



**OPERATING
RULES
AND
BYLAWS**

2008

Purpose

Mission Statement

The purpose of Eau Gallie Little League, Inc. (EGLL), is to firmly implant in our youth the ideals of sportsmanship, honesty, loyalty, courage, and respect for leadership.

Authority and Validity

The Board of Directors shall be governed by the Constitution of the League on record in Williamsport, Pa. The EGLL operating rules and bylaws shall be approved by a majority vote of the Board of Directors. Following adoption of these rules by the Board of Directors, they may only be changed upon the concurring vote of majority of the Board. These rules pertain to all of EGLL.

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. Wherever these rules are in conflict with LLB Operating Manual, Regulations and Rules (except where these rules are more stringent than LLB rules) LLB regulations and rules shall prevail.
2. Whenever the EGLL engages in regular season interleague play with another chartered title league, the division involved shall play by interleague rules as may be negotiated with the other league and approved by the Board of Directors. Interleague Rules shall take precedence over these Operating Rules. The Board will strive to have the inter-league rules finalized and published as quickly as possible.

Operational Rules

Expenditures

1. All EGLL expenditures, excluding concession stand replenishment expenses, must be approved by the Board of Directors.
2. Refunds will not be considered after a player attends any practices, except in extreme circumstances, and only with the approval of the Board of Directors.

Training

1. Training sessions will be conducted by the league for managers, coaches, umpires and scorekeepers. League members appointed to any of these positions are expected to attend all training sessions offered.
2. Score keepers and umpires are expected to attend training clinics so that scorekeeping and umpiring methods will be consistent for all divisions and games. Each home team is required to provide a scorekeeper and an alternate, each of whom has to attend the scorekeepers clinic.
3. Managers, coaches, umpires, volunteers and all EGLL members are encouraged to attend any First Aid clinics provided by the league.

Team Duties and Responsibilities

1. Each team manager shall appoint a “Team Representative” to assist the league in coordinating parent participation in meeting league volunteer needs, including concession stand responsibilities, umpiring, special events for players, fund raising, work parties, picture day sessions and other essentials in operating the league. Remind all parents and guardians that there is no paid staff for the league – everything relies on participation and volunteers.
2. When a work party is scheduled, all managers, coaches, and team representatives are expected to attend. It is the responsibility of all members of the league (parents, as well as managers and coaches or others holding a formal position with a team) to assist with maintaining the fields and facilities as a safe and pleasant place for our children to play ball. Parents are to be called and encouraged to assist in this vital function.
3. Following each game, members of both teams and spectators shall pick up paper and food containers around the fields, playing areas, dugouts, bleachers and concession stand. This is a city owned facility, and continued permission to use it makes it a vital part of the local league program.
4. Field Preparations: The Home teams shall be responsible for preparing the field for play. Time permitting, the field should be re-chalked before each game. **Both team managers and coaches are responsible for turning off any field lights and scoreboards at the end of the last game of the day.** Both team managers shall see that the dugouts are clean and all field equipment is returned to the storage area.
5. All teams Majors and up shall be responsible for providing two volunteers who will attend training and be able to umpire as needed at every game. The home team shall have the responsibility of providing a game scorekeeper. Responsibility of the scorekeeper includes keeping track of the official pitch count.
6. For any inter-league play, the home team (or host league) shall be responsible for all duties listed in items 4 and 5.
7. Soft Toss” against any fence is prohibited. Soft Toss is allowed in designated areas only (soft toss pits).
8. Team managers are responsible for following the above rules. Failure to comply with the above preparations will result in a mandatory appearance before the board.
9. All teams will abide by the concession schedule.

Selection of Managers and Coaches

EGLL managers and coaches shall be selected and governed by the following rules. All managers and coaches shall be required to be paid members of the league.

1. All managers and coaches shall be appointed by the league president and approved by a majority vote of the board.
2. All managers and coaches are to meet with the President and Player Agent when requested, for final approval and specific instructions.
3. All teams in EGLL must be supervised by a minimum of 2 adults: a manager and 1 or 2 approved coaches. All managers and coaches must be active participants in practice and games.
4. Managers are responsible for returning ALL equipment issued to the league by a date determined by the Equipment Manager. This also applies to the equipment and uniforms issued for tournament play.

The Draft

The EGLL has elected to use the draft system specified in the Little League Operating Manual (Option Plan B) to fill openings on competitive teams with the following exceptions:

1. Team managers only will be allowed in the draft room. Managers will draw numbers from a hat to determine the draft order.
2. The EGLL shall have no overdraft.
3. The Major League draft will consist of drafting eligible 9, 10, 11 and 12 year olds. Players league age 12 shall be drafted to the Majors division. Any player age 9 or 10 must be approved by a majority vote of the Board of Directors to play in the Majors Division.
4. Candidates must attend and complete one of the scheduled tryouts to be eligible for the draft.
5. Players will adhere to the new league age as determined by Little League, with no exceptions.
6. Eligibility for the draft will be through a point system to be determined by the board after registration is completed. Players rated at "X" points will be eligible for the major draft. Players that do not reach that point value will play in the minor league and not be eligible for the Majors draft, subject to rule (3) above for 12 year olds.
7. Should an opening occur in the Majors, that opening would first be filled from a waiting list if one should exist, THEN any player in the Minors who attended tryouts, shall be eligible to be brought up to the Majors level with the exception of a child of the team manager, and/or the two official coaches.

Complaints

1. All complaints must be in writing and signed. The Board will maintain anonymity. No verbal/oral complaints will be taken into consideration.
2. Each letter must be brought to a Board meeting or given to a Board member.
3. 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 will have a vote in making this determination.
4. 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.
5. If the Board determines that disciplinary action is to be taken, it will be done as quickly as possible.
6. The letter will become part of the league's official records and be kept on file for five years.
7. The appropriate Board member with the findings will notify the parties involved.
8. 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.

Establishing a Waiting List

1. A list of players who register with the league after tryouts are finalized and teams are established will be maintained for each division. The player will be picked from the

waiting list in the order in which they were placed on the list. The list WILL NOT be made available to Managers and/or Coaches.

2. Player Agents will keep and maintain the waiting list for their respective divisions.
3. There WILL BE NO waiting lists until teams HAVE 15 PLAYERS EACH.

Schedules

1. The Board of Directors shall approve the game schedule for the regular season.
2. All games shall start as per the time on the printed schedule. In the Tee Ball Division and the Pre-Minor Machine Pitch Divisions, no new inning shall start after one and one half (1 1/2) hours. In the Minor Player Pitch Divisions, no new inning shall start after 2 hours from the scheduled start time. A new inning begins after the last out of the previous inning.
3. When games are scheduled “back to back” on the same field, game time shall be limited to 2 hours for Majors and all Softball divisions and 2 ½ hours for Junior or Senior baseball (Regulation X c of the Official Regulations and Playing Rules for Little League Baseball and Softball). Games that do not start on time shall not run late and interfere with any games of any league division that are scheduled to follow and must meet Little League rule 4.10 and Rule 4.11.
4. For Tee Ball through Major Divisions of baseball and softball; no new inning will start after 9:00PM for games played Monday through Thursday evenings.
5. Games shall not be moved or rescheduled by team managers.
6. In the event that any team is unable to field a complete team within fifteen (15) minutes of the scheduled start time for the game, the division representative shall reschedule the game.
7. Under these circumstances when either or both team managers know that they cannot field a team for a scheduled game, both teams will notify the Division Rep who in turn will reschedule the game.

Games Rained Out

1. All “rained out” or postponed games will be re-scheduled by the division representative. The teams involved will forfeit scheduled practice time to the teams losing practice time (on the field) due to the make-up games.

Scheduled “Make-up” Games

1. Make-up and suspended games will be re-scheduled by the division representative and played at the earliest possible date.
2. In the event a rescheduled game cannot be played because of lack of players, the reschedule or forfeit shall be determined by the Board of Directors.

Season and Tournament Play

The League may elect to use the following options to determine the team rankings for the District Tournament of Champions (County) team entries.

Eau Gallie Little League will send all eligible teams to the tournament provided the Manager and players are in good standing with the league and the Manager is able to field a complete team for all scheduled games (the League may opt to not allow pool players in the EGLL Tournament, pool players will be allowed for the District Tournament). The following rules apply to all competitive Divisions (Majors and up):

1. Win/Loss records will be kept by the Managers and submitted to the Division Representative and the Website Administrator regularly. All games (except for Inter-league games) will be considered competitive and will count towards the teams' record.
2. At the conclusion of the regular season, EGLL will hold a tournament to determine the EGLL Champion for each Division. In each Division, teams will be placed in 2 pools based on their win/loss record. For instance, if there are 7 teams in a Division, 2 pools will be created. Pool A will have the teams ranked 1,3,5 and 7, Pool B will have teams ranked 2,4 and 6. If a Division has 4 teams or less pool play will not be necessary, proceed to step 5.
3. Pool play will be conducted according to the 2008 Tournament Rules and Guidelines for Little League Baseball. These rules can be found in the 2008 Official Regulations and Playing Rules book.
4. Two (2) teams will advance out of each pool. Tiebreaks will be determined using the DRAPI (Defensive Runs Against Per Inning) system.
5. The eventual EGLL Champion will be decided through single elimination of the four (4) teams advancing out of pool play. Brackets will be set according to Pool A winner vs Pool B 2nd place and Pool B winner vs Pool A 2nd place. The winners of these two games will advance to a final Championship game. The losers will determine 3rd and 4th place based on win/loss record in the tournament, followed by DRAPI for the tournament, followed by season record. If the Division has 3 teams the highest ranked team coming in will get a bye into the final game.
6. The EGLL Champion will get the #1 seed in the District Tournament of Champions, 2nd place #2 seed and so on. Win/loss records of the teams not advancing out of pool play will set seeding for the Tournament of Champions. In the event of a conflict over Tournament seeding, DRAPI will be employed to settle the conflict. If the teams' DRAPI and win loss records are identical a coin flip will decide the seed.

Field Decorum

1. Managers, coaches, or players removed or ejected from a game shall be suspended from their team's next physically played game (LL Rule 4.07). They are also subject to further disciplinary action upon review by the Board.
2. Managers and coaches are not allowed in the park after being ejected (LL Rule 4.07). Players ejected are not allowed on the playing field or in the vicinity of the field at the discretion of the umpire.
3. It is recommended that a suspended manager, coach or player refrain from coming to the ballpark during that suspension. Any disruption of team play or controversy on the part of the manager or coach at the ballpark during suspension may be deemed detrimental to the league and cause for further board intervention.
4. The Board of Directors shall not tolerate misconduct on the part of any manager, coach or member. Appropriate action will be determined by a majority vote of the Board. Anytime the Board feels that disciplinary action must be taken, the effected manager, coach or member must receive notice as soon as possible. The "Executive" Board shall have full authority of the Board in the event of untimely meetings.
5. The Manager of the team shall be responsible for the actions of their spectators and shall be asked to control the games, so that the game on the field and in the stands will be conducted in a manner exemplified by Little League, emphasizing fair play, good behavior, and good sportsmanship. The umpire in charge of the game and any board members in attendance may

assist the umpires, if necessary, by halting the game until good order is restored, or individuals causing problems have been removed from the premises.

All Star Teams

The EGLL has established and intends to continue the practice of developing All-Star teams to participate in post-season play. For all divisions the following format will be used to select the All Stars.

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

1. **Availability:** Only those players who will be available for the duration of practice time and the tournaments should be considered.
2. **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.
3. **Playing Ability:** Only those players who possess superior playing skills as All Stars indicate should be considered.
4. The Board of Directors may opt to send ONE or more teams per league/division to the All Star Tournament.

Selection of All Star Manager

1. President will appoint manager candidates for All Star Teams.
2. The Board of Directors shall approve the All Star team managers.
3. The All Star Team manager shall select ONE or TWO official coaches from other eligible managers or coaches subject to Board approval. (Number of coaches determines number of players per Little League).
4. A manager or coach who is on probation shall not be eligible to serve as manager or coach of any tournament team (District or All Star).

Selection of All Star Players

1. At player agent's request, each manager will send his/her nominations VIA EMAIL to the player agent, keeping in mind which members on their roster meet the criteria to be All Stars as defined above.
2. Managers, Player Agent, and President will then have a meeting to discuss players that have been nominated.
3. After the meeting, managers will then vote for 10 players VIA EMAIL to the player agent.
4. In the Minors Division only a committee of 5 people, appointed by the Board of Directors, will also vote on the All Stars.
5. Once the 10 players are determined, the President will announce the Manager. It is at this time, the Manager must pick two OR three players from the nomination list to complete the team.

Playing Rules

The following playing rules apply to all divisions.

1. All games shall be played by the Little League Rules and Regulations adopted by Little League Baseball, Inc. and these Operating Bylaws. Rules shall not be changed, even with the agreement or concurrence of both managers.
2. 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.
3. **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 as per Little League rules.**
4. Managers may request through the Player Agent, to suspend players for disciplinary reasons, when necessary.
5. 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 except Tee Ball and Minor Machine Pitch. These records shall be available at all games and may be reviewed by the opposing team manager or the umpire.
6. The official scorekeeper will be the official pitch counter of the game, OR, in the event no official scorekeeper is available, the pitch count WILL BE coordinated by the managers.
7. For competitive divisions, all games played within the same league may count when calculating their win/loss records.
8. Ten run rule (mercy rule) will be in effect for all divisions from Minors through Seniors. This shall be per Section 4.10 (e) of the Little League Official Playing Rules. Only a maximum of 5 runs per inning allowed.
9. Per LL Rule 4.05, 2 adult base coaches may be used at any level of play.
10. Only registered children with EGLL may be on the fields, in the dugouts or umpiring.

Playing Rules - Tee Ball 5/6 (TBL)

The Tee Ball League Baseball Division shall consist of players ages 5 – 6 and play by LLB Tee Ball League Rules except as provided below.

The Games

1. One half inning shall be the completion of all batters of the batting order.
2. 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, without change, until the game is over
3. The Tee Ball division is an instructional league whose sole purpose is to develop players for the League's Pre-Minor Machine Pitch division.

Uniforms and Equipment

1. The use of personal bats will be permitted, but must be Little League Tee-Ball approved.
2. All fielders shall wear Ball gloves.
3. Athletic supporters are required for all male players.
4. Safe-T balls will be used.

Batting

1. Balls and strikes will not be counted.
2. Bunting is not permitted. Batters are not permitted to bunt or take half swings. Failure to take a full swing will result in the batter being recalled and made to bat again. (A bunt is a batted ball which does not travel a minimum distance of 15 feet in fair territory or a batted ball which resulted from a swing that was less than a full swing from the batter.)
3. All batters and base runners must wear batting helmets.

Base Running

1. Base coaches shall not encourage runners to advance another base when the defensive team has control of the ball and such attempts would be foolish if defensive players had adequate throwing and catching skills.
2. Any ball thrown by a defensive player, and missed, is defined as an overthrow. Each overthrow allows the runner to advance 1 base at his/her own risk. If the ball is thrown to the pitcher, or it is apparent that the player attempted to throw the ball to the pitcher, the ball is dead and play shall cease.
3. Any overthrow which leaves the playing field in any manner shall be ruled a dead ball and the runners awarded 1 base (not any additional bases).
4. Runners must maintain contact with the base until the ball is hit. Base stealing is not permitted.

Fielding

1. Pitcher - The pitcher shall keep both feet on the "rubber" until the ball is hit.

2. Catcher - The catcher shall wear a helmet with throat protector, chest protector, mask, shin guards, and a cup for all male players at the beginning of every play. The catcher will be positioned behind and across from the batter and shall not be 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.
3. Supervising coaches in the field shall not interfere with or assist the players in the performance of their assignments in any physical manner. Any physical interference will result in the ball being declared dead and all runners shall be awarded 1 base.
4. A supervising coach in the field must clearly and loudly call "time" before demonstrating technique or instructing fielders.

Supervision

1. The team at bat must have a supervising coach at home plate to adjust the batting tee and initiate play. CARE SHALL BE TAKEN BY THIS COACH TO REMOVE THE TEE DURING ALL PLAYS.
2. The team at bat should have a supervising coach at first and third bases only to coach runners.
3. The team in the field should have at least 2 supervising coaches in the field to position players.

Competition

NO WON - LOST RECORD WILL BE KEPT BY EGLL.

Playing Rules –Pre-Minor Machine Pitch (6-9 yr old) Baseball (MILB)

The Pre-Minor Machine Pitch League Baseball Division shall consist of players primarily ages 7 – 8 and play by LLB Minor League Rules except as provided below.

Selection of Players

The Pre-Minor Machine Pitch Division shall consist of players ages 6-9 years old. Players age 6 must have completed one year of LL to be eligible for this division and then only with parents request or approval. Players age 9, with no previous LL experience and minimum playing ability, may elect at parent's request, to play within the Pre-Minor Machine Pitch Division.

The Pre-Minor Machine Pitch division shall be formed by random distribution of players with care being exercised to provide for an equitable distribution of players of each league age.

The Game

1. The Pre-Minor Machine Pitch division is an instructional league whose sole purpose is to develop players for the League's Minor Player Pitch division.
2. The Pre-Minor Machine Pitch division is not a competitive division and the coaches involved in the management of this division must emphasize the instructional and not the competitive aspects of playing baseball. While scores will be maintained when playing games, no won/loss record will be maintained.
3. The Pre-Minor Machine Pitch division may play with 10 defensive players in each game. There will be free substitution at each change of the innings. No player shall sit on the bench for more than 1 inning.
4. Forfeits and protests are not allowed.

Playing Rules for Pre-Minor Machine Pitch

1. Continuous batting rotation of team roster.
2. Seven batters or three outs per half inning. The half inning is complete when three outs are made, or the seventh batter has his/her 'at bat' and a defensive player gains control of the ball at home plate. If there is a play at home plate, it should be played in accordance with LL rules that determine a 'force' or 'tag play'. Once control at home plate is achieved, the offensive manager shall discourage the players from continuing to run the bases to avoid unnecessary collisions.
3. Continuous substitutions between innings.
4. One base on overthrow of first base regardless of where the ball is thrown.
5. Pitcher will be positioned with both feet inside the 10-foot diameter-pitching mound.
6. Stealing is not allowed.
7. There will be 2 defensive coaches allowed on the field.
8. A pitching machine will be used to pitch. Each batter will receive a maximum of 5 pitches. If after 5 pitches, the player has not hit the ball, the batter is retired. This is not considered an out.
9. If any batted ball hits the pitching machine, the ball shall be declared as "dead" and the batter/runner will be awarded first base.

Playing Rules – Minor Player Pitch (8-11 yr old) Baseball (MILB)

The Minor Player Pitch League Baseball Division shall consist of players primarily ages 9 - 10 and play by LLB Minor League Rules except as provided below.

Selection of Players

1. Players age 8 will be eligible only with parent's request or approval. They must attend tryouts and have Player Agent approval to play in this division.
2. All eligible players shall attend a tryout for evaluation by the managers of the Minor division.
3. Managers shall evaluate the players' ability on fielding, throwing, hitting and any other skills deemed reasonable by the Player Agent.
4. Managers shall rate each player on a point basis with 1 point given for minimal skills and a maximum of 5 points given for superior skills in each field of endeavor.
5. The Player Agent shall tabulate the managers' totals for each player.
6. The players shall be evenly distributed by the Player Agent, starting with the players with the highest totals through the players with the least amount of points.
7. A reverse order (serpentine) assignment will be used to balance the player talent.
8. The manager will be given the team that their child is assigned to. Managers without children will be randomly assigned a team. ONE courtesy trade will be allowed once teams are assigned, and trades shall be for children of equivalent point totals.

For additional information on the Minors Division draft see the "Little League Baseball Minors Division Draft Method" included here as Appendix A.

The Game

1. The Minor Pitch Division is an instructional division, whose purpose is to develop players for the League's Major Division.
2. The Minor Pitch division is not a competitive division, and the coaches involved in the management of this division must emphasize the instructional aspects of baseball. While scores will be maintained and scorebooks kept when playing games, no won/loss record will be officially kept.
3. Teams shall play with 9 defensive players in each game.
4. Teams shall play with a continuous batting order per LL rule 4.04. Free substitutions are allowed, but players must still meet mandatory playing time of at least 2 innings in the field.
5. Forfeits and/or protests are not allowed.
6. PITCHERS IN THE MINOR PLAYER PITCH DIVISION SHALL BE LIMITED TO A MAXIMUM OF 2 INNINGS PITCHED PER GAME, WITH A 3 CALENDAR DAY REST TO FOLLOW. IF ONLY 1 INNING IS PITCHED DURING SAID GAME, 1 CALENDAR DAY REST IS REQUIRED – HOWEVER, THERE WILL BE A MAXIMUM OF 2 INNINGS PITCHED IN 3 DAYS.
7. A maximum of 5 runs allowed per inning.

Playing Rules – Major Baseball (MLB)

The Major League Baseball Division (MLB) shall play by the applicable LLB Major League Baseball rules.

Playing Rules – Junior Baseball (JLB)

The Junior League Baseball Division (JLB) shall play by the applicable LLB playing rules except as provided for below:

1. 13-year-old players shall not be drafted to the SLB Division.
2. If a player refused to be brought up to the SLB Division, he will forfeit further eligibility to be drafted for the remainder of the season.
3. The pool play option may be used if necessary.
4. The League may opt, that in End of Season tournaments, no pool players will be allowed.

Playing Rules – Senior Baseball (SLB)

The Senior League Division (SLB) shall play by LLB Senior League rules.

1. The pool play option may be used if necessary.
2. The League may opt, that in End of Season tournaments, no pool players will be allowed.

Playing Rules – Minor Machine Pitch (6-9 yr old) Softball (MMSB)

The Minor Machine Pitch League Softball Division shall consist of players ages 6 – 9 and play by LLB Minor League Rules except as provided below.

Selection of Players

The Minor Machine Pitch softball division shall consist primarily of players' ages 7 – 8 years old. Players age 6 must have completed one year of LL to be eligible for this division and then only with parents request or approval. Players age 9 with no previous LL experience and minimum-playing ability may elect at parents request, to play within the Minor Machine Pitch division. Players' ages 6 and 9 that play in the Minor Machine Pitch must have approval of the Player Agent.

The Minor Machine Pitch softball division shall be formed by a random distribution of players, with care being exercised to provide for an equitable distribution of players of each league age,

The Game

1. The Pre-Minor Machine Pitch softball division is an instructional league whose sole purpose is to develop players for the League's Minor Player Pitch softball division.
2. The Pre-Minor Machine Pitch softball division is not a competitive division and the coaches involved in the management of this division must emphasize the instructional and not the competitive aspects of playing baseball. While scores will be maintained when playing games, no won/loss record will be maintained.
3. Forfeits and protests are not allowed.

Playing Rules – Minor Player Pitch (8- 12) Softball (MILSB)

The Minor Player Pitch League Softball Division shall play by the LLB Minor League Playing rules and Regulations and the softball rulebook, along with the following local League rules:

Selection of Players

1. The Minor Player Pitch softball division shall consist primarily of players' ages 8 – 10 years old. Players age 8 may play within this division with parent's request or approval.
2. Players age 8 must attend tryouts and be drafted by a team manager as well as having Player Agent approval to be eligible to play Minor Player Pitch. Age 8 players not drafted will be eligible to play in the Minor Machine Pitch division.
3. Players' ages 11 and 12, if not drafted for a MLSB team shall be eligible for Minor Player Pitch softball.

Defensive Rules

1. A 35-foot pitching distance will be used.
2. The Minor Player Pitch softball division shall play with a continuous batting order per LL rule 4.04. Free substitutions are allowed, but players must still meet mandatory playing time.

Playing Rules – Major League Softball (MLSB)

The Major League Softball division shall play by the LLB Major League Softball rules.

Playing Rules – Junior/Senior League Softball (SLSB)

The Senior League Softball division (SLSB) shall play by the LLB Senior League Softball rules.

Appendix A: Little League Baseball Minors Division Draft Method

Introduction:

Following is a description of the draft method employed by EGLL in the Minors Division Baseball (8-10 year olds) Spring Season.

Tryouts:

Each eligible player must attend one of the scheduled tryouts. Tryout dates will be posted on www.eglittleleague.org at least 2 weeks prior to the tryouts. Managers, Coaches and Umpires from the Minors Division are all invited to attend the tryouts and rate the players. Each team Manager must attend the tryouts or provide someone in his/her place as a representative of the team.

The players are rated in five baseball skills areas. The ratings for each category are from 1 to 5. Therefore, the maximum score is 25, the minimum is 5. Any player league age 9 or 10 achieving an average score of 20 out of 25 points or higher is eligible to play in the Majors division with the parents' (or legal guardian) and Board of Directors' approval. The five skills judged are:

1. **Batting**—Each player is thrown 5 pitches from a Jugs pitching machine at a speed of 35-40 mph. The players are instructed to swing at all 5 pitches regardless of location. Ratings are based more on technique than results.
2. **Running**—After the player swings at the 5th pitch they are instructed to run to 1st base as fast as possible and run through the base. The player runs whether or not they make contact with the 5th pitch.
3. **Fly Balls**—The players, while positioned in Center Field, are thrown 2-3 fly balls and are instructed to catch the fly ball and throw it to 2nd base.
4. **Ground Balls**—The player lines up at Short Stop and fields 2-3 ground balls and throws the ball to 1st base. Ratings are based on foot movement, glove position and aggression towards fielding the ball.
5. **Throwing**—The player's ratings for throwing the ball are derived from a combination of performance while throwing the ball from Center Field to 2nd base during the Fly Ball exercise and the throws made from Short Stop to 1st base during the Ground Ball exercise.

Anyone rating the players must submit their ratings sheet to the Player Agent at the conclusion of the last day of tryouts.

Pre-Draft:

The Player Agent takes the ratings sheets and tallies scores for all of the players. As an example, assume there are 10 teams with 12 kids assigned to each team for a total of 120 players. Based on the tryout ratings, each player will be assigned a number between 1 and 120. For a 10 team league the following chart illustrates the draft method employed:

Team	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Round #1	1	2	3	4	5	6	7	8	9	10	11	12
Round #2	24	23	22	21	20	19	18	17	16	15	14	13
Round #3	25	26	27	28	29	30	31	32	33	34	35	36
Round #4	48	47	46	45	44	43	42	41	40	39	38	37
Round #5	49	50	51	52	53	54	55	56	57	58	59	60
Round #6	72	71	70	69	68	67	66	65	64	63	62	61
Round #7	73	74	75	76	77	78	79	80	81	82	83	84
Round #8	96	95	94	93	92	91	90	89	88	87	86	85
Round #9	97	98	99	100	101	102	103	104	105	106	107	108
Round #10	120	119	118	117	116	115	114	113	112	111	110	109

The yellow boxes represent a player who is the son of a Manager. So the Manager who is the Father of the player rated #25 will get Team #1 comprised of the players rated #1, #24, #25, #48, #49, #72, #73, #96, #97 and #120. The other 11 teams are made up the same way with the exception of Team #8. The blue boxes comprising Team #8 represent a team whose Manager does not have a child playing in the Division.

Draft:

The Managers meet for the draft and each will receive a packet with the Registrations of of their players. After reviewing their rosters, the Managers are allowed, starting with the Manager for Team #12, to make one trade to another Manager for a player on another team. The other Manager must agree to this trade. If a Manager trades for a player with a sibling, the sibling must be traded to the same team.

Once all 12 Managers make their trade, the rosters are finalized. No more trades are allowed after the draft meeting.