



Eau Gallie Little League

2012 Operating Rules

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Eau Gallie Little League Operating Rules

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Section 1 - Mission Statement

The purpose of Eau Gallie Little League, Inc. (EGLL) is to implant in our youth the ideals of sportsmanship, honesty, loyalty, courage, and respect for leadership, with the ultimate goal of helping children to become good and decent citizens.

Section 2 - Authority and Validity

The EGLL Board of Directors (“the Board”) shall be governed by the Constitution of the League on record at Southeastern Region Headquarters in Warner-Robins, GA and at Little League International Headquarters in Williamsport, PA.

The EGLL Operating Rules shall be approved by a majority vote of the Board. Following adoption of these rules by the Board, they can only be changed upon the concurring vote of the majority of the Board. These rules pertain to all of EGLL.

Section 3 - Construction of the Rules

The EGLL Operating Rules are constructed in a manner intended to conform to the operating regulations and playing rules of Little League Baseball. EGLL is a chartered component of Little League Baseball (LLB) and intends to continue as such.

1. Wherever these rules stand silent, the regulations and playing rules of LLB shall be followed.
2. Wherever the regulations and playing rules of LLB mention that a rule can be modified by local option and these operating rules do not specifically take that option, the standard regulations and playing rules of LLB shall be followed.
3. Wherever these rules are in conflict with the LLB Operating Manual or LLB Regulations and Rules, the LLB Operating Manual or LLB Regulations and Rules shall prevail, unless the EGLL Operating Rule is more stringent than LLB rules.
4. Wherever EGLL engages in Regular Season Inter-League play with other chartered Little Leagues, Inter-League rules shall be negotiated with the other leagues (normally via the District Administrator) and approved by the League President. For those divisions involved in Inter-League play, the approved Inter-League rules shall take precedence over these Operating Rules whenever an EGLL team is playing a team from another league. For games involving two EGLL teams – even if in a division that is playing Inter-League – those games are governed by the EGLL Operating Rules, not the Inter-League rules.

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Section 4 - Expenditures

Expenses

The Board shall determine a policy of expenditures and enforce that throughout their term of office.

Refunds

After a player has registered and paid the registration fee, if they withdraw prior to being assigned to a team, they will automatically be granted a full refund, minus a \$10 processing fee to account for the cost of registration to the league.

Once a player has been assigned to a team – regardless of whether they ever practice or play a game – no refunds will be considered except in extreme circumstances and only with approval of the Board. A minimum \$25 processing fee will automatically be deducted.

Returned Checks

Any check paid to the league that is returned by the bank is subject to a \$25 returned check fee in addition to any bank charges incurred by EGLL.

Section 5 - League Age

Each player is assigned a League Age as determined by Little League. The Player's League Age determines which EGLL programs are available to that Player and what All-Star teams that player is eligible for.

Note that a Player's League Age remains the same for the entire season, even if the player has a birthday after the cutoff date for the League Age Determination. Example: If a player is determined to be League Age 11 and they turn 12 after the cutoff date, they are still considered League Age 11 for the entire playing season.

Baseball League Age

The League Age for Baseball is determined by the Player's age on Apr-30-2012. This applies to all boys and girls who play baseball. T-Ball is considered a baseball division (see Section 6 – Available Divisions).

Example #1: It is Nov-2011 and the Player is registering for the Spring 2012 season. The Player was born on Dec-22-2002 and is 8 years old at registration. League Age is 9 years old, since they will be 9 by Apr-30-2012.

Example #2: The Player was born on Apr-30-2003. League Age is 9 years old, since they will be 9 by Apr-30-2012.

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Example #3: The Player was born on May-01-2003. League Age is 8 years old, since they will be 8 on Apr-30-2012. Note that even though the Player will turn 9 during the season, they remain League Age 8.

Softball League Age

The League Age for Softball is determined by the Player's age on Dec-31-2011. This applies to all girls who play softball. Note that the softball age cutoff date is different than the baseball cutoff date.

Example #1: It is Nov-2011 and the Player is registering for the Spring 2012 season. The child was born on Dec-22-2002 and is 8 years old at registration. League Age is 9 years old, since they will be 9 by Dec-31-2011.

Example #2: The Player was born on Jan-02-2003. League Age is 8 years old, since they will be 8 on Dec-31-2011. Even though the player will turn 9 before the season even starts, they are still considered to be League Age 8 for the entire season.

Girls Playing Baseball

Girls are eligible to play either baseball or softball at their discretion. Girls playing baseball will use the Baseball League Age. For girls with birthdays between Jan-01 and Apr-30, that means they could have a different Baseball League Age than their Softball League Age.

Section 6 - Available Divisions

EGLL offers various divisions of baseball and softball. They are broken down by both League Age and ability of the Players. References to ages below are League Age. Players eligible for multiple divisions can choose their division. Note that girls are eligible for all baseball and softball divisions. Boys are eligible for baseball divisions only.

Baseball Divisions

- T-Ball – An entry level division for players Age 4-5. This division is designed for children with little or no experience. Players Age 6 cannot play in T-Ball.
- Coach Pitch – A division for players Age 6. Players who are Age 5 can play in this division if they have at least one season of T-Ball (either Fall or Spring). This division operates as an instructional league with the games being a combination of Coach Pitch and hitting off a tee. Players Age 7 cannot play in this division.
- Machine Pitch – A Minors division for players Age 7-8. Players Age 6 can play in this division if they have at least one season of either T-Ball (Fall or Spring) or one season of Coach Pitch (Fall or Spring). Players Age 9 with no experience can play in this division with the approval of the Player Agent. This division operates as an instructional league with all games hitting off a batting machine. Players Age 5 cannot play in this division.

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- Minor – A Minors division for players Age 9-11. Players Age 8 can tryout in this division, but may be placed in Machine Pitch if their ability is not up to this level. This division is the start of ‘competitive baseball’. All games are ‘kid pitch’ (no coaches or machine pitch allowed). Players Age 7 cannot normally play in this division. However they can try out and play at the discretion of the Player Agent.
- Major – A Little League division for players Age 10-12. Players Age 9 can tryout in this division, but may be placed in the Minors Division if they are not drafted. This is a competitive division.
- 12-year olds with little or no experience – Players Age 12 who have little or no playing experience can play in the Minors Division upon parent request. The Player attempting to ‘play down’ must get the approval of the League President, Player Agent, fill out the appropriate LLB Waiver Form, and be approved by the District 2 Administrator. Players Age 12 are not allowed to pitch in Minors.
- Junior – A Junior League division for players Age 13-14. Players Age 12 are allowed to play in Juniors with the approval of the League President and Player Agent. Players Age 12 who play one or more Regular Season games in Junior League are not eligible for the 11-12 Year Old All-Star team, although they can be eligible for the Juniors All-Star Team.
- Senior – A Senior League division for players Age 15-16. Players Age 14 can play in Seniors with the approval of the League President and Player Agent. Players Age 13 or Age 17 are not allowed to play in this division.
- Big League – A Big League division for players Age 17-18. Players Age 16 can play in Big League with the approval of the League President and Player Agent. EGLL might combine their Big League players with the District 2 Big League program if available.

Softball Divisions

- Coach Pitch – A Minors division for players Age 7-8. Players Age 6 can play in this division if they have at least one season of either T-Ball (Fall or Spring) or one season of Baseball Coach Pitch (Fall or Spring). Players Age 9 with no experience can play in this division with the approval of the Player Agent. This division operates as an instructional league with all games hitting off of coach pitch or a batting machine. Players Age 5 cannot play in this division.
 - Minor – A Minors division for players Age 9-11. Players Age 8 can tryout in this division, but may be placed in Coach Pitch if their ability is not up to this level. This division is the start of ‘competitive baseball’. All games are ‘kid pitch’ (no coaches or machine pitch allowed). Players Age 7 cannot play in this division.
 - Major – A Little League division for players Age 10-12. Players Age 9 can tryout in this division, but may be placed in the Minors Division if they are not drafted. This is a competitive division.
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- 12-year olds with little or no experience – Players Age 12 who have little or no playing experience can play in the Minors Division upon parent request. The Player attempting to ‘play down’ must get the approval of the League President, Player Agent, fill out the appropriate LLB Waiver Form, and be approved by the District 2 Administrator. Players Age 12 are not allowed to pitch in Minors.
- Junior – A Junior League division for players Age 13-14. Players Age 12 are allowed to play in Juniors with the approval of the League President and Player Agent.
- Senior – A Senior League division for players Age 15-16. Players Age 13 or 14 can play in Seniors with the approval of the League President and Player Agent. Players Age 12 or Age 17 are not allowed to play in this division.
- Big League – A Big League division for players Age 17-18. Players Age 16 can play in Big League with the approval of the League President and Player Agent. EGLL might combine their Big League players with the District 2 Big League program if available.

Section 7 - Managers and Coaches

Selection

All individuals interested in managing or coaching a team must submit an application during registration. This can be done by registering on the Online Registration Website or during any In-House Registration date. All managers and coaches are appointed by the League President and approved by the Board. Final approval of all managers and coaches are subject to a background check. All Managers and Coaches must become Regular Members of the League for the current season. There is no limit to the number of coaches on each team.

Managers and coaches are appointed and approved each year for the current season only. No manager or coach is guaranteed to be reappointed in subsequent years nor are they guaranteed to have the same team.

The League President can manage or coach a team. However the League President cannot serve as an All-Star manager or coach per Little League rules.

Responsibilities

The most important responsibility of a manager or coach is NOT winning games, but is the safety and welfare of all players. The T-Ball, Coach Pitch, and Machine Pitch programs will be run as instructional divisions where friendly competition will be emphasized along with important life lessons such as sportsmanship and teamwork. The Minors, Majors, Juniors, Seniors, and Big League divisions will be more competitive, but sportsmanship and teamwork must also be emphasized. All managers and coaches will be held to the highest possible standards when dealing with players and their families.

Team managers and coaches are responsible for the following duties:

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- Performance and conduct of the team and its spectators at all team functions
- Knowledge of the rules developed by Little League
- Knowledge of EGLL Operating Rules
- Knowledge of Inter-League Rules for those divisions playing Inter-League games
- Attendance at all Manager Meetings, Coaching Clinics, and Safety Clinics conducted by the League.
- Appoint a Team Representative responsible for coordinating team communication, concession coverage, and activities related to Opening Day.
- Assume responsibility for any equipment supplied to the team by the league and for returning the equipment at the end of the season.
- Preparing or assisting in preparation of the field for each game.
- Take responsibility to make sure all lights are turned off at the conclusion of play during night games as required by field restrictions.
- Making sure bathrooms and all buildings are locked and secured at the end of the day

Conduct

Managers and coaches are responsible for their conduct and the conduct of their team, players, and fans. The Board adheres to a **Zero Tolerance** policy in matters of conduct, drugs, and alcohol. Obscene and/or foul language or gestures from players, fans, coaches, or managers shall not be tolerated. No disparaging remarks or verbal abuse of any kind directed at any umpire shall be tolerated. Adults are reminded that they are role models for all players. Violation of any of the above can and will result in the banning of the individual performing such acts from all League activities.

Managers and coaches who come to any League activity (practice or game) under the influence of alcohol or drugs will be sent home and their position in the league revoked. Use of ANY tobacco products by managers or coaches anywhere in the park during their practice or games is prohibited. This includes whether the tobacco is lit or not. Smokeless or chewing tobacco is completely prohibited. Failure to meet these requirements will lead to dismissal from their role in the League.

Section 8 - Player Selection Systems (Baseball)

The method of player selection varies depending on the specific division. Each is outlined below.

If the League President is a Manager in one or more of the baseball divisions, the Vice President of Baseball will assume the League President's duties in regard to conducting the Draft for

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those divisions only. All responsibilities noted for the League President in this section will fall to the Vice President of Baseball for those divisions where the League President is managing a team. If both the League President and the Vice President of Baseball are managing teams in the same division, then the Player Agent would assume the League President's responsibilities for that division.

T-Ball

There are no "tryouts" or Skill Assessments for players in T-Ball. The Player Agent will assign all registered players to teams. The Player Agent will attempt to take into account the players age; any siblings also registered in the division, and will attempt to take into account any special requests when possible. After the Player Agent forms the teams, the Team Rosters will then be distributed to the managers.

Coach Pitch

There are no "tryouts" or Skill Assessments for players in Coach Pitch. The Player Agent will assign all registered players to teams. The Player Agent will attempt to take into account the players age; any siblings also registered in the division, and will attempt to take into account any special requests when possible. After the Player Agent forms the teams, the Team Rosters will then be distributed to the managers.

Machine Pitch

There are no "tryouts" or Skill Assessments for players in Machine Pitch. The Player Agent will assign all registered players to teams. The Player Agent will attempt to take into account the players age; any siblings also registered in the division, and will attempt to take into account any special requests when possible. After the Player Agent forms the teams, the Team Rosters will then be distributed to the managers.

Minors

All players wanting to play in Minors shall participate in at least one "tryout" or Skills Assessment session. Managers will assess the players on their basic baseball skills during the "tryouts". Managers will provide a copy of their player assessments to the Player Agent for evaluation, while retaining a copy of their evaluations for themselves to use during the draft.

If a player is unable or does not attend any tryouts, the Player Agent will do the best of their ability to make each Manager aware of the player's abilities. If that is not possible or if the Player Agent believes an attempt is being made to manipulate the draft, the Player Agent has sole discretion to choose one of the following alternatives:

- Allow the player missing the tryouts to enter the draft and be drafted normally, OR
- Withhold the player from the draft and place the player on a team of the Player Agent's choosing

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Between the end of the tryouts and prior to the Minors draft, the Player Agent and Managers shall evaluate all players Age 8 who tried out to determine if they possess the necessary skills to play in Minors. Players who are evaluated as “not ready” for Minors will be placed on Machine Pitch teams.

The Minors Draft will occur after the Majors Draft. Players who are not drafted into the Majors are automatically part of the Minors Draft.

The Minors Division will use Draft Plan “B” with the following additions and notes:

- Only the League President, Vice President of Baseball, Player Agent, and Managers of Minors teams are allowed in the draft room. The League President can invite other individuals to witness the draft at the League President’s discretion. Nobody else is allowed in the draft room unless specifically invited by the League President.
- No players return to their teams from a previous year. All players are returned to the draft.
- The order of finish for the previous season does not matter. The teams draw numbers out of a hat to determine draft order.
- The draft order is a “serpentine” draft. See below for an example.
- Managers with children in the draft shall draft their children in the appropriate round as specified in the Little League Operating Manual, based on the player’s League Age.
- The Manager MUST draft their child as above unless they notify the Player Agent prior to the draft that they are NOT selecting their child AND the League President and Player Agent approves. In this situation, the Manager would NOT be allowed to draft their child.
- When siblings are in the draft and one is drafted, that Manager MUST select the remaining sibling with their next draft pick, unless the League President and Player Agent approve an exception.
- Since there are no coaches appointed or approved prior to the draft, there is no “Coaches Option”. This is to prevent “stacking a team”.
- At the conclusion of the draft, Managers can conduct an unlimited number of trades. Each trade must involve the transfer of the same number of players between teams. Example: Team #1 could trade two players to Team #5, with Team #5 sending two players back to Team #1. However Team #5 could not send just one player to Team #1 (in this case).
- The Player Agent shall approve all trades. Any trade not approved by the Player Agent is voided.
- The League President and Player Agent have the duty to ensure the draft is conducted fairly and without manipulation. They have the authority to void part or all of the draft as required ensuring fair play.

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Example of the “serpentine” draft: If there are six (6) Minors teams numbered 1-6, the order of draft (by team number) would be:

1st Round: 1, 2, 3, 4, 5, 6 (i.e. in order of draft/team number)

2nd Round: 6, 5, 4, 3, 2, 1 (i.e. in reverse order of draft number)

3rd Round: 1, 2, 3, 4, 5, 6

4th Round: 6, 5, 4, 3, 2, 1, etc.

This would continue until all players are drafted. Note that this results in the team with the last pick in each round having the first pick in the next round, essentially having two picks in a row.

Majors

All players wanting to play in Majors must participate in at least one “tryout” or Skills Assessment session. If a player is unable or does not attend any tryouts, the Player Agent will to the best of their ability attempt to make each Manager aware of the player’s abilities. If that is not possible or if the Player Agent believes an attempt is being made to manipulate the draft, the Player Agent has sole discretion to choose one of the following alternatives:

- Allow the player missing the tryouts to enter the draft and be drafted normally, OR
- Withhold the player from the draft and place the player on a Majors team of the Player Agent’s choosing, OR
- Move the player to Minors

Between the end of the tryouts and prior to the Majors draft, the Player Agent and Managers shall evaluate all players Age 12 who tried out to determine if they possess the necessary skills to play in Majors. The parents of players who are evaluated as “not ready” for Majors will be consulted to determine if they wish the player to remain in the Majors draft or to be placed in Minors. Under no circumstances is a player League Age 12 to be placed in Minors without the consent of the parents.

All players Age 9-12 are eligible for the Majors Draft, including children of Minors Managers. The Majors Draft will occur prior to the Minors Draft. Players who are not drafted into the Majors are automatically part of the Minors Draft.

The Majors Division will use Draft Plan “A” with the following additions and notes:

- Only the League President, Vice President of Baseball, Player Agent, and Managers of Majors teams are allowed in the draft room. The League President can invite other individuals to witness the draft at the League President’s discretion. Nobody else is allowed in the draft room unless specifically invited by the League President.

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- The draft order is in reverse order of finish. The team with the worst regular season record the previous year has the first draft pick, the team with the second worst record has the second pick, etc., continuing to the team with the best record picking last.
 - If the Majors are in Divisional Play, the draft order will alternate by divisions. This rule does not apply if the League is not in Divisional Play.
 - If two teams are tied with the same record, a coin flip will determine who drafts higher in the 1st round. In subsequent rounds, the draft order will alternate between the two teams.
 - The draft order remains the same each round (except for teams tied with the same record – see above).
 - Majors Players returning to their prior year’s team are not required to tryout. They are automatically placed on their team and do not participate in the draft.
 - Returning Majors Players who choose to not return to their same team must tryout and re-enter the draft. Such players must notify the Player Agent prior to the tryouts or they lose their option to be released from their existing team. Returning Majors Players who re-enter the draft MUST be drafted into the Majors.
 - If the Majors are in Divisional Play, returning Majors Players who choose to be released from their team can only be drafted by teams in the same division the player was in the previous year. The player cannot be drafted by the other division and will simply be “skipped” during those team’s draft positions. This rule does not apply if the Majors are not in Divisional Play.
 - Majors teams consist of exactly 12 players. All teams will draft the necessary players to reach a total of 12 players between returning players and newly drafted players.
 - Any player League Age 12 who refuses to play on the team that drafted them will be removed from the list of players and is ineligible to play on any EGLL team for the remainder of the current League Season.
 - Any player League Age 9-11 drafted to the Majors who refuses to join the Majors team that drafted them will be placed in the Minors draft. That player is ineligible to play on any Majors team for the rest of the current League Season. They are also ineligible for any All-Star team for the current season.
 - At the conclusion of the draft, Managers can conduct an unlimited number of trades. Each trade must involve the transfer of the same number of players between teams. Example: Team #1 could trade two players to Team #5, with Team #5 sending two players back to Team #1. However Team #5 could not send just one player to Team #1 (in this case).
 - If the Majors are in Divisional play, players can only be traded between teams in the same division. Blue players must remain in Blue, Gold players in Gold. If the Majors are not in Divisional Play, this rule does not apply.
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- The Player Agent shall approve all trades. Any trade not approved by the Player Agent is voided.

Example of the draft order. Assume there are six (6) Majors teams with draft order 1-6, where Team #1 had the worst record in the previous season, Team #2 had the second worst record, etc. This also assumes that no teams tied with the same record.

1st Round: 1, 2, 3, 4, 5, 6

2nd Round: 1, 2, 3, 4, 5, 6

3rd Round: 1, 2, 3, 4, 5, 6, etc.

After the draft is concluded, any vacancies in Majors are filled by the Player Agent. This can be from a waiting list or from players playing in the Minors. The Player Agent is responsible to make sure no attempt is made to “manipulate the system” by signing up players late with the purpose of improving a particular team.

Not attending a tryout does not disqualify a player from filling a vacancy on a Majors team. The Player Agent can place any otherwise eligible player on a Majors team to fill a vacancy. If a Minors player is selected to fill a vacancy on a Majors team after the Majors draft has concluded and refuses to report to the Majors team, that player returns to their Minors team, but is ineligible to play on a Majors team for the remainder of the League Season. That player is still eligible to play on an All-Star team if selected.

Juniors

All players wanting to play in Juniors shall participate in at least one “tryout” or Skills Assessment session. If a player is unable or does not attend any tryouts, the Player Agent will to the best of their ability attempt to make each Manager aware of the player’s abilities. If that is not possible or if the Player Agent believes an attempt is being made to manipulate the draft, the Player Agent has sole discretion to choose one of the following alternatives:

- Allow the player missing the tryouts to enter the draft and be drafted normally, OR
- Withhold the player from the draft and place the player on a Juniors team of the Player Agent’s choosing

The Juniors Division will use Draft Plan “A” with the following additions and notes:

- Only the League President, Vice President of Baseball, Player Agent, and Managers of Juniors teams are allowed in the draft room. The League President can invite other individuals to witness the draft at the League President’s discretion. Nobody else is allowed in the draft room unless specifically invited by the League President.
- The draft order is in reverse order of finish. The team with the worst regular season record the previous year has the first draft pick, the team with the second worst record has the second pick, etc., continuing to the team with the best record picking last.

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- If two teams are tied with the same record, a coin flip will determine who drafts higher in the 1st round. In subsequent rounds, the draft order will alternate between the two teams.
- The draft order remains the same each round (except for teams tied with the same record – see above). See below for an example.
- Juniors Players returning to their prior year’s team are not required to tryout. They are automatically placed on their team and do not participate in the draft.
- Returning Juniors Players who choose to not return to their same team must tryout and re-enter the draft. Such players must notify the Player Agent prior to the tryouts or they lose their option to be released from their existing team.
- All players who have registered for Juniors by the start of tryouts and who tryout will be drafted onto a Juniors team.
- If a player signs up after tryouts but before the draft or if they did not participate in the tryouts, they will be either drafted onto a Juniors team or placed on one by the Player Agent at the Player Agent’s sole discretion.
- Juniors teams do not have a set size. However they should not vary from each other by more than one after the draft.
- At the conclusion of the draft, Managers can conduct an unlimited number of trades. Each trade must involve the transfer of the same number of players between teams. Example: Team #1 could trade two players to Team #5, with Team #5 sending two players back to Team #1. However Team #5 could not send just one player to Team #1 (in this case).
- The Player Agent shall approve all trades. Any trade not approved by the Player Agent is voided.

Example of the draft order. Assume there are six (6) Juniors teams with draft order 1-6, which Team #1 having the worst record in the previous season, Team #2 having the second worst record, etc. This also assumes that no teams tied with the same record.

1st Round: 1, 2, 3, 4, 5, 6

2nd Round: 1, 2, 3, 4, 5, 6

3rd Round: 1, 2, 3, 4, 5, 6, etc.

After the draft has concluded, any vacancies in Juniors are filled by the Player Agent. The Player Agent is responsible to make sure no attempt is made to “manipulate the system” by signing up players late with the purpose of improving a particular team.

Not attending a tryout does not disqualify a player from filling a vacancy on a Juniors team. The Player Agent can place any otherwise eligible player on a Juniors team to fill a vacancy.

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Seniors

All players wanting to play in Seniors shall participate in at least one “tryout” or Skills Assessment session. As an alternative, the League President and Player Agent – in consultation with the Seniors Managers – may waive the tryouts and proceed directly to the draft.

If tryouts are held and a player is unable or does not attend any tryouts, the Player Agent will to the best of their ability attempt to make each Manager aware of the player’s abilities. If that is not possible or if the Player Agent believes an attempt is being made to manipulate the draft, the Player Agent has sole discretion to choose one of the following alternatives:

- Allow the player missing the tryouts to enter the draft and be drafted normally, OR
- Withhold the player from the draft and place the player on a team of the Player Agent’s choosing

The Seniors Division will use Draft Plan “B” with the following additions and notes:

- Only the League President, Vice President of Baseball, Player Agent, and Managers of Seniors teams are allowed in the draft room. The League President can invite other individuals to witness the draft at the League President’s discretion. Nobody else is allowed in the draft room unless specifically invited by the League President.
- No players return to their teams from a previous year. All players are returned to the draft.
- The order of finish for the previous season does not matter. The managers draw numbers to determine draft order.
- The draft order is a “serpentine” draft. See below for an example.
- Managers with children in the draft shall draft their child as listed in the Little League Operating Manual, according to the player’s League Age.
- The Manager MUST draft their child as above and they must notify the Player Agent prior to the draft that they are selecting their child. Otherwise their child is open to be drafted by any team.
- When siblings are in the draft and one is drafted, that Manager MUST select the remaining sibling with their next draft pick, unless the League President and Player Agent approve an exception.
- Since there are no coaches appointed or approved prior to the draft, there is no “Coaches Option”. This is to prevent “stacking a team”.
- At the conclusion of the draft, Managers can conduct an unlimited number of trades. Each trade must involve the transfer of the same number of players between teams. Example: Team #1 could trade two players to Team #5, with Team #5 sending two players back to Team #1. However Team #5 could not send just one player to Team #1 (in this case).

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- The Player Agent shall approve all trades. Any trade not approved by the Player Agent is voided.
- The League President and Player Agent have the duty to ensure the draft is conducted fairly and without manipulation. They have the authority to void part or all of the draft as required to ensure fair play.

Example of the “serpentine” draft: If there are four (4) teams numbered 1-4, the order of draft (by team number) would be:

1st Round: 1, 2, 3, 4 (i.e. in order of draft/team number)

2nd Round: 4, 3, 2, 1 (i.e. in reverse order of draft number)

3rd Round: 1, 2, 3, 4

4th Round: 4, 3, 2, 1, etc.

This would continue until all players are drafted. Note that this results in the team with the last pick in each round having the first pick in the next round, essentially having two picks in a row.

Big League

If Big League has enough players to form multiple teams, they will use the same Player Selection process as Seniors (see above).

Section 9 - Player Selection Systems (Softball)

The method of player selection varies depending on the specific division. Each is outlined below.

If the League President is a Manager in one or more of the softball divisions, the Vice President of Softball will assume the League President’s duties in regard to conducting the Draft for those divisions only. All responsibilities noted for the League President in this section will fall to the Vice President of Softball for those divisions where the League President is managing a team. If both the League President and the Vice President of Softball are managing teams in the same division, then the Player Agent would assume the League President’s responsibilities for that division.

Coach Pitch

There are no “tryouts” or Skill Assessments for players in Coach Pitch. The Player Agent will assign all registered players to teams. The Player Agent will attempt to take into account the players age; any siblings also registered in the division, and will attempt to take into account any special requests when possible. After the Player Agent forms the teams, the Team Rosters will then be distributed to the managers.

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Minors

There are no “tryouts” or Skill Assessments for players in Minors Softball. The Player Agent will assign all registered players to teams. The Player Agent will attempt to take into account the players age; any siblings also registered in the division, and will attempt to take into account any special requests when possible. After the Player Agent forms the teams, the Team Rosters will then be distributed to the managers.

Majors

All players wanting to play in Majors shall participate in at least one “tryout” or Skills Assessment session. If a player is unable or does not attend any tryouts, the Player Agent will to the best of their ability attempt to make each Manager aware of the player’s abilities. If that is not possible or if the Player Agent believes an attempt is being made to manipulate the draft, the Player Agent has sole discretion to choose one of the following alternatives:

- Allow the player missing the tryouts to enter the draft and be drafted normally, OR
- Withhold the player from the draft and place the player on a Majors team of the Player Agent’s choosing, OR
- Move the player to Minors

Between the end of the tryouts and prior to the Majors draft, the Player Agent and Managers shall evaluate all players Age 12 who tried out to determine if they possess the necessary skills to play in Majors. The parents of players who are evaluated as “not ready” for Majors will be consulted to determine if they wish the player to remain in the Majors draft or to be placed in Minors. Under no circumstances is a player League Age 12 to be placed in Minors without the consent of the parents.

All players Age 9-12 are eligible for the Majors Draft, including children of Minors Managers. The Majors Draft will occur prior to the Minors Draft. Players who are not drafted into the Majors are automatically part of the Minors Draft.

The Majors Division will use Draft Option “B” with the following additions and notes:

- Only the League President, Vice President of Softball, Player Agent, and Managers of Majors teams are allowed in the draft room. The League President can invite other individuals to witness the draft at the League President’s discretion. Nobody else is allowed in the draft room unless specifically invited by the League President.
- No players return to their teams from a previous year. All players are returned to the draft.
- The order of finish for the previous season does not matter. The teams draw numbers out of a hat to determine draft order.
- The draft order is a “serpentine” draft. See below for an example.

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- Managers with children in the draft shall draft their children in the following rounds based on League Age:
 - League Age 12 – 3rd Round
 - League Age 11 – 4th Round
 - League Age 10 – 5th Round
 - League Age 9 – 5th Round
- Managers with multiple children in the draft shall attempt to draft their child in the appropriate round where possible. If they cannot, they will use their next available draft pick as needed. Example: A manager with two children who are League Age 10 and 9 will draft them in Rounds 5 and 6.
- The Manager MUST draft their child as above unless they notify the Player Agent prior to the draft that they are NOT selecting their child AND the League President and Player Agent approves. In this situation, the Manager would NOT be allowed to draft their child.
- When siblings are in the draft and one is drafted, that Manager MUST select the remaining sibling with their next draft pick, unless the League President and Player Agent approve an exception.
- Since there are no coaches appointed or approved prior to the draft, there is no “Coaches Option”. This is to prevent “stacking a team”.
- Majors teams consist of exactly 12 players. All teams will draft the necessary players to reach a total of 12 players.
- All returning Majors players MUST be drafted to a Majors team, regardless of ability. If a number of returning Majors players has not been drafted by the time that same number of draft picks remain, those returning players must be the only players eligible from that point forward in the draft. Example: If there are four returning Majors players still not drafted and there are four picks left in the draft, only those players are eligible to be picked for the rest of the draft.
- Any player League Age 12 who refuses to play on the team that drafted them will be removed from the list of players and is ineligible to play on any EPLL team for the remainder of the current League Season.
- Any player League Age 9-11 drafted to the Majors who refuses to join the Majors team that drafted them will be placed in the Minors draft. That player is ineligible to play on any Majors team for the rest of the current League Season. They are also ineligible for any All-Star team for the current season.
- At the conclusion of the draft, Managers can conduct an unlimited number of trades. Each trade must involve the transfer of the same number of players between teams. Example:

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Team #1 could trade two players to Team #5, with Team #5 sending two players back to Team #1. However Team #5 could not send just one player to Team #1 (in this case).

- The Player Agent shall approve all trades. Any trade not approved by the Player Agent is voided.
- The League President and Player Agent have the duty to ensure the draft is conducted fairly and without manipulation. They have the authority to void part or all of the draft as required ensuring fair play.

Example of the “serpentine” draft: If there are four (4) Majors teams numbered 1-4, the order of draft (by team number) would be:

1st Round: 1, 2, 3, 4 (i.e. in order of draft/team number)

2nd Round: 4, 3, 2, 1 (i.e. in reverse order of draft number)

3rd Round: 1, 2, 3, 4

4th Round: 4, 3, 2, 1, etc.

After the draft has concluded, any vacancies in Majors are filled by the Player Agent. This can be from a waiting list or from players playing in the Minors. The Player Agent is responsible to make sure no attempt is made to “manipulate the system” by signing up players late with the purpose of improving a particular team.

Not attending a tryout does not disqualify a player from filling a vacancy on a Majors team. The Player Agent can place any otherwise eligible player on a Majors team to fill a vacancy. If a Minors player is selected to fill a vacancy on a Majors team after the Majors draft has concluded and refuses to report to the Majors team, that player returns to their Minors team, but is ineligible to play on a Majors team for the remainder of the League Season. That player IS still eligible to play on an All-Star team if selected.

Juniors

If there are enough players to form multiple Juniors teams, they shall use the same tryout and draft procedures as Majors. Otherwise all players are placed on the same team.

If there are not enough players to form a Juniors team or if the Board determines that there are no other Juniors teams to play, all players in Juniors would be moved to Seniors. If a player did not want to play in Seniors in that circumstance, they would receive a full refund of their Registration Fees without any deductions for processing fees.

Players League Age 12 can play in Juniors only with the approval of the League President and Player Agent.

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Seniors

If there are enough players to form multiple Seniors teams, they shall use the same tryout and draft procedures as Majors, and Juniors. Otherwise all players are placed on the same team.

Players League Age 13 or Age 14 can play in Seniors only with the approval of the League President and Player Agent. Players Age 12 cannot play in Seniors under any circumstances.

Big League

If Big League has enough players to form multiple teams, they will use the same Player Selection process as Majors, Juniors, and Seniors (see above).

Section 10 - Complaints

- All complaints must be in writing and signed. E-Mail complaints are accepted as long as the complaint identifies the complaining party by name. The Board will maintain anonymity. No anonymous complaints are accepted. No verbal or oral complaints will be taken into consideration.
- Each letter must be brought to a Board Meeting or given to a Board member.
- Each letter will be read aloud in its entirety before the Board. It will be determined at that time if further steps need to be taken. All Board members present shall have a vote in making this determination.
- If further action is to be taken, the appropriate Board member will notify the person(s) involved that a letter of complaint has been received. At a pre-determined Board meeting where the contents of the complaint will be read, the parties involved will be given the opportunity to present their sides.
- If the Board determines that disciplinary action is to be taken, it will be done as quickly as possible.
- The letter will become part of the league's official records and be kept on file for five (5) years.
- The appropriate Board member with the findings will notify the parties involved.
- The Executive Board shall have the authority to take necessary action on behalf of the Board in the absence of timely meetings of the Board.

Section 11 - Schedules

The League conducts two seasons every year – Fall Ball and Spring Ball. Both include a Practice Schedule (generally lasting 2-3 weeks after teams are formed) and Game Schedule (starting after the Practice Schedule).

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Operating Rules

The League President will appoint one or more Board members to develop a Practice Schedule. These can be either Regular Board members or Auxiliary Board. The Practice Season normally runs two (2) weeks for Fall Ball, three (3) weeks for Spring Ball, but this varies as needed. Every effort will be made to insure each team has at least two (2) scheduled practices per week. Due to the limited number of fields and the large number of teams (especially in the Spring Season), many fields will have two practices per night. Every attempt should be made to keep the younger divisions (T-Ball, Coach Pitch, and Machine Pitch) with the earlier practice times, with the older divisions using the later times when needed. Sundays can also be used for the Practice Schedule as required.

For divisions that are not playing Inter-League, the League President will appoint one or more Board Members (Regular or Auxiliary) to develop the Game Schedule. Every attempt should be made to schedule two or more games per week for each team. For divisions that are playing Inter-League, the schedule is made until the District releases the Inter-League schedule, which then takes precedence.

Game Start and Stop Times

The following rules apply to all games played on all days (i.e. Sunday through Saturday):

- All games should start as per the time on the printed schedule.
- For T-Ball, games consist of a maximum of three (3) innings. No new inning should start after 45 minutes.
- For Coach Pitch Baseball, no new inning should start after 45 minutes. If score is being kept and the game is tied, the 45 minute rule still applies (i.e. the game ends in a tie).
- For Coach Pitch Softball and Machine Pitch Baseball, no new inning should start after 90 minutes. If score is being kept and the game is tied, the 90 minute rule still applies (i.e. the game ends in a tie).
- For Minors (baseball and softball), no new inning should start after 2 hours. If the game is tied after 2 hours, the game would end in a tie.
- For Majors (baseball and softball), there is no time limit on the game. However, there is still a curfew on certain days (see below).
- For T-Ball through Majors division (baseball and softball), there is a curfew of 9:00 PM for games played Monday through Thursday evening. No new inning will start after 9:00 PM on those days. Note that this applies even to Inter-League games. If the score is tied after curfew, the game would end in a tie. The curfew is waived for End-of-Season Tournaments.
- For Juniors, Seniors, and Big League (baseball and softball), there is no time limit on the game. However there is a curfew of 10:00 PM for games played Monday through Thursday evening. No new inning will start after 10:00 PM on those days. Note that this applies even

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to Inter-League games. If the score is tied after curfew, the game would end in a tie. The curfew is waived for End-of-Season Tournaments.

- At all levels, the two managers can agree prior to the start of the game to place a more restrictive limit on game length for special times of the year. Example: During FCATS, the managers may agree on an 8:00 PM curfew, as long as the agreement occurs prior to the start of the game.

Re-Scheduling Games

- Games may NOT be moved or re-scheduled by managers. Managers moving or re-scheduling games on their own are subject to discipline from the Board.
- If the teams want to move or re-schedule a game, they MUST notify the Division Representative, who will notify the Concession and Umpire Coordinators (as appropriate) to allow proper modification of their schedules.
- The Division Representative is responsible for re-scheduling the game and notifying the appropriate parties (managers, Concession Coordinator, Umpire Coordinator) of the re-scheduled game time, date, and location.
- Games that are “rained out” or otherwise postponed will also be re-scheduled by the Division Representative where appropriate.
- All postponed games in Minors through Big League (baseball and softball) will be made up within two weeks of the postponement. Note that this will usually mean both teams will be playing three or more games during that week.
- Under extraordinary circumstances, if a series of games are rained out (say two weeks of rainouts), the Division Representative can extend the time to make up games.

Section 12 - End of Season Tournaments

In the Minor, Major, Junior, Senior, and Big League divisions (baseball and softball), the Board can choose to conduct an End-of-Season Tournament. The tournament will use Little League Tournament rules similar to All-Star competition. This choice is division by division. The Board can choose to hold an End-of-Season tournament for some divisions and not others.

There is no End-of-Season tournament for T-Ball, Coach Pitch, or Machine Pitch divisions.

For Divisions holding End-of-Season Tournaments, the League President shall appoint a Tournament Director for that Division. Once the Tournament Director has been given their instructions and subject to these Operating Rules and Little League Tournament Rules, the Tournament Director has sole discretion in running the tournament.

The format of the tournament (single elimination, double elimination, pool play, or other variations) will be determined by the League President and Tournament Director prior to the

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start of the tournament. All teams in that division that can field a team are eligible to participate. No fee shall be charged to any team.

Little League Tournament rules will be used for all End-of-Season Tournaments with the following additions and notes:

- All Little League Tournament rules pertaining to the “Tournament Committee”, etc., shall be read as the “Tournament Director”. The Tournament Director has the final decision on all matters and there is no appeal.
- No pool players are allowed to be used during any part of the tournament.
- If a team is unable to field nine (9) players at the start of a game, the Tournament Director can either choose to postpone the game or decide the team forfeits the game.
- If a team is unable to field nine (9) players after the start of the game for any reason, that team automatically forfeits the game. No postponement of the game is allowed.
- All forfeited games shall be recorded as 6-0 wins for the non-forfeiting team (7-0 for Juniors, Seniors, and Big League), regardless of what the score was prior to the forfeit, if any.
- If the Tournament Director determines that a team forfeited on purpose to gain an advantage, that team is eliminated from further competition.
- Normal baseball/softball lineups will be used. The continuous batting order shall not be used in any division.
- The five-run limit per inning rule is not in effect.
- All players must play a minimum of one at-bat and six consecutive outs in the field, regardless of team size.
- Failure to play a player the minimum playing time will result in the automatic suspension of the Manager for the next tournament game. If the Tournament Director believes the violation was deliberate to gain an advantage, the team forfeits the game and the Manager is suspended for the remainder of the tournament.
- The minimum playing rule does not apply if the game is shortened for any reason. Note that the Home Team not batting in the bottom of the final inning is NOT considered a shortened game.
- Little League Tournament pitching rules are in effect. In baseball, players league Age 7 or 8 can pitch a maximum of 50 pitches per day and have the same rest requirements as all other players Age 9-12.
- All games are played to their conclusion. Any game tied after regulation play will continue in extra innings until a winner is determined.

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- The weekday curfews are not in effect. The Tournament Director does have the right to suspend a game that is running late and conclude the game on another day. The Tournament Director can adjust the schedule as appropriate.

Section 13 - District Tournaments

The League will send all eligible teams to the District Team Tournaments provided the Manager and players are in good standing with the league AND the Manager is able to field a team for all scheduled games.

For divisions that keep standings, the Regular Season standings will be used to seed teams into the District Tournament, even if an End-of-Season Tournament is played. Note that Inter-League games count in the standings for seeding purposes.

If standings are not kept, the results of the End-of-Season Tournament are used for seeding. If no End-of-Season Tournament, then teams are submitted to the District without seeding.

Section 14 - Pool Players

In the T-Ball, Coach Pitch, and Machine Pitch divisions, no pool players are allowed.

In Minors Division and higher (baseball and softball), pool players are allowed to be used. Players wishing to play in extra games shall notify the Player Agent of their intent to be a pool player. The Player Agent shall keep lists of eligible pool players. When a manager requests a pool player, the Player Agent will select from the available list of pool players on a rotational basis.

Managers can request a pool player in the following circumstances:

- If they will only have 9 regular players, with the pool player bringing the game roster to a total of 10 players.
- If they will only have 8 regular players, they can request one or two pool players (at the manager's discretion), bringing their game roster to either 9 or 10.
- If they will only have 7 regular players, they can request two pool players, bringing their game roster to 9.
- Under no circumstances can a manager request more than two pool players. Therefore if a manager can only field 6 regular players, the game cannot be played.
- Managers can only request pool players from the Player Agent. They cannot get their own pool players, nor can they borrow pool players from the team they are playing. Violation of this rule will result in an automatic one game suspension for the Manager and possible further discipline by the Board.

Use of pool players is governed by the following rules:

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- Pool players can only be drawn from the same division. Minors get pool players from Minors, Juniors from Juniors, etc. Pool players cannot be drawn from divisions higher or lower than the Manager's division.
- Pool players are assigned to a game by the Player Agent. The Manager has no choice in the pick of pool player and MUST accept the player assigned. If a Manager requests a pool player and refuses the player assigned by the Player Agent, they are subject to discipline by the Board.
- On defense, pool players are only allowed to play outfield positions. They cannot play any infield position, nor can they play pitcher or catcher.
- On offense, they may only bat in positions 6-9 in the lineup (6-10 when using a continuous batting order)
- If a pool player is not currently in the offensive lineup, they are available to be a Special Pinch Runner (Rule 7.14) in the same manner as any other player.
- If the game roster is only 9 players (including the pool player), the pool player will play the entire game.
- If the game roster is 10 players including the pool player, the following special playing rules apply:
 - If two pool players are being used, the 8 regular players must play the entire game. The two pool players substitute for each other. Each pool player must play a minimum of 6 defensive outs and bat at least one time. If a continuous batting order is used, then both pool players would bat in the order.
 - If one pool player is being used, the pool player will play a maximum of 6 defensive outs and bat at least once in a maximum of two offensive innings. The pool player cannot start the game, but enters the game as a substitute for a regular player. Once the pool player has played their maximum time, the regular player must re-enter and complete the game.
 - If a regular player is injured, sick, leaves the ball park early, or is ejected, the pool player(s) can be substituted for the missing player and complete the game. In this circumstance, the regular player is declared out for the rest of the game.

Section 15 - Protests

Protests are described in the Little League Rules and Regulations. All league officials (Board members, Umpires, and Managers) should make every attempt to prevent a protest situation from occurring and attempt to resolve it immediately if possible. If this is not possible, then the following rules govern protests.

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T-Ball, Coach Pitch, Machine Pitch

There are no protests under any circumstances. The two managers need to work out the problem between them. If there is an ongoing dispute about the playing rules, the managers should refer the problem to the Division Representative. However the game should continue.

Minors

During the Regular Season, there are no protests in Minors (baseball and softball) under any circumstances. The two managers and umpires need to work out the issues themselves. In this case, the umpire's decision is final. The managers can discuss the issue with the Division Representative in an attempt to prevent a future issue, but the game should continue regardless.

Majors, Juniors, Seniors, Big League

Rules governing protests in these divisions (baseball and softball) are:

- If the manager wishes to protest, they must do it immediately upon a rules violation. Protests must be over a violation of Little League Playing Rules OR EGLL Operating Rules. Judgment calls cannot be protested.
- A manager who wishes to protest must ask for time from the umpire. They are to inform the umpire that they wish to protest and what rule was violated. The umpire will ask the scorekeeper to note the time, inning, team at bat, number of outs, count on the batter (if any), what runners are on base (if any), and the current score. If a Board member is available, they can be consulted in an attempt to resolve the issue. Otherwise the game is to continue "under protest".
- The protesting manager must submit a written description (E-Mail is acceptable) of the play and the basis of the protest – including the rule violated – and send it to the League President within 48 hours of the incident. Failure to submit the written protest shall void the original protest and the game will count as played.
- The League President will notify the opposing manager and Umpire-in-Chief for the game and request their version of the events within 48 hours of receiving the notice of protest.
- The League President convenes the Protest Committee to consider the protest.
- The Protest Committee consists of the League President, the relevant Vice President (baseball or softball), the Umpire Coordinator, the Player Agent, and the Division Representative. If one of the above officials are involved in the protest, the League President shall appoint appropriate replacements.
- The Protest Committee shall review the facts as best as they can. They can choose to call the parties involved to testify or rely on the written reports at their discretion. The Protest committee will render its verdict and all decisions are final.

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Section 16 - On-Field Conduct

Sportsmanship is one of the most important lessons to be taught to all children playing Little League. Improper conduct by managers, coaches, players, parents, and spectators will not be condoned or tolerated. The Board has a **zero-tolerance** policy toward misconduct. All matters regarding misconduct will be referred to the Board for possible disciplinary action.

Umpires form a vital part of Little League and they are to be respected. Any abuse or threats to any umpire will be treated as a serious misconduct and subject to removal from the League.

Ejections should be rare; however they are treated very seriously. The penalties for ejections are noted in the following sections.

Player Ejections

They are removed from the game and should be removed from the park. A responsible adult should take charge of the player until their parents can be notified and be taken home. The player is automatically suspended for the next physically played game and must not be at the ballpark under any circumstances.

Depending on the circumstances of the ejection, the player can be subject to further discipline by the Board. The Board reserves the right to increase the length of suspension up to and including removal from the league for the rest of the season.

Manager and Coach Ejections

Being ejected is a serious matter and it is unacceptable for representatives of the league to act in such a fashion. A manager or coach ejected from a game must leave the ballpark immediately. All managers and coaches ejected from a game are automatically suspended for the next two physically played games. Managers and coaches must not be at the ballpark or anywhere within sight of the ballpark while serving their suspension.

Prior to returning to their team, an ejected manager or coach must meet with either the League President or the appropriate Vice President (baseball or softball) and explain their actions and why they should be able to return to their team. The President/Vice-President can decide to refer the matter to the Board for further action, which can include additional games suspension up to removal from the League.

Spectators

Spectators will be ejected from the ballpark. If the matter is serious, the Police Department will be called and a complaint sworn out on the ejected spectator.

Spectators removed from the ballpark must meet with the League President or one of the Vice Presidents to explain their actions and why they should be able to return to the park. The President/Vice-President can refer the matter to the Board for further action, which can include suspension of games or permanently barring the spectator from future Little League events.

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Section 17 - All Star Teams

The League has established and intends to continue to participate in the Little League All-Star Tournaments. For all divisions, the following formats will be used to select All-Star Managers, Coaches, and Players.

The Board of Directors may opt to send none, one, or multiple teams for each eligible All-Star division.

Selection of All-Star Managers

- The President will appoint manager candidates for each All-Star Team.
- Manager candidates must be either managers or coaches in good standing previously appointed and approved during the Regular Season. They must be in the appropriate divisions as indicated by the Little League Tournament Rules.
- The Board shall approve the All-Star Managers.
- If any managers are not approved by the Board, the President shall nominate other eligible candidates until all All-Star Managers are approved.
- Any manager or coach who is on probation shall not be eligible to serve as a manager of any All-Star team.
- The All-Star Manager Selection process can occur at any time. The All-Star Managers can be announced at any time.

Selection of All-Star Coaches

- The Manager of each All-Star team shall two coaches.
- If a Manager selects only one coach or declines to select any coaches, the President shall appoint coaches to fill the available two slots.
- Coach candidates must be managers and coaches in good standing who have been previously appointed and approved during the Regular Season. They must be in the appropriate divisions as indicated by the Little League Tournament Rules.
- The Board shall approve All-Star Coaches.
- If any coaches are not approved by the Board, the President shall nominate other eligible candidates until all All-Star Coaches are approved.
- The All-Star Coach Selection process can occur at any time after the All-Star Managers have been selected (see above). The All-Star Coaches can be announced at any time.

Selection of All-Star Players

Player candidates for All-Stars should meet the following criteria to be eligible for All-Star play:

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- **Availability** – Only those players who will be available for the duration of practice time and the tournaments should be considered.
- **Eligibility** – Only those players who are members in good standing, have met Little League playing requirements, been an active participant in League activities, and exemplify Little League attitudes are to be considered.
- **Playing Ability** – Only those players who possess superior playing skills should be considered.

Selection of All-Star Players follows the same methods regardless of whether it is baseball or softball or division, unless otherwise noted below.

- When requested by the Player Agent, each manager will send their nominations to the Player Agent.
- Managers should insure that all players nominated by them meet the criteria to be All-Stars as indicated above, especially their Availability.
- Managers in Majors and Minors are reminded that there are several All-Star teams their players may be eligible for (11/12, 10/11, and 9/10). Players are nominated to be All-Stars, not for a specific team.
- The President shall nominate a committee of up to five (5) members to assist in the voting on All-Star Players. The All-Star Committee is composed of any Regular Members (they do not have to be Board Members, although they can be) in good standing. The All-Star Committee should be knowledgeable of the character and playing ability on the candidate All-Stars.
- Multiple committees can be appointed for different All-Star teams. Example: One committee for baseball, another for softball. Individuals can serve on multiple committees.
- For each All-Star team, the President shall convene a meeting with the relevant managers, the All-Star Manager for that All-Star team, division representative(s), Vice-Presidents, Player Agent, and All-Star Committee members to form an All-Star Selection board.
- Everybody on the All-Star Selection board has one vote. Anybody who fulfills two or more positions on the All-Star Selection board still only has one vote. Example: Someone who is a manager in the division and is also an All-Star committee member still only gets one vote.
- Only All-Star Selection board members are allowed in the room during the selection process, unless specifically noted in these rules.
- The President and Player Agent are on every All-Star Selection board. The Vice-President of Baseball is on every baseball All-Star Selection board. The Vice-President of Softball is on every softball All-Star Selection board.

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- Since the 11/12, 10/11, and 9/10 All-Star teams overlap ages, the 11/12 All-Star team shall be selected first, followed by the 9/10 All-Star team, followed by the 10/11 All-Star team. The Board of Directors can decide on a different order prior to the All-Star selection process if they so choose.
- No proxy votes are allowed. If a member of the All-Star Selection Board cannot attend the meeting, they lose their vote for All-Stars.
- Any All-Star Selection Board member can decline to vote for that team if they feel they do not know the candidates.
- In the items below, “Vice-President” is the Vice President of that sport. The Vice President of Baseball is part of all baseball All-Star Selection Boards, the Vice President of Softball is part of all softball All-Star Selection Boards.
- The 11/12 All-Star Selection board consists of the President, Player Agent, Vice-President, Majors Division Representative, Majors Division Managers, and All-Star Committee members. If playing under divisional play, only those managers in the relevant division are eligible to vote. The managers from the other division can attend the meeting and discuss candidates, but cannot vote.
- The 10/11 All-Star Selection board consists of President, Player Agent, Vice-President, Majors Division Representative, Majors Division Managers, and All-Star Committee members. Minors Division Managers are allowed to be at the meeting to discuss any of their players nominated, but do not have a vote. If playing under divisional play, only those managers in the relevant division are eligible to vote. The managers from the other division can attend the meeting and discuss candidates, but cannot vote.
- The 9/10 All-Star Selection board consists of President, Player Agent, Vice-President, Majors Division Representative, Minors Division Managers, and All-Star Committee members. Majors Division Managers are allowed to be at the meeting to discuss any of their players nominated, but do not have a vote. If playing under divisional play, only those managers in the relevant division are eligible to vote. The managers from the other division can attend the meeting and discuss candidates, but cannot vote.
- The Juniors All-Star Selection board consists of President, Player Agent, Vice-President, Juniors Division Representative, Juniors Division Managers, and All-Star Committee members.
- The Seniors All-Star Selection board consists of President, Player Agent, Vice-President, Seniors Division Representative, Seniors Division Managers, and All-Star Committee members.
- The Big League All-Star Selection board consists of President, Player Agent, Vice-President, Big League Division Representative, Big League Division Managers, and All-Star Committee members.

Eau Gallie Little League Operating Rules

- The All-Star Selection board shall select 10 players for each All-Star team. Each player must receive 50% or more of all votes to be selected. If less than 10 candidates are chosen on the first ballot, voting continues until 10 players are chosen with 50% or more votes.
- Once the 10 Players are selected, the All-Star Manager then selects 1-3 additional players of their choosing to fill out their rosters. Juniors, Seniors, and Big League All-Star managers can select more players up to the Little League maximum for their division.
- The All-Star Manager must select at least one player to bring the roster to a minimum of 11 players. If the All-Star Manager declines, the All-Star Selection Board (or in their absence, the League President) will select the additional player.
- Since the 11/12, 10/11, and 9/10 teams overlap ages, the selection of additional players to fill the All-Star roster must occur immediately prior to the selection of the next All-Star team. Note that no players are “reserved” for a particular All-Star team.
- For teams in divisions that are not overlapping, the selection of additional players can occur over the next five (5) days. However if a selection has not been made within five (5) days, the President and Player Agent will fill the roster.
- If a player drops off the All-Star team after the Player Selection process (for whatever reason, including injury), the All-Star Manager can name a replacement player with the approval of the President and the Player Agent.

Section 18 - Playing Rules

General Rules

The following rules apply to all divisions of both baseball and softball.

- All games shall be played by Little League Rules and Regulations adopted by Little League Baseball, Inc. and these Operating Rules. Rules shall NOT be changed, even with the agreement or concurrence of both managers.
- Any player who is injured or under disciplinary action and is reported as such on the lineup sheet which is turned in to the official scorekeeper before the game, may not participate in that game in any capacity for any reason, including base coaching. They may sit on the bench, but have no other role in the game.
- Absent players must be reported on the line-up card (including excused or unexcused absences) for recording on the official scorekeeper’s record. After three (3) consecutive game absences, the player may be replaced on the team as per Little League rules.
- Managers may request through the Player Agent, to suspend players for disciplinary reasons, when necessary.

Eau Gallie Little League Operating Rules

- Accurate and current pitching records shall be kept by the manager (or coach in charge of the game if the manager is absent) for each team in all divisions from Minors through Big League. These records shall be available at all games and may be reviewed by the opposing team manager or umpire. Failure to keep accurate pitching records can result in suspension of the manager.
- The official scorekeeper will be the official pitch counter of the game.
- Ten run rule will be in effect for all divisions from Minors through Big League. This shall be per Section 4.10 (e) of the Little League Official Playing Rules. The ten run rule is NOT in effect for Tee-Ball, Coach Pitch, or Machine Pitch.
- Per Little League Rule 4.05, two (2) adult base coaches may be used at any level of play. However, an adult must be in the dugout at all times.
- Only children registered with the league may be on the fields, in the dugouts, or umpiring. Children under 18 who are not a player in the league MAY coach and/or umpire if they fill out a Volunteer Form and are approved by the Board of Directors.

Eau Gallie Little League Operating Rules

Tee-Ball Playing Rules

The Tee-Ball Baseball Division shall consist of players League Age 4 (regardless of playing experience). Players who are League Age 5 and have never played T-Ball before (Fall or Spring) can also play in this division. Players League Age 6 are not allowed in this division.

The division shall play by Little League Baseball Tee-Ball Rules except as provided below:

Selection of Players

There are no tryouts for this division. The Player Agent shall place players on all teams, attempting to balance each team in regards to the ages of the available players.

The Games

- One half-inning shall be the completion of all batters of the batting order.
- The batting order shall be a consistent rotation of the team roster in an order selected by the manager. The order established at the start of the game shall be followed until the game is over. Batters who arrive late will be added to the bottom of the order. Batters who must leave early or cannot bat because of injury are skipped in the order, they are not considered “out”.
- The Tee-Ball Division is an instructional league whose sole purpose is to provide an introduction to Little League and to prepare and develop players for the Coach Pitch and Machine Pitch divisions.
- No score shall be kept and no playing records shall be kept. This is completely a non-competitive division.

Length of Games

- Games consist of two or three full innings.
- No new inning should start after 45 minutes.
- Both managers should strive to complete games within one hour.

Uniforms and Equipment

- The use of personal bats will be permitted, but must be Little League approved. Bats can have “Approved for Tee Ball” on them, but it is not required.
- All fields shall wear baseball gloves.
- Athletic supporters are required for all male players
- Safe-T balls will be used.

Batting

- All batters bat off of a batting tee.

Eau Gallie Little League Operating Rules

- Balls and strikes will not be counted.
- Bunting is not permitted.
- The offensive team should supply a coach to adjust the tee and help initiate play. CARE SHOULD BE TAKEN BY THIS COACH TO REMOVE THE TEE DURING ALL PLAYS.
- “Practice” swings at the plate (i.e. swinging at the tee without a ball) are not permitted, since it slows up the game. Players should be encouraged to come up to the plate ready to hit.
- All batters and base runners must wear batting helmets at all times.

Base Running

- All base running is “station keeping”, i.e. one base at a time. This is without regard to how far the ball is hit or overthrows by the fielders. No extra bases are taken on overthrows.
- The exception is when the last batter of the inning hits the ball. All runners (including the batter-runner) continue to advance around the bases to home.
- Runners must maintain contact with the base until the ball is hit. Base stealing is not allowed.
- Runners who are out (either by force play, tag, or caught fly ball) are “out” and removed from the bases. However, the inning does NOT stop if three outs are made. All batters continue to hit until the entire roster has batted each half-inning.
- The offensive team is permitted two adult base coaches, one at first and one at third. Players are not allowed to be base coaches.

Fielders

- Pitcher – The pitcher should remain within five feet of the rubber until the ball is hit. No other players should be closer to the batter than the pitcher.
- Catcher – If a catcher is used, they must be in full protective gear (helmet, throat protector, chest protector, shin guards, and protective cup if a male player). A catcher’s mitt is not required; the player can use their normal fielder’s glove. The catcher will NOT assume the normal crouching position behind the batter. Instead, they will be positioned behind and across from the batter and not on the dirt surrounding home plate. This location is intended to permit the catcher to avoid being struck by a ball as well as not distracting the batter.
- The defensive team is allowed any number of supervising coaches in the field. The supervising coaches should not interfere with the play, but assist in directing and instructing players on how to field the ball and throw it.

Eau Gallie Little League Operating Rules

Coach Pitch Baseball Playing Rules

The Coach Pitch Baseball Division shall consist of players who are League Age 6 (regardless of playing experience). Players who are League Age 5 who have played at least one season of Tee-Ball or Coach Pitch (Fall or Spring) can also play in this division. Players League Age 7 cannot play in this division.

This division plays a blend of Tee-Ball and Machine Pitch Rules as provided below:

Selection of Players

There are no tryouts for this division. The Player Agent shall place players on all teams, attempting to balance each team in regards to the ages of the available players.

The Games

- Each half-inning consists of either three outs or four runs scoring. The half-inning is over as soon as either event occurs.
- A continuous batting order shall be used. The batting order shall be a consistent rotation of the team roster in an order selected by the manager. The order established at the start of the game shall be followed until the game is over. Batters who arrive late will be added to the bottom of the order. Batters who must leave early or cannot bat because of injury are skipped in the order, they are not considered "out".
- The Coach Pitch Baseball Division is an instructional division whose sole purpose is to develop players and prepare them for the Machine Pitch Baseball division. The Coach Pitch Baseball Division is not a competitive division and the coaches involved must emphasize the instructional and not the competitive aspects of playing baseball.
- Although scores can be maintained when playing games, no won/loss records will be maintained.
- Forfeits and protests are not allowed. Settle any problems on the spot and play on.

Length of Games

- Games consist of three full innings. Even if the home team is leading in the bottom of the third, they will bat.
- No new inning should start after 45 minutes if there is a game following the current game. Both managers should insure that games are completed within one hour if a game follows the current game.
- If there is no game following the current game and both managers agree, a fourth inning can be played.

Uniforms and Equipment

Eau Gallie Little League

Operating Rules

- The use of personal bats will be permitted, but must be Little League approved. Bats can have “Approved for Tee Ball” on them, but it is not required.
- All fields shall wear baseball gloves.
- Athletic supporters are required for all male players
- Safe-T balls will be used (i.e. the same balls used in the Tee-Ball Division).

Batting

- Each at-bat shall start with four pitches from a coach on the offensive team to the batter. This can be either “soft-toss” or from any distance chosen by the coach. The batter has four pitches to put the ball in play.
- If the batter has not put the ball into play after four pitches (regardless of the quality of the pitch or foul balls), they are not out. A tee is immediately brought out and the batter continues the at-bat by hitting the ball off the tee.
- There are no strikes or balls. The batter cannot “strike out” or walk. The at-bat continues with the tee until the batter puts the ball in play.
- Bunting is not permitted.
- The offensive team should supply a coach to adjust the tee and help initiate play. CARE SHOULD BE TAKEN BY THIS COACH TO REMOVE THE TEE DURING ALL PLAYS.
- “Practice” swings at the plate (i.e. swinging at the tee without a ball) are not permitted, since it slows up the game. Players should be encouraged to come up to the plate ready to hit.
- All batters and base runners must wear batting helmets at all times.

Base Running

- On balls hit into the outfield (whether cleanly or by error of an infielder), runners (including the batter-runner) are allowed to take as many bases as they can get. Once the ball physically reaches the infield (whether controlled or not), the players are not allowed to advance past the next base they were trying to acquire until the next batter hits. This is regardless of any subsequent plays, overthrows, etc.
- On overthrows, players are allowed to advance up to one base. They may not continue to advance after that, regardless of subsequent throws or plays until the next batter hits.
- The inning continues until either the third out of the inning is recorded OR the fourth run of the inning scores. The inning is over as soon as either event occurs. Therefore the maximum number of runs that can be scored in an inning is four, regardless of any other circumstance.

Eau Gallie Little League Operating Rules

- Runners must maintain contact with the base until the ball is hit. Base stealing is not allowed. Runners may not advance on passed balls or wild pitches.
- The offensive team is permitted two adult base coaches, one at first and one at third. Players are not allowed to be base coaches.

Fielders

- All players play in the field every inning.
- Pitcher – The pitcher starts every play on the rubber until the ball is hit. No other players should be closer to the batter than the pitcher.
- Catcher – If a catcher is used, they must be in full protective gear (helmet, throat protector, chest protector, shin guards, and protective cup if a male player). A catcher's mitt is not required; the player can use their normal fielder's glove. The catcher will NOT assume the normal crouching position behind the batter. Instead, they will be positioned behind and across from the batter and not on the dirt surrounding home plate. This location is intended to permit the catcher to avoid being struck by a ball as well as not distracting the batter.
- Four infielders shall be positioned in the normal infield positions (first base, second base, shortstop, and third base). Given the level of ability of players at this age, they can be brought in some, but should remain in the vicinity of their "normal" positions.
- All other players will be positioned in the outfield. No outfielder can start the play in the infield dirt or grass.
- The defensive team is allowed any number of supervising coaches in the field. The supervising coaches should not interfere with the play, but assist in directing and instructing players on how to field the ball and throw it.

Eau Gallie Little League Operating Rules

Machine Pitch Baseball Playing Rules

The Machine Pitch Baseball Division shall consist of players who are League Age 7-8. Players who are League Age 6 who have played at least one season of Tee-Ball or Coach Pitch (Fall or Spring) can also play in this division. Players Age 9 with no experience can play in this division with the approval of the Player Agent. Players League Age 5 cannot play in this division.

Selection of Players

There are no tryouts for this division. The Player Agent shall place players on all teams, attempting to balance each team in regards to the ages of the available players.

The Games

- Each half-inning consists of either three outs or four runs scoring. The half-inning is over as soon as either event occurs.
- A continuous batting order shall be used. The batting order shall be a consistent rotation of the team roster in an order selected by the manager. The order established at the start of the game shall be followed until the game is over. Batters who arrive late will be added to the bottom of the order. Batters who must leave early or cannot bat because of injury are skipped in the order, they are not considered "out".
- The Machine Pitch Baseball Division is an instructional division whose sole purpose is to develop players and prepare them for the Minor League "Kid Pitch" Baseball division. The Machine Pitch Baseball Division is not a competitive division and the coaches involved must emphasize the instructional and not the competitive aspects of playing baseball.
- Although scores can be maintained when playing games, no won/loss records will be maintained.
- Forfeits and protests are not allowed. Settle any problems on the spot and play on.

Length of Games

- Games consist of at least three full innings. Even if the home team is leading in the bottom of the third, they will bat. More innings can be played if time permits, up to a maximum of six innings.
- No new inning should start after 1 hour 30 minutes, regardless of whether a game follows the current game or not. Both managers should insure that games are completed within two hours.

Uniforms and Equipment

- The use of personal bats will be permitted, but must be Little League approved. Tee-Ball bats can be used, but are not recommended.
- All fields shall wear baseball gloves.

Eau Gallie Little League

Operating Rules

- Athletic supporters are required for all male players
- Normal baseballs will be used. The baseballs used must be Little League approved.

Batting

- A pitching machine will be used to pitch. Each batter will receive a maximum of 7 pitches. If the batter fouls off the 7th pitch, additional pitches will be thrown until the batter either misses the pitch (or does not swing at it) or hits the ball into fair territory.
- If the batter fails to hit a fair ball after receiving their maximum number of pitches, it is considered a “strike-out” and the batter is out. This does count towards the three outs in the inning.
- If the machine breaks down or is not available, revert to “Coach Pitch”. This can be either “soft-toss” or normal pitching at any distance the coach want to pitch from.
- Bunting is not permitted.
- The batting machine should be positioned either on top of the rubber or just in front of the mound. A coach from the offensive team shall run the machine and provide pitches to the batter. The machine should NEVER be left alone when turned on. An adult must always be present.
- The coach running the batting machine must always be aware of the player who is playing the pitching position and make sure they do not accidentally come into the area where the machine is operating.
- If any batted ball hits the pitching machine OR if a fly ball is hit in the vicinity of the pitching machine, the coach operating the machine should immediately call “dead ball” and insure the pitcher does not attempt to field the ball. The batter is awarded first base and all runners advance one base, whether they were forced to advance by the batter or not.
- All batters and base runners must wear batting helmets at all times.

Base Running

- On balls hit into the outfield (whether cleanly or by error of an infielder), runners (including the batter-runner) are allowed to take as many bases as they can get. Once the ball physically reaches the infield (whether controlled or not), the players are not allowed to advance past the next base they were trying to acquire until the next batter hits. This is regardless of any subsequent plays, overthrows, etc.
 - On overthrows, players are allowed to advance up to one base. They may not continue to advance after that, regardless of subsequent throws or plays until the next batter hits.
 - The inning continues until either the third out of the inning is recorded OR the fourth run of the inning scores. The inning is over as soon as either event occurs. Therefore the
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Eau Gallie Little League Operating Rules

maximum number of runs that can be scored in an inning is four, regardless of any other circumstance.

- Runners must maintain contact with the base until the ball is hit. Base stealing is not allowed. Runners may not advance on passed balls or wild pitches.
- The offensive team is permitted two adult base coaches, one at first and one at third. Players are not allowed to be base coaches.

Fielders

- All players play in the field every inning.
- Pitcher – The pitcher starts every play positioned on one side of the pitching machine, as positioned by the defensive coach. The pitcher should not be on any part of the pitching mound. No other players should be closer to the batter than the pitcher.
- Catcher – If a catcher is used, they must be in full protective gear (helmet, throat protector, chest protector, shin guards, and protective cup if a male player). The catcher may use a catcher's mitt or a normal fielder's glove. The catcher should assume the standard catcher's position behind the batter. The defensive coaches should insure the catcher is far enough back to not be struck by the bat.
- Four infielders shall be positioned in the normal infield positions (first base, second base, shortstop, and third base). No more than four infielders, plus the pitcher and catcher can be on the infield dirt or infield grass at the start of the play.
- All other players will be positioned in the outfield. No outfielder can start the play in the infield dirt or grass.
- The defensive team is allowed any number of supervising coaches in the field. The supervising coaches should not interfere with the play, but assist in directing and instructing players on how to field the ball and throw it.

Eau Gallie Little League Operating Rules

Minors Baseball Playing Rules

The Minors Baseball Division shall consist of players who are League Age 9-11. Players who are League Age 8 can tryout for this division, but may be placed in Machine Pitch if their ability is not up to this level. Players who are League Age 12 who have limited abilities can play in this division if their parent's request it, the President and Player Agent approve, and the appropriate Little League waivers are filled out and approved. Players League Age 7 are not allowed in this division.

This division is the start of 'competitive baseball'. All games are 'kid pitch' (no coaches or machine pitch allowed).

Selection of Players

Players tryout for this division, which is then followed by a draft by the Minors Managers. All players who are League Age 9-11 (plus 12 years olds approved for Minors) will be selected, regardless of ability. Players League Age 8 who have the ability to play Minors will also be selected. Players League Age 8 who are not selected for Minors will automatically be placed in Machine Pitch. See Section 8 Player Selection Systems (Baseball).

The Games

- Each half-inning consists of either three outs or five runs scoring. The half-inning is over as soon as either event occurs.
- The exception to the above is that the league has elected to use the option provided under Rule 5.07 of the Little League Baseball Playing Rules. During the last inning of any game, an unlimited number of runs are allowed. The last inning is declared under one of the following circumstances:
 - If at the beginning of an inning, both managers agree that this is the "last" inning, or
 - Once the 6th inning is reached, that inning (and any extra innings) is automatically the "last" inning in regards to this rule.
 - Any inning beginning after 1 hour 30 minutes is regarded as the "last" inning, even if the game continues past that inning.
- A continuous batting order shall be used. The batting order shall be a consistent rotation of the team roster in an order selected by the manager. The order established at the start of the game shall be followed until the game is over. Batters who arrive late will be added to the bottom of the order. Batters who must leave early or cannot bat because of injury are skipped in the order, they are not considered "out".
- The Minor Baseball Division is a mostly instructional division. The Minor Baseball Division is a semi-competitive division, but the coaches involved must emphasize the instructional and not the competitive aspects of playing baseball.

Eau Gallie Little League Operating Rules

- Scores will be maintained when playing games and won/loss records will be maintained.

Length of Games

- No new inning shall start after 2 hours. This includes all days including Saturdays. If the game is tied when the time limit expires, the game will be considered a tie ball game.
- Games played for the End-of-Season Tournament (see Section 12) do not have time limits or inning limitations. They are played to completion unless curfew is reached (at the discretion of the Tournament Director).

Uniforms and Equipment

- The use of personal bats will be permitted, but must be Little League approved.
- All fields shall wear baseball gloves.
- Athletic supporters are required for all male players
- Normal baseballs will be used. The baseballs used must be Little League approved.

Batting

- Bunting IS permitted.
- All other Little League batting rules apply.
- All batters and base runners must wear batting helmets at all times.

Base Running

- Normal Little League base running rules apply.
- Runners must maintain contact with the base until the ball is hit. Base stealing IS allowed, including delayed steals. Runners MAY advance on passed balls or wild pitches.
- Since all players are always in the lineup, Rule 7.14 (Special Pinch Runner) is not used during the Regular Season.
- If a player is injured while running the bases, the most previous player in the lineup who is not currently on base can run for the injured player. The injured player would then be declared out for the rest of the game and is not part of the lineup anymore.
- The offensive team is permitted two adult base coaches, one at first and one at third. Players can also be base coaches.

Fielders

- Only nine players can play in the field at a time.
- Free substitutions are allowed at any time. However all players must play 2 full innings in the field. Note that half-innings halted by the run rule are considered to be “full” innings.

Eau Gallie Little League Operating Rules

- All defensive team coaches must remain in the dugout and will not be on the field.

Eau Gallie Little League Operating Rules

Majors Baseball Playing Rules

The Majors Baseball Division shall consist of players who are primarily League Age 10-12. Players who are League Age 9-11 can tryout for this division, but may be placed in Minors if their ability is not up to this level. Players who are League Age 12 who have limited abilities can be placed in Minors if their parent's request it, the President and Player Agent approve, and the appropriate Little League waivers are filled out and approved. Players League Age 8 are not allowed in this division.

This division is considered to be a competitive division.

Selection of Players

Players tryout for this division, which is then followed by a draft by the Majors Managers. All returning Majors Players are guaranteed to be returned to Majors. All League Age 12 players are guaranteed to be placed on a Majors team. Players Age 9-11 who are not selected to a Majors team will automatically be placed in the Minors draft. See Section 8 Player Selection Systems (Baseball).

The Games

- There is no run limit per inning.
- A normal 9 player batting order shall be used.
- Substitutes must play the Little League minimum requirements of six defensive outs and one time at bat.
- Scores will be maintained when playing games and won/loss records will be maintained.

Length of Games

- On games played Monday through Thursday, there is no time limit on a game. However, there is a 9:00 PM curfew. No new inning shall start after 9:00 PM Monday through Thursday. If the game is not concluded, then it will be declared a tie game.
- On games played Friday through Sunday, there is no time limit on games, even if another game is scheduled afterwards. All games will be played until a winner is determined, even in extra innings. However if the teams have played at least six innings and both managers agree before the start of a new inning, the game can end and be declared a tie game.

Eau Gallie Little League Operating Rules

Juniors Baseball Playing Rules

The Juniors Baseball Division shall consist of players who are primarily League Age 13-14. Players League Age 12 are not allowed to play in Juniors with Board of Directors approval.

This division is considered to be a competitive division.

Selection of Players

Players tryout for this division, which is then followed by a draft by the Juniors Managers. All players will be drafted to a team, regardless of ability. See Section 8 Player Selection Systems (Baseball).

The Games

- There is no run limit per inning.
- A normal 9 player batting order shall be used.
- Substitutes must play the Little League minimum requirements of six defensive outs and one time at bat.
- Scores will be maintained when playing games and won/loss records will be maintained.

Length of Games

- There is no time limit on games, even if another game is scheduled afterwards. All games will be played until a winner is determined, even in extra innings. However if the teams have played at least seven innings OR three hours and both managers agree before the start of a new inning, the game can end and be declared a tie game.

Eau Gallie Little League Operating Rules

Seniors Baseball Playing Rules

The Seniors Baseball Division shall consist of players who are primarily League Age 15-16. Players League Age 14 can play in Seniors with the approval of the President and Player Agent and have no restrictions once approved. Players League Age 13 cannot play in this division.

This division is considered to be a competitive division.

Selection of Players

Players tryout for this division, which is then followed by a draft by the Seniors Managers. All players will be drafted to a team, regardless of ability. See Section 8 Player Selection Systems (Baseball).

The Games

- There is no run limit per inning.
- A normal 9 player batting order shall be used.
- There are no minimum playing requirements.
- Scores will be maintained when playing games and won/loss records will be maintained.

Length of Games

- There is no time limit on games, even if another game is scheduled afterwards. All games will be played until a winner is determined, even in extra innings. However if the teams have played at least seven innings OR three hours and both managers agree before the start of a new inning, the game can end and be declared a tie game.

Eau Gallie Little League Operating Rules

Big League Baseball Playing Rules

The Big League Baseball Division shall consist of players who are primarily League Age 17-18. Players League Age 16 can play in Big League with the approval of the President and Player Agent and have no restrictions once approved. Players League Age 15 and League Age 19 cannot play in this division.

This division is considered to be a competitive division.

Selection of Players

Players tryout for this division, which is then followed by a draft by the Big League Managers. All players will be drafted to a team, regardless of ability. See Section 8 Player Selection Systems (Baseball).

The Games

- There is no run limit per inning.
- A normal 9 player batting order shall be used.
- There are no minimum playing requirements.
- Scores will be maintained when playing games and won/loss records will be maintained.

Length of Games

- There is no time limit on games, even if another game is scheduled afterwards. All games will be played until a winner is determined, even in extra innings. However if the teams have played at least seven innings OR three hours and both managers agree before the start of a new inning, the game can end and be declared a tie game.