

VALLEY CENTER LITTLE LEAGUE

2018 OPERATING POLICY

The following supplements the Operating Policy, as promulgated by Little League Inc. from time to time; the Charter granted to the Valley Center Little League (“League”) by Little League Inc.; and the Valley Center Little League Constitution which can be found on our website at www.ValleyCenterll.org.

1. **Board of Directors.** The management and affairs of the League shall be vested in a board of directors (“Board”), which consists of not less than six (6) directors, all of whom shall be elected in a manner prescribed in the League’s Constitution at its initial meeting, the Board shall elect one (1) Board member to serve as Chairman of the Board. The Chairman shall be responsible for setting the agenda for each meeting and conducting Board meetings. The Vice President of Player Operations shall be the Vice Chairman and shall conduct Board meetings in the chairman’s absence.
2. **Officers.** The Board shall appoint the following Officers at its annual meeting and the Officers shall have the duties and responsibilities described in the league’s Constitution:
 - President
 - Vice President of Player Operations
 - Vice President of Field Operations
 - Secretary
 - Treasurer

- Safety Officer
- Little League Information Officer
- Umpire in Charge.

An individual may hold one or more positions at one time. Additional Officers may be appointed by the board from time to time. The Vice President of Player Operations shall attend Little League functions, including District meetings, on behalf of the President. The President and Vice President of Player Operations may manage or coach during both the regular season and during tournament play pursuant to Little League Rules.

3. **Committees.** The Board may appoint such committees as the Board may deem appropriate from time to time. Committees serve at the pleasure of the Board and attend Board meetings at the request of the Chairman.
4. **Duty Person.** Prior to each season’s Opening Day, the Board shall adopt a schedule by which a Board member shall be present at each regularly scheduled League game in the capacity of Duty Person. The responsibilities of the Duty Person shall include, but are not limited to, the following: (i) ensuring that all game and umpire equipment rooms are open and accessible to the managers and umpires before each game and that all game and umpire equipment is returned to the appropriate rooms and all such doors are securely locked when the League function has concluded; (ii) ensuring that the American flag is

raised and lowered and all field lights are turned on and off (as needed) prior to and after each game; and (iii) interpreting and administering League policies to resolve disputes arising at such function provided, however, that unless an umpire so requests, no Duty Person shall interfere with games in progress or rulings made by umpires in charge of such games. No female Board Member will be required to serve as Duty Person for evening functions.

5. **Player Assignments: Draft.**

Tee Ball and Caps: Players in the Tee Ball and Caps Divisions shall be assigned to their teams by the coordinator of their division. The Board retains the right to subsequently reassign players if the Board determines that such reassignment is in the best interest of the League.

Minors, Majors, Intermediate, and Junior Divisions: Players shall be selected by draft to be conducted in accordance with the then current Little League Baseball Operating Manual. The order of draft choice will be determined by the managers drawing numbers with the lowest number drawn having the first choice and so on. This drawing shall take place at a time and place to be determined by the current Board Members. When the order of the draft is decided, the draft will be conducted in serpentine fashion.

Major, Intermediate, and Junior division players must participate in their respective division tryouts to be eligible for their respective division's draft. A player not drafted in the division for which he/she tried out, shall be placed in the next lower division's draft as long as there is no violation of the Official Rules and Regulations of Little League Baseball, Inc.

Any player who does not participate in the League tryouts shall be placed on a team at the discretion of the player agent with the approval of the Board of Directors. Such player may be required to participate in a tryout session prior to placement. Any tryout session shall be arranged by the player agent and/or the Board of Directors.

6. **Division Alignments.** The following Divisions have been established by the Board:

Tee Ball: 4-6 year olds
Caps: 6-8 year olds*
Minor League (B): 8-11 years
Minor League (A): 9-11
Major League: 10-12 years
Intermediate: 11-13
Junior League: 13-14 years

*A 6 year will be allowed to play in the Caps Division, if he/she has had at least one previous year of baseball experience.

7. **Division Champions.** In the Minor A, Majors, Intermediate, and Junior Divisions, the season will be split into two halves, with the first half champion playing the second half

champion in a best two out of three tournament at the end of the season. If the same team wins both halves, it will be declared the champion and the team with the next best record overall in the Division shall be the second place team.

8. **Post Season Tournaments.** The first and second place teams in the Minor A, Majors, Intermediate, and Junior Divisions will represent the League in year-end tournaments selected by the Board.
9. **Tournament Team Selection.** The method of selecting Tournament Teams, Managers, Coaches, and players shall be as follows:
 - (A) **Manager and Coaches:**
 - (i) Final results in league play and,
 - (ii) Display of teams' sportsmanship.Coaches for each Tournament Team shall be selected by the Manager of each team and shall be subject to Board approval.
 - (B) **Players:** Tournament Team players shall be selected in accordance with the following procedures:
 - (i) There shall be a minimum of eleven (11) players selected to each Tournament Team;
 - (ii) All players within the Minor A, Major, Intermediate, and Junior Divisions will be provided with a ballot and shall be entitled to vote for ten (10) players within their age group (i.e. 9 and 10 year olds vote for 9-10 year old players, 11-12 year olds will vote for 11-12 year old players, and 13-14 year old players will vote for 13-14 year old players. The top ten (10) vote getters in each age group shall be placed in their respective age group's pool. The

players in each age group who were not within the top ten (10) vote getters shall then be placed in a second pool, from which the Managers shall select an additional twelve (12) players to add to their respective age group's pool. Managers in the Minor A Division (with input from Major Division Managers as to 9-10 year olds playing in the Major Division) shall select players for the 9-10 year old Tournament Team, Managers in the Major Division only (with input from the Minor Division Managers as to 10-11 year olds playing in the Minor Division) shall select players in the 10-11 and 11-12 year for old Tournament Teams, and Managers in the Intermediate Division and Junior Division only shall vote for players on the in those divisions. From the pool of twenty-two (22) players, for each Tournament Team age group, the Tournament Team Selection Committee shall select eleven (11) players for each age group's Tournament Team. Tournament teams shall be selected in the following order: 13-14 year olds, 11-12 year olds, 10-11 year olds and 9-10 year olds.

The Tournament Team Selection Committee shall consist of the Vice-President of Player Operations, the Player Agent for the respective age group and the Managers of each of the age group's specified above (i.e., Minor A Division Managers for 9-10 year old team, Majors Division Managers for the 10-11 and 11-12 year old Tournament Teams, Intermediate Managers for the Intermediate team, and Junior Division Managers for the Junior Division Tournament Team.) The Tournament Team Selection Committee shall review the votes of the players and Managers from the twenty two (22) players within each

Tournament Team Pool, and select ten (10) players for their respective age group's Tournament Team. The Manager of each age group's Tournament Team shall then select a minimum of 1 (1) more player from their respective age group's Tournament Team pool to complete the twelve (12) player tournament Team roster or whatever number is in accordance with Little League rules.

Tournament Team Managers, Coaches, and players are expected to attend all scheduled Tournament Team practices. If a Manager, Coach, or player is unable to attend a minimum of 2/3 of the scheduled Tournament Team practices, the Tournament Team Manager shall notify their respective Division Player Agent immediately in order for a replacement player to be selected. The Board Committee may grant exceptions to this policy on a case-by-case basis.

10. Pool Player Rule (Minor A, Majors, Intermediate, and Juniors).

Pursuant to Regulation V of the Little League Official Regulations and Playing Rules, the Player Agent creates a list of players eligible to play as pool players for the Intermediate, Major and Minor A divisions. The list of potential pool players is based on the willingness of parents to have their children participate. The pool player list will be provided to both the President and VP of Player Operations. Managers may request to use pool players if the team does not have at least 9 players to fill the roster for a given game. Managers needing pool players will first contact the Player Agent.

If the Player Agent is unavailable, Managers will contact either the President or VP of Player Operations, in no order of preference. Neither the President nor the VP of Player Operations will be involved in the selection of pool players for a game if they are also coaching that game. A pool player will be restricted to playing only an outfield position on defense and their position in the batting order will be after all regular team rostered players. A team cannot have more than three pool players in a game, and a pool player must wear the uniform of their own team. Managers are not guaranteed the availability of a pool player, and if the minimum number of pool players are not available, the requesting team will be required to forfeit.

11. Preparation and Conduct of Games. The preparation and conduct of League games shall be in accordance with the following:

11.1 The Official Rules and Regulations, as published by Little League Baseball, Inc., shall be binding in this League.

11.2 The home team Manager or Coach will prepare each field prior to each game and ensure that all bases, hoses and other equipment are returned to the appropriate storage facility and that all such storage facilities are locked. This applies to shutting down the field at the end of play also.

11.3 The home team shall lead the Pledge of Allegiance

and the Little League Pledge prior to the commencement of each game.

11.4 The visiting team shall provide an official scorer.

11.5 The home team shall provide the pitch counter.

11.6 The Manager and Coach from BOTH teams shall ensure all trash and debris is removed from the field and dugouts and placed in a trash receptacle.

11.7 Make-up, rain games, and ties will be rescheduled according to field availability and will not be carried over to the end of the season. Make-up games will be rescheduled in the order in which they were originally scheduled.

11.8 Any player who is out of the lineup for more than three (3) consecutive weeks or six (6) games is subject to being removed from his/her team by action of the Board of Directors. The Board of Directors, however, reserves the right to allow such player to remain on the roster. Managers must make the Player Agent aware if any player misses more than two (2) consecutive games for any reason. Failure to do so will be cause for corrective action against the Manager.

12. Special Additional Rules and Regulations for Tee Ball, Caps, and Minor B League Divisions:

(A) **Tee Ball Division:** There is a 60 minute time limit

on Tee Ball games.

A1. Managers and Coaches are allowed on the field in the Tee Ball Division.

A2. The Tee Ball Division shall use hitting tees. Coach pitch can be provided during second half of the season. Only 3 pitches allotted before tee is used.

A3. The side is out in Tee Ball when all the batters in the lineup have batted.

A4. Tee Ball teams can play with less than nine (9) players.

A5. No sliding is permitted in Tee Ball.

(B) **Caps Division:** There is a 90 minute time limit on Caps games. There will be no more than 4 coaches on the field during games.

First Half of Season:

B1. During the first half of the season a mechanical pitching machine will be used.

B2. Players will have 6 pitches to put the ball in play. If the player is unable to put the ball in play after 6 pitches, the coach will have the option of going to soft toss or using the tee.

B3. The changing of the sides occurs after 3 outs or 7 batters have come to the plate.

B4. 10 players is the maximum on the field.

B5. Absolutely NO sliding NOR collisions allowed at home plate.

B6. Lead-offs and stolen bases are not allowed.

B7. Runners are only allowed 1 extra base on overthrows.

B8. Play is complete when the pitcher has the ball.

Second Half of the Season:

B9. A coach will pitch to the player.

B10. The player will have 6 pitches to put the ball in play. If the player is unable to put the ball in play after 6 pitches, the coach will have the option of going to soft toss or using the tee.

(C) **Minor B Division:** all games will be played in accordance with the Official Little League Rule Book subject to the following local rules. There is a 1 hour and 45 minute time limit on Minor B League games. No new inning shall start after the forgoing time limit. The umpire will ask the official scorekeeper to note the time the game started and then will notify both Managers. The official scorekeeper will also be the

official timekeeper. No new inning may start later than 9:30 p.m. due to the Valley Center Parks and Rec curfew.

First Half of the Season:

C1. Continuous batting order will be used.

C2. The pitching machine (set to 32-38 mph) will be used.

C3. The side is retired when there have been 3 outs or all rostered players have batted.

C4. Either 3 outs or 5 runs will complete a half inning. There are no continuation runs.

C5. The batter will receive up to 5 good pitches from the machine. If the 5th pitch is hit foul, the batter will continue until he/she hits a non-foul ball, continues to hit foul, or strikes out.

C6. Pitches from the pitching machine which result in missed swings will be called strikes. Three strikes will be called an out. No balls will be called and no walks awarded.

C7. If a batter fails to hit the 5th pitch without striking out, he/she is retired to the dugout and an out is recorded.

C8. No bunting is allowed and no leading off any base.

C9. A ball hitting the pitching machine is an automatic single and a dead ball. All runners advance one base.

Second Half of the Season:

C10. Pitching shall be by kid-pitch.

C11. Walks will be allowed and strikes counted pursuant to regular Little League rules.

C12. The five (5) run rule per half inning still exists, however, the runs will be counted and the play will be allowed to continue past the 5th run until the ball is dead.

C13. Baserunners may advance on wild pitches and passed balls, including to home plate, and “missed” return throws to the mound.

C14. Baserunners are not allowed to lead off any base.

C.15. All baserunners will stop advancing when the ball is returned to the pitching mound.

C16. Bunting is permitted.

Minor B – Miscellaneous:

C17. If a Minor B team cannot field nine (9) players, then “extra” players from the opposing team may be used at that manager’s discretion.

C18. Baserunners will be awarded one extra base if the ball is overthrown at either first and/or third base and comes into contact with the perimeter “foul” fence (dead ball). This rule does NOT apply to overthrows at home plate. Ball is live if it hits off backstop, etc.

C19. The scorekeeper will keep track of innings, balls, strikes, outs, and runs.

C20. Courtesy runners may be used to pinch-run for catchers when there are 2 outs. The runner shall be the player who made the last out.

C21. Sliding is permitted. However, head first slides while advancing to a base are not permitted and the runner will be called out.

C22. It is at the Manager’s discretion to place players at their respective position(s). It is highly encouraged, but not mandatory, that players play more than one position during a game.

C23. Every rostered player present at the start of the game must play a minimum of six (6) defensive outs and bat at least one (1) time.

Pitch limits for Minor B:

League Age: 9-10 yrs. 75 pitches per day
8 yrs. 50 pitches per day

If a pitcher reaches his or her respective pitch limit while facing a batter, then the pitcher may continue to pitch until any of the following conditions occur:

1. That batter reaches base;
2. That batter is put out; or
3. The third out is made to complete the half-inning.

A player who plays catcher for 4 or more innings in a game will not be permitted to pitch in that same game. A player who pitches 41 pitches or more in a game cannot play catcher for the remainder of the game.

13. Special Additional Rules for Minor A Division:

13.1 There is a 1 hour and 45 minute time limit on Minor A League games. No inning shall start after the foregoing time limit unless required to complete a regulation game or break a tie game allowing that the field is available for play and the night curfews specified in Regulation X of Little League Rules are not violated. The umpire will ask the official scorekeeper to note the time the game started and then will notify both Managers. The official scorekeeper shall also be the official timekeeper. No inning may start later than 9:30 p.m. due to the Valley Center Parks and Rec curfew.

13.2 If a Minor A team cannot field nine (9) players, pool players may be used provided the Manager requesting a pool player complies with the pool player rules established by the Board. (See Section 10 of these rules).

13.3 In the Minor A division, there is a five (5) run rule per half inning. All continuation players on base runs do count. The innings are open after the 4th inning.

13.4 There is a ten (10) run mercy rule after the 4th inning is complete.

13.5 The bat around style will be used for hitting (every player on the team will hit).

14. Special Additional Rules for Majors Division:

14.1 In the Majors Division the umpire will ask the official scorekeeper to note the time the game started and then will notify both Managers. The official scorekeeper shall also be the official timekeeper. No inning may start later than 9:30 p.m. due to the Parks and Rec curfew.

14.2 There is a ten (10) run mercy rule after 4 innings.

14.3 If a Majors Division team cannot field (9) players, pool players may be used provided the Manager requesting a pool player complies with the pool player

rules established by the Board. (See Section 10 of these rules).

15. Special Additional Rules for Intermediate (50/70) and Junior Divisions:

Intermediate (50/70) and Juniors Divisions: Games shall be played in accordance with and be governed by the Rules and Regulations of Little League Baseball, Inc. Due to the Valley Center Parks and Rec curfew, however, no inning shall start later than 9:30 p.m.

16. Pitch Count Rules Minors/Majors/Intermediate and Juniors.

A Manager must remove a pitcher when said pitcher reaches the pitch limit for his/her age group as noted below, but the pitcher may remain in the game at another position.

League age:

13-16 years: 95 pitches per day

11-12 years: 85 pitches per day

9-10 years: 75 pitches per day

7-8 years: 50 pitches per day

17. Managers, Coaches and Umpires. Managers, Coaches, and Umpires shall be subject to the following:

17.1 Managers and Coaches are required to be familiar with and fully comply with the current Little League, Inc.

Official Regulations and Playing Rules (Green Book) and the Little League Operating Manual (currently found in the back of the Green Book.)

17.2 A Manager or Coach may not appear on the roster of more than one (1) team per division.

17.3 Managers and Coaches are not allowed in the stands during a game and shall not coach from any location outside the dugout except when acting as a base coach on the field.

17.4 Managers of all teams shall be selected annually by the Board of Directors from those applicants who have been nominated by the President.

17.5 Not more than one (1) Manager and two (2) Coaches will be permitted in the dugout (Exceptions may apply to tee ball at the manager's discretion).

17.6 All Managers are required to attend at least one umpire clinic sponsored by Valley Center Little League.

17.7 All Managers are required to attend safety training which will be sponsored by the Valley Center Little League Safety Officer.

17.8 Managers for any division that is playing interleague games, must remember that during interleague games, local rules apply at the field at which your team is playing. It is up to the manager to find out what the local rules are.

18. Miscellaneous.

18.1 In Minor A, Majors, Intermediate, and Junior Division games, no family member may umpire for a game in which a direct family member is playing at the time.

18.2 The Valley Center Little League facility is a no smoking facility.

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