team is ahead by 10 runs or more after completion of 4 innings, the game will be called. Play may continue, but the outcome will remain the same.
10. There will be a maximum of 5 runs allowed per half inning, with the exception of the 6th inning, in which there is no run limit. This includes an "over the fence" homerun or ground rule double.
11. Minimum play time – Each member of your team must play 6 defensive outs. Minimum at bats will be handled through the continuous batting order. Penalty: The player(s) involved shall start the next scheduled game, play any previous requirement not completed and the requirement for this game before being removed. Penalty for breaking this rule.
 - First offense – verbal warning to Manager and Coaches.
 - Second offense – The Manager is suspended for the next scheduled game.
 - Third offense – The Manager is suspended for remainder of the season.If mercy rule is in affect, refer to little league rule book.
12. Umpire may not be changed after game begins or that team will forfeit, except in the case of injury.
13. Forfeitures –
 - a. If a game cannot be started because of rule 4.16, we will allow a 15 minute grace period from the scheduled start time for the team not in compliance to get in compliance. If at the end of the 15 minutes, the team is still out of compliance, the game will automatically become a forfeit, subject to Board approval. In order to avoid this, we have established a pool of minor players for the Major Division to use and a pool of MMPII players for the Minor Player Pitch Division to use. Pool players will be assigned on a game by game basis by the player

agent. These rules are very similar to the interleague rules that our interleague teams are already following.

Rule 4.16 - If a game cannot be played because of the inability of either team to place nine (9) players on the field before the game begins, this shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision. Note: A game may not be started with less than nine (9) players on each team.

b. If a team is without an umpire or their designated umpire is late: There will be a 15 minute grace period before the specified team either forfeits the game or supplies an umpire. In this case, a manager or coach might have to umpire in order to not forfeit.

In both of these situations, the 15 minute grace period comes out of the official game time.

14. Extra Innings – If your game ends because of the 10 run rule and there is still time remaining in the official game time (2:15 hours) and both managers agree, you can keep playing as long as you follow a few rules: The goal here is to not pitch your 1, 2 or even 3rd pitcher, but to let other kids get some experience on the mound and in the game in general. The official game is over, regardless of what happens after you keep playing. You still have to adhere to the mandatory pitch count rules for your pitchers. Innings played do not count toward your kid's minimum playing time for that game.

Majors

Mission Statement: This is the division that ultimately competes in the Little League World Series. This division is player pitch, with rules that more closely resemble baseball as it is commonly played at higher levels. All league age 11 and 12 year olds must try out for Majors, but it is possible not all will be selected. League age 10 players, may also tryout for Majors with at least one year prior experience in Minors. Minimum playing time rules exist for this division, but line up will begin to reflect the Managers decision as to skill levels of the players, and a 9 player batting order is used.

Team Selection Players are selected through tryouts and a player draft.

1. All players 10-12 who are predetermined (exceptional 10 year olds in addition to 11 and 12 year olds) by the Major player agent during registration to be potential players in Majors will participate in a "Try out" session conducted before the draft and attended by all coaches and managers in Majors. Both Manager and Coach are also allowed to attend the draft.
2. No more than 8 players of the same age on the same team.
3. Manager and coach will protect their child as manager/coach's option. (maximum 2 protected players per team)

The placement of these players in the draft matrix will be based on the following:

12 year old- Returning 11 year old all star- First player protected for that team, 1st round.
Second player protected for that team, 3rd round

12 year old -Returning Major division player, no all stars- First Player 2nd round,
second player 4th round

11 Year old- Returning MAJOR division player, played in either Minor or 11 year old all stars- First player 2nd round, second player 3rd round

11 year old returning MAJOR division player No All Stars- First player 3rd round,
second player 5th round

10-11 Year old first year Major player- Minors all star- First player 3rd round, second player 5th round.

If the Manager/Coach does not have a child playing on the team, the team follows the draft as usual.

4. Hat Picks - Players that do not attend tryouts can be selected as a "Hat Pick" at any time during or after the draft. Players aged 10 and 11 not drafted in MAJORS will be added to the list of hat picks in Minors prior to the Minor draft. All 12 year olds will be placed in Majors in accordance with Little League International guidelines.
5. Order in which each team selects will be determined by hat pick. A Serpentine draft selection process. "Loose Clock" will be in play. (In other words, HURRY UP!)
6. Teams shall consist of 12 players, ideally. However, this number may be adjusted based on the number of players in the division.
7. In the final 2 rounds, Managers will be encouraged (strongly) to take the oldest players available so they have a team to play on. The 10-11 year olds can still play in Minors.
8. Trading
 - a. All trades must be through and with the approval of the Player Agent
 - b. Major League Players may not be traded for Minor League Players
 - c. All trades must be player for player.

- d. Trades involving a player for draft choices are not permitted
 - e. All trades must take place during the draft and must be finalized before the draft meeting is adjourned.
9. Brother / Sister Option: must be in writing to the Player Agent 48 hours prior to draft.
- Two or more siblings in the draft, first brother or sister is drafted
 - Manager automatically has the option to draft the other brother or sister on the next turn
 - Failure to exercise option makes the second sibling available to be drafted by any team
10. Replacing players on Major teams: Eligible players and rule - At some point, a player may leave a Major division team and need to be replaced. These guidelines will govern how that player is replaced. Eligible players (Parents must approve the move up)
- a. First 3 rounds of 10 year olds in minor draft
 - b. All 11/12 year olds
 - c. Manager and Coach options
11. Team names shall be selected from available pool of MLB team names in reverse order of the draft, immediately following the draft.

Practice Schedules (Before the Season)

1. Practice times will be selected at the draft.
2. Practice times will be selected in reverse order of the draft. The last team drafting will get first pick, going backwards through the draft order and then repeating itself until times are all filled.
3. After practice times are selected, batting cage times are selected in a serpentine from start of draft order.
4. Practice times for the season will be set once the schedule is in place.

Division Rules: Rules will follow the Official Regulation and Playing Rules of Little League Baseball, to include:

1. Time Limit: Duration of game will be **2 hours and 15 minutes**, or 6 innings, whichever comes first. In the event of a tie, if there is time remaining, play can continue into additional innings. If there is a batter batting the game should end at the end of their turn.
 - a. If the game is stopped in the middle of the inning, the score reverts back to the score of the last fully completed inning.
 - b. If the home team is at bat and has taken the lead in the inning being played and that inning is any inning OTHER than the 6th inning (game would have already ended), and the game is stopped because of time, the home team shall be declared the winner.
 - c. Games shall not last longer than 8 innings. If both teams are tied at the end of 8 complete innings, then a Tie shall be declared.
2. Start Time- No matter what time the actual first pitch is thrown, the official game time begins at the **scheduled start time**. Example: Game time is 5:00 and the teams finally get organized or the umpires are late and the game starts at 5:15. The official end time would STILL be 7:15. If the game ends in a tie or an uncompleted inning due to time, the score reverts back to the previous inning's score with the exception being if the home team has gone ahead in the bottom of the last inning, but has not made 3 outs.

3. Minimum play time – Each member of your team must play 6 defensive outs and have 1 at bat. Penalty: The player(s) involved shall start the next scheduled game, play any previous requirement not completed and the requirement for this game before being removed. Penalty for breaking this rule.
 - First offense – verbal warning to Manager and Coaches.
 - Second offense – The Manager is suspended for the next scheduled game.
 - Third offense – The Manager is suspended for remainder of the season.
 - If mercy rule is in affect, refer to little league rule book.
4. Score will be kept and standings will be updated throughout the season.
5. A 9 player batting order will be used.
6. Walks are allowed.
7. Stealing is allowed; however, lead-offs are not allowed.
8. An adult must be in the dugout at all times (Manager/Coach).
9. On deck circle is allowed.
10. There will be a maximum of 5 runs allowed per half inning, with the exception of the 6th inning, in which there is no run limit. This includes an "over the fence" homerun or ground rule double.
11. Substitutions – Starters can be substituted for before they meet their minimum play time. The starter that is substituted for may not return until the substituted player has 6 consecutive defensive outs and 1 at bat. Once this has been met, both players can be substituted for and reenter at any time.
12. Pinch runners – You can have one pinch runner per inning. The pinch runner must come from someone who is on the bench. Pinch runners do not count as substitutes, so don't write them in the score book.
13. Pitch Count - At the end of every game please fill out the pitching sheet that will be kept in the dugout. Pitch count will be strictly adhered to, based on Exhibit A.
14. Scorekeeping – Please have someone from each team attend the scorekeeping clinic.
15. Baseball coaches clinic – This is MANDATORY for each team. Following this clinic, you will receive your equipment.
16. Umpire Training – It is mandatory to have one participant from each team attend.
17. 10 Run Rule – If the home team is up by 10 runs after 3 ½ innings the game is officially over. If the visiting team is up by 10 runs after the 4th inning the game is officially over.
18. Forfeitures –
 - a. If a game cannot be started because of rule 4.16, we will allow a 15 minute grace period from the scheduled start time for the team not in compliance to get in compliance. If at the end of the 15 minutes, the team is still out of compliance, the game will automatically become a forfeit, subject to Board approval. In order to avoid this, we have established a pool of minor players for the Major Division to use and a pool of MMPII players for the Minor Player Pitch Division to use. Pool players will be assigned on a game by game basis by the player agent. These rules are very similar to the interleague rules that our interleague teams are already following.

Rule 4.16 - If a game cannot be played because of the inability of either team to place nine (9) players on the field before the game begins, this shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision. Note: A game may not be started with less than nine (9) players on each team.

b. If a team is without an umpire or their designated umpire is late: There will be a 15 minute grace period before the specified team either forfeits the game or supplies an umpire. In this case, a manager or coach might have to umpire in order to not forfeit.

19. Extra Innings – If your game ends because of the 10 run rule and there is still time remaining (before sunset or next scheduled game) and both managers agree, you can keep playing as long as you follow these rules: The goal here is to not pitch your 1, 2 or even 3rd pitcher, but to let other kids get some experience on the mound and in the game in general. The official game is over, regardless of what happens after you keep playing. You still have to adhere to the mandatory pitch count rules for your pitchers. Innings played do not count toward a player's minimum playing time for that game.

Junior/Senior Division

NEW MEXICO DISTRICT 5 LITTLE LEAGUE

2009 Interleague Playing Rules for the JUNIOR and SENIOR BASEBALL DIVISIONS

Interleague will be governed by a committee made up of League Presidents

ANY TEAM THAT DOES NOT SHOW FOR A GAME WILL BE ELIMINATED FROM INTERLEAGUE PLAY.

Note: The Host League is defined as the Little League that is hosting a game regardless of whose Little League are playing at the location.

Machine Pitch Softball

NEW MEXICO DISTRICT 5 LITTLE LEAGUE

2009 Interleague Playing Rules for Girls Machine Pitch Rookie Softball

Interleague will be governed by a committee made up of League Presidents

ANY TEAM THAT DOES NOT SHOW FOR A GAME WILL BE ELIMINATED FROM
INTERLEAGUE PLAY

Note: The Host League is defined as the Little League that is hosting a game regardless of whose Little Leagues are playing at the location.

Minor Softball

NEW MEXICO DISTRICT 5 LITTLE LEAGUE
2009 Interleague Playing Rules for Girls Minor Softball

Interleague will be governed by a committee made up of League Presidents

ANY TEAM THAT DOES NOT SHOW FOR A GAME WILL BE ELIMINATED FROM
INTERLEAGUE PLAY

Note: The Host League is defined as the Little League that is hosting a game regardless of whose Little League is playing at the location.

Major Softball

NEW MEXICO DISTRICT 5 LITTLE LEAGUE
2009 Interleague Playing Rules for Girls Major Softball

Interleague will be governed by a committee made up of League Presidents

**ANY TEAM THAT DOES NOT SHOW FOR A GAME WILL BE ELIMINATED FROM
INTERLEAGUE PLAY**

Note: The Host League is defined as the Little League that is hosting a game regardless of whose Little Leagues are playing at the location.

Senior Softball

NEW MEXICO DISTRICT 5 LITTLE LEAGUE
2009 Interleague Playing Rules for GIRLS SENIOR SOFTBALL

Interleague will be governed by a committee made up of League Presidents

ANY TEAM THAT DOES NOT SHOW FOR A GAME WILL BE ELIMINATED FROM
INTERLEAGUE PLAY

Note: The Host League is defined as the Little League that is hosting a game regardless of whose Little League are playing at the location.

Challenger Division

The Challenger division of Little League is open to any girl or boy from 6 through 18 years of age who wants to play baseball, but because of a physical or mental special need is unable to play successfully in regular Little League. Wheelchairs, braces, etc. are not a limitation, since Little League rules are modified and players have "buddies" as helpers.

The games are for the players to have an opportunity to participate in sports, to have fun, and to help increase self-esteem. This is the 13th year in Albuquerque for the Challenger division.

All Stars

Minor Division Baseball All Stars (9-10 year old teams): Managers and Coaches will submit their names at the end of the season for consideration to be selected as All Star Manager and then will be voted on by their peers. Any Minor division player may submit their name for All Star consideration by completing an eligibility form, having it signed by a parent or guardian, and turning it in by the designated deadline in order to be placed on the All Star ballot. The Minor division players will vote to select ten players (players may vote for themselves). These players will be on one of the two All Star teams. An additional 20 players will be chosen by the Minor Division managers and Coaches to form a pool of 30 eligible players. Only players chosen to be in the pool of 30 can be selected for an All Star Team. Players will be ranked and voted upon by Minor Division Managers and Coaches. The All Star Manager will be allowed the final 1-2 player selection through a "Manager's pick".

The Minor Division may field two teams, an "A" team (North) and a "B" team (South). The top 11 players as voted by the Managers and Coaches will be placed on the North team, followed by the Coach's Picks to form a team of 12 or 13, as determined by the North All Star Manager. Then the next 11 players, as voted on by the Managers and Coaches, will be placed on the South team, followed by the 1-2 Coach's Picks.

Major Division Baseball All Stars (10-11yr old team and 11-12 yr old team): The first place Major Division team manager is offered the opportunity to manage the 11-12 year old All-Star team. If he does not want it, the second place team manager is offered the position and so on until a manager accepts. If all managers are asked and none accept, the first place team coach is offered the position and so on until a coach accepts. After the 11-12 year old manager is selected and the 11-12 year old team is in place, the process is repeated for the 11 year old manager, beginning again with the first place Manager, if he did not accept the 11-12 year old team.

Player Selection:

1. Five players will be selected by the Major Division players for each age group (the 10-11 year old team and the 11-12 year old team).
2. There will be 2 ballots given to each player playing in the Majors division.
3. The first ballot shall be comprised of the 12 year old players that have indicated on their ALL-STAR CONSIDERATION FORM that they would like to be considered for the 11-12 year old team and all of the players will vote, ranking from first to fifth, their picks based upon skills and sportsmanship. Players MAY vote for themselves.
4. The second ballot will be comprised of all eligible 10 and 11 year olds (as defined in the current green book) that have indicated on their ALL-STAR CONSIDERATION FORM that they would like to be considered for the 10-11 year old team (11 year olds are eligible for either the 10-11 year old team or the 11-12 year old team which is addressed in item #5) and all of the players will vote, ranking from first to fifth, their picks based upon skills and sportsmanship. Players MAY vote for themselves.
5. The player agent will tally the weighted votes and present the results to the managers at the selection meeting. The top 5 POINT totals for each ballot will be the first 5 players on each team.
6. The next 5 players on each team will be chosen, by voting method, by the Major Division Managers with the 11-12 year old team being selected first. If there are 11 year old players that had indicated on their ALL-STAR CONSIDERATION FORM that they would like to also be considered for the 11-12 year old team, they will be discussed and voted on at this time with

the managers and player agent present. After the 11-12 year old team has been selected (see item #7), the selection process is repeated for the 10-11 year old team with the remaining eligible 10-11 year old players being voted on for the second 5 picks. Item #7 fills out the remainder of the team.

7. The remaining 2-4 players on each team will be Manager's Picks depending on whether the team will be 12 to 14 players (CURRENT GREEN BOOK RULES APPLY).

Junior/Senior Division Baseball All Stars (13-14 yr old team and 14-16 year old team): The first place team manager is offered the opportunity to manage the All-Star team. If he does not want it, the second place team manager is offered the position and so on until a manager accepts. If all managers are asked and none accept, the first place team coach is offered the position and so on until a coach accepts.

The "first place team" is determined based on the winning percentage in either the Junior or Senior division. If there is a tie, the determining factor becomes head-to-head competition, then the number of wins, and finally a coin toss.

Five players will be selected by the division players for each age group (players may vote for themselves). The next 5 players on each team will be chosen by the division managers. The remaining 2-3 players on each team will be Manager's Picks depending on whether the team will be 12 or 13 players.

Out-of-district players on an Altamont Junior or Senior regular season team are eligible for All Stars in that division only if their home district did not field a regular season team in that division. In- district players, league age 13 and 14 playing Seniors, are eligible for the Juniors All Star team. Out-of-district players league age 13/14 are subject to the previously mentioned exclusion.

Minor Division Softball All Stars (9-10 year old teams): Managers and Coaches will submit their names at the end of the season for consideration to be selected as All Star Manager and then will be voted on by their peers (both Managers and Coaches). If the vote results in a tie, the selection will go to a Board vote. Any Minor division player may submit their name for All Star consideration by completing an eligibility form, having it signed by a parent or guardian, and turning it in by the designated deadline in order to be placed on the All Star ballot. The Minor division players will vote to select five players (players may vote for themselves) to be placed on the team. Players will be ranked and voted upon by Minor Division Managers and Coaches. The All Star Manager will be allowed the final 1-2 player selection through a "Manager's pick".

The Minor Division may field two teams, an "A" team (North) and a "B" team (South). If the division will field two teams, the selection process will be the same as in Minor Baseball.

Major Division Softball All Stars (10-11yr old team and 11-12 yr old team): The first place Major Division team manager is offered the opportunity to manage the 11-12 year old All-Star team. If he/she does not want it, the second place team manager is offered the position

and so on until a manager accepts. If all managers are asked and none accept, the first place team coach is offered the position and so on until a coach accepts. After the 11-12 year old manager is selected and the 11-12 year old team is in place, the process is repeated for the 11 year old manager, beginning again with the first place Manager, if he did not accept the 11-12 year old team.

Player Selection:

1. Five players will be selected by the Major Division players for each age group (the 10-11 year old team and the 11-12 year old team).
2. There will be 2 ballots given to each player playing in the Majors division.
3. The first ballot shall be compromised of the 12 year old players that have indicated on their ALL-STAR CONSIDERATION FORM that they would like to be considered for the 11-12 year old team and all of the players will vote, ranking from first to fifth, their picks based upon skills and sportsmanship. Players MAY vote for themselves.
4. The second ballot will be compromised of all eligible 10 and 11 year olds (as defined in the current green book) that have indicated on their ALL-STAR CONSIDERATION FORM that they would like to be considered for the 10-11 year old team (11 year olds are eligible for either the 10-11 year old team or the 11-12 year old team which is addressed in item #5) and all of the players will vote, ranking from first to fifth, their picks based upon skills and sportsmanship. Players MAY vote for themselves.
5. The player agent will tally the weighted votes and present the results to the managers at the selection meeting. The top 5 POINT totals for each ballot will be the first 5 players on each team.
6. The next 5 players on each team will be chosen, by voting method, by the Major Division Managers with the 11-12 year old team being selected first. If there are 11 year old players that had indicated on their ALL-STAR CONSIDERATION FORM that they would like to also be considered for the 11-12 year old team, they will be discussed and voted on at this time with the managers and player agent present. After the 11-12 year old team has been selected (see item #7), the selection process is repeated for the 10-11 year old team with the remaining eligible 10-11 year old players being voted on for the second 5 picks. Item #7 fills out the remainder of the team.
7. The remaining 2-4 players on each team will be Manager's Picks depending on whether the team will be 12 to 14 players (CURRENT GREEN BOOK RULES APPLY).

Junior/Senior Division Softball All Stars (13-14 yr old team and 14-16 year old team): The first place team manager is offered the opportunity to manage the All-Star team. If he/she does not want it, the second place team manager is offered the position and so on until a manager accepts. If all managers are asked and none accept, the first place team coach is offered the position and so on until a coach accepts.

The "first place team" is determined based on the winning percentage in either the Junior or Senior division. If there is a tie, the determining factor becomes head-to-head competition, then the number of wins, and finally a coin toss.

Five players will be selected by the division players for each age group (players may vote for themselves). The next 5 players on each team will be chosen by the division managers. The remaining 2-3 players on each team will be Manager's Picks depending on whether the team will be 12 or 13 players.

Out-of-district players on an Altamont Junior or Senior regular season team are eligible for All Stars in that division only if their home district did not field a regular season team in that division. In- district players, league age 13 and 14 playing Seniors, are eligible for the Juniors All Star team. Out-of-district players league age 13/14 are subject to the previously mentioned exclusion.



To: Parents of Altamont Little League

Re: All-Star Consideration and Participation

At Altamont Little League, the following divisions are eligible for All-Stars: Senior, Junior, Major, 10-11 year old baseball, 9-10 year old baseball (North and South), Junior Softball (13-16), Major softball (11-12) and Minor softball (9 -10). In order for Altamont to select the All-Star teams, we need to first identify which players are interested in being considered for All-Stars. There are three main areas that need to be considered before anyone confirms their child's interest in All-Stars.

1. Availability: Availability of the players during the All-Star season is an important consideration since the absence of a player during a significant part of the practice or tournament play period may affect not only that player, but also the entire team. We are therefore asking the parents of Altamont who would like to give their child the opportunity to be selected to All-Stars to indicate that they will be available from June 15 until the tournament is finished. The tournament will end when your team is eliminated, which could be anytime from the first week to early August.

2. Cost: Through the years we have realized that All-Stars can be somewhat expensive for the participants. The cost will be approximately \$150 per child through district play. This amount could change depending on the level of miscellaneous items your team decides to purchase for its players. If your team advances beyond District there will be additional costs.

3. Volunteering: In some years, Altamont may host one or more division tournaments. By participating in All-Stars at Altamont, all parents in all divisions are required to help run the tournaments at Altamont regardless of whether or not their child is in these specific divisions. Each child's parents will be required to help at least **4 times** with any of the duties associated with running a tournament.

Please note that by submitting this form, you are only giving your child a chance to be selected to one of the All-Star teams. This is in no way an indication that your child has been selected to an All-Star team. Managers, Coaches and players are chosen in accordance with the guidelines laid out in the Altamont Bylaws. By signing below, you are agreeing that your child will participate, if chosen, under these guidelines. If you have any questions regarding All-Stars or your child's eligibility, please contact the Player Agent in your division.

Division _____ League Age _____

Return this form to your child's team manager as soon as possible, but no later than May 30th. The Managers must have all forms into the player agents by 5:00 p.m. on May 30th.

_____ of the _____
(Child's Name) (Team Name)

will be available from June 15, until the end of All-Star play to participate, if selected. If you are going to be missing any dates please list them below.

Signed _____
(Parent / Guardian)

Date: _____

Exhibit A – Pitch Count

1. Any player on a regular season team may pitch except, a player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League.

(NOTE: There is no limit to the number of pitchers a team may use in a game.)

2. Players once removed from the mound may not return as pitchers; Junior, Senior, and Big League Divisions only: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

3. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age	17-18	105 pitches per day
	13-16	95 pitches per day
	11-12	85 pitches per day
	9-10	75 pitches per day
	7-8	50 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch to that batter 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. **NOTE: A pitcher who delivers forty-one or more pitches in a game cannot play the position of catcher for the remainder of that day.**

4. Pitchers league age 16 and under must adhere to the following rest requirements:

- If a player pitches 61 or more pitches in a day, three (3) calendar days of rest and a game (see note below) must be observed.
- If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest and a game (see note below) must be observed.
- If a player pitches 21 - 40 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

5. Pitchers league age 17-18 must adhere to the following rest requirements: • If a player pitches 76 or more pitches in a day, three (3) calendar days of rest and a game (see note below) must be observed.

- If a player pitches 51 - 75 pitches in a day, two (2) calendar days of rest and a game (see note below) must be observed.
- If a player pitches 26 - 50 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-25 pitches in a day, no (0) calendar day of rest is required.

NOTE: A player may not pitch in consecutive games. **Exception** – League Age 16 and under - A player may pitch in consecutive games if 40 or less pitches were delivered in

the previous game. League Age 17-18 - A player may pitch in consecutive games if 50 or less pitches were delivered in the previous game.

6. The official pitch count will be kept in the official scorebook. The official scorekeeper may not be in the dugout during the game. The scorekeeper must be notified of a pitcher's name and age when the pitcher is entering the game.